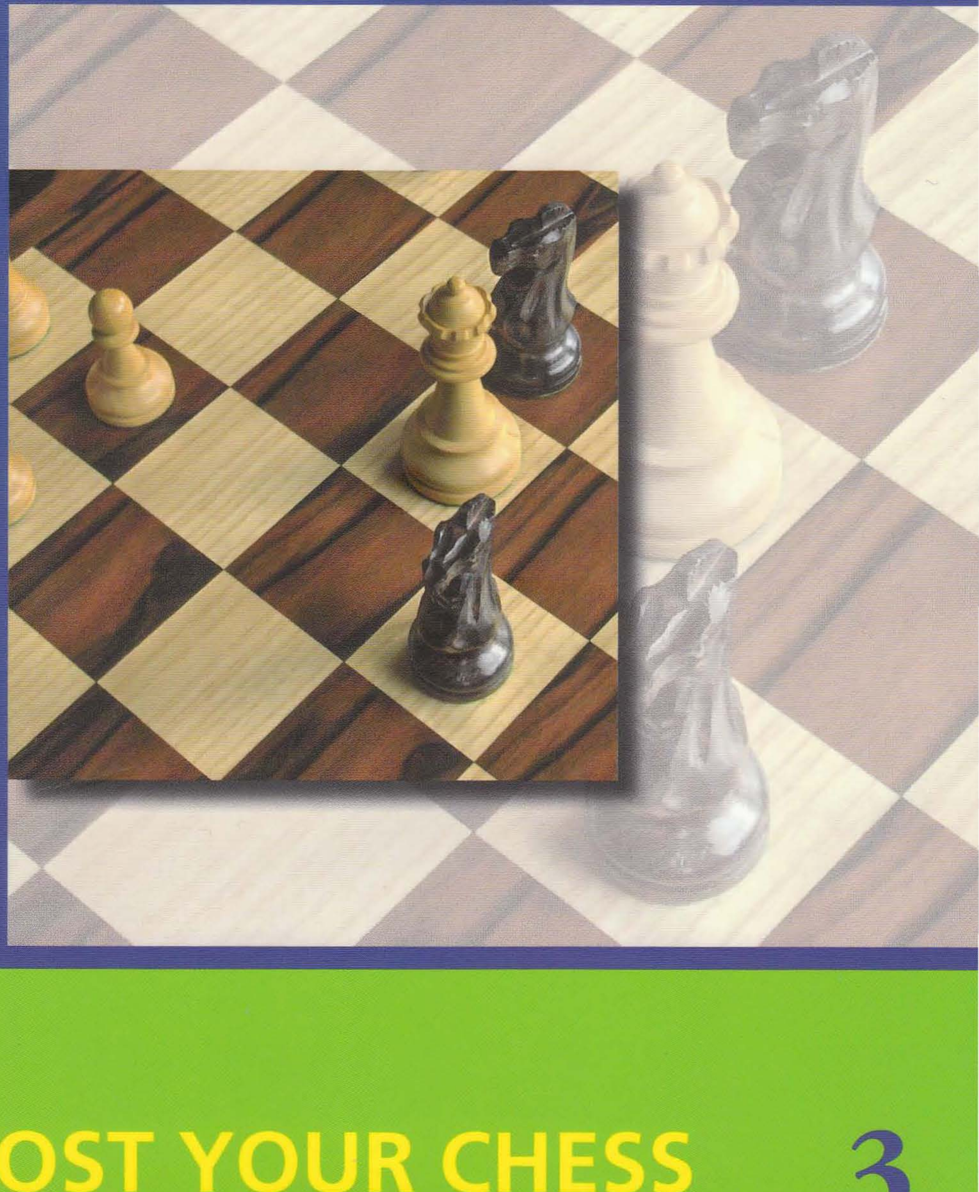
ARTUR YUSUPOV



BOOST YOUR CHESS 3

MASTERY

QUALITY CHESS

Boost Your Chess 3

Mastery

By

Artur Yusupov

Quality Chess
www.qualitychess.co.uk

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Key to symbols used

△	White to move
▼	Black to move
⩲	White is slightly better
⩱	Black is slightly better
±	White is better
∓	Black is better
+–	White has a decisive advantage
–+	Black has a decisive advantage
=	equality
=∞	with compensation
⇄	with counterplay
∞	unclear
⊙	zugzwang
⌓	better is
Δ	intending
?	a weak move
??	a blunder
!	a good move
!!	an excellent move
!?	a move worth considering
?!	a move of doubtful value
#	mate

Preface

It was a pleasure to have Artur Yusupov working as my second, both personally and professionally. It is therefore an honour for me to write the preface to this series of books.

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

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

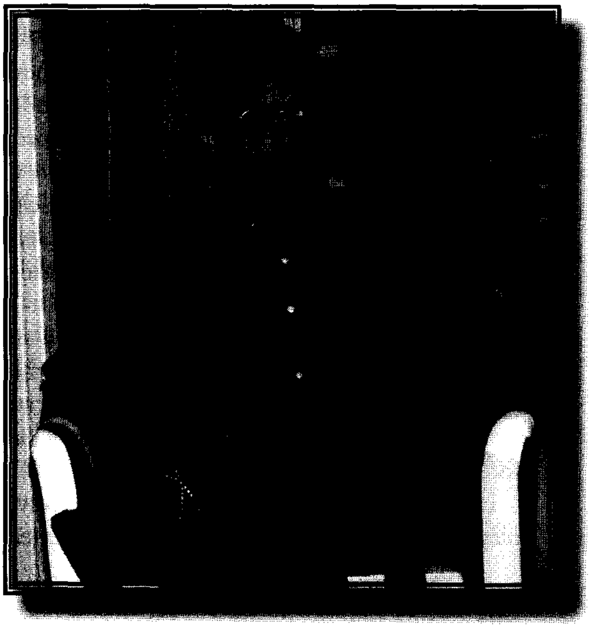
Artur's systematic and professional approach to analysing games was the decisive factor in having him as my second in the World Championship Finals in New York 1995 and Lausanne 1998. His mastery of the methods of the Russian chess school was very helpful in the preparation for the matches, as well as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

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

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

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

World Champion, Viswanathan Anand



Introduction

During my many years of work as a chess trainer, I have noticed that there are only a few books which are really suitable for most amateur players. Some good books treat individual aspects of the game (middlegame or endgame, tactics or positional play) without paying any real heed to the readers' playing levels. This brought about the idea of working out a teaching programme aimed specifically at a certain playing strength. Such teaching programmes, in a brief form and intended as systematic help for trainers, are common only in Russia, where they are very popular. One very well known and much valued example is a publication by Golenischev, which inspired some aspects of my methodology.

In 2003 I began a 3 year training programme in my chess academy. Three groups were set up according to playing strength: under Elo 1500, under Elo 1800 and under Elo 2100. Each annual stage consisted of 24 teaching modules and 24 tests, plus a final test at the end of the course.

This programme was later taken over, in a different form, by the Chess Tigers University and is still being used there.

The overwhelmingly positive comments of my students encouraged me to rework this programme in the form of a series of books. In doing so, I was able to make use of many evaluations, corrections and suggestions from my students. While I was redrafting, especially the explanations in the solutions, that feedback from my students was very valuable.

This book is the second volume in a series of manuals designed for players who are building the foundations of their chess knowledge. The reader will receive the necessary basic knowledge in six areas of the game – tactics, positional play, strategy, the calculation of variations, the opening and the endgame.

The reader will benefit from the methodical build-up in this book, even if some of the material is familiar, as it will close any possible gaps in his chess knowledge and thus construct solid foundations for future success. To make the book entertaining and varied, I have mixed up these different areas, but you can always see from the header to which area any particular chapter belongs.

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

I have also been concerned with another problem area since I moved to Germany: the role of trainers in chess education. In Germany there are unfortunately too few qualified trainers. There is also a widespread opinion that a talented chess player does not need a trainer. I do not share that opinion. I believe that many talented German chess players could develop much further, if they had support at the correct time and if they had not left gaps in their learning.

Chess is a complicated sport, which has to be studied for many years. It is hard to imagine any other sport without coaches. (Is there a single athletics club or football club that does not have a trainer?) This manual is intended for the many club players who unfortunately receive no support in attempting to master our complicated sport. In this way it is intended as a substitute for a trainer for those that have none (and a support for trainers), but not an equal replacement for a trainer.

I further believe that many chess lovers, who show great commitment to working with young players in chess clubs, will gain with this series of books (as well as with the programme of the

Chess Tigers University) important methodological support and high quality training material for their chess lessons. The students will certainly profit from the supplementary explanations given by trainers and from lively discussions about the themes in the books.

How to work with this book

First read through the lessons. **You absolutely must play through all the examples and all the variations on a chessboard.**

First think about every diagram position (for at least 5 minutes) and try to find the solutions on your own. On average, you will need 1 to 2 hours per lesson. However, there is no time limit; some students may need more time for specific lessons.

It is important to have a good understanding of the subject.

The second part of the lesson is a test with 12 positions. The stars near the number of each exercise indicate the level of difficulty and, at the same time, the maximum number of points which you can earn for the correct solution with all necessary variations (★ = 1 point). Try to solve the positions without moving the pieces! If you cannot solve the position straight away, you must try for a second time for approximately 10 minutes. This time you may move the pieces. You must look for new ideas.

On absolutely no account may you get help from a computer!

Normally you will also need 1 to 2 hours for each test. Try to solve all the exercises. Consider each position as though it were appearing in one of your own games and look for the best possible continuation. You do not always have to mate or win quickly. It is sometimes enough to suggest a good move. Especially in the lessons on the opening, it is more important for you to reflect on the position, take a decision and then carefully play through the solutions. This will help you better understand the ideas of the opening. Mistakes are part of the learning process!

It is very important to write down all the necessary variations. If you do this you will be able to compare your solution with the one given in the book and you can also see how well you have understood the particular subject. If your score is too low, we recommend that you work through the chapter again. **We also recommend that you play through the solutions, including all the variations, on a chessboard.**

You will find an explanation of the standard chess symbols used in this book on page 4.

At this point I should like to express my gratitude to a large number of people who have supported my work in various ways. There is firstly my wife Nadja for the design of the German edition book and her help in working through the solutions, my daughter Katja for many corrections to my German, my chess trainer Mark Dvoretsky, from whose training methods I have learned so much, the Chess Tigers and Hans-Walter Schmitt for their constructive and productive cooperation, Mike Rosa for correcting some mistakes, Reinhold from Schwerin for his proofreading, and finally to Semen Oxman and Oleg Aizman, who gave valuable advice concerning the design of the book.

I would also like to thank Augusto Caruso for his elaboration of Nadja's design for the English edition and Ian Adams for translating the book.

GM Artur Yusupov

CHAPTER 1

Contents

- ✓ Securing the position of the king
- ✓ The king in the centre
- ✓ Opening lines

Attacking the king in the centre

In the opening, one of the most important tasks for a player (along with quick development and the struggle for the centre) is to **secure the position of his king**. Anyone who goes against this principle, either by choice or because he is forced to do so, will have to expect an energetic attack to be mounted against his insufficiently well protected king. Players are often ready to make material sacrifices (usually one or two pawns, but sometimes even a minor piece) in order to prevent castling and keep the opposing king in the centre.

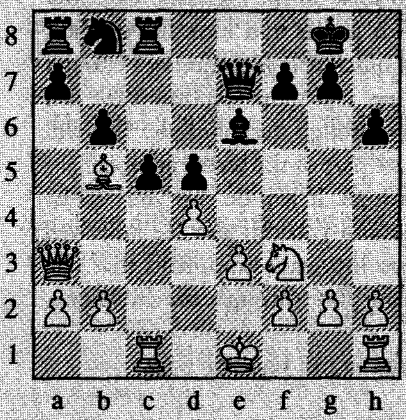
J.Timman – E.Geller

Hilversum 1973

1.d4 d5 2.c4 e6 3.♘c3 ♗e7 4.♘f3 ♘f6 5.♗g5 0–0 6.e3 h6 7.♗h4 b6 8.cxd5 ♘xd5 9.♗xe7 ♕xe7 10.♘xd5 exd5 11.♖c1 ♗e6 12.♕a4 c5 13.♕a3 ♖c8 14.♗b5

Diagram 1-1

Diagram 1-1 ▼



White wants to provoke the move ...a6, after which the pawns on the queenside are slightly weakened. This move was originally tried by Furman in a game against Geller, and later used by Fischer to beat Spassky in a classic game. But Geller prepared a powerful idea for Black.

14...♕b7!

Black unpins his c-pawn and threatens ...c4.

14...a6 15.dxc5 bxc5 16.0–0 ♖a7 17.♗e2 ♘d7 18.♘d4!± was played in the aforementioned game Fischer – Spassky, World Ch (6), Reykjavik 1972.

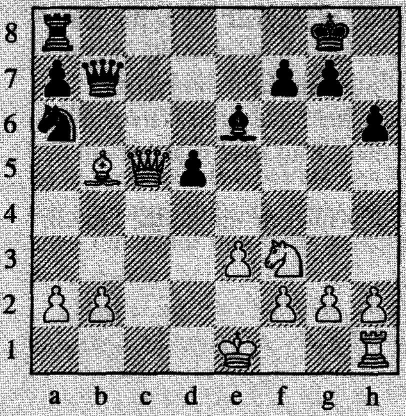
15.dxc5

The principled reply.

15...bxc5 16.♖xc5 ♖xc5 17.♕xc5 ♘a6!

Diagram 1-2

Diagram 1-2 △



The point behind the 14th move. Black will prevent his opponent from castling.

18.♗xa6

18.♕c6 is followed by 18...♕xc6 19.♗xc6 ♖b8! (not so good is 19...♖c8 20.♗a4!) and Black will win the b2-pawn and retain the initiative on the queenside. If now 20.b3?? then 20...♖c8∓.

18...♕xa6

Threatening 19...♖c8.

19.♕a3 ♕c4 20.♔d2

White hopes that his king will be safe even in the centre (for example, after 20...♖c8 21.♘d4), since it controls some important squares. But Geller demonstrates how such positions have to be played. He gives his opponent no peace, attacking on the kingside too and aiming to open up the game.

Note that 20.♕c3 is answered by 20...♖b8!∓.

20...♕g4! 21.♖g1

Diagram 1-3

21...d4!

The d5-pawn was just blocking its own pieces.

22.♘xd4

22.exd4 can be met by either 22...♗d5 or 22...♖c8!?.

22...♕h4 23.♖e1

Neither 23.♖f1 ♗c4 nor 23.♔e2 ♗c4† is any better.

23...♕xf2† 24.♖e2 ♕f1 25.♘xe6

White is hoping with this exchange to reduce his opponent's attacking potential. But even with just the two major pieces, Black will manage to attack the king down the open files.

25...fxe6 26.♕d6

Diagram 1-4

26...♔h8!

A useful move, protecting the king from checks. White cannot activate his rook.

27.e4 ♖c8

"It is very difficult to defend such positions." – Geller.

28.♔e3 ♖f8

Intending ...♕g1† followed by ...♖f1.

29.♖d2

White attempts to coordinate his pieces. However, either 29.♔d2!? or 29.e5!? would be a slight improvement.

Diagram 1-5

29...e5! 30.♕xe5?

A mistake in a very difficult position – the white queen should not leave the d-file.

Diagram 1-3 ▼

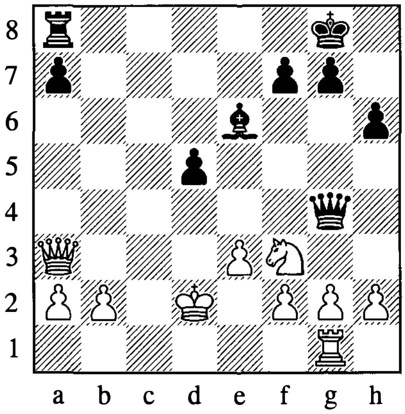


Diagram 1-4 ▼

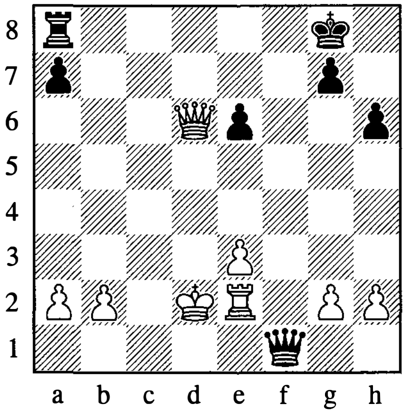
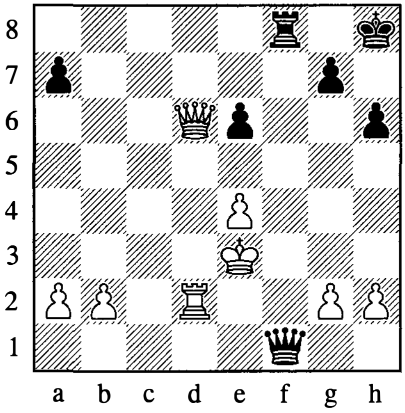


Diagram 1-5 ▼



But White does not have any useful moves, for example: 30.a3 ♕f4† 31.♔d3 a5 (or 31...♖c8) 32.♖c2 ♕f1† 33.♔e3 a4∓

30...♕e1† 31.♖e2

31.♔d3 loses to 31...♖d8†.

31...♕g1† 32.♔d3 ♖d8† 33.♔c3 ♕d1–+

The coordinated attack down the d-file decides the game.

34.♕b5 ♕d4† 35.♔c2

Or 35.♔b3 a6! 36.♕a5 ♕d3† 37.♔a4 ♖d4† 38.b4 ♕d1† 39.♔a3 ♖d3† 40.♔b2 ♕xe2†–+.

35...a6! 36.♕xa6 ♕c5†

With forced mate.

0–1

A.Yusupov – L.Dominguez

World Team Ch, Yerevan 2001

1.d4 d5 2.c4 c6 3.e3 ♘f6 4.♘c3 e6 5.♘f3 ♘bd7 6.♗d3 dxc4 7.♗xc4 b5 8.♗d3 ♗b7

This is a modern variation. The main alternatives are 8...b4 and the very popular 8...a6.

9.e4 b4

This is the idea behind 8...♗b7. Now the white knight must go to a slightly passive position.

10.♘a4 c5

Black must attack the white centre immediately.

11.e5 ♘d5 12.0–0

12.dxc5 is an important alternative.

12...cxd4

Diagram 1-6 △

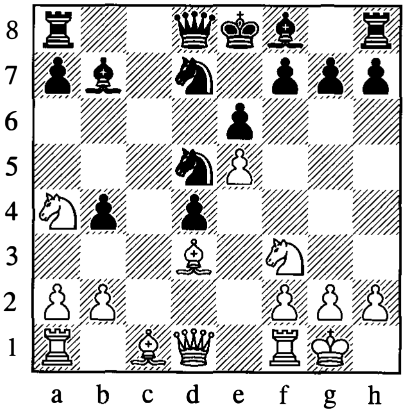


Diagram 1-6

13.♖e1

13.♘xd4 is a dangerous pawn sacrifice. But here too, experts in the Meran System have found a good defence: 13...♘xe5 14.♗b5† ♘d7 15.♖e1 ♖c8! 16.♕h5 g6 17.♕e2, and here Black can hold the position with 17...a6!.

13...g6

Black wants to attack the e5-pawn.

An interesting alternative is 13...♗e7 14.♘xd4 0–0 and if 15.♕h5 g6 16.♕h6, then 16...♘xe5! 17.♖xe5 ♘f6 18.♕f4 ♗d6 19.♕g3 ♘d7 20.♗f4 ♕f6 21.♗e4 ♗xe5 22.♗xe5 ♘xe5 23.♗xb7 ♖ad8 and Black had sufficient compensation for the small material deficit in Dyachkov – Dreev, Smolensk 2000.

14.♗g5

14.♗d2!?

14...♕a5 15.♘d2

15.♘xd4 a6 16.♖c1 ♗g7 17.♘c6 ♗xc6 18.♖xc6 0–0 19.♗c4 h6 20.♗xd5 ♕xd5 21.♕xd5 exd5 22.♗f6 ♘xe5!! eventually led to a draw in Piket – Kramnik, Amsterdam 1993. If now 23.♖xe5, then Black will win the piece back after 23...♖fc8.

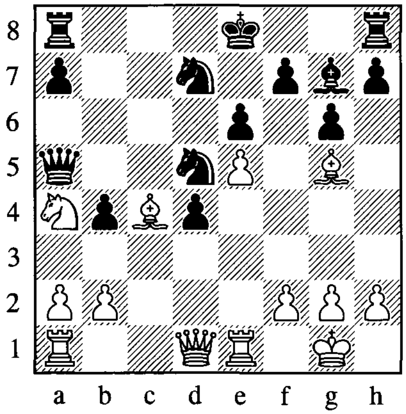
15...♗a6

15...♗c6? 16.♘c4 ♕xa4 would be bad, on account of 17.b3 ♕b5 18.♘d6† and White wins the queen.

16.♘c4 ♗xc4 17.♗xc4 ♗g7

Diagram 1-7

Diagram 1-7 △



18.♕xd4!

This piece sacrifice did not come as a surprise to my opponent. However, he could no longer remember the theory and had to work it all out, which cost him quite a lot of time and energy.

18...♕xa4

If 18...0–0, then 19.♗b3, Kozul – Borovikov, Bled 2000, and White has a slight advantage.

18...h6 is followed by 19.♗xd5 ♕xd5 20.♕xd5 exd5 21.♗e3± (L.B.Hansen).

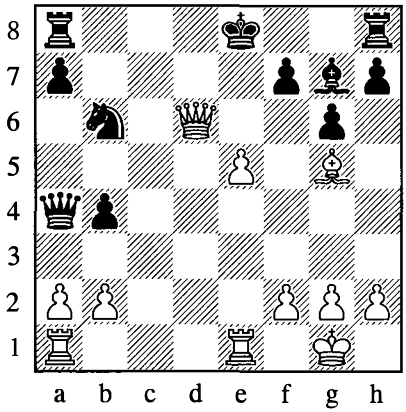
19.♗xd5 exd5 20.♕xd5 ♘b6

After 20...0–0 21.b3± Black loses back the piece.

21.♕d6

Diagram 1-8

Diagram 1-8 ▼



We can see White's idea. He only gets two pawns for his piece, but he prevents Black from castling on either side.

21...♕d7 22.♕xb4

Not 22.♖ad1?! ♕xd6 23.exd6† ♔d7 24.♖e7† ♔c6∞.

22...♗f8!

22...♘d5?! 23.♕e4 h6 24.♗f6 0–0 25.♖ad1 would be worse: 25...♗xf6 26.♖xd5 ♕b7 27.exf6 ♕xb2± Rashkovsky – Sveshnikov, Sochi 1979

23.♕c3

An interesting alternative is 23.♕h4!? with a strong attack, Dreev – Harikrishna, Khanty-Mansiysk 2005.

23...♕e6?

A fatal error. 23...♕c8! is correct; after 24.♕f3 ♗g7 25.e6!? Black could finally get his king out of danger. The small loss of material is not so important: 25...0–0 26.♗e7 fxe6! 27.♗xf8 ♕xf8 28.♕b3!=

Diagram 1-9 △

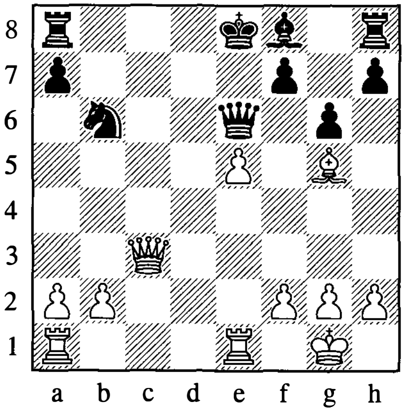


Diagram 1-9

24.♗f6

Now Black will not be able to castle and his king will remain in the centre.

24...♖g8

24...♖c8 would be no better, because of 25.♕a5±.

25.♖ad1 ♗e7

Since the black rook on g8 will not be joining the play in the foreseeable future, White has, for practical purposes, a material advantage!

Diagram 1-10 △

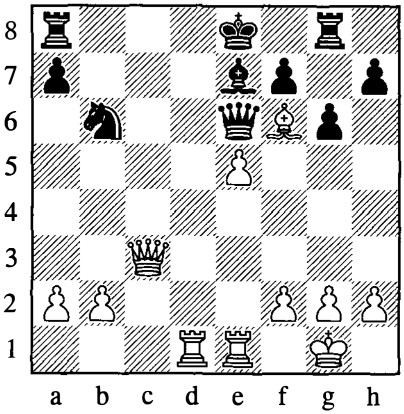


Diagram 1-10

26.♖d6!

This is how the blockade of the e-pawn is broken. If White can open up lines against the king, the game will soon be over.

26...♕c8

If 26...♕c4, then 27.♕f3 wins; the threat is simply 28.♗xe7 ♔xe7 29.♕f6† and then 30.e6.

Of course 26...♗xd6? loses the queen to 27.exd6.

27.♖c6 ♕d8 28.♖c7!

Here White has various ways to reach his goal. 28.♗xe7! is not bad either: ♔xe7 (28...♕xe7 29.e6 f5 30.♖xb6!+–) 29.♖c7† ♔f8 30.e6!+–

28...♘d5

White now wins by force, but the alternatives were also hopeless:

a) 28...♖c8 29.♕c6† ♔f8 30.♗xe7† ♕xe7 31.♖xc8†+–

b) 28...♘d7 29.♕c6 ♖b8 30.e6 fxe6 31.♕xe6+–

29.♕c6† ♔f8 30.♖d7+– ♕e8

30...♕a5 31.♕xa8†

31.♕xd5 ♗xf6

Diagram 1-11 △

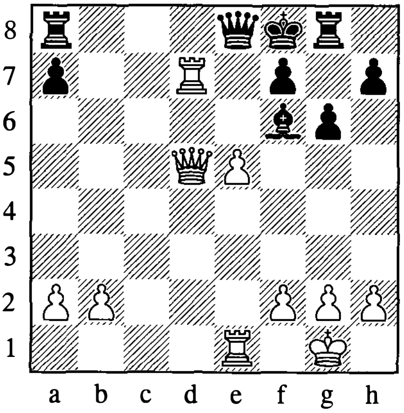


Diagram 1-11

32.♖xf7†!

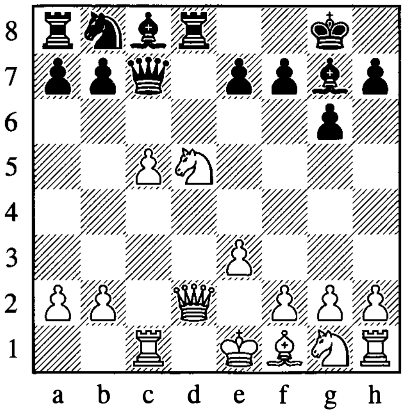
Gaining a decisive advantage in material.

1–0

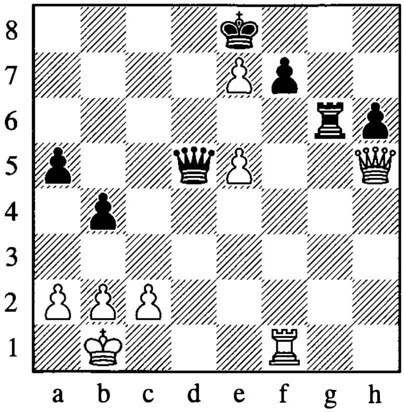
In the test which follows please try to seize the fleeting opportunity to attack the opposing king in the centre. Consider the most active moves first. Look for a way through to the opposing king by opening up the position. Try to exploit all the tactical nuances of the position (e.g. unprotected pieces) in order to link them to the direct attack on the king.

Exercises

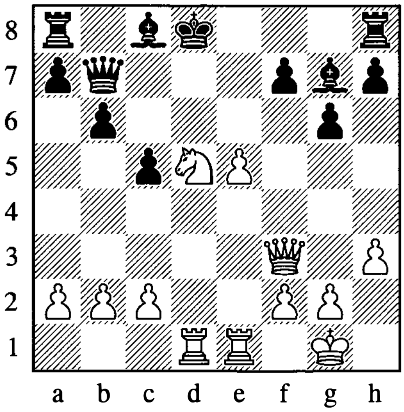
➤**Ex. 1-1**◄ ★★ ▼



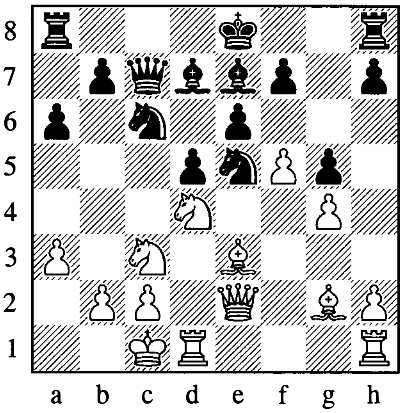
➤**Ex. 1-2**◄ ★★ △



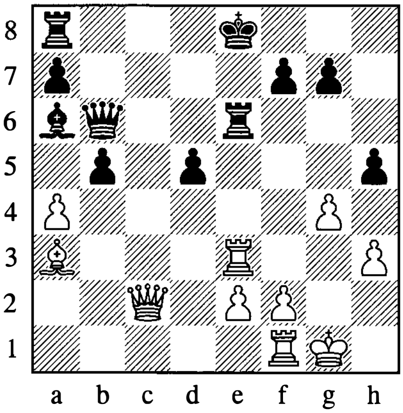
➤**Ex. 1-3**◄ ★★ △



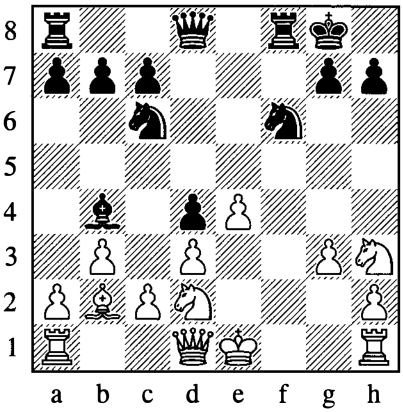
➤**Ex. 1-4**◄ ★★ △



➤**Ex. 1-5**◄ ★ △

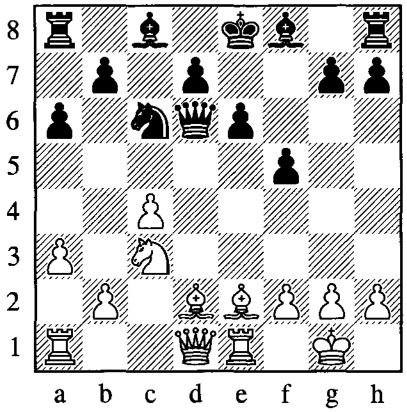


➤**Ex. 1-6**◄ ★★★ ▼



Exercises

Ex. 1-7 ★★★ △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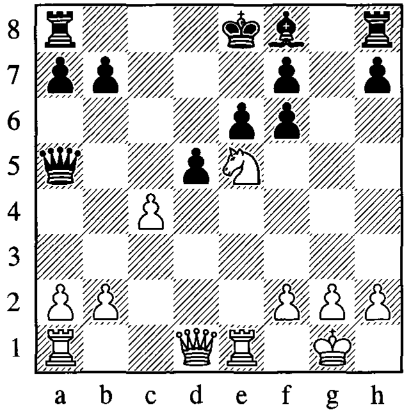
Ex. 1-8 ★★★ △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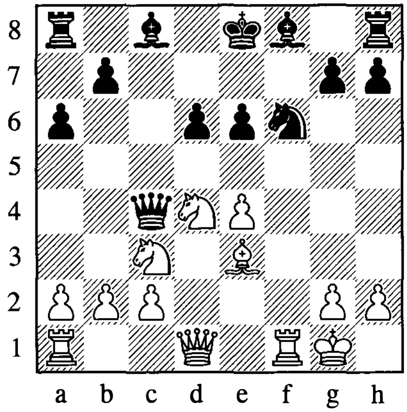
Ex. 1-9 ★★ △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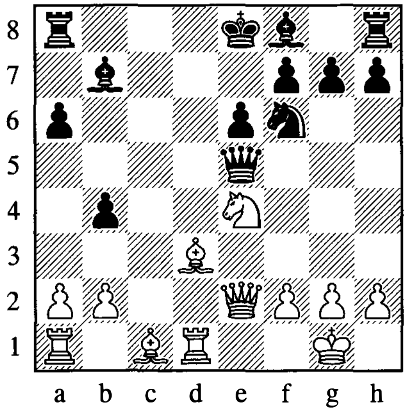
Ex. 1-10 ★★ △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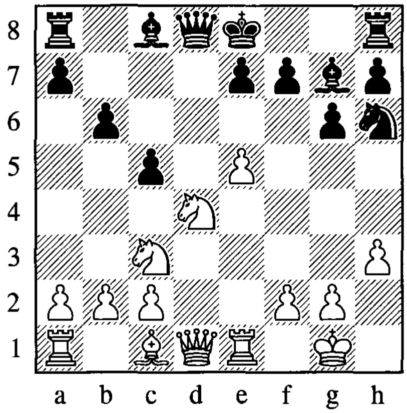
Ex. 1-11 ★★ △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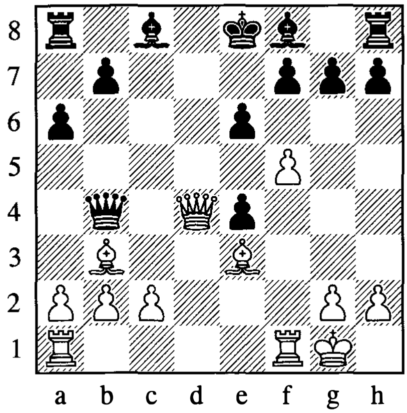
Ex. 1-12 ★★★ △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Solutions

Ex. 1-1

A.Tolush – M.Botvinnik

USSR Ch, Leningrad 1939

11...♖xd5!

(1 point)

The exchange sacrifice wins time and helps Black mobilize his pieces quickly.

11...♕d7 12.♖d1 ♘c6 (12...e6? 13.♘c7!+–) is not so strong, on account of 13.♕c1=.

12.♕xd5 ♗e6

(another 1 point)

12...♗xb2 is less accurate: 13.♖c2 ♗e6 14.♕d2=

But just as good is 12...♘c6!? (also 1 point) 13.♕d2 (13.♗c4 ♗e6) 13...♗f5 with the initiative.

13.♕d2 ♘c6 14.♖d1?

No better is 14.♗c4? ♖d8 15.♕c2 ♕a5† 16.♔f1 ♖d2–+ nor 14.♗d3? ♖d8 15.♕e2 ♘e5 16.♖d1 ♕a5† 17.♔f1 ♖xd3 18.♖xd3 ♗c4–+ (Botvinnik).

Only 14.♖c3!? ♘b4 (14...♖d8? 15.♖d3; 14...♗xc3 15.♕xc3 ♗xa2 16.♘f3=) 15.♘f3 ♖d8 16.♘d4 (Botvinnik) would allow White to keep things level.

14...♖d8 15.♕c1 ♕a5† 16.♖d2 ♖d5!∓

All the black pieces are very active.

17.♘e2

17.♘f3 ♖xc5 18.♕b1 ♗xa2 19.♕a1 ♖c2 20.♗d3 ♖xb2–+ (Chekhov)

17...♖xc5 18.♘c3 ♗xc3

18...♖xc3 is not so convincing: 19.bxc3 ♗xc3 20.♗d3 ♗xa2 21.♔e2∓

19.bxc3 ♖xc3 20.♕b2 ♖a3∓ 21.♕b5 ♕c3 22.♕b2 ♕c5 23.♕b1 ♗xa2 24.♖xa2 ♕a5† 25.♖d2 ♖a1 26.♗d3 ♖xb1† 27.♗xb1 ♘e5–+

Ex. 1-2

Variation from the game

A.Karpov – J.Dorfman

USSR Ch, Moscow 1976

34.e6!!

(2 points)

34.♖d1 (1 point) is not so clear after 34...♖g5.

34...♕xe6

34...♖f6 is followed by 35.exf7† ♖xf7 (35...♔xe7 36.♖xf6+–; 35...♕xf7 36.♕b5† ♔xe7 37.♕c5† ♔e8 38.♕e5†+–) 36.♕g6 ♕e6!? 37.♕g8† ♔xe7 38.♖d1 and the attack on the black king continues.

35.♕xa5 ♕xe7 36.♕a8† ♕d8 37.♕a4† ♔f8 38.♕xb4†±

Ex. 1-3

Variation from the game

R.Kholmov – P.Keres

USSR Ch, Tbilisi 1959

18.e6!

(2 points)

White opens up the position. 18.♘f6† is less convincing: 18...♔c7 19.♘e8† ♔b8 20.♘xg7 ♕xf3 21.gxf3∞

However, White could also play 18.♘xb6† ♔c7 and here, rather than 19.♘xa8† ♔b8±, which gives Black a chance to resist, Guggenberger demonstrated that there is a win after 19.♕xf7† ♔xb6 20.♖d6† ♔a5 21.b4†! (also 2 points). Play might continue: 21...cxb4 22.♕c4 ♗e6 23.♕xe6 ♖ad8 24.♖ed1 ♖xd6 25.♖xd6 ♖c8 26.♖d5† ♔a4 27.♖d7 ♖c7 28.♕b3† ♔a5 29.♖d5†+–

18...♗xe6

If 18...fxe6, then 19.♘b4†! and now:

a) 19...♔e7 20.♘c6†+–

b) 19...♔c7 20.♕g3† e5 21.♖xe5! cxb4 22.♖c5#

c) 19...♗d4 20.♖xd4† cxd4 21.♕f6† ♔c7 22.♕e5† ♔d7 23.♕xd4† ♔c7 24.♕e5† ♔d7 25.♕xe6† ♔d8 26.♕f6†+–

d) 19...♔e8 20.♖xe6†!+–

(analysis by Kholmov)

19.♖xe6 fxe6 20.♘xb6† ♔c7 21.♖d7†+–

Solutions

Ex. 1-4

P.Keres – I.Bilek

Leipzig Olympiad 1960

15.♗xd5!

(2 points)

Exchanging on e6 first is less accurate, since in some variations the black bishop can capture on g4.

15...exd5 16.♘xd5 ♕d6 17.♘xc6

This is even better than 17.♘e6 fxe6 18.♘f6† ♗xf6 19.♖xd6 ♗e7.

17...♗xc6

17...♕xc6 loses to 18.♗f4! gxf4 19.♕xe5.

17...bxc6 is also bad, because of 18.♘b6+–.

18.♗c5! ♕xc5 19.♕xe5 f6

Or 19...♗xd5 20.♕xh8† ♗f8 21.♖he1† ♔d7 22.♖e5 ♗d6 23.♕xa8 ♗xe5 24.♕xb7† ♔d6 25.♕b8†+–.

20.♘xf6† ♔f7

20...♔f8 21.♘d7† ♗xd7 22.♕xh8†+–

21.♕e6† ♔f8 22.♖he1 ♖d8 23.♖xd8† ♗xd8 24.♘d7†

Black resigned, in view of 24...♗xd7 25.♕xd7 ♗e7 26.f6+–.

Ex. 1-5

A.Yusupov – H.Gretarsson

Groningen 1997

25.a5!

(1 point)

Of course not 25.♕h7 0–0–0.

25...♕b7

25...♕d4 26.♕c6†+–

26.♕c5

Now 26...♖xe3 is followed by 27.fxe3 f6 28.♕f8† ♔d7 29.♕e7† ♔c8 30.♖c1†+–.

If 26...b4, then 27.♗xb4 ♖xe3 28.fxe3 f6 29.♕f8† ♔d7 30.♕xg7† ♔c6 31.♕xf6† ♔b5 32.♖b1 ♕h7 33.♖b2+–.

1–0

Ex. 1-6

V.Kupreichik – A.Yusupov

Yerevan 1982

12...♘d5!!

(3 points)

The most energetic continuation. Another strong move is 12...♕d7!? (2 points) 13.♘f2 (13.♘f4 g5 14.♘g2 ♕h3–+ Ries) 13...♘e5 14.♕e2 ♘fg4 with a powerful attack.

13.♕h5

13.exd5 loses after 13...♕xd5 14.♘f2 ♖ae8† 15.♘fe4 ♖xe4† 16.dxe4 ♕xe4†–+.

13...♘e3 14.♔e2

If 14.♘g5 h6 15.♘e6, then 15...♕f6 16.♘xf8 ♖xf8 17.♕e2 ♘e5 18.c3 ♘xd3† 19.♕xd3 ♕f2#.

14...g6! 15.♕h6 ♕d7

Threatening ...♕g4†.

16.♕h4 ♗xd2

16...♘g2! 17.♕g5 ♕xh3–+

17.♔xd2 ♘e5 18.♘g5 ♖f2† 19.♔c1 ♘xd3† 20.♔b1 ♘xb2

0–1

Ex. 1-7

A.Kapengut – Livschitz

Belarus 1963

16.♘d5!

(3 points)

If Black takes this knight he opens the central file, enabling White to attack in the centre.

16.c5?! would not be so good: 16...♕xc5 17.b4 ♕d4 18.b5 ♘e5∞

If 16.♗h5† (1 consolation point), then 16...g6 17.♘d5 ♗g7 18.♗f4 (18.♗g5!?) 18...e5±.

16...♔f7

16...exd5 17.♗h5† ♔d8 18.cxd5 ♘e7 19.♗b4 ♕b6 20.d6! ♘g6 21.♕d2+–

17.♗f4 e5 18.c5! ♕xc5 19.♖c1 ♕d6 20.♗c4 ♔g6

20...exf4 21.♘e7†!+–

21.♕f3! h6

Or 21...exf4 22.♘xf4† ♔f6 23.♖cd1!+–.

22.♕g3† ♔h7 23.♗xe5 ♘xe5 24.♖xe5 g6?

24...b5!?±

25.♖ce1 f4 26.♕c3 ♖g8 27.♖e7† ♖g7 28.♘f6†

Black resigned, on account of 28...♔h8 29.♖xg7 ♗xg7 30.♖e8† ♗f8 31.♘h5† (or 31.♘e4†+–) 31...♔h7 32.♗g8† ♔xg8 33.♕g7#.

Ex. 1-8

R.Nezhmetdinov – Kamyschov

Gorky 1950

17.♘xf7!

(2 points)

17.♘g4 (1 consolation point) is not as strong: 17...♗g7 18.cxd5 ♖d8±

An interesting alternative is 17.cxd5!? fxe5 18.dxe6 (also 2 points) with a dangerous attack.

17...♔xf7 18.♕h5† ♔e7

18...♔g8 is bad: 19.♕g4† ♗g7 (19...♔f7 20.♕xe6† ♔g6 21.♖e3 ♗h6 22.♖g3† ♗g5 23.h4+–) 20.♕xe6† ♔f8 21.♕d6† ♔g8 22.♖e7+–

19.cxd5 e5 20.f4!

(another 1 point)

White wants to open lines.

The rook sacrifice 20.♖xe5† fxe5 21.♕xe5† only yields a perpetual check: 21...♔d7 22.♕e6† ♔d8 23.♕f6† ♔c7 24.♕f7†=

20...♕xd5?

20...♖d8! would be more resilient: 21.fxe5 (21.♖ad1 ♖xd5) 21...♖xd5 22.b4! ♕b6† (22...♕xb4 23.exf6† ♔d6 24.♕f7 ♔c6 25.♖ab1±) 23.♔h1 and the black king remains under attack.

21.fxe5 f5 22.e6 ♔f6 23.h4!+– ♗c5† 24.♔h1 ♕xe6 25.♕h6†

1–0

Ex. 1-9

Em.Lasker – V.Pirc

Moscow 1935

13.♖xf6!

(2 points)

A typical sacrifice. 13.e5 is not so good: 13...dxe5 14.♘f3 ♗c5 15.♗xc5 ♕xc5† 16.♔h1 0–0±

13...gxf6 14.♕h5† ♔d8

14...♔e7 15.♘f5† exf5 16.♘d5† ♔d8 17.♗b6†+–

14...♔d7 15.♕f7† ♗e7 16.♘f5 ♖e8 17.♖d1+–

15.♕f7

15.♕a5†!? ♔e7 16.♘a4 is weaker, due to 16...♗h6!.

15...♗d7

If 15...♗e7, then 16.♘f5! ♖e8 (16...♕c7 17.♘a4! ♖f8 18.♕xh7 ♔e8 19.♗b6 ♕d7 20.♕h5† ♖f7 21.♘g7† ♔f8 22.♕h8#) 17.♘xd6 ♗xd6 18.♗b6† ♗c7 19.♖d1†+– (Koblenz).

16.♕xf6† ♔c7 17.♕xh8 ♗h6 18.♘xe6†! ♕xe6 19.♕xa8 ♗xe3† 20.♔h1

1–0

Ex. 1-10

Eklon – Raud

Valga 1935

15.♗f4!

(2 points)

15.♕c2 is not so strong: 15...♗e7 16.♘xf6† ♕xf6=

15...♕xf4?

A decisive mistake. 15...♕d5! had to be played, although 16.♘xf6† (16.♗c2 ♕c6) 16...gxf6 17.f3 is promising for White.

16.♘xf6† ♔e7

16...gxf6 17.♗b5†!+–

17.♘h5 ♕g5 18.♗e4!? ♗xe4 19.♕xe4 ♖b8 20.♕d3

20.♖ac1!?

20...♕b5 21.♕f3 f6 22.♖ac1 ♕b7 23.♖c6 ♔f7 24.♖dc1! ♗e7 25.♕g4+– ♖hd8 26.♕xg7† ♔e8 27.♕g8† ♔d7 28.♕xe6†

Or 28.♘xf6† ♗xf6 29.♕xe6#.

28...♔e8 29.♘xf6† ♔f8 30.♕g8#

Ex. 1-11

R.Kholmov – P.Keres

USSR Ch, Tbilisi 1959

12.♘c6!!

(2 points)

After 12.♕f3? cxd4 13.♕xa8 dxc3 14.♗xh6 ♗xh6 15.♖ad1 ♕c7 Black can stabilize his position.

12...♕d7

12...♕xd1 is bad: 13.♖xd1 ♗b7 14.♘b5! ♗xc6 15.♘c7† ♔f8 16.♘xa8+–

13.♘xe7! ♔xe7

Nor are other moves any better:

a) 13...♕xd1 14.♖xd1 ♔xe7 15.♗g5† ♔e6 16.♖d6† ♔f5 17.f4! ♗xe5 (17...♗e6 18.♘e2 ♔e4 19.♘g3† ♔e3 20.♖e1#) 18.♖d5 f6 19.♗xh6 ♗b7 20.fxe5 ♗xd5 21.♘xd5 ♔xe5 22.c4+–

b) 13...♕xe7 14.♘d5 ♕d8 15.♘f6† ♗xf6 (15...♔e7 16.♗g5 ♕xd1 17.♖axd1 ♗e6 18.♘h5† ♔f8 19.♘xg7 ♔xg7 20.♗f6† ♔g8 21.g4!+–) 16.exf6† ♗e6 17.♗xh6 ♕xf6 18.♕d6 with a strong attack.

14.♗xh6! ♗xh6 15.♕f3 ♗g7

15...♖e8 16.e6! (or 16.♖ad1 ♕b7 17.♕f6† ♔f8 18.♕h8†+–) 16...fxe6 17.♖ad1 ♕b7 18.♘d5† ♔d6 19.♘b4† ♔c7 20.♕g3† e5 21.♖xe5+–

16.♘d5†!+–

Weaker is 16.♕xa8 ♗b7 17.♕xa7 ♕c6 18.f3 ♖a8 19.♘d5† ♕xd5 20.♕xb6∞.

16...♔d8

16...♔e8 17.♘f6† ♗xf6 18.exf6† ♔f8 19.♕xa8+–

16...♔f8 17.e6! ♕b7 18.e7† ♔e8 19.♕f6 ♕xd5 20.♕xg7 ♕d4 21.♖ad1!+–

17.♖ad1 ♗b7

For 17...♕b7 see Ex. 1-3.

18.♕b3!+– ♗c6

Or:

a) 18...♔c8 19.♘xb6†+–

b) 18...♔e8 19.♘f6†+–

c) 18...c4 19.♕xc4 ♖c8 20.♕b3+–

19.♘xb6! axb6 20.♕xf7! ♗xe5 21.♖xd7† ♗xd7 22.♖xe5 ♔c7 23.♖e7 ♖ad8 24.a4 g5 25.♕d5 ♖he8 26.♖xh7 g4 27.a5 gxh3 28.axb6† ♔xb6 29.♖xd7

1–0

The annotations are based on analysis by Kholmov.

Ex. 1-12

R.Fischer – P.Dely

Skopje 1967

14.fxe6!

(1 point)

White opens up the position. 14.♗a4† would not be good: 14...b5 15.♕b6 ♕d6∓

14...♗xe6

14...♕xd4 15.exf7† ♔d8 16.♗xd4+–

15.♗xe6

(another 1 point)

15...fxe6

15...♕xd4 16.♗xf7†+–

16.♖xf8†!

(another 1 point)

The idea behind White's play.

16...♕xf8 17.♕a4†

Now if 17...♔d8, then 18.♖d1† ♔c8 19.♕c4† ♔b8 20.♖d7+–.

After 17...b5 there follows 18.♕xe4 ♖d8 19.♕c6† ♖d7 20.♖d1 ♕e7 21.♖d3!+– and then ♗c5.

1–0

Scoring

Maximum number of points is **27**

24 points and above → **Excellent**
19 points and above → **Good**
14 points → **Pass mark**

*If you scored less than **14** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 2

Contents

✓ The correct psychological attitude
✓ Technique
  - Do not allow any counterplay
  - Do not hurry
  - The principle of two weaknesses
  - Making the correct exchanges

Realizing an advantage

In this chapter we shall deal with the most important principles for realizing an advantage. (See also *Boost Your Chess 2*, Chapter 20.)

The correct psychological attitude

If we have an advantage, we must **raise our level of concentration**. If we can solve the next problems to arise, then the game may come to a quick end and we will not have to make any further effort!

Technique

1) Do not allow any counterplay

The most important principle! You can often (but unfortunately not always) control the game when you have a better position and deprive your opponent of his final chances of becoming active. When you have the better position you don't want to allow him any counterplay.

2) Do not hurry

This principle comes into play when the opponent has no counterplay left. The first thing to do is to improve your position as much as possible (or to make your opponent's position worse) and only then turn to making active changes in the position.

If your opponent does have some ideas to improve his position, or if by chance you see an opportunity, then you have to hurry!

3) The principle of two weaknesses

This is an important strategic concept. If your opponent has one weakness, then normally he will be able to protect it sufficiently well. But you can break down his defence by provoking a fresh weakness, as far away as possible from the first one. You then attack the two weaknesses turn about and the attacking side's superior lines of communication will play a decisive role.

4) Capablanca's principle – the correct exchanges

You should retain only those pieces (or pawns!)

which you require to win the game! You should try to swap off any superfluous pieces. A perfectly played positional game is finished off with a won ending.

There is a rule of thumb: the side with the advantage in material strives to exchange pieces, the side which is behind tries to swap off pawns!

The following examples will illustrate these principles of technique.

A.Yusupov – L.Christiansen

Las Palmas 1993

1.d4 d6 2.e4 ♘f6 3.f3 e5 4.dxe5

After the exchange of queens White obtains a small, but safe, advantage.

4...dxe5 5.♕xd8† ♔xd8 6.♗c4 ♗e6?!

This exchange damages the pawn structure. 6...♔e8!? would be better, or even 6...♔e7!? preparing ...♗e6 (Rivas).

7.♗xe6 fxe6

Diagram 2-1

8.♘h3!?±

The first goal is to attack the weakness on e5. For that reason, the white knight wants to go to d3.

8...♗c5 9.♘f2 ♗xf2† 10.♔xf2±

This exchange is also good for White, because his dark-squared bishop will be slightly stronger than the opposing knight.

10...♘c6

10...♘bd7!?

11.♗e3 ♔e7

Diagram 2-2

12.♘a3!?

White retains various options for the knight: b5, c4 or (after c2-c3) the c2-square.

12...a6 13.c3 ♖hd8

The more active 13...♖ag8!?± (Δ...g5) might be a better attempt to create some worries for White.

14.♔e2 h6?!

Black is just weakening his position with pawn moves.

If 14...b5, then 15.♘c2±.

15.♘c2 ♖d7

Diagram 2-1 △

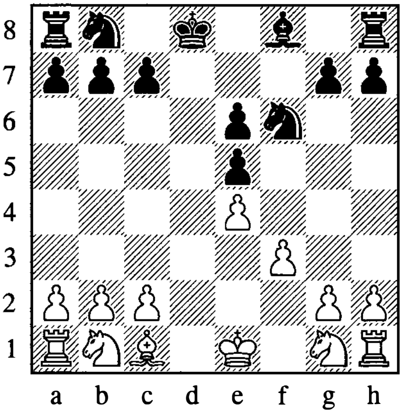


Diagram 2-2 △

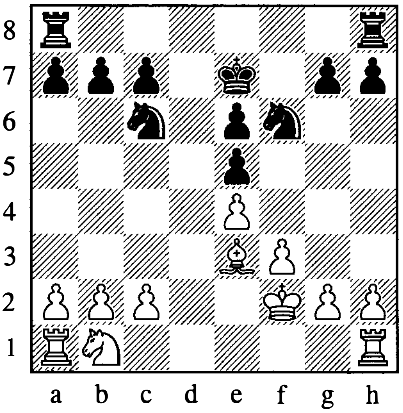


Diagram 2-3 △

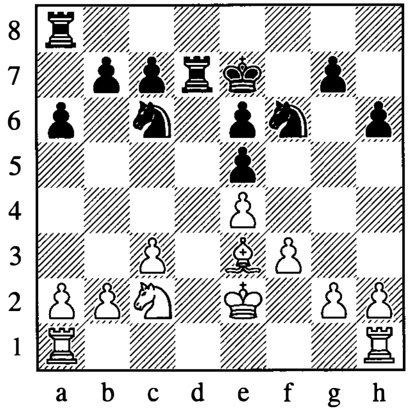


Diagram 2-3

The main problem in the position is the question of exchanging. What shall we do with the open file: should we exchange all the rooks on it, should we avoid exchanges or should we exchange only one pair of rooks?

16.♖hd1

The correct answer is to exchange one pair of rooks, in order to reduce any possible counterplay. White needs to keep one rook to prepare his own active operations.

16...♖ad8

If 16...♖xd1 17.♖xd1 ♖d8, then 18.♖g1!± is correct.

17.♖xd7† ♖xd7

17...♘xd7!?

18.♘e1!

White regroups his pieces in order to attack the e5-pawn. In doing so, White wants to tie the black knight down on c6, where it is not so well placed and where it can later become a target (after b4, a4 and b4-b5).

18...♘e8

18...♘d8? 19.♘d3 ♘f7 20.♘c5±

19.♘d3 ♘d6

Diagram 2-4 △

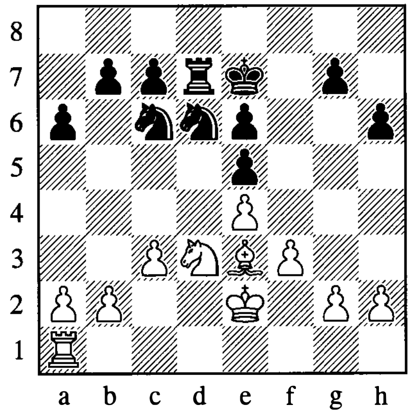


Diagram 2-4

20.♗f2!

The position of the bishop is also improved; it goes to g3, to exert even more pressure on e5.

20...b6?!

Black wants to protect the c5-square, but once more he weakens his own position with the pawn move.

21.♗g3 ♘f7

Better is 21...♔f6.

22.a4 a5

White needs a second weakness to attack. It now makes sense to play on the queenside.

Diagram 2-5 △

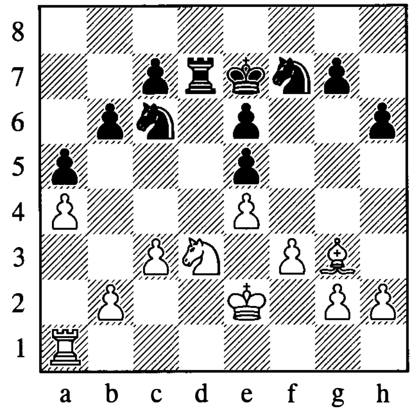


Diagram 2-5

23.♖c1!±

Intending b2-b4. Before undertaking any active operations, White first improves his position as much as possible. After 24.b4 the rook will be very well placed here.

The over-hasty 23.b4? gives the opponent counterplay: 23...axb4 24.cxb4 ♘d4†

23...♔f6 24.b4 ♖d8

24...axb4 25.cxb4 ♘d4† is no longer dangerous; after 26.♔e3 c6 27.a5 White is clearly better. For example: 27...bxa5 28.bxa5 ♖a7 29.♘xe5! ♘xe5 30.♗xe5† ♔xe5 31.♖c5†+–

25.b5 ♘e7

Diagram 2-6

26.♗f2!

Preparing c4-c5. Once more White must pay attention. The immediate 26.c4 allows counter-chances after 26...c5! 27.bxc6 ♘xc6.

26...♖b8

After 26...♖c8 White continues 27.c4 c5 28.bxc6 ♖xc6 29.c5 bxc5 30.♖xc5 ♖xc5 31.♘xc5 ♘c6 32.♘b7+– and Black cannot protect the a5-pawn often enough.

27.c4 c5

Diagram 2-7

28.♘xc5?!

The sacrifice on c5 is very tempting. Unfortunately White spotted his opponent's defensive idea too late and gave up the wrong piece. 28.♗xc5! would have been even better: 28...bxc5 29.♘xc5+–

28...bxc5 29.♗xc5 ♘d8!?

There is no hope after 29...♖c8 30.♗b6 ♘d6 31.c5+–.

29...♖b7 is simply met by 30.♗a3±.

30.♗d6 ♖b7 31.♖d1!

It was only here that I understood that Black wants to return the piece. 31.c5?! is answered by 31...♘ec6∞, and the white bishop on d6 finds itself offside.

31...♘dc6!? 32.bxc6 ♘xc6 33.♗c5

Now the bishop can join the play again. But the mistake on move 28 has given Black good defensive chances.

33...♖b2† 34.♖d2 ♖b3 35.♖d6 ♘e7?

Black misses his chance. 35...♘d4†!? is correct: 36.♗xd4 exd4 37.♖xd4 (37.♖a6!?±) 37...♖b4±

36.♗b6 ♘g6

Diagram 2-8

37.♗xa5

White calculated a long variation and decided to force matters. His passed pawns will be too dangerous. After the technical 37.g3!? Black could still reply 37...♖b4.

Diagram 2-6 △

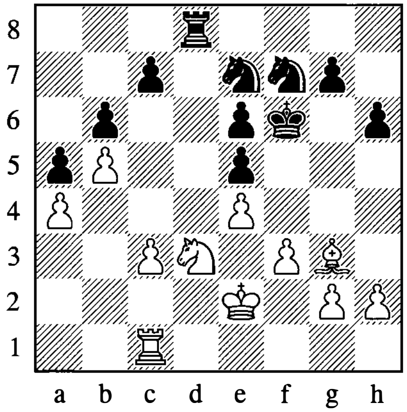


Diagram 2-7 △

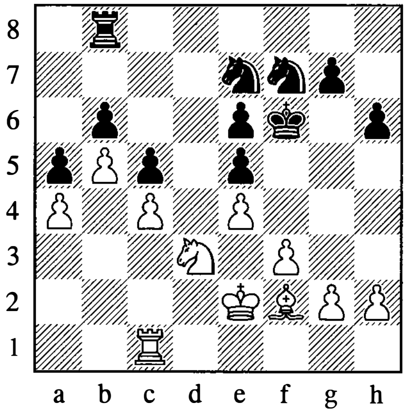


Diagram 2-8 △

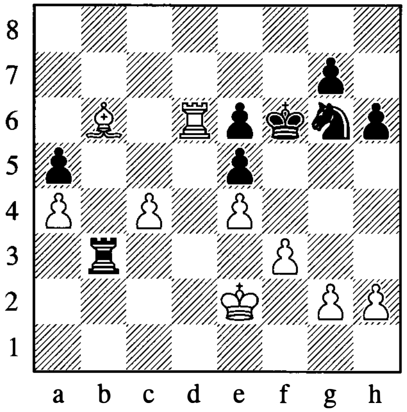


Diagram 2-9 △

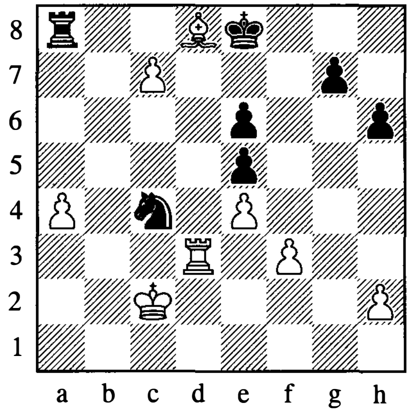
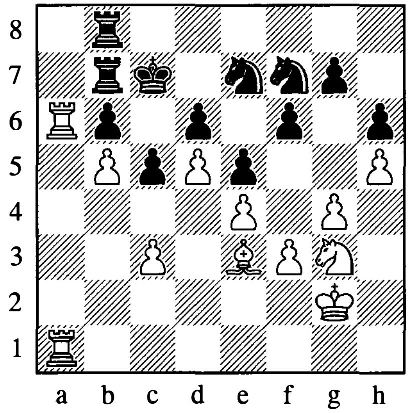


Diagram 2-10 △



37...♘f4† 38.♔d2 ♘xg2 39.c5 ♘e3 40.♗d8† ♔f7 41.♖d3!+– ♘c4† 42.♔c2 ♖b8

The point is 42...♖xd3 43.♔xd3 ♘b2† 44.♔c2 ♘xa4 45.♗b6!+– and White forces a won pawn ending.

43.c6 ♔e8 44.c7 ♖a8

Diagram 2-9

45.♖c3

Just before the winning post White begins to lose his concentration. Fortunately he was not punished for it in the game: his opponent's resistance was already broken.

45.♔c3! would be better: 45...♘b6 46.♔b4+–

45...♘b6 46.a5

Nor is this move the best. 46.♖b3! is correct: 46...♘d7 47.a5+–

46...♖xa5

Or 46...♘c8 47.♖c5+–.

47.c8♕

Black resigned, slightly prematurely. After 47...♖a2† I would still have had to find the variation 48.♔b3 ♘xc8 49.♖xc8 ♖xh2 50.♗f6† ♔d7 51.♗xe5+–.

Diagram 2-10

A.Yusupov – J.Hall

Bundesliga 1999

White is better. He controls the a-file and has an advantage in space. Black has the b6-pawn as a weakness, but it is hard to attack and relatively easy to defend. Despite that, it is worth first forcing your opponent onto the defensive and tying down some of his pieces.

46.♘f1!

Planning ♘d2-c4, so as to put further pressure on b6.

46...♖e8 47.♘d2 ♘c8 48.♘c4 ♖f8

In order to make progress, White must undertake something on the kingside (the principle of two weaknesses). Since Black has absolutely no counterplay, White manoeuvres for quite a long time, aiming to first bring his pieces to their optimal positions. These waiting tactics are rather unpleasant for his opponent.

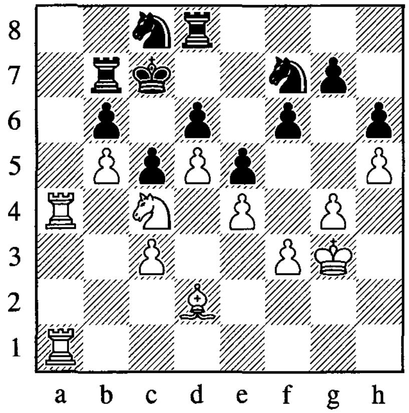
49.♗d2 ♖e8 50.♔g3 ♖d8 51.♖a8 ♖b8 52.♖8a4

White is still not sure whether he wants to exchange the rooks.

52...♖b7

Diagram 2-11

Diagram 2-11 △



53.f4!

There is no way to make progress without this breakthrough. 53.♘e3 achieves nothing after 53...♘e7.

53...♖e8

Also after 53...exf4†!? 54.♗xf4 ♖e8 55.♔f3 ♘e5† (or 55...♘g5† 56.♗xg5 fxg5 57.♘e3±) 56.♗xe5 dxe5 57.♖a8± the position remains very unpleasant for Black.

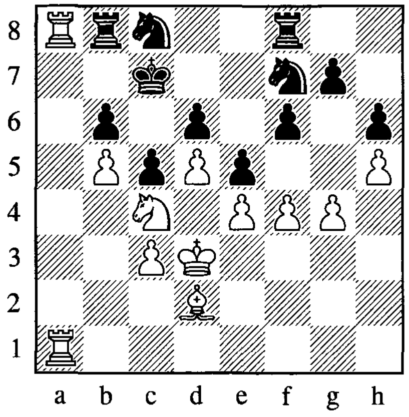
54.♔f3 ♖f8 55.♖a8 ♖b8 56.♖8a6 ♖b7 57.♔e2

The waiting game continues.

57...♖e8 58.♔d3 ♖h8 59.♗e3 ♖e8 60.♖a8 ♖b8 61.♖8a2 ♖b7 62.♖a6 ♖h8 63.♗d2 ♖f8 64.♖a8 ♖b8

Diagram 2-12

Diagram 2-12 △



Having gained some time for thought, White now realized that he could profit from the black rook having left its position on h8.

After 64...♖h8!? there follows 65.♖1a6!?± and the black pieces are even more tied down. Not so good is 65.fxe5 ♘xe5† 66.♘xe5 dxe5 with a solid position for Black.

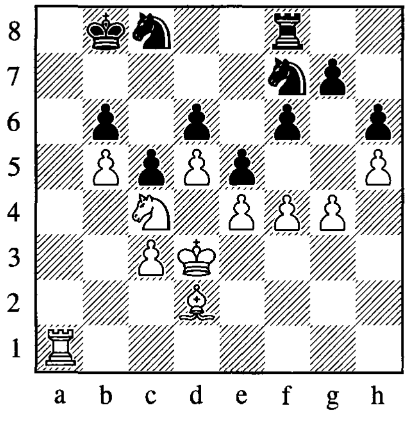
65.♖xb8

White exchanges the superfluous rook. One rook is all he needs for his active play (as in the previous game). In addition he obtains better possibilities of activating his king.

65...♔xb8

Diagram 2-13

Diagram 2-13 △



66.g5!

The principle of two weaknesses.

66...fxg5

66...exf4 67.gxf6 gxf6 68.♗xf4 ♘e5† 69.♗xe5 fxe5 70.♖g1 ♖f3† 71.♔d2 ♖h3 72.♖g6 ♖xh5 73.♘xd6 ♘xd6 74.♖xd6± is also to White's advantage.

67.fxg5 ♘xg5 68.♗xg5 hxg5 69.♖g1 ♖h8 70.♖xg5 ♖h7

The result of the operation is very pleasing for White. Black has a clear second weakness on g7, the white king can now come quickly into play, and the d6-pawn also becomes a serious target.

71.♔e2!?

71.♘e3 ♘e7 72.♘f5 ♘xf5 73.exf5 ♔c7 74.♔e4 ♔d7 75.♖g6 ♔e7± would be less clear.

71...♔c7 72.♔f3 ♘e7

72...♘a7 73.♘a3± does not change the situation.

73.♔g4

Black is in zugzwang and has to abandon his defensive line.

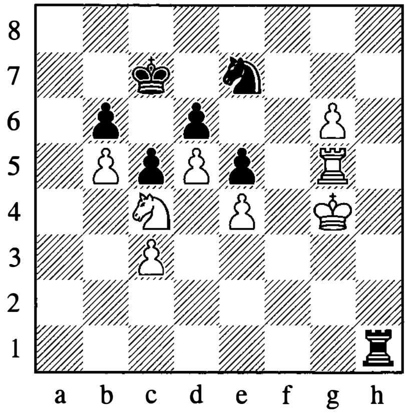
73...g6!?

Black sets a final trap. 73...♘g8 74.♔f5 ♘f6 75.♔g6 ♘xe4 76.♔xh7 ♘xg5† 77.♔xg7 ♔d7 78.h6+– is hopeless.

74.hxg6 ♖h1

Diagram 2-14

Diagram 2-14 △



75.♔f3!

Mistakes are always possible. 75.g7? is met by 75...♖g1†=, resulting in a repetition of moves.

75...♖h3† 76.♔f2 ♖xc3 77.♘e3+–

The g-pawn is too strong.

77...♖a3 78.g7 ♖a8 79.♘f5 ♘g8 80.♖g6

The second weakness – the d6-pawn – is also attacked.

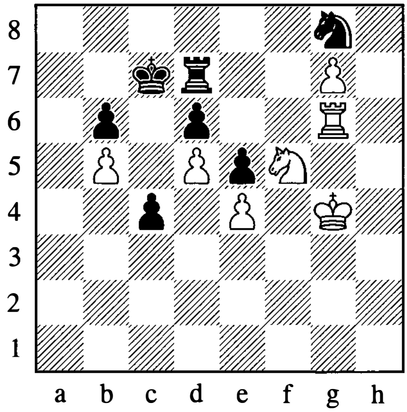
80...♖d8 81.♔f3 ♖d7 82.♔g4

The threat is 83.♔h5 and then 84.♘h6. Black tries to obtain counterplay.

82...c4

Diagram 2-15

Diagram 2-15 △



83.♔f3!

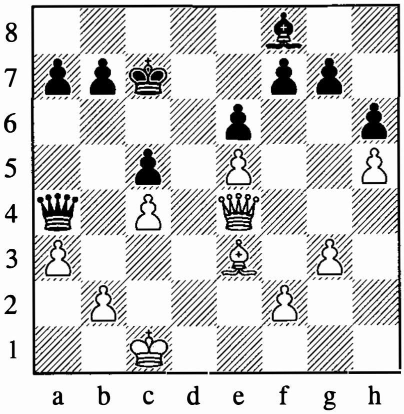
The simplest solution. White's king will simply take this pawn first, before returning to the kingside.

1–0

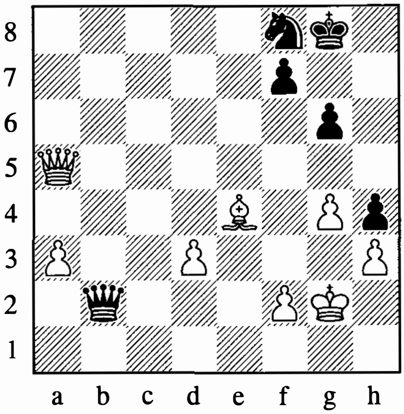
When you do the exercises, always bear in mind the principles of technique.

Exercises

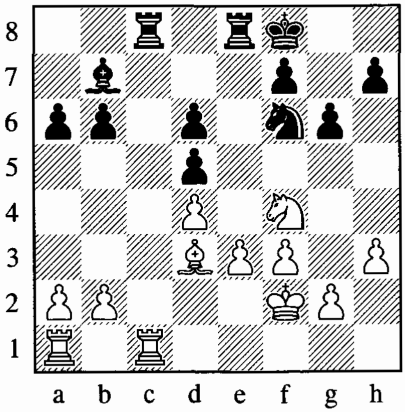
➤Ex. 2-1◄ ★★ △



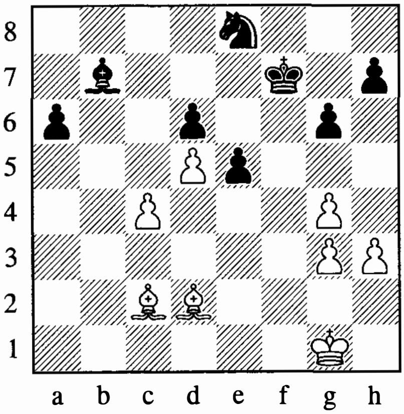
➤Ex. 2-2◄ ★★ △



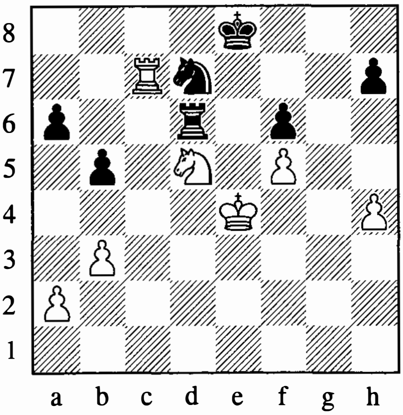
➤Ex. 2-3◄ ★★★ △



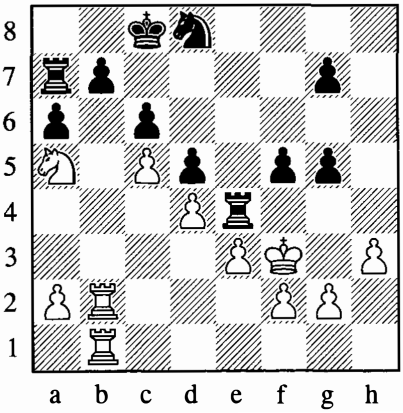
➤Ex. 2-4◄ ★ △



➤Ex. 2-5◄ ★★★ △

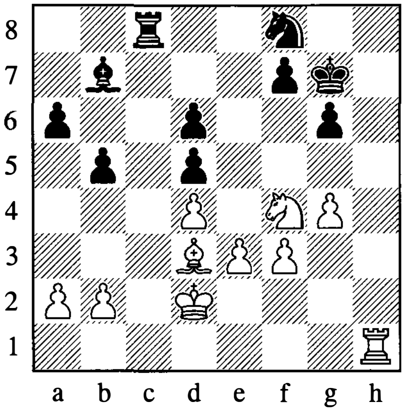


➤Ex. 2-6◄ ★★ △



Exercises

➤Ex. 2-7◀ ★★★ △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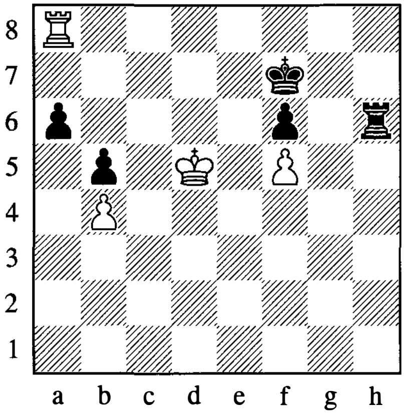
a b c d e f g h

➤Ex. 2-8◀ ★★ △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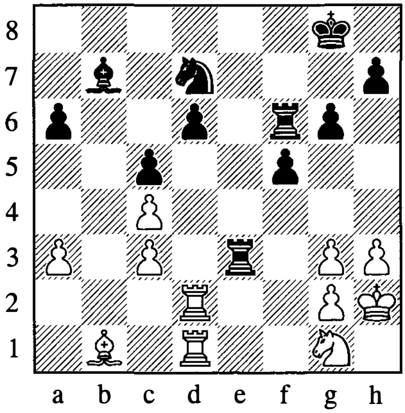
➤Ex. 2-9◀ ★★★ ▼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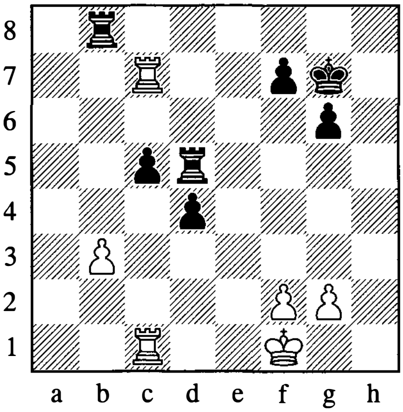
➤Ex. 2-10◀ ★★★★ ▼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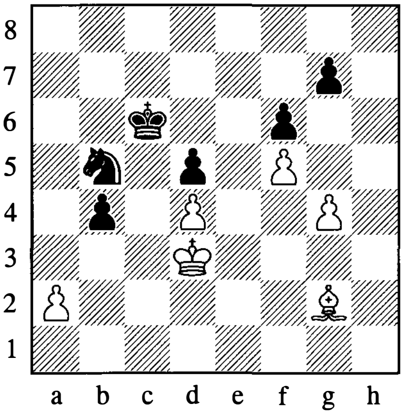
➤Ex. 2-11 ★★ ▼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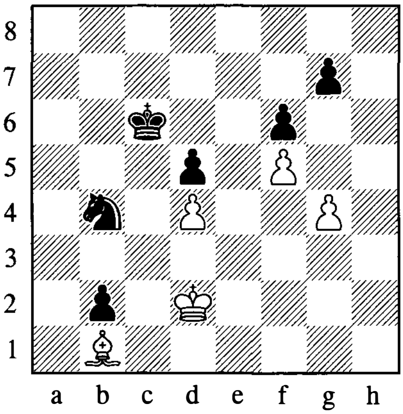
➤Ex. 2-12◀ ★★ ▼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Solutions

Ex. 2-1

E.Geller – V.Hort

Skopje/Ohrid 1968

27.♕f4!

(2 points)

White must not allow any counterplay! 27.f4? b5⇄ would be wrong, as would 27.♕c2 ♕c6⇄.

27...♕d7?!

Black should perhaps try 27...♗e7. But after 28.♕xf7 ♕xc4† 29.♔d2 ♕d5† (29...♔d7!?) 30.♔e1 ♕h1† (30...♔d7!? 31.♕xg7 ♕h1† 32.♔e2 ♕xh5† 33.g4±) 31.♔e2 White is clearly better.

28.b3! ♔d8 29.♔c2 ♔e8 30.♕e4 ♕c7

30...♕c6 was an alternative, although the bishop ending looks very difficult for Black.

31.f4 ♗e7 32.g4 ♗h4 33.f5!

33.♕h7 is not so good: 33...♕c6 34.♕g8† ♔e7 35.♕xg7 ♕g2†=

Or if 33.g5 hxg5 34.fxg5, then 34...♗g3.

White could strengthen his position even further with 33.♗d2!? followed by ♗c3, but Geller decided on a typical endgame strategy: extending the sphere of operations.

33...♗g3 34.fxe6 fxe6 35.♕g6† ♔f8 36.♕xe6 ♗xe5 37.♔d3! ♗g3 38.♔e4 ♗h2 39.♔f5 ♗g3 40.♗d2

40.♔g6 would be even simpler: 40...♕d6 41.♗xc5+–

40...♗h2

40...♕f7† 41.♕xf7† ♔xf7 also loses, on account of 42.♗c3 ♗h4 43.♗e5 and then ♔e4-d5.

41.♗c3 ♕f7†

And Black resigned. After 42.♕xf7† ♔xf7 there follows ♔e4-d5+–.

Ex. 2-2

V.Hort – G.Kuzmin

West Germany 1981

1.♕b4?

'Do not allow any counterplay!'

The only active idea for his opponent is ...♘e6. For that reason, the correct move is 1.♗d5!+–.

(2 points)

1...♕e5 2.a4 ♘e6⇄ 3.♕b5 ♕c7 4.a5 ♘f4† 5.♔f3 ♘xh3 6.a6 ♕c2?

Better is 6...♕f4† 7.♔e2 ♕c1! (threatening ...♘g1#) 8.♕b8† ♔h7 9.♕h2 ♘g1† 10.♕xg1 ♕xg1 11.a7 ♕xg4† 12.♗f3 ♕e6† 13.♔f1 ♕h3†= (Dvoretsky).

7.♕b6 ♘g5† 8.♔g2 ♕c8

8...♘xe4 9.a7 h3† 10.♔h2 ♘xf2 11.a8♕† ♔h7 12.♔g3+– (Dvoretsky)

9.♔h2 ♕xg4 10.♕e3 ♘xe4 11.a7 ♕c8 12.dxe4 ♕a6 13.♔h3 f6 14.♔xh4

1–0

Ex. 2-3

A.Miles – B.Larsen

Tilburg 1978

'The principle of two weaknesses.'

White wants to provoke a second weakness on the kingside.

22.g4!

(3 points)

In a good position there can be a lot of good moves:

a) 22.b4 (1 point) 22...b5 (planning ...♘d7-b6-c4) 23.a4 ♖xc1 24.♖xc1 bxa4± (Dvoretsky)

b) 22.♖xc8 ♖xc8 23.♖h1± followed by h3-h4.

c) 22.h4 h5 23.♖xc8 ♖xc8 24.♖g1± preparing g2-g4.

d) 22.♗c2!? followed by ♗b3.

Each of the last three suggestions earns you 2 points.

22...♔e7

If 22...g5, then 23.♘e2 ♖xc1 24.♖xc1 ♖c8 25.♖h1!± prepares h3-h4.

23.h4 b5?!

23...♔d7 (followed by ...♘g8-e7) is more resilient.

24.h5

Not quite so strong is 24.♗c2 ♘d7 25.♗b3 ♘b6±.

24...♘d7 25.♖xc8 ♖xc8 26.♖h1!

26.a4!± would also be good.

26...♘f8

26...♘b6? 27.hxg6 hxg6 28.♘xg6†! fxg6 29.♖h7†+–

27.hxg6 hxg6 28.♔e2 ♔f6 29.♔d2 ♔g7±

See Ex. 2-7.

Ex. 2-4

V.Hort – V.Ciocaltea

Budapest 1973

'Do not allow any counterplay!'

1.g5!

(1 point)

Denying the black knight access to the f6-square. 1.♔f2? is wrong, as it allows 1...♘f6, intending ...♘d7-c5.

1...♗c8 2.g4!

Preventing ...♗f5.

2...♗d7 3.♔f2 ♔e7

Black would now like to continue with ...♔d8, but White stops that too.

4.♗a5! ♗c8 5.♔e3 ♗d7 6.♗b6 ♗c8 7.♔e4 ♗d7 8.♗b3 ♗c8 9.c5! ♗d7 10.c6 ♗c8 11.♗c4 ♘g7 12.♔d3 ♘e8 13.♔c3

1–0

Ex. 2-5

T.Petrosian – O.Panno

Los Angeles 1963

45.h5!

(3 points)

'Do not hurry!'

Petrosian takes the opportunity to improve his position on the kingside.

45.♖c8† ♔f7 46.♖h8? would be bad, because of 46...♘f8.

You get 2 points for either of the moves 45.b4 or 45.♖a7!? – in particular, the second of these looks good. After 45.♖a7!? Black may try:

a) 45...♘c5† 46.♔d4 ♘d3 47.♖e7†! ♔d8 48.♖e6+–

b) 45...♖c6!? 46.♘b4 ♖d6±

c) 45...h5 46.♖a8† ♔f7 47.♘f4 (47.♖h8?! ♘c5† 48.♔d4 ♘d7 49.♖xh5 ♔g7) 47...♖d1±

45...♔d8 46.♖c2!

46.♖a7 is not so clear after 46...♔c8 (Mednis).

46...h6 47.b4! ♘b6

47...♔e8 48.♖c8† ♔f7 49.♖c7 ♔e8 50.a3±

48.♘xb6 ♖xb6 49.♖g2

49.♔d5?! ♔d7

49...♖d6 50.♖g6 ♔e7 51.♖xh6 ♖d2 52.♖h8 ♖xa2 53.h6 ♖h2 54.♔d5 ♔f7 55.♖a8!

55.♔c6?! ♖h5! (Mednis)

55...♖xh6±

See Ex. 2-8.

Ex. 2-6

A.Rubinstein – S.Takacs

Budapest 1926

35.g4!

(2 points)

'The principle of two weaknesses.'

35...g6

35...f4 is answered by 36.♘c4!+–.

36.♖g1 ♘f7 37.h4! gxh4 38.gxf5 gxf5

Or 38...g5 39.♘c4! and Black cannot play 39...g4†? 40.♖xg4 ♖xg4 because of the intermediate move 41.♘b6†!.

39.♖g7 ♘d8 40.♖g8 f4 41.♖h8±

Although Rubinstein did go on to win the game, he could have ended his opponent's torment here with 41.♘c4!+–. Had he simply forgotten about this idea?

Ex. 2-7

A.Miles – B.Larsen

Tilburg 1978

30.♖c1!?±

(3 points)

Making the correct exchange. After the black king has left the centre, White alters his strategy. He exchanges the rooks in order to penetrate the opposing camp with his king.

But there are perhaps many ways to reach the same goal, and you get 2 points for suggesting either 30.♖a1!? (preparing a2-a4) or 30.g5!? ♘h7 31.♘h3±.

30...♖xc1 31.♔xc1 ♔f6 32.♔d2

Planning ♔c3-b4-a5.

32...b4?!

It is not advisable for the weaker side to move his pawns, since the opponent can then attack them more quickly.

If 32...♗c6 (intending to meet 33.♔c3 with 33...a5), then White has 33.a4!+–.

A more resilient defence is 32...♔g5 33.♘g2 ♘d7 34.♔c3 ♘b8 followed by ...♘c6.

33.♔c2 a5 34.♗b5!

White prevents ...♗c6, keeping the way clear for ♔b3-a4+–.

34...♘e6 35.♘xe6 fxe6 36.♔b3 ♔g5 37.♔a4 e5 38.♔xa5 exd4 39.exd4 ♔f4 40.♗d7 ♔e3 41.♔b6! ♗a8 42.♔a7 ♔xd4 43.f4

1–0

Ex. 2-8

T.Petrosian – O.Panno

Los Angeles 1963

56.♖a7†!

(2 points)

'Do not hurry!'

Before capturing the a-pawn, White first forces the black king to a worse position. Not so good is 56.♖xa6 ♖h4 57.♔c5 ♖f4.

56...♔g8 57.♖xa6 ♖h4 58.♔c5 ♔g7

Or 58...♖f4 59.♖xf6 ♔g7 60.♖d6 ♖xf5† 61.♖d5+–.

59.♖d6!+– ♖e4 60.♖d5 ♖e5 61.♖xe5 fxe5 62.♔d5

1–0

Ex. 2-9

B.Spassky – A.Karpov

Montreal 1979

26...♔f7!

(3 points)

'Do not allow any counterplay!'

You get 2 points for either 26...♘e5 27.♖xd6 ♖xd6 28.♖xd6 ♗c6 (or 28...♖xc3–+) or 26...♖xc3 27.♖d3! ♖xd3 28.♗xd3 ♘e5 29.♗e2 ♔f7 30.♘f3. White brings his pieces into the game and still can put up a tough resistance.

I prefer Karpov's solution. After the positional sacrifice of the d-pawn, the opponent soon runs out of breathing space.

27.♖xd6 ♖xd6 28.♖xd6 ♔e7 29.♖d3 ♖e1 30.♗a2

30.♗c2 ♘e5 31.♖d2 ♘xc4–+

30...♖c1!–+

Threatening ...♖c2.

31.♘f3

Or 31.♗b3 ♘e5 32.♖e3 ♔f6–+ and Black threatens ...♖b1-b2.

31...♗xf3!

Capablanca's principle: superfluous pieces should be exchanged.

32.♖xf3 ♘e5 33.♖e3 ♔f6 34.♗b3 a5

White is in zugzwang.

35.♗a4 ♘xc4 36.♖e8

36.♖d3 ♘b2–+

36...♖xc3 37.♖c8 ♘e3 38.♗b5 c4

38...♖c2 is even better: 39.♗c6 ♘f1† 40.♔g1 ♘xg3–+

39.♔g1 ♖c2 40.♗c6 c3 41.♗f3 g5 42.g4 f4

0–1

Ex. 2-10

K.Kuenitz – M.Dvoretsky

Bad Wiessee 1997

34...d3!

(1 point)

34...♖b5 is not so strong, because of 35.♔e2∓.

Solutions

The following variation had to be calculated accurately in advance.

35.♖1xc5

35.♖7xc5? d2–+

35...♖h8!!

(another 1 point)

Black threatens ...♖h1#.

35...♖xb3?! would not be so good: 36.♖c1∓

36.♔g1

36.♔e1 d2†–+

36.g3 ♖xc5 37.♖xc5 ♖h1† 38.♔g2 d2–+

36...♖dd8!

(another 1 point)

37.♖c1 d2 38.♖d1 ♖de8!–+

(another 1 point)

38...♖he8? 39.♔f1 achieves nothing.

39.♖f1

39.♖xd2 ♖e1#

39...♖e1 40.♖d7 ♖h1†!

0–1

Ex. 2-11

Nepomniatchi – I.Polovodin

Leningrad 1988

1...♘c3!

(1 point)

Black exploits his opportunity.

2.♗f3

The point is 2.a3?! ♘e2!! 3.♔xe2 (3.axb4 ♘f4†–+) 3...bxa3–+.

(another 1 point for this variation)

2...♘xa2 3.♗d1 b3

3...♔b5! is even more precise: 4.♗c2 ♘c1† 5.♔d2 b3 6.♗b1 (6.♗d1 b2 7.♔c2 ♔c4 8.♔xb2 ♘d3†–+) 6...♘a2–+

4.♔d2

4.♗xb3 ♘c1† 5.♔c2 ♘xb3 6.♔xb3 ♔b5–+

4...b2 5.♗c2

5.♔c2 ♘c3–+

5...♘b4 6.♗b1–+

See Ex. 2-12.

Ex. 2-12

Nepomniatchi – I.Polovodin

Leningrad 1988

6...♔b6!

(2 points)

6...♔b5? would be wrong: 7.♔c3 ♘c6 (7...♔a4 8.♔xb2=) 8.♗a2! ♘e7 9.♔b3=

6...♘a6!? (also 2 points) is equally good: 7.♔c3 ♘c7 8.♔xb2 ♘b5–+ (Alink)

7.♔c3 ♔b5⊙ 8.♔b3

8.♔xb2 ♔c4–+

8...♘c6 9.♔c3

9.♗d3† ♔a5 10.♔xb2 ♔b4–+

9...♔a4 10.♔xb2

10.♗a2 ♔a3–+.

10...♘b4!

But not 10...♘xd4? 11.♗a2.

11.♔c3 ♔a3

White is in zugzwang.

0–1

Scoring

Maximum number of points is **29**

25 points and above → **Excellent**
20 points and above → **Good**
14 points → **Pass mark**

*If you scored less than **14** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 3

Contents

- ✓ Working things out for your opponent
- ✓ Calculating short variations

Counterplay

When you are calculating variations, it is very important not just to consider things from your own point of view; you must work things out for your opponent too. He or she is also taking part in the game!

Many players find outstanding tactical ideas for themselves, but often overlook much simpler ideas for their opponent. In order to get an objective picture of the position on the board, we must also look for the best moves for our opponent – and we have to work just as hard at doing that as when we look for our own moves.

It is very important to improve your calculation of short variations. We have to concentrate hard during the very first moves of a variation, because it is there that a lot of mistakes are made. Paying attention to your opponent's ideas is, of course, enormously helpful in this respect. What is the good of working out a long variation, if we don't see our opponent's reply on the first move?

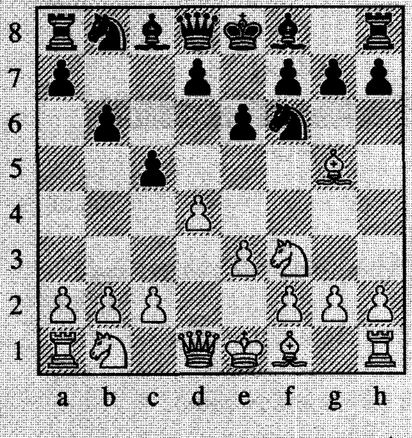
A.Yusupov – J.Fries-Nielsen

Skien 1979

1.d4 e6 2.♘f3 ♘f6 3.♗g5 c5 4.e3 b6?

A known opening mistake.

Diagram 3-1 △



5.d5!

An idea of Petrosian's. Black cannot hold the pawn.

5...d6

If 5...exd5, then 6.♘c3 ♗b7 7.♘xd5 ♗xd5 8.♗xf6 ♕xf6 9.♕xd5 ♘c6 (9...♕xb2? 10.♖d1 ♕b4† 11.c3! ♕xc3† 12.♖d2+–) 10.♗c4 ♗e7 11.0–0–0± Petrosian – Kozma, Munich Olympiad 1958.

6.dxe6

6.♘c3 e5 7.♗b5† ♗d7 8.♗xd7† ♘bxd7 9.e4±

6...♗xe6

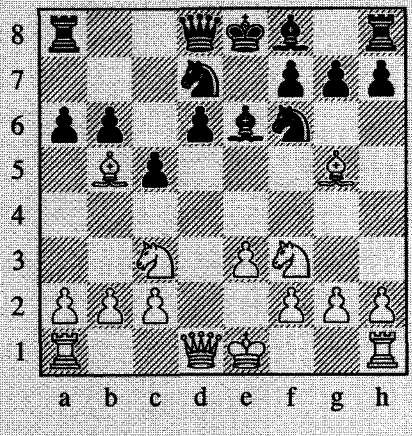
If 6...fxe6, then 7.e4 intending 8.e5±.

7.♗b5†

After 7.♘c3 Black could reply 7...a6.

7...♘bd7 8.♘c3 a6

Diagram 3-2 △

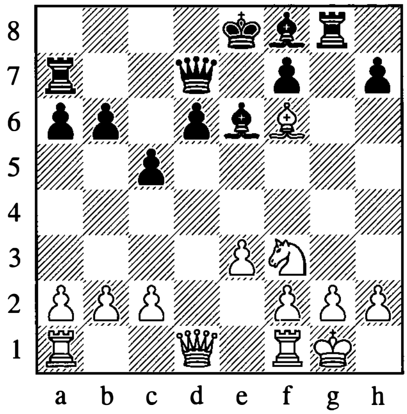


9.♗xd7†!?

A difficult decision. White has a tempting alternative: 9.♗c6 ♖a7 (9...♖c8? 10.♗b7+–) 10.♘e4 ♕c7 (10...♕e7? 11.0–0+–) 11.♘xf6† gxf6 12.♗xf6 ♖g8 13.♗xd7† ♕xd7 14.0–0

Diagram 3-3

Diagram 3-3 (analysis) ▼



But in this position Black has a counter-stroke: 14...♖xg2†!! (14...♗h3? 15.♘e1 ♗xg2? 16.♘xg2 ♕h3 17.♕d5!+–) 15.♔xg2 ♗h3† 16.♔h1 ♗xf1 17.♕xf1 ♕f5±

These calculations cost a lot of energy. But they also show that White took his opponent's chances very seriously. The routine move played in the game is, of course, not bad.

9...♗xd7 10.♘d5?!

White now makes a slight error. It was clearly better to first play 10.♗xf6! ♕xf6, and only then 11.♘d5 ♕d8 12.♕d2, followed by 13.0–0–0±. Compared to the game, the black bishop on f8 remains undeveloped.

10...♗e7 11.♗xf6 ♗xf6 12.♘xf6† ♕xf6 13.♕d5 ♔e7!?

White underestimated this resource, after which the d6-pawn is well defended. White was only anticipating 13...0–0? 14.0–0–0± or 13...♖d8?! 14.0–0–0 ♔e7±.

14.0–0–0 ♖ac8!

14...♖hd8? is followed by 15.♘g5! and ♘e4±.

Black now wants to play 15...♗c6. White must react very energetically in order to retain the initiative.

15.♕e4†! ♕e6 16.♕h4†

16.♘g5 ♕xe4 17.♘xe4 ♖c6±

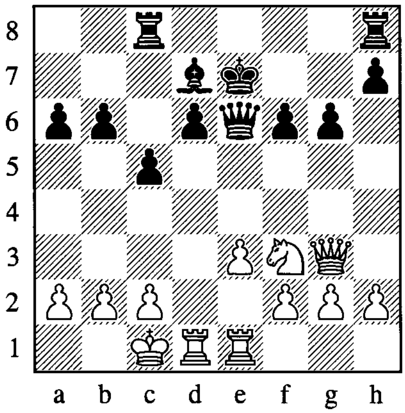
16...f6

16...♕f6!? would have been somewhat better: 17.♕xf6† gxf6 18.♘e1!? planning ♘d3-f4±.

17.♕g3 g6 18.♖he1

Diagram 3-4

Diagram 3-4 ▼



18...♖c6?

Black was not paying attention here and fell into a trap. 18...♗c6 is correct: 19.e4 (19.♘d4? ♕xa2) 19...♖hd8 20.♕h4!? (20.e5?! dxe5 21.♘xe5 ♖xd1† 22.♔xd1 ♕d6†=) 20...♕xa2 21.♕xh7† ♕f7 22.♕h6!?±

19.♘d4! ♕e5 20.♘xc6† ♗xc6 21.e4 ♕xg3 22.hxg3

After the win of the exchange, victory is not far away. White just has to open a file for his rooks.

22...♔e6 23.g4 h5 24.gxh5 ♖xh5 25.♖d2 ♖h7 26.f3 g5 27.♖ed1! ♖d7 28.♖h1

The rest is easy.

28...b5 29.♖h8 b4 30.♖e8†

'Do not hurry!'

30...♔f7 31.♖c8 ♗b5

Diagram 3-5 △

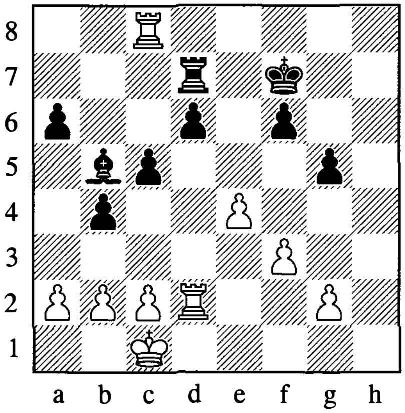


Diagram 3-5

32.b3!

This prepares a decisive attack.

32...♔e6 33.a4!

Black resigned, on account of 33...♗f1 34.♖f2+– or 33...bxa3 34.c4 ♖h7! 35.♔b1! ♗d7 36.♖a8+–.

In this chapter we are concentrating on the possibilities open to our opponent. You can try to solve for yourself the following examples.

Diagram 3-6 ▼

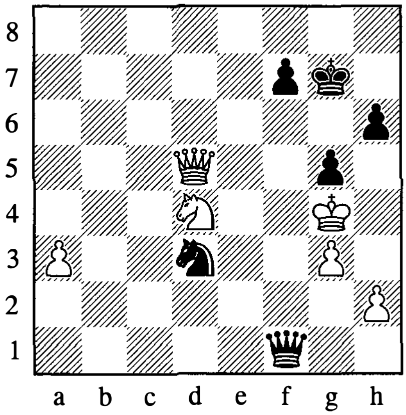


Diagram 3-6

M.Tal – P.Keres

Belgrade Candidates 1959

48...♘f2†!

Black chooses a simple solution. The tempting alternative 48...h5†? 49.♔xg5 ♕f6† 50.♔xh5 ♘e5 would not lead to mate, but instead to the loss of the game after the surprising defence 51.♕d6!!+–.

49.♔f5

49.♔f3 ♕h1†–+

49...♕d3†

The best. Other moves achieve less: 49...♕b1† 50.♔e5 or 49...♘d1† 50.♕f3! or 49...♕a6 50.♘c6!.

50.♔e5 ♘g4† 51.♔d6 ♕xa3† 52.♔c7 ♕e7† 53.♔c8 ♘e3–+

Black has a technically won endgame. Another good option was: 53...♕e8† 54.♔b7 ♘xh2–+

Diagram 3-7 ▼

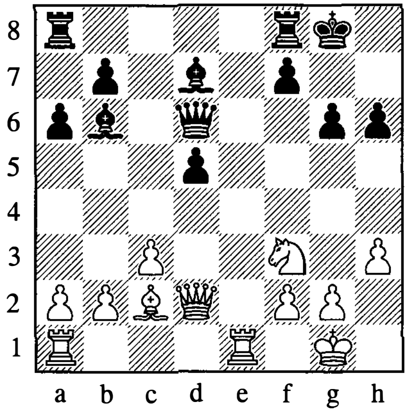


Diagram 3-7

G.Timoscenko – R.Vaganian

Baku 1977

Black begins a combination. But he overlooks White's dangerous counter-attack.

20...♗xh3?

20...♔g7! is correct: 21.♖e5 ♗c6±

On the other hand, 20...♔h7? is not good, because of 21.♖e5 ♗c6 22.♖h5!+–.

21.♕xh6 ♕g3 22.♕xh3 ♕xf2†

22...♗xf2† 23.♔f1 ♗xe1 24.♖xe1±

23.♔h1 ♔g7

If 23...♕xc2, then: 24.♘g5 ♔g7 25.♕h7† ♔f6 26.♕h4 ♖h8 27.♖f1† ♔e7 (27...♗f2 28.♖xf2† transposes to the game) 28.♘h7†+–

Diagram 3-8

Everything looks fine, but it is White's move and he can attack.

24.♖f1! ♕xc2 25.♘g5 ♗f2

25...♖h8 is followed by 26.♖xf7† ♔g8 27.♖h7!+–.

If 25...f5, then 26.♘e6† ♔f6 27.♘xf8 ♖xf8 28.♖ae1+–.

26.♕h7† ♔f6 27.♕h4 ♖h8 28.♖xf2†!

After 28...♕xf2 there follows a double check 29.♘h7†! and then 29...♔g7 30.♕xf2 ♖xh7† 31.♔g1 ♖ah8 32.♕d4†+–.

1–0

Diagram 3-8 △

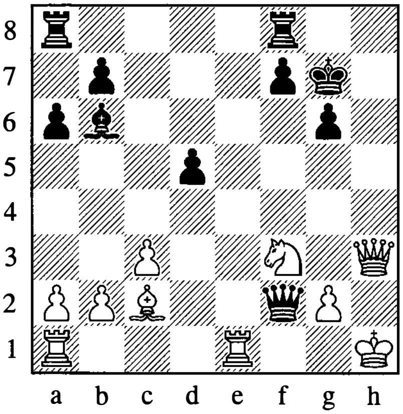


Diagram 3-9

S.Gligoric – L.Stein

Moscow 1967

26.♔h1?

White has a very good idea. After 26...fxg2† he will sacrifice the exchange and attack down the g-file. Unfortunately he overlooked his opponent's very first move!

26.h4!? (preparing ♔h2) is not very clear: 26...fxg2 27.♔h2 ♔h7 28.♖g1 (28.♖xg2 ♘xg2 29.♕g5 f6 30.♕xh5† ♔g8∞) 28...♖g8 29.♖fxg2 ♗f6∓

The modest 26.♔f1! is better: 26...♕a6† (26...fxg2† 27.♖xg2 ♘xg2 28.♔xg2=∞) 27.♔g1 ♕a7=

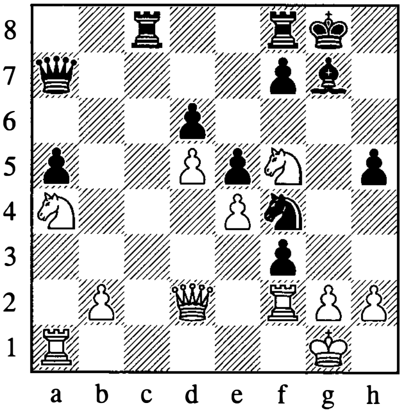
26...♕xf2!

This 'exchange of queens' was, of course, not planned!

27.♕xf2 fxg2† 28.♕xg2 ♘xg2 29.♔xg2 ♖c2†–+

In the endgame, White has no compensation for the exchange.

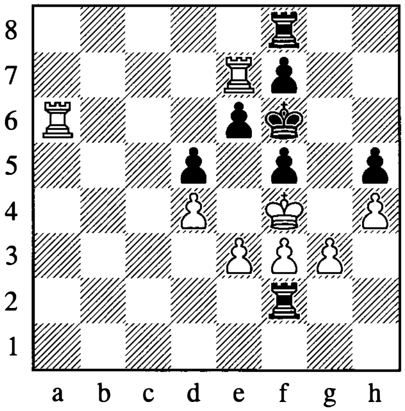
Diagram 3-9 △



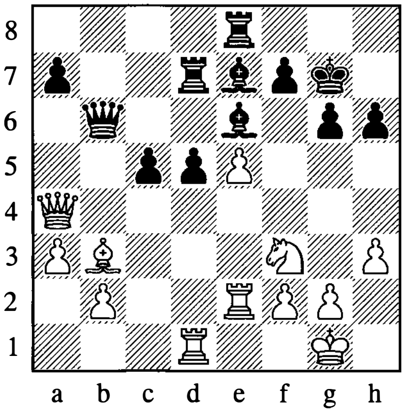
In the test, try to spot the opponent's possibilities in good time. Look above all for active moves for your opponent. Check out your opponent's replies.

Exercises

➤Ex. 3-1◀ ★ △

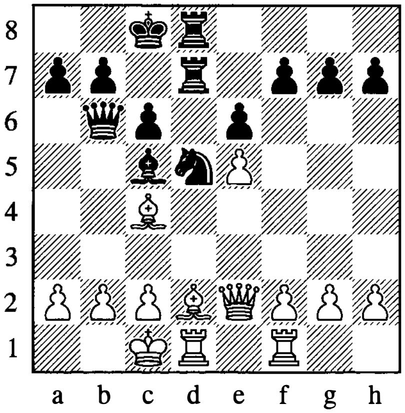


➤Ex. 3-4◀ ★★ △



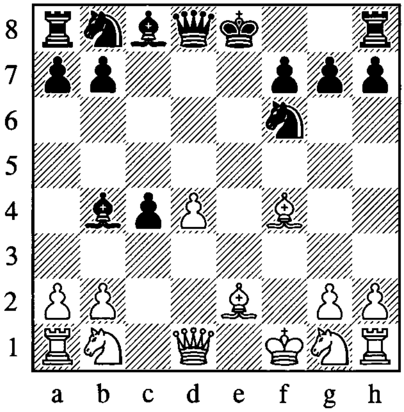
Evaluate 31.♖xd5

➤Ex. 3-2◀ ★ △



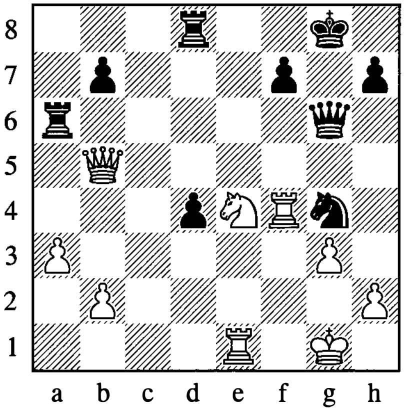
Evaluate 1.♗g5

➤Ex. 3-5◀ ★★ △

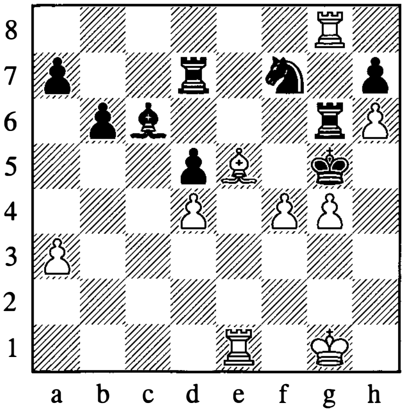


Evaluate 9.♗xb8

➤Ex. 3-3◀ ★★ △

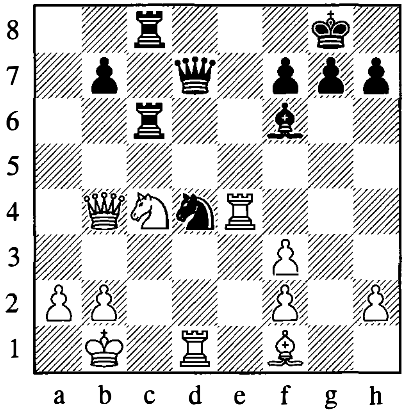


➤Ex. 3-6◀ ★★ ▼

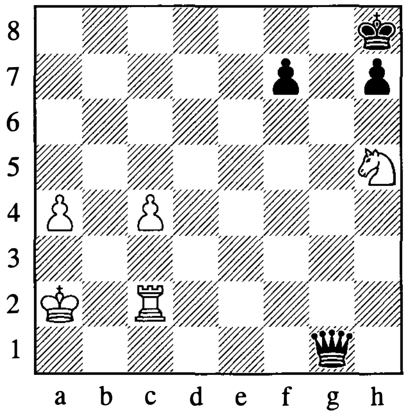


Exercises

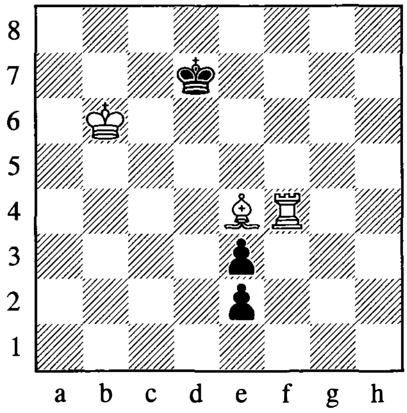
➤Ex. 3-7◀ ★★★ △



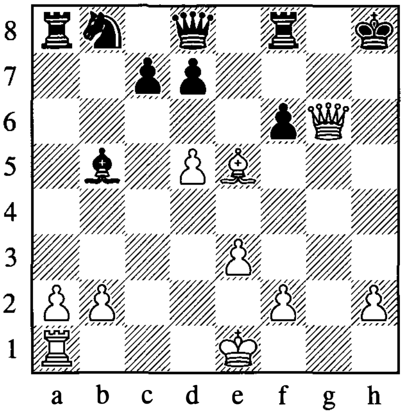
➤Ex. 3-8◀ ★★★ △



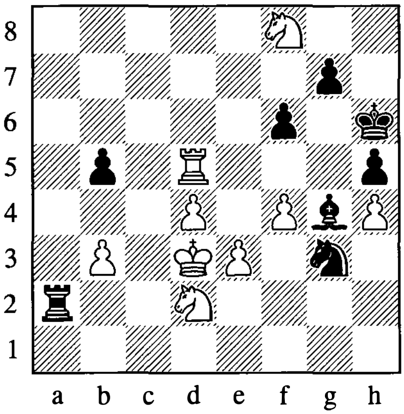
➤Ex. 3-9◀ ★★★ △



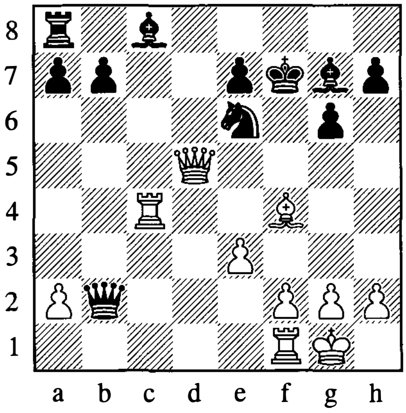
➤Ex. 3-10◀ ★★★★ △



➤Ex. 3-11◀ ★★★ ▼



➤Ex. 3-12◀ ★★★★ △



Solutions

Ex. 3-1

A.Miles – V.Hort

Amsterdam 1982

42.♖d7??

Of course 42.♖aa7= is correct.

(1 point)

42...♖g8!

Threatening ...♖g4#.

43.e4

0–1

Ex. 3-2

Rosenthal – V.Makogonov

Odessa 1933

1.♗g5??

This is bad and loses the game immediately.

1...♘c3!!

0–1

(1 point)

Also losing for White are 1.f4? ♘e3–+ and 1.♕e1? ♘c3–+.

1.♗xd5?! is not very good either: 1...♖xd5 2.f4? (2.c4? ♖xe5 3.♕xe5 ♗d4–+) 2...♖xd2 3.♖xd2 ♗e3 4.♖fd1 ♗xf4–+

White can keep things level with the prudent 1.♗b3. But 1.♔b1 (or even 1.♖de1) is also not bad.

Ex. 3-3

S.Gawlikowski – Olejarczuk

Warsaw 1963

The combination is fairly obvious.

1.♖xg4! ♕xg4 2.♕xa6

(1 point)

2...♕xe4!

2...bxa6 3.♘f6†+–

3.♕a5! ♕d5

3...♖d5 4.♕a8†+– or 3...b6 4.♕g5†+–.

4.♖e8† ♔g7 5.♕xd8

1–0

(1 point for calculating all the variations)

Ex. 3-4

A.Yusupov – N.Short

Barcelona 1989

31.♖xd5??

This loses immediately. 31.♗xd5? is just as bad, due to 31...♖ed8–+.

White should have played 31.♗a2∓ or 31.♗c4 ♖ed8∓ or 31.♖ed2 ♖ed8∓.

31...♖ed8!

(1 point)

White had only anticipated 31...♗xd5? 32.♕xd7± or 31...♖xd5? 32.♗xd5± or 31...♕b7? 32.♖dd2 ♖xd2 33.♖xd2+–.

After the 'cold shower' 31...♖ed8! all that was left for him was to resign. If 32.♖xd7 ♗xd7 33.♕c4, then 33...♗e6–+.

(another 1 point for this variation)

Ex. 3-5

S.Tartakower – J.Capablanca

New York 1924

9.♗xb8?!

This move leads to a clearly inferior position for White.

However, the other options are also less than ideal, e.g. 9.♕a4† ♘c6 10.♗f3 ♘d5 11.♘c3 ♘xf4 12.♗xc6† bxc6 13.♕xb4 ♕g5 14.g3 ♘d3–+.

After the better 9.♗xc4 White's position is still dodgy, since his king cannot castle.

9...♘d5!

(1 point for this intermediate move)

Black threatens ...♘e3†. Instead, 9...♖xb8? would lose to 10.♕a4†.

10.♔f2

10.♗f4 is met by 10...♕f6!–+, renewing the threat of ...♘e3†.

(another 1 point for this variation)

10...♖xb8 11.♗xc4 0–0 12.♘f3

Or 12.♗xd5 ♕xd5 13.♘c3∓.

12...♘f6!?∓

12...♗g4!?

Solutions

Ex. 3-6

R.McKay – M.Condie

London 1984

40...♔xh6??

Other moves are clearly better:

a) 40...♔xg4 41.♖xg6† hxg6 42.h7 ♖d8 43.♗f6 ♖e8–+

b) 40...♔h4 41.♖xg6 ♘xe5 42.♖g7 (42.♖xe5 hxg6 43.♖e6 ♗b5–+) 42...♘f3† 43.♔f2 ♘xe1∓

(1 point for either of these alternatives)

41.♔f2!

Black resigned, on account of 41...♖xg8 42.♖h1† ♔g6 43.f5† ♔g5 44.♔g3! ♘xe5 45.dxe5 and 46.♖h5#.

(another 1 point for this variation)

Ex. 3-7

N.Short – A.Miles

British Ch, Brighton 1984

21.a3± (1 consolation point) is what Short played and he even won the game!

But a clearly better move would have been:

21.♘b6!

(1 point)

Other knight moves are bad, e.g. 21.♘a5?? ♘e2–+ or 21.♘e3? ♘c2 22.♖xd7 ♘a3†–+.

21...♘e2!

(1 point for seeing this idea)

22.♕f8†!!+–

(another 1 point)

Ex. 3-8

D.Przepiorka

1920

1.♖e2!

(1 point)

1.♖b2? ♕a7–+

1...♕g8!

1...h6 2.♖e8† ♔h7 3.♘f6†+–

2.♘g7!!

(another 1 point)

White should avoid 2.♘f6 ♕g1! 3.♖e8†? (it is not too late for White to go back with 3.♘h5!) 3...♔g7 4.♖g8† ♔h6! 5.♖xg1 stalemate.

(another 1 point for this variation)

2...♕xg7

Or 2...h5 3.♖e8 ♕xe8 4.♘xe8 h4 5.♘f6+–.

3.♖e8† ♕g8 4.♖xg8† ♔xg8 5.a5+–

Ex. 3-9

R.Reti

1928

1.♗f5†!

But not 1.♗c6†? ♔d6 2.♖d4† ♔e5 3.♖e4† ♔d6! 4.♖xe3 e1♕ 5.♖xe1 stalemate.

(1 point for this variation)

1...♔d8 2.♖d4† ♔e7 3.♖e4† ♔d8! 4.♗d7!!

And not 4.♖xe3? e1♕ 5.♖xe1 stalemate.

(1 point for this variation)

4...e1♕ 5.♗b5+–

(another 1 point)

Ex. 3-10

L.Gutman – A.Vitolinsh

USSR 1979

In the game White chose an unfortunate move.

1.♔d2??

Next came:

1...♗d3!!

(1 point for finding this defence)

2.♔xd3 ♕e7 3.e4

If 3.♕h6† (or 3.♖g1), then 3...♕h7(†)–+.

3...♕g7 4.♕h5† ♔g8 5.♗d4 c5 6.♗xc5 ♖c8 7.f4 ♘a6! 8.♗f2 ♘b4† 9.♔e2 ♖xa2

0–1

There is only a draw after 1.0–0–0? ♗d3!! 2.♖xd3 fxe5! (2...♕e7? 3.♕h6†! ♔g8 4.e4+–) 3.♕h6† (3.e4? ♕h4–+) 3...♔g8 4.♕g6† (4.e4? ♕f6–+).

(1 bonus point for this variation)

1.♕h5† ♔g8 2.♕g6† ♔h8 leads to a repetition of the position.

The correct move is:

1.♕h6†!

(1 point)

1...♔g8 2.0–0–0

Or 2.♔d2+–.

2...♔f7 3.♖g1

(another 1 point)

3...♔e8 4.♕h5† ♖f7 5.d6

Or 5.♖g8†+–.

5...cxd6 6.♗xd6+–

Ex. 3-11

Variation from the game

V.Kovacevic – A.Beliavsky

European Team Ch, Plovdiv 1983

55...b4!?

(1 point)

This is the only move which gives Black any chances of a win.

It is important to refute the variation 55...♗e2† 56.♔c3 b4† with 57.♔xb4 ♖xd2 58.♖g5!! ♗d3 59.♖xg3+–.

(2 points)

Another possible move is 55...g6!? 56.e4 ♘e2 57.♔e3 ♘c3 58.♖d8 ♘d1† 59.♔d3 ♘f2† 60.♔e3 ♘d1†=.

55...♖a8 56.♘d7 ♖a2 57.♘f8 also leads to a repetition of moves.

56.e4

56.♔c4 g6 is good for Black.

56...♘e2 57.♔e3 ♘xf4

Certainly not 57...♘c3 58.♖g5!+–.

58.♔xf4 ♖xd2 59.♖d6 ♖f2† 60.♔e3 ♖f3† 61.♔g2 ♖xb3

With a sharp position.

Ex. 3-12

A.Beliavsky – V.Gavrikov

USSR Ch, Moscow 1988

It is very difficult to spot Black's idea. White failed to do so in the game.

19.♖fc1??

And now came:

19...♗d7!! 20.h3

The point is 20.♕xd7 ♖d8 21.♕a4 b5–+.

(2 points for this variation)

20.♖4c2 is met by 20...♗c6–+.

20...♖d8!?–+

Or 20...♗c6!? 21.♖xc6? bxc6 22.♖xc6 ♕b1† 23.♔h2 ♕f5–+.

Black has consolidated his position and is clearly better. Gavrikov was later able to safely convert his material advantage.

White should do all he can to hinder his opponent's development.

19.♗g5? achieves nothing after 19...♕e5–+.

You get 1 point for either 19.♗g3 ♗f6! or 19.a4 a6!, which do not really change the position.

The correct move is:

19.♖c7!

(2 points)

White threatens ♕c4. Play may continue:

19...♔f8 20.♖xc8† ♖xc8 21.♕xe6 ♖c1 22.g4=

Scoring

Maximum number of points is **30**

25 points and above → **Excellent**
20 points and above → **Good**
15 points → **Pass mark**

*If you scored less than **15** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 4

Contents

✓ Elementary endgames
✓ More complicated endgames
✓ Some rules

Knight endings

Elementary endgames

There is a lot of theory connected with the elementary endgames with knight and pawn against knight, but it is not absolutely necessary to know this for practical play. We shall limit ourselves to a single example. In doing so, we shall concentrate on two typical methods which often occur in such endings: **the deflecting knight sacrifice** and **getting rid of the blockade**.

Diagram 4-1 △

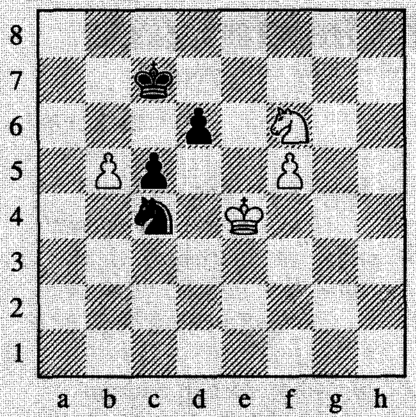


Diagram 4-1

A.Yusupov – L.Vogt

Altensteig 1993

Here the two isolated passed pawns are stronger than the connected but blockaded pawns.

49.♘d5† ♔d7 50.b6 ♔c6 51.f6 ♘e5 52.♔f5 ♘f7! 53.♔e6 ♘g5† 54.♔e7 c4 55.♔d8 ♔b7

55...c3 56.♘xc3 ♔xb6 57.♔e7 ♔c6 58.♘e4 ♘f3 59.♘xd6 (59.f7 ♘e5=) 59...♔d5!= also draws.

56.♔d7 c3?!

56...♘f7 is simpler: 57.♔e6 ♘g5† 58.♔xd6 ♘e4† 59.♔e5 ♘xf6 60.♔xf6 c3=

57.♘xc3 ♔xb6 58.♔xd6

Diagram 4-2 ▼

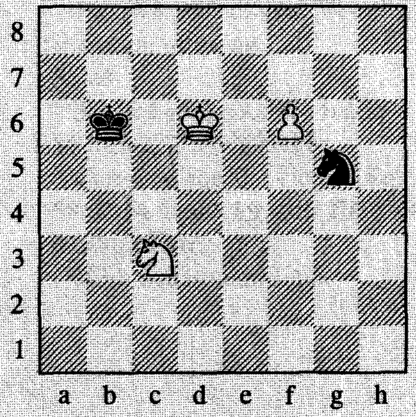


Diagram 4-2

Here we have rather a complicated ending. Since the black king is not in front of the pawn, all Black's hopes are based on the knight. Nevertheless, it is important to have the king in a good position.

58...♘f7†?

In time trouble, both players lose the thread and repeat moves. 58...♔b7! is correct: 59.♔e7 ♔c6! and if 60.♘e4, then 60...♘f3! 61.f7 (or 61.♔e6 ♘d4†=) 61...♘e5 62.f8♕ ♘g6†=.

59.♔e6?

Better is 59.♔e7!+–.

59...♘g5† 60.♔d6

60.♔e7 ♔c6! draws, as we have already noted.

60...♘f7†?

As mentioned above, 60...♔b7! is the way to draw.

61.♔e7! ♘e5

The following variation shows the important difference which results from the black king being on b6 rather than c6, as the white king is able to control the e5-square: 61...♘g5 62.♘e4 ♘f3 63.♔d6! ♘h4 64.f7 ♘g6 65.♘f6 ♔b7 66.♘d7 ♔c8 67.♘e5! ♘f8 68.♔e7 ♘h7 69.♘d7 ♔c7 70.♘f6!+–.

This typical winning procedure ('getting rid of the blockade') shall feature a lot throughout this chapter.

62.♔e6

Diagram 4-3

62...♘c6

Nor do other moves save the game:

a) 62...♘f3 63.♘e4 ♘h4 64.f7 ♘g6 65.♔d6 ♔b7 (65...♔b5 66.♘f6 ♔c4 67.♘d7 ♔d4 68.♔e6 followed by 69.♔f6+–) 66.♘f6 (or 66.♘g5 ♔c8 67.♘e6 ♔b7 68.♘f4 ♘f8 69.♔e7+–) 66...♔c8 67.♘d7 ♔d8 68.♔e6 ♘f4† 69.♔f5+–

b) 62...♘g6 63.f7 ♔c6 64.♘e4 ♘f8† 65.♔e7 ♘g6† 66.♔f6 ♘f8 67.♔g7 ♘d7 68.♘f6 ♘c5 69.♔g8 ♘e6 70.♘e8 ♔d5 71.♘g7+–

63.♔d6! ♘d8 64.♘d5†

64.♘e4!? wins even more quickly, e.g. 64...♘f7† 65.♔e7 ♘e5 66.♔e6 ♘c6 67.♔d6 ♘d8 68.♘g5+–.

64...♔b7 65.♔d7

Or 65.♘f4! ♔c8 66.♔e7 ♘c6† 67.♔e8 ♘e5

Diagram 4-4

68.♘d3!+– ('the deflecting sacrifice').

65...♘f7

Or 65...♘c6 66.♘f4 ♘e5† 67.♔e6 ♘c6 68.♔d6 ♘d8 69.♔e7 ♘c6† 70.♔e8 ♘e5 71.♘d3!+–.

66.♘f4!

Bringing his knight to g6 to control the e5-square.

66...♘e5†

66...♔b6 would be no better: 67.♔e6! (67.♘g6? ♔c5 68.♔e7 ♘d6=) 67...♘g5† 68.♔e7 ♔b7 69.♘e6 ♘f3 70.♔d6+–

67.♔e6 ♘c6 68.♔d6 ♘d8 69.♔d7

Or 69.♔e7 ♘c6† 70.♔e8 ♘e5 71.♘d3!+–.

69...♘f7 70.♘g6 ♘g5 71.♔e7 ♔c6 72.♘f4

Threatening ♘e6.

72...♔b7 73.♘e6 ♘f3 74.♔d6!

But not 74.f7? due to 74...♘e5 75.f8♕ ♘g6†=.

74...♘h4 75.f7 ♘g6

Diagram 4-5

76.♘f4! ♘f8 77.♔e7 ♘h7 78.♘d5

Black resigned, in view of the threat of ♘f6. He never managed to bring his king into the game.

Diagram 4-3 ▼

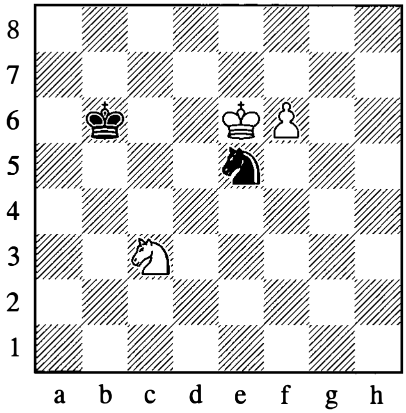


Diagram 4-4 (analysis) △

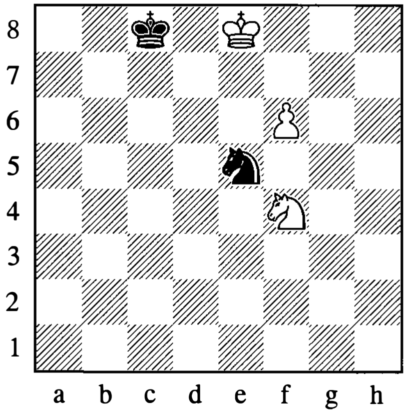
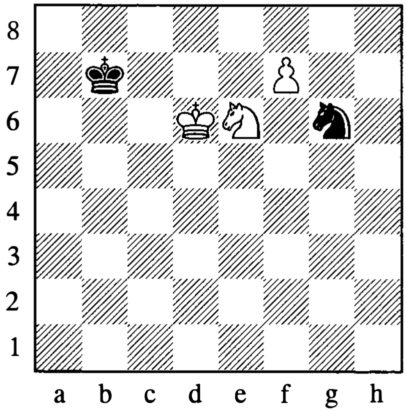


Diagram 4-5 △



More complicated endings

Botvinnik compared knight endings to pawn endings. In fact, many of their characteristics are almost identical: an active king or an outside passed pawn brings a clear advantage in both types of ending.

Despite that, knight endings are noticeably harder to play. The defending side has more chances of success, even if the opponent has an advantage in material.

In order to get a better understanding of typical play in knight endings, we shall consider two examples.

Diagram 4-6 △

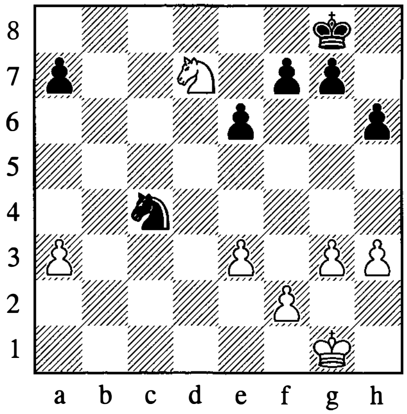


Diagram 4-6

A.Yusupov – V.Ivanchuk

Linares 1991

In spite of the material equality, White faces some serious difficulties. His a-pawn has to advance a long way and this makes it very weak. And the black king becomes much more active than its counterpart.

32.a4 ♘b2!

If 32...f6, then 33.♘b8! ♘a5 (33...♔f7 34.♔f1 ♔e8 35.♔e2 a5 36.♔d3 ♘b2† 37.♔e2! ♘xa4 38.♘c6=) 34.♔f1 ♔f7 35.♔e2 ♔e7 36.♔d3 ♔d6 37.♔c3= (or 37.♘a6=).

33.a5 ♘c4 34.a6 f5 35.♔f1 ♔f7 36.♔e2

36.♘b8?! ♘a5 37.♔e2? would be bad, because of: 37...♔e7 38.♔d3 ♔d6 39.♔c3 ♔c7–+

36...♔e7 37.♘c5 ♔d6 38.♘b7†?!

If 38.♘b3, then 38...e5 39.♔d3 ♔d5∓. But the knight is certainly not any better placed on b7.

38...♔d5 39.f3

39.♔d3? is met by 39...♘e5† 40.♔c3 ♘c6, followed by ...♘b8–+.

Diagram 4-7 ▼

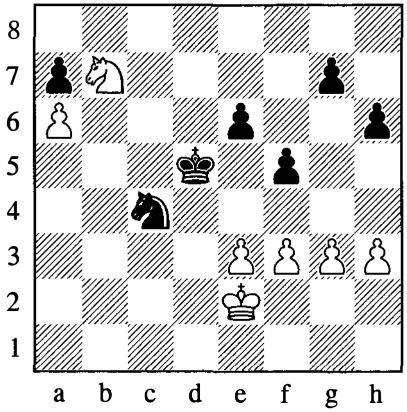


Diagram 4-7

39...e5?!

This natural move is not the best and probably gives away the win. White takes the chance to exchange some pawns and thereby ease the defence.

39...♘e5 (intending ...♘c6-b4) is not answered by 40.♘a5 ♘c6∓ (or 40...♘d7∓), but by 40.♘d8! with the idea of 41.e4†=.

However, 39...h5!∓ is better. If 40.g4 fxg4 41.fxg4 hxg4 42.hxg4, then Black can win a pawn: 42...♘e5 43.g5 ♘f7 44.g6 ♘e5–+

40.g4! g6

40...fxg4 41.e4†!? ♔d4?! 42.hxg4 g6 43.♘d8 ♔c5 44.♘f7 h5?! 45.g5! gives White too much counterplay, due to the threat of ♘h8.

40...f4 is followed by: 41.e4† ♔c6 42.♘d8† ♔b6 43.♘e6 g5 44.♔d3 ♘d6 45.♘f8 ♔xa6 46.♘d7 ♘f7 47.♔c4 with counterplay.

41.♘d8 ♘d6

If 41...h5!? then either 42.gxf5 gxf5 43.♘f7, or even 42.g5 with the threat of ♘f7-h8.

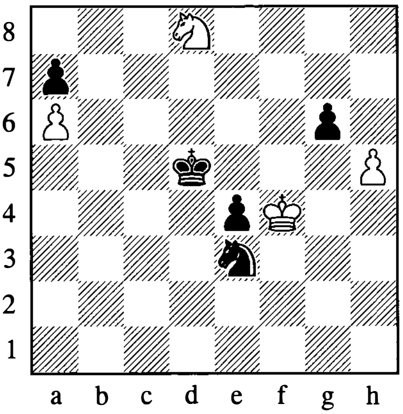
42.gxf5

42.h4 was worth considering. The knight is not so good in the struggle against the h-pawn, because it can only hold it up from one side. For that reason White would like to activate his h-pawn in good time. But after 42...fxg4 43.fxg4 e4! 44.♔f2 h5 45.♔g3 hxg4 46.♔xg4 ♘f5 47.h5 ♘xe3† 48.♔f4

Diagram 4-8

48...gxh5!! 49.♔xe3 h4 Black wins, since the knight on d8 is offside.

Diagram 4-8 (analysis) △



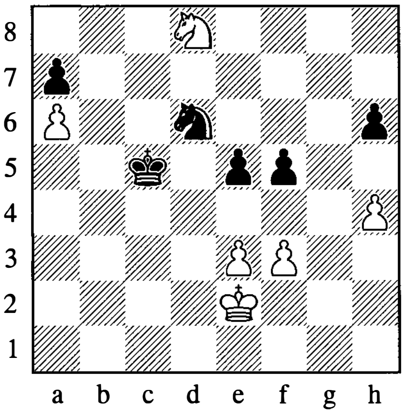
42...gxf5 43.h4!? ♔c5

43...e4 achieves nothing after 44.♔f2= or 44.h5!?.

The only chance for Black would be to play 43...h5!? himself.

Diagram 4-9

Diagram 4-9 △



44.e4!

This brings White a further exchange of pawns. If 44.♔d3? then: 44...e4† 45.fxe4 fxe4†∓

44...fxe4

44...f4 is interesting, but after 45.♔d3 ♔b6 46.♔c3 ♔xa6 47.♘c6 ♘f7 48.♔c4 ♔b6 49.♔d5 a5, White can save the game with: 50.♘xa5 ♔xa5 51.♔e6 ♔b4 52.♔xf7 ♔c3 53.♔g6 ♔d4 54.♔xh6 ♔e3 55.♔g5 ♔xf3 56.h5 ♔xe4 57.h6 f3 58.h7 f2 59.h8♕ f1♕ 60.♕a8†=

45.fxe4 ♔b6

Or 45...♘xe4 46.♘f7=.

46.♔d3!

But not 46.♔f3, on account of 46...h5! (If 46...♔xa6, then 47.♘c6 ♘f7 48.♔g4 ♔b6 49.♘xa7. A typical defensive idea: White saves the day by going into an ending with king and pawns against knight and pawns, because the black king is too far away. 49...♔xa7 50.♔f5 ♔b6 51.♔f6 ♔c5 52.♔xf7 ♔d4 53.♔g6 ♔xe4 54.♔xh6 ♔f5 55.♔g7 ♔g4 56.♔g6!=) 47.♘e6 ♘e8 48.♘g5 ♘f6 49.♘f7 ♘d7–+

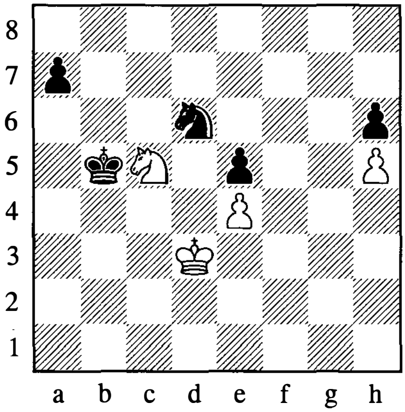
46...♔b5!⊙

46...♔xa6 achieves nothing: 47.♘c6 ♘f7 48.♔c4=

47.h5! ♔b6 48.♘e6! ♔xa6 49.♘c5† ♔b5

Diagram 4-10

Diagram 4-10 △



50.♘d7

The activity of the knight plays an important part in this ending.

50...♘f7 51.♔c3 ♔c6

Nor is the natural 51...a5 enough for victory: 52.♔b3 a4† 53.♔a3 ♔c4 54.♔xa4 ♔d4 55.♘f6 ♔e3 (55...♘g5 56.♘g4=) 56.♔b5 ♔f4 57.♔c5 ♔g5 58.♘d7 ♔xh5 59.♔d5=

52.♘f6

Here the knight can protect both pawns.

52...♔c5

After 52...♘g5 53.♔d3 White threatens ♘g4=.

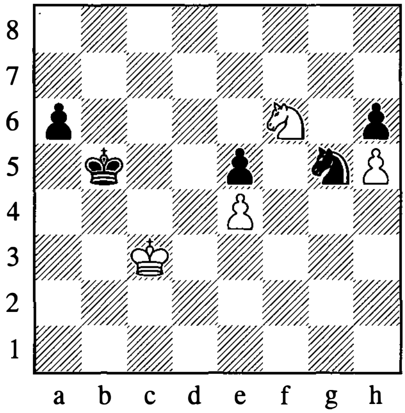
53.♘d7† ♔b5

53...♔d6 is followed by 54.♘f6 ♘g5 55.♔d3 and again White intends ♘g4=.

54.♘f6 a6 55.♘d7 ♔c6 56.♘f6 ♔c5 57.♘d7† ♔b5 58.♘f6 ♘g5

Diagram 4-11

Diagram 4-11 △



Or 58...a5 59.♔b3 ♔c5 60.♔a4=.

59.♘g4!

The white knight attacks both pawns.

59...♘xe4† 60.♔c2= ♘g3 61.♘xh6 e4

61...♘xh5 62.♘f7 e4 63.♘d6†=

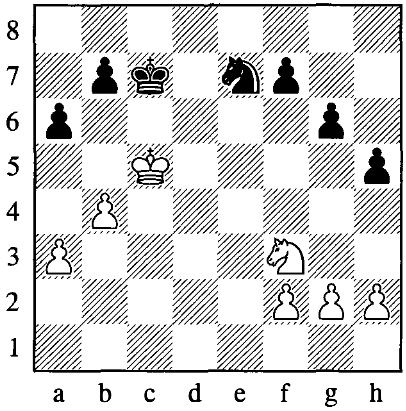
62.♘f7! ♘xh5 63.♘d6†

A happy ending, which demonstrates the great mobility of the knight and is typical of such endgames.

½–½

Diagram 4-12

Diagram 4-12 △



M.Botvinnik – R.Kholmov

Moscow 1969

The white king is very active. This advantage plays an important part. White will attack the black pawns on the kingside and entice them forward.

36.♘g5! f6 37.♘h7

37.♘e6† ♔d7 38.♘f4 and then 39.♘d5± also looks very good.

37...f5 38.h4!

An important move, fixing the kingside. If 38.f4? then 38...b6† 39.♔d4 ♔d6 40.♘f8 ♘c6† 41.♔e3

♘e7, and Black can hold the position. White needs the f4-square in order to penetrate with his king.

38...f4

38...b6† is followed by 39.♔d4 ♔d6 40.♘f8 and Black is in zugzwang. After 40...♘c6† 41.♔e3 ♘e5 42.♔f4+– White wins the g6-pawn.

39.♘f8 b6†

39...f3!? promises better practical chances; but after 40.g3 (40.gxf3? b6† 41.♔d4 ♘f5† 42.♔e5 ♘xh4∞) 40...♘f5 41.♘xg6 ♘xg3 42.♔d4± the position is still critical, since White can attack both kingside pawns.

40.♔d4

Black has two weaknesses: g6 and f4. He tries to exchange a pawn.

40...♘f5†

If 40...f3, then 41.g3 ♘f5† 42.♔d3!+–.

41.♔e4 ♘xh4

41...f3 42.♔xf3 ♘xh4† is not good, in view of: 43.♔g3 ♘f5† (43...g5 44.♘e6†) 44.♔f4+–

42.♘e6†! ♔c6 43.♘xf4 ♔b5

Black can no longer protect his kingside: 43...g5 44.g3! gxf4 45.gxh4+–

44.g3 ♘f5 45.♘xg6 ♘h6

Diagram 4-13

Black's last hope is to play on the queenside. But the white knight is well able to defend the pawns.

46.♘e5! ♔a4 47.♘c4 ♔b3

Two other variations are very typical of knight endgames: 47...b5 48.♘a5 ♔xa3 49.♘c6!+– or 47...♔b5 48.♘b2+–.

48.♘xb6 ♔xa3 49.♘d5 ♔b3 50.f4 ♔c4 51.♘c7 ♔xb4 52.♘xa6†

Black resigned. 52...♔b5 is followed by ♘c7-e6-g7 and the h5-pawn is lost.

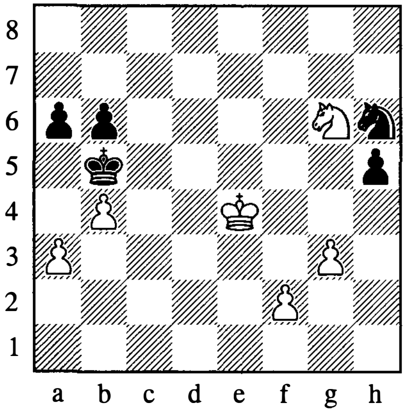
Some important rules for knight endings

1) Try to **post your pieces as actively as possible.** It is very important to get a **passed pawn**. A passed **rook's pawn** is especially valuable.

2) Try to **limit the activity of the opposing knight.** Use your pawns to deprive it of good squares.

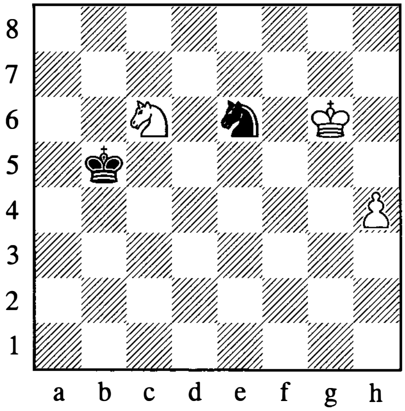
3) Endings with 4 against 3 pawns on one side offer very good winning chances. On the other hand endings with fewer pawns (three against two, or two against one) are frequently drawn.

Diagram 4-13 △

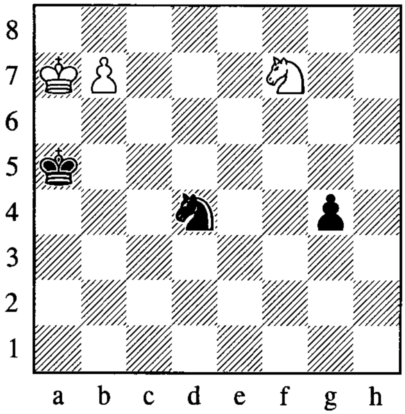


Exercises

➤Ex. 4-1◀ ★★ △


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

➤Ex. 4-2◀ ★ △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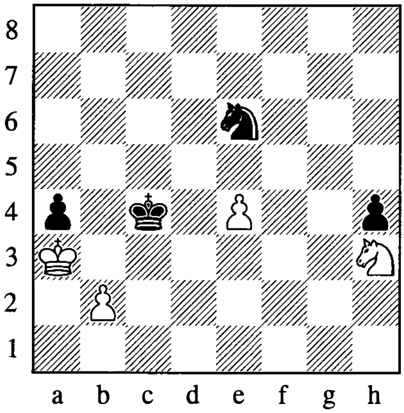
a b c d e f g h

➤Ex. 4-3◀ ★★ ▼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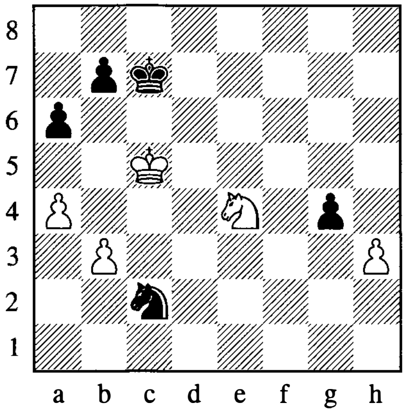
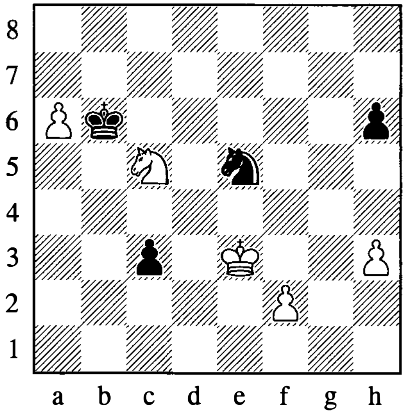
a b c d e f g h

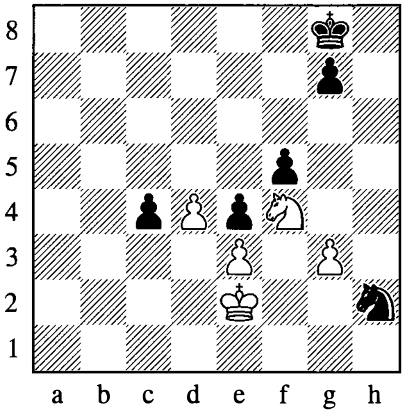
➤Ex. 4-4◀ ★ △


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

➤Ex. 4-5◀ ★ ▼

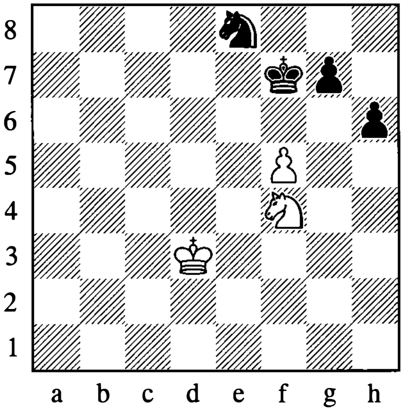

8 7 6 5 4 3 2 1
a b c d e f g h

➤Ex. 4-6◀ ★★ △

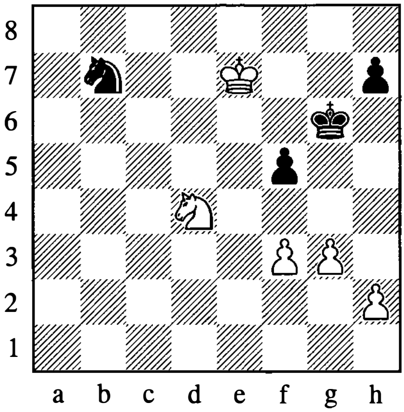

8 7 6 5 4 3 2 1
a b c d e f g h

Exercises

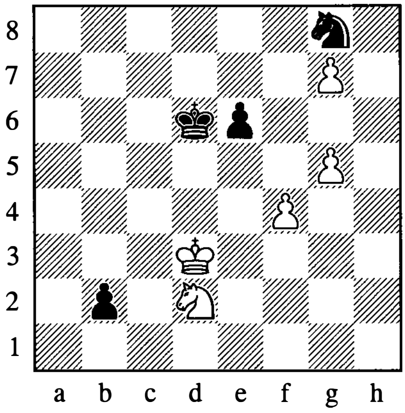
Ex. 4-7 ★★ △



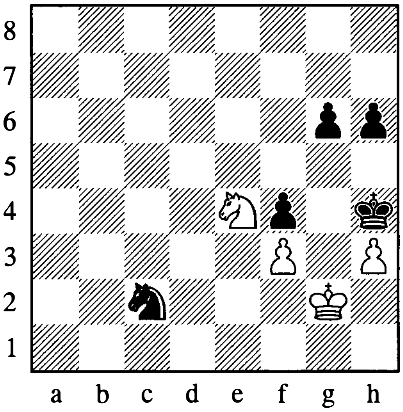
Ex. 4-8 ★★★ △



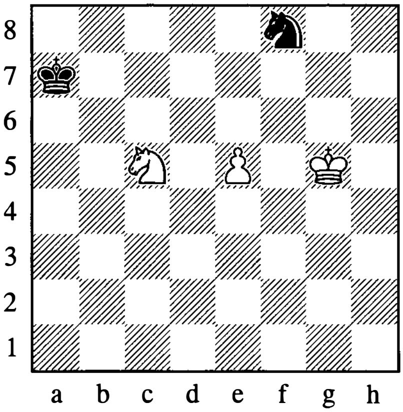
Ex. 4-9 ★★★ △



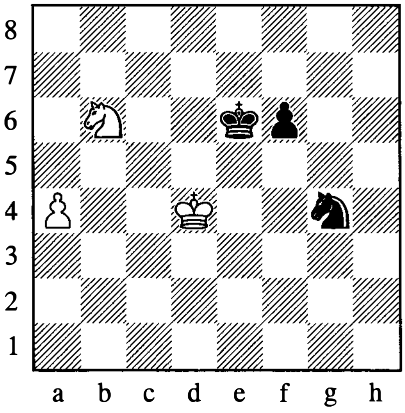
Ex. 4-10 ★★★ ▼



Ex. 4-11 ★★ △



Ex. 4-12 ★★★ △



Solutions

Ex. 4-1

V.Eingorn – A.Beliavsky

USSR Ch, Kiev 1986

69.♘d4†!

(1 point)

This is not the only way to win. But the others also make use of the motif of deflection:

a) 69.♔f7 ♘f4 70.♘d4†! ♔c4 71.♘e2! ♘xe2 72.h5+–

b) 69.♔f6 ♘f4 70.♘d4† ♔c4 71.♘e2 ♘xe2 72.h5+–

c) 69.♘e5 ♘f4† 70.♔g5 ♘e6† 71.♔f6 ♘f4 72.♘d3! ♘xd3 73.h5+–

69...♘xd4 70.♔f6!+– ♘c2 71.h5 ♘e3 72.♔g5!

(another 1 point)

72...♘c4 73.h6

Black resigned, in view of: 73...♘e5 74.h7 ♘f7† 75.♔f6 ♘h8 76.♔g7+–

Ex. 4-2

Variation from the game

G.Timoscenko – A.Yusupov

USSR Ch, Frunze 1981

69.♔a8!

But not 69.♘e5? ♘b5† 70.♔a8 ♘c7† 71.♔b8 ♘b5= nor 69.♘d8? ♘b5† 70.♔a8 ♘c7†=.

69...♘c6 70.♘e5+–

(1 point)

Ex. 4-3

Em.Lasker – A.Nimzowitsch

Zürich 1934

62...♔d4!

(1 point)

63.♔xa4 ♔xe4 64.b4 ♔f3 65.b5 ♔g2

White resigned, on account of 66.b6 ♔xh3 67.b7 (67.♔b5 ♘d8–+) 67...♘c5†–+.

(another 1 point for this variation)

Ex. 4-4

Variation from the game

A.Yusupov – U.Andersson

Tilburg 1987

51.h4!

(1 point)

The h-pawn decides the game.

51.hxg4 achieves nothing after 51...b6†! 52.♔d5 ♘e3†=.

51...♘e3 52.h5

52.♘g3±

52...♘f5 53.♔d5 g3 54.♘xg3+–

Ex. 4-5

R.Hübner – A.Yusupov

Munich 1993

46...♔xc5!

This forces the draw.

47.a7 ♘c4† 48.♔d3 ♘b6

(1 point)

49.♔xc3 ♔c6 50.♔d4 ♔b7 51.♔e5 ♔xa7 52.♔f5 ♔b7 53.♔g6 ♔c6 54.♔xh6 ♔d6 55.h4 ♔e6 56.♔g7 ♘d5 57.h5 ♘e7 58.f4

58.h6 ♘f5† 59.♔g6 ♘xh6 60.♔xh6 ♔f5=

58...♘f5† 59.♔g6 ♘e7†

½–½

Ex. 4-6

A.Yusupov – J.Timman

Candidates Match (9), Linares 1992

45.♘g6!

(2 points)

Activating the knight in time saves White.

45...c3

If 45...♔h7, then 46.♘e7 g6 47.d5 with counterplay.

45...♔f7 is met by 46.♘e5†=.

46.♘e7† ♔f7 47.♘xf5 ♘f1

47...♔e6 also fails to win: 48.♘xg7† ♔d5 49.♘f5 ♘f3 50.♔d1 ♔c4 51.d5! ♔b3 (threatening ...♔b2) 52.♔c1 c2 53.d6 ♔c3 54.♘e7! (54.d7?? ♘e1 55.d8♕ ♘d3†

56.♕xd3† exd3–+) 54...♘e5 55.♘d5† ♔b3 56.♘f4=

48.♔d1 ♔f6 49.g4 g6

A draw was agreed, in view of 50.♘d6 ♘xe3† 51.♔c1=.

Ex. 4-7

J.Masculo – A.Yusupov

Innsbruck 1977

My previous move was 53...♘f6-e8! (threatening ...♘d6) and giving White a difficult problem to solve.

The only defence was 54.♘h5! ♘d6 55.♘g3 with the idea of 55...♔f6 56.♘h5†=.

(2 points)

The game continued:

54.♔e4? ♔f6 55.♘d5† ♔g5 56.♔e5 h5 57.♘f4 h4 58.♘e6† ♔g4 59.♘xg7 h3!–+

Not 59...♘xg7? 60.f6= nor 59...♘f6? 60.♔xf6=.

60.♘xe8 h2 61.f6 h1♕ 62.f7 ♕h5†!

Black must avoid:

a) 62...♕h8†? 63.♘f6† ♔g5 64.f8♕!=

b) 62...♕h6? 63.♘f6† ♔g5 64.f8♕!=

c) 62...♕a1†? 63.♔e6 ♕a6† 64.♔e7 ♕a3† 65.♔f6! ♕f8 66.♘g7= (Δ♘e6)

63.♔e6

63.♔f6 ♕g5† 64.♔e6 ♕f5†–+

63...♕f5† 64.♔e7 ♕c5†

64...♕e5†–+

65.♘d6?!

65.♔f6!? (Δ♘g7-e6) was more resilient. 65...♕g5†! 66.♔e6 ♕f5† 67.♔e7 ♕e5†! And now:

a) 68.♔f8 ♔g5 69.♔g8 ♕e6 70.♔g7 (70.♘c7 ♕c4–+ or 70.♘g7 ♕c4–+) 70...♕e7 71.♔g8 ♔g6–+

b) 68.♔d8 ♕g5†! (68...♕c5? 69.♘f6† and then 70.♘d7=) 69.♔d7 ♕c5! 70.♘d6 (70.♘c7 ♕f8–+ or 70.♘g7 ♕f8–+ or 70.♘f6† ♔f5 71.♘h7 ♕d5† 72.♔e7 ♕e6† 73.♔f8 ♔g6–+) 70...♕f2! 71.♔e7 ♕e3† 72.♔d7 (72.♔f8 ♔g5 73.♔g8 ♕e6–+ or 72.♔f6 ♕g5† 73.♔e6 ♕f4–+) 72...♕f4 73.♔e8 ♕e5†–+ transposes to the game.

65...♕e5† 66.♔f8

66.♔d7 ♕f6 67.♔e8 ♕e6† 68.♔f8 ♔g5–+

66...♔g5

66...♕xd6†?? 67.♔g8=

67.♔g8 ♕e6 68.♔h7 ♕g6† 69.♔h8 ♕xd6 70.♔h7 ♕g6† 71.♔h8 ♕f6† 72.♔g8 ♔g6 73.f8♕ ♕e6† 74.♔h8 ♕h3†

0–1

Ex. 4-8

R.Fine

1941

The best solution is:

11.♘b3! f4 12.♔d7+–

(3 points)

The black knight is trapped (Ries).

11.f4 (1 point) is not bad either: 11...♘c5 12.g4! (another 1 point; not so strong is 12.♘f3?! ♔h5 13.♘e5 h6! 14.♔f6 ♘e4† 15.♔xf5 ♘xg3†!±) 12...fxg4 13.f5† ♔h5 14.f6 ♘d3 15.♘c6 ♘f4 16.f7 ♘g6† 17.♔e8 and 18.♘e7+–.

A third possibility is: 11.♘e6! (1 point) 11...♘a5 12.♘f4† ♔g7 (12...♔g5 13.h4† ♔h6 14.♔f6+– Chekhover) 13.♔e6 ♘c4 14.♔xf5 ♘e3† 15.♔e4 ♘f1 16.♔d3! (another 1 point) 16...♘xh2 17.♔e2+–

Ex. 4-9

V.Faibisovich – Frolov

Leningrad 1986

1.♘e4†!

(1 point)

1.♔c2? is not good: 1...♔d5! 2.♔xb2 ♔d4=

If 1.♘c4†?! (1 consolation point), then 1...♔e7! 2.♘xb2 ♔f7 3.♔e4 ♘e7! (3...♔xg7? 4.♔e5 ♔f7 5.♘c4+–) 4.♘d3 (4.♔e5 ♘g6†) 4...♔xg7 5.♔e5 ♔f7, and Black can hold the position.

White should 'not hurry' and should first improve the position of his knight as much as possible.

Solutions

1...♔d5

1...♔e7 2.♔c2 ♔f7 3.♘f6!+–

2.♘c3† ♔d6

2...♔c5 3.♘a4† ♔d6 4.♘xb2 ♔e7 5.♘c4!? ♔f7 6.♘e5† ♔xg7 7.♘c6!+– and the knight on g8 is trapped.

3.♔c2

Now, after White has taken control of the d5-square, this move is good.

3...♔e7

3...e5 4.f5+–

4.♘e4!

(another 2 points)

4...♔f7 5.♘f6+– ♔xg7

5...♘e7 6.g8♕†+–

6.♘xg8 ♔xg8 7.♔xb2 ♔f7 8.♔c3 ♔g6 9.♔c4

Or 9.♔d4 ♔f5 10.♔c5 e5 11.g6!+–.

9...♔f5 10.♔d4⊙ ♔xf4 11.g6†

1–0

Ex. 4-10

R.Fine – M.Najdorf

New York match (3) 1949

66...♘e1† 67.♔f2 ♔xh3!

(2 points)

A typical sacrifice. The black pawns cannot be stopped.

68.♔xe1 ♔g2 69.♔e2 h5!

(another 1 point)

70.♘g5 h4 71.♘e6 g5!

White resigned, on account of: 72.♘xg5 h3 73.♘xh3 ♔xh3 74.♔d3 ♔g2–+

Ex. 4-11

The end of a study by

V.Halberstadt

1949

1.♔f5⊙

(1 point)

But not 1.♘d7? ♘xd7 2.e6 ♘c5 3.e7 ♘e6†=.

1...♔b6 2.♘d7†!

(another 1 point)

2...♘xd7 3.e6+–

Ex. 4-12

J.Vilela – J.Augustin

Prague 1980

1.♔c5!

(1 point)

But not 1.a5? ♔d6! 2.a6 ♘e5!=.

1...f5

1...♘e5 is followed by 2.a5 ♘d7† 3.♔c6!+–.

2.a5 f4 3.a6 f3 4.♘c4!+–

(another 1 point)

4.a7? achieves nothing: 4...f2 5.a8♕ f1♕ 6.♕e8† ♔f5!=

(1 bonus point for this variation)

4...f2 5.♘d2 ♘f6 6.♔c6!

6.a7? ♘e4†=

6...♘e4 7.♘f1†

1–0

(analysis by Dvoretsky)

Scoring

Maximum number of points is **25**

21 points and above → **Excellent**
17 points and above → **Good**
13 points → **Pass mark**

*If you scored less than **13** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 5

Contents

✓ A system for both colours
✓ Model games

The English Opening

In this chapter we shall study some systems in the English Opening after 1.c4 e5. In the English Opening, White often tries to follow a clear strategic plan.

The positions (after **1.c4 e5 2.♘c3 ♘c6**) which we shall examine here can also be found **with reversed colours** in the Closed variation of the Sicilian Defence. For that reason, many players who open 1.e4 as White will often reply to 1.c4 with 1...e5.

Proceeding like this helps to save time in the study of openings and allows us to gain an even better understanding of some systems (since we also aim for them with reversed colours).

Whenever we want to learn an opening, we must find some **typical games**, which help us understand the important strategic ideas underlying the opening. We must study not only the first moves, but should pay even closer attention to the typical plans and ideas.

Here we shall get to know some of the ideas behind the **3.g3 g6 4.♗g2 ♗g7 5.e3** system with the help of three sample games. Let us first take a look at the main ideas behind the system from White's point of view.

M.Dvoretsky – G.Timoscenko

Moscow 1966

1.c4 g6 2.♘c3 ♗g7 3.g3 d6 4.♗g2 e5

It is typical of this flexible opening that the same positions can be reached by different move orders.

5.d3 ♘c6 6.e3 ♘ge7

Black has two main plans for countering on the kingside: the pawn storm ...f5 followed by ...g5, or the exchange of bishops after ...♗e6, ...♕d7 and ...♗h3.

We shall soon see that the position of the knight on e7 is not the best. For that reason other moves deserve our attention: 6...♘f6!? or 6...♘h6!? or 6...f5!?.

7.♘ge2 0–0 8.0–0 ♗e6

8...♗d7!?

Diagram 5-1

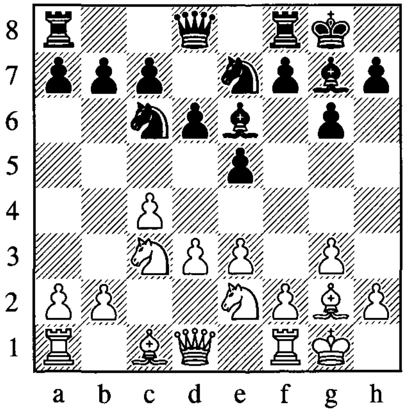


Diagram 5-1 △

Black is now threatening ...d5. White's reply is obligatory.

9.♘d5! ♕d7 10.♖b1

In this variation White plays on the queenside; he prepares b4-b5. This pawn attack is supported by the pressure down the long diagonal and the active position of the knight on d5.

10...♘d8

One problem of the ♘ge7-variation is that Black cannot play ...♗h3 here, because the c7-pawn would be hanging.

10...a5 is interesting. Should Black open the a-file or not? Praxis does not provide a clear answer to this question. But if Black chooses the plan with ...♘d8 and ...c6, then he should probably play without ...a5, so that he keeps control of the b6-square. After 11.a3 ♖ae8 12.b4 axb4 13.axb4 ♘d8 14.b5 c6 15.bxc6 bxc6 16.♘xe7† ♖xe7 17.♗a3! ♖fe8 (⌓17...c5±) 18.♕a4

Diagram 5-2

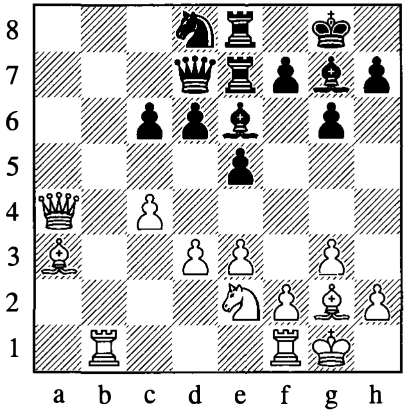


Diagram 5-2 (analysis) ▼

White had reached a dream position in the game Dvoretsky – Veselovsky, Moscow 1967. The pressure against the black pawns on c6 and d6 is unpleasant. Black continued passively and was simply overrun: 18...♕c7 19.♕a8 f5 20.♖b8 ♗f8 21.♗b4 ♕a7 22.♖a1! ♕d7 23.♖a6 ♗f7 24.♗a5+–

11.b4 ♘xd5

11...♘c8?! 12.b5 c6 13.♘dc3 d5? 14.♗a3 ♖e8 15.bxc6 bxc6 16.♕a4!± dxc4 17.dxc4 ♕d3? 18.♖fd1 ♕xc4 19.♕a5 was the game Robatsch – Boey, Nice Olympiad 1974. Black has no sensible way to defend his d8-knight, in view of 19...♘b6 20.♖xb6+– or 19...♗f6 20.♖b4+–, so he already had to resign.

If 11...c6, then 12.♘xe7† ♕xe7 13.b5 ♕d7 14.bxc6 bxc6 15.♗a3± Muller – Henneberger, Zürich 1962.

12.cxd5 ♗h3

Diagram 5-3

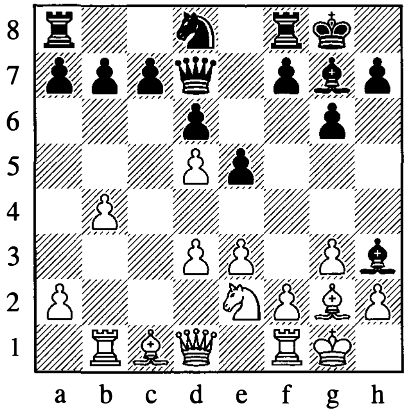


Diagram 5-3 △

13.e4!

After Black exchanges the light-squared bishop, White has to post his pawns on the correct squares (according to Capablanca's rule)!

13...♗xg2 14.♔xg2 f5 15.f3±

White is slightly better. He wants to conduct operations on the c-file, where Black has a weakness (the c7-pawn). If 15...c6, then 16.♘c3. Later White will exchange on c6 and play b4-b5, in order to obtain an outpost on the d5-square.

Black's move in the game prepares the exchange of his bad bishop.

15...♘f7 16.♖b3!

Diagram 5-4 ▼

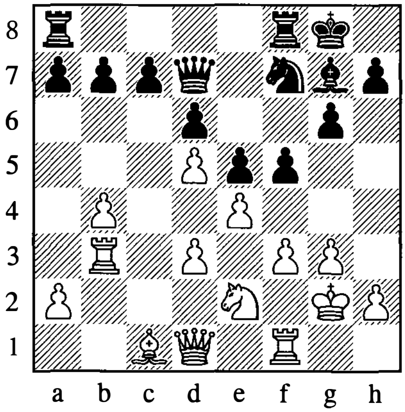


Diagram 5-4

White's plan is ♖c3 and then either ♕c1, or ♕c2 and ♖c1.

16...♗h6

16...h6?! is worse – after 17.♖c3 ♘g5?! see Ex. 5-1.

But 16...c6 is a slight improvement: 17.♘c3 ♗h6 18.♗xh6 ♘xh6 19.dxc6 bxc6 20.b5±

17.♗xh6 ♘xh6 18.♖c3 ♖f7

18...♘f7?! 19.♕c2 ♖ac8 20.♖c1±

19.♕c1!

White first wants to provoke a weakening of the black queenside, and only then set his pawns in motion.

19.♕c2 ♔g7 20.♖c1 ♖c8 is just slightly better for White.

19...♔g7 20.♕a3 a6

If 20...♕b5, then 21.♕a5! gives White the initiative on the queenside.

20...♘g8 is followed by 21.♖fc1 ♘f6 22.♖xc7! ♕xc7 23.♖xc7 ♖xc7 24.b5±.

21.♖fc1 ♖c8 22.♕b3±

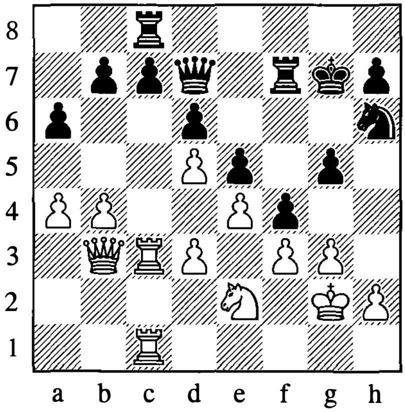
22.♕a5!?

22...g5?

Black is looking for counterplay, but just weakens his king. White is very solid on the kingside.

22...♘g8!? would be more advisable: 23.a4 ♘f6 (or 22...♕b5!? 23.a4 ♕b6) and White's advantage would not be too great.

Diagram 5-5 △



23.a4!

The typical 23.d4? would be premature, because of 23...fxe4 24.fxe4 ♘g4.

23...f4?!

Diagram 5-5

Taking the pressure off the centre. 23...g4 would not be much better, due to 24.f4!±.

Once again, 23...♘g8 deserved consideration.

24.d4!

A typical response in the centre to an attack on the flank!

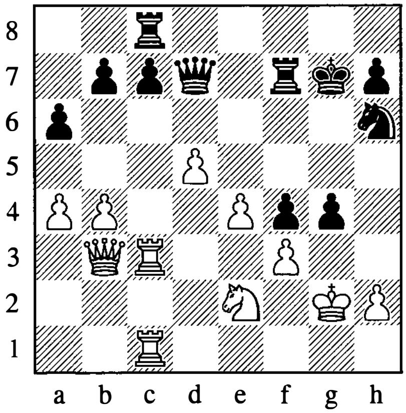
24...g4

Or 24...fxg3 25.hxg3 g4 26.f4!±.

25.dxe5 dxe5 26.gxf4! exf4

Diagram 5-6

Diagram 5-6 △



27.♘d4!

White brings his knight to e6. The game is strategically won.

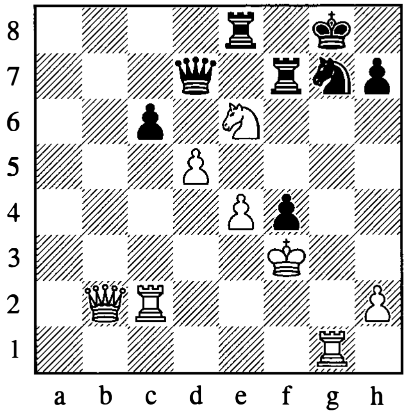
27...♔h8 28.♘e6+– c6 29.♕b2! ♔g8 30.b5! axb5 31.axb5 gxf3† 32.♔xf3 ♘f5

The last attempt to complicate the position. White seeks the simplest route to victory.

33.♖g1†!? ♘g7 34.bxc6 bxc6 35.♖c2! ♖e8

Diagram 5-7

Diagram 5-7 △



36.♖xg7†

36.♖cg2 also wins, but the variations after 36...♖xe6 are still complicated. Just before the time control, White understandably chooses a safe way.

36...♖xg7 37.♕xg7† ♕xg7 38.♘xg7 cxd5?

38...♔xg7 39.♖xc6+– also leaves Black with no hope.

39.♘xe8

1–0

This flexible set-up (e3, d3, ♘ge2) can also be used against the Closed variation of the Sicilian Defence, for example: 1.e4 c5 2.♘c3 ♘c6 3.g3 g6 4.♗g2 ♗g7 5.d3 e6 6.♗e3 d6 7.f4 ♘ge7 8.♘f3 ♘d4 9.0–0 0–0 10.g4 f5!=

The next examples show some important ideas for Black.

M.Tal – A.Yusupov

Moscow 1986

1.c4 e5 2.g3 ♘c6 3.♗g2 g6 4.♘c3 ♗g7 5.e3

This is the best move order for White, because Black will also have to bear in mind the move d2-d4.

5...d6 6.♘ge2 ♘h6!?

Just like ...♘ge7, this is aimed against d2-d4, but it has some advantages in the main variation with d2-d3 (see the next sample game).

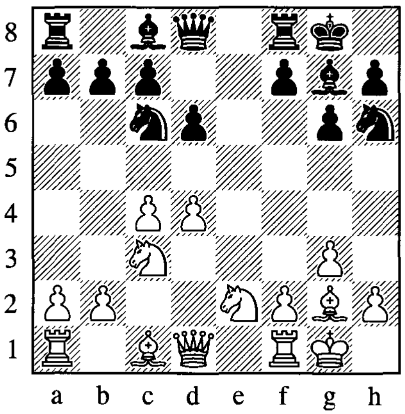
6...f5!? is the most active plan for Black. But here he has to take into account that White has the strong move d2-d4 available: 7.d4 (7.d3 ♘f6 8.0–0 0–0

9.♖b1 a5 10.a3 ♔h8 11.b4 axb4 12.axb4 g5 13.b5 ♘e7 14.f4 gxf4 15.exf4 ♘g6 leads to equality) 7...e4 8.f3 exf3 9.♗xf3 ♘f6 10.0–0 0–0 11.♘f4 is slightly better for White.

7.d4 exd4 8.exd4 0–0 9.0–0

Diagram 5-8

Diagram 5-8 ▼



9...♗g4!

In this variation Black must exert pressure against d4. He does not need the light-squared bishop for this.

10.h3 ♗xe2 11.♘xe2 ♘f5 12.d5 ♘e5

Black has no problems. His pieces are very actively placed.

13.♕c2 ♖e8 14.♗f4?!

14.♗d2 would be a bit more prudent.

14...a5!

Black activates his forces on the queenside.

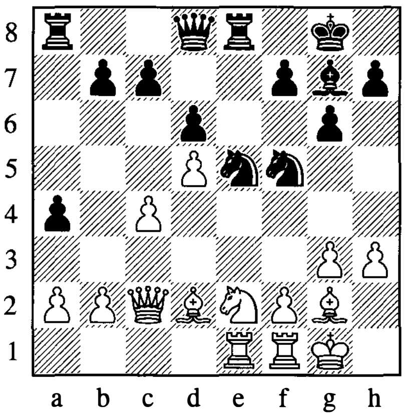
15.♖ae1 a4 16.♗d2

Better is 16.♗e4!?=.

Now Black finds a way to bring his strongest piece – the queen – into the game.

Diagram 5-9

Diagram 5-9 ▼



16...♕b8! 17.♔h2 b5 18.cxb5 ♕xb5∓ 19.♘c3

After 19.♗e4 Black could play 19...♕c4.

19...♕d3 20.♕xd3 ♘xd3 21.♖xe8† ♖xe8 22.g4 ♘d4 23.♘xa4 ♖e2 24.♗e3 ♘xb2 25.♘xb2 ♖xb2

Black is very actively placed. White should play with great care, but he underestimates the danger that can come in the endgame with bishops of opposite.

26.♖d1?

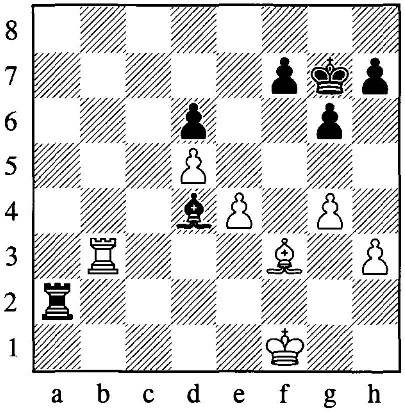
26.a4!? is better, when White can meet 26...♖a2 with 27.♖b1, so Black should settle for 26...♘e2=.

26...♘c2 27.a4 ♘xe3 28.fxe3 ♖a2∓ 29.♖c1 ♗e5† 30.♔g1 ♖xa4 31.♖xc7 ♖a2 32.♖b7 ♗g3 33.e4 ♔g7 34.♖b3 ♗e5 35.♔f1 ♗d4 36.♗f3?

36.♖f3∓

Diagram 5-10

Diagram 5-10 ▼



36...♔f6!∓ 37.♗e2 ♔g5 38.♖b7 f6 39.♖xh7 ♖a1† 40.♔g2 ♔f4

Black is attacking with all his pieces.

41.♖b7 ♖g1† 42.♔h2 ♖e1

White cannot fend off the attack. 43.♗c4 is followed by 43...♔f3 44.♖b3† ♔f2 and then ...♗e5† and mate.

0–1

M.Petursson – A.Yusupov

Graz 1978

1.c4 e5 2.♘c3 ♘c6 3.g3 g6 4.♗g2 ♗g7 5.e3 d6 6.♘ge2 ♘h6

Diagram 5-11

7.♖b1

7.0–0 is the main alternative. After 7...0–0 8.d3 ♗e6, White can play 9.h3 to prevent the exchange of bishops.

In the game Csom – Yusupov, Lucerne Olympiad 1982, there followed 9...♕d7 10.♔h2 f5 11.b3! ♖ae8 (11...f4?! 12.exf4 exf4 13.♗xf4 ♖xf4? 14.♘xf4 ♗xc3 15.♘xe6±) 12.d4! f4!? – see Ex. 5-2.

The immediate 9...f5!? (intending ...♘f7) is better:

a) 10.b3 ♘f7 (10...♖b8!? 11.d4 ♘e7 12.dxe5 dxe5 13.♕xd8 ♖fxd8=) 11.d4 ♗d7=

b) 10.f4 ♘f7=

7...a5 8.a3 ♗e6 9.♘d5

9.d3

9...0–0 10.0–0 ♕d7 11.b4 ♗h3

This is the difference compared to the 6...♘ge7 variation. Here White cannot take the c7-pawn after exchanging bishops, on account of ...♘g4.

12.d3 ♗xg2 13.♔xg2 f5

Diagram 5-12

The typical counterplay, which is all the stronger after the exchange of bishops.

14.f4?!

On the other hand, this typical move is not so good now. 14.e4= would be better. As in the first example, White then places the pawns correctly on the light squares!

14...axb4 15.axb4 exf4 16.gxf4

The white castled position has now been weakened.

16...♘e7 17.♘dc3 ♔h8 18.♕b3 ♘g4

Black improves the position of his pieces and prepares an attack on the kingside.

19.♗d2 ♕e6 20.♖f3 c6 21.h3 ♘f6 22.♖f2 ♘h5 23.♘g1 h6 24.♘f3

Diagram 5-13

24...g5!∓

A pawn sacrifice for the initiative.

25.fxg5 hxg5 26.♘xg5 ♕h6!?

Diagram 5-11 △

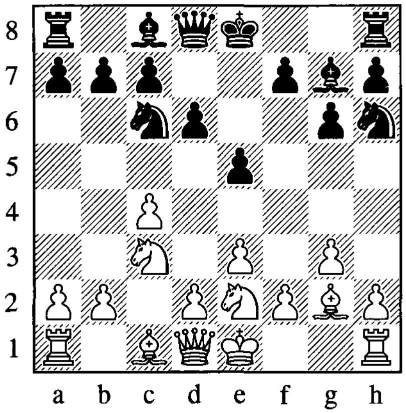


Diagram 5-12 △

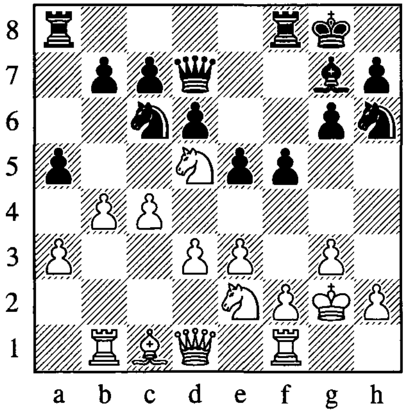
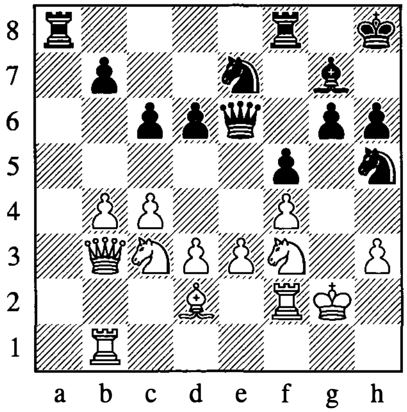


Diagram 5-13 ▼



26...♕g6 would not be so clear: 27.h4 f4 28.exf4 ♘f5 29.♖h1∞

27.♘f3

Now 27.h4 is met by 27...♘g6∓.

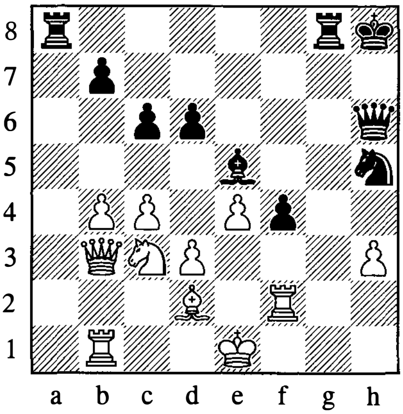
27...♖g8?!

The white king is going to flee in any case. Either the immediate 27...♘g6 or 27...f4 would have been better.

28.♔f1 ♘g6 29.♔e1 f4! 30.e4 ♘e5 31.♘xe5 ♗xe5

Diagram 5-14

Diagram 5-14 △



32.♔d1?

The decisive mistake. 32.♘e2 is correct, to control the d4-square; Black would have to find the difficult move 32...♕f6!. After 33.♔d1 (a very important variation is 33.d4 ♗xd4 34.♘xd4 ♖g1†! 35.♔e2 ♖xb1 36.♕xb1 ♕xd4∓) there follows 33...f3 34.♔c2 ♖g2∓.

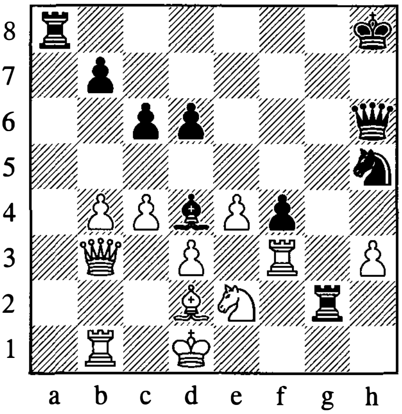
32...♗d4 33.♖f3 ♖g2

33...♖g3!? also looks good, but the move in the game prepares a decisive combination.

34.♘e2

Diagram 5-15

Diagram 5-15 ▼



34...♖xe2! 35.♔xe2 ♕g7

White can no longer hold the position together.

36.♕d1

36.♖bf1 is answered by 36...♕g2† 37.♔d1 ♖a1† 38.♗c1 ♖a2–+.

36...♕g2† 37.♔e1 ♘g3 38.♗xf4 ♗c3†

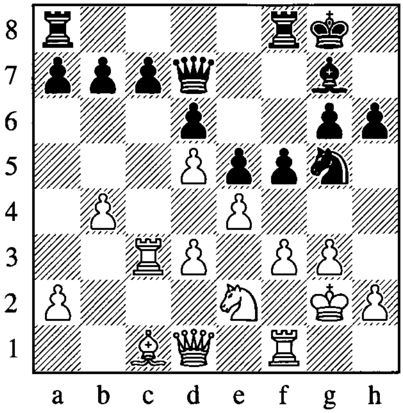
Next comes ...♕g1† and ...♕xf1#.

0–1

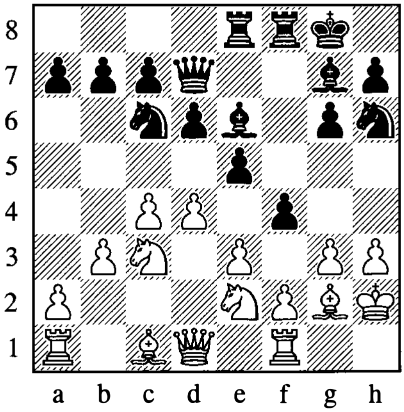
For readers who want to see the positional aspects of the games in this chapter covered in more depth, I refer them to my trainer Mark Dvoretsky's book *School of Chess Excellence 3.*

Exercises

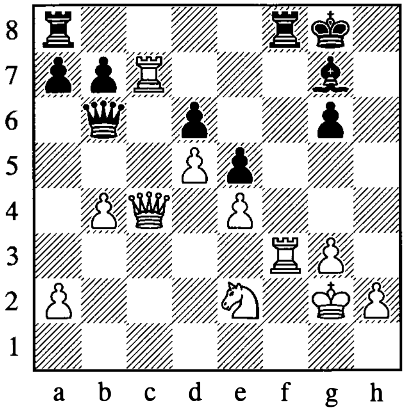
➤Ex. 5-1◀ ★ △



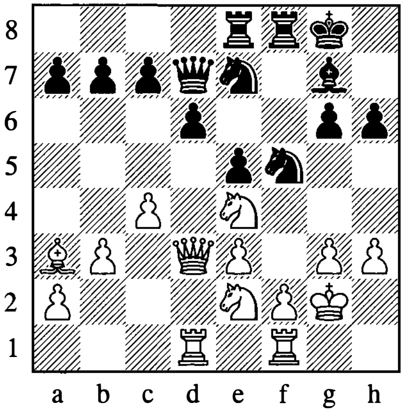
➤Ex. 5-2◀ ★★★ △



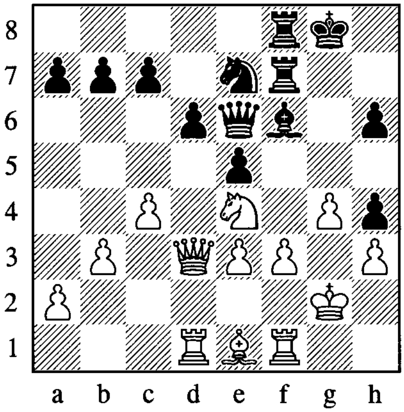
➤Ex. 5-3◀ ★★ △



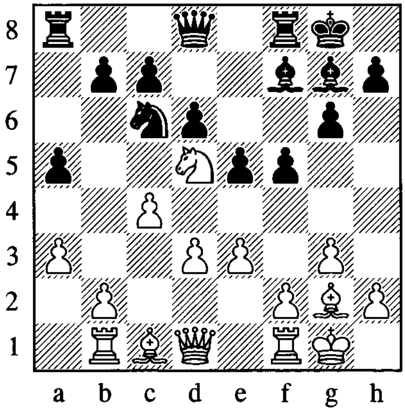
➤Ex. 5-4◀ ★★ △



➤Ex. 5-5◀ ★★ △

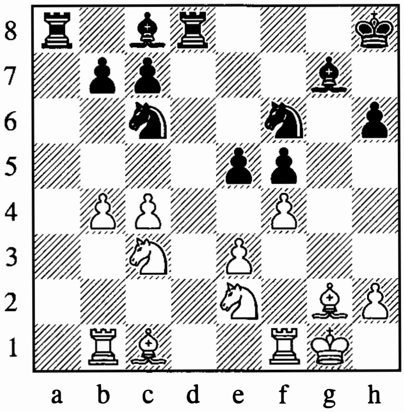


➤Ex. 5-6◀ ★★★ ▼

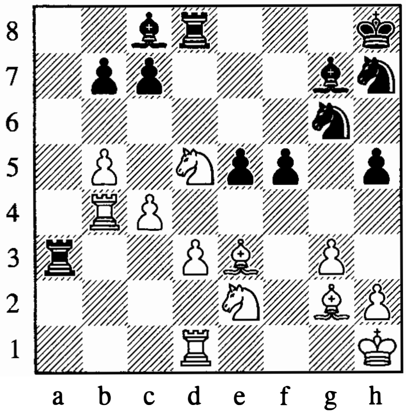


Exercises

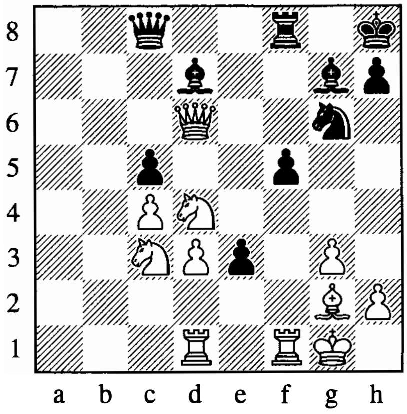
➤Ex. 5-7◀ ★★ ▼



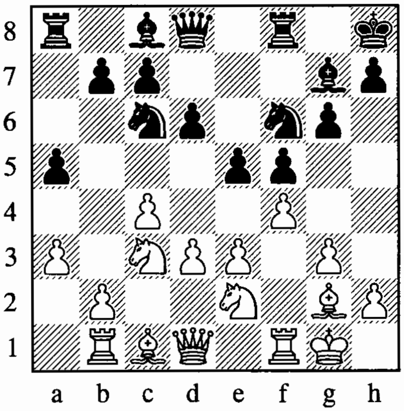
➤Ex. 5-8◀ ★★ ▼



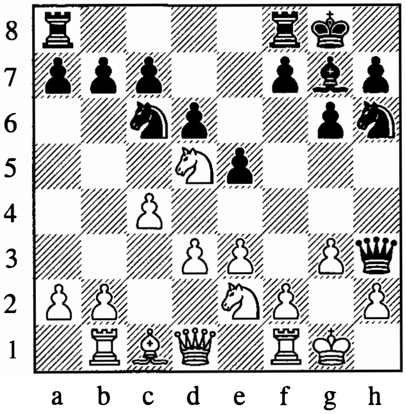
➤Ex. 5-9◀ ★★ ▼



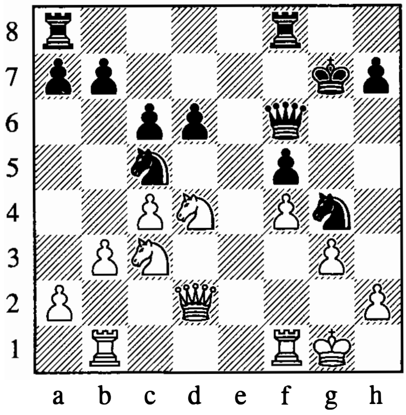
➤Ex. 5-10◀ ★★ ▼



➤Ex. 5-11◀ ★★ △



➤Ex. 5-12◀ ★★ △



Solutions

Ex. 5-1

M.Dvoretsky – A.Kremenietsky

Kharkov 1967

18.♗xg5 hxg5 19.♕c1!⩲

(1 point)

19...fxe4

Better is 19...♕b5⩲.

20.dxe4 g4

20...♕b5 21.♘g1±

21.♖xc7 gxf3† 22.♖xf3 ♕b5!

22...♕g4 23.♖xf8† ♖xf8 24.♕e3 ♗h6 25.♕xh6 ♕xe2† 26.♔h3 ♕f1† 27.♔h4 ♕f6† 28.♕g5+–

23.♕c4 ♕b6±

See Ex. 5-3.

Ex. 5-2

I.Csom – A.Yusupov

Lucerne Olympiad 1982

13.d5!

(2 points)

In this way, White can retain his sound pawn structure.

Neither capture on f4 is so good, but each earns 1 consolation point:

a) 13.gxf4 exd4 14.exd4 ♗f5 15.a3 ♕d8 and Black plans ...♕h4 with compensation for the pawn.

b) 13.exf4 exd4 14.♘d5 d3 15.♘ec3 ♘b4∞

13...f3 14.dxe6 ♖xe6?!

Black is playing too passively.

14...♕xe6 offers better chances for equality: 15.♗xf3 ♖xf3 16.♘e4 ♖ef8 17.♔g2! ♕d7 18.♘g1 (18.♘g5 e4⇄) 18...♖3f7 19.♘g5 ♖e7 20.♗b2 ♘f7 21.♘e4 ♕f5 22.f3

15.♗xf3 ♖xf3 16.♘e4⩲

(another 1 point)

The threats are 17.♘g5 and 17.♘c5.

16...♖e8 17.♔g2 ♖ff8 18.♗a3 ♘f5 19.♕d3 ♘ce7 20.♖ad1 h6

See Ex. 5-4.

Ex. 5-3

M.Dvoretsky – A.Kremenietsky

Kharkov 1967

24.♘g1!±

(2 points)

After White consolidates his position on the kingside, Black has no compensation for the pawn.

24...♗h6 25.a4! ♗d2 26.a5 ♕xb4 27.♖xf8†! ♖xf8 28.♕xb4 ♗xb4 29.♖xb7 ♗xa5 30.♖xa7+–

Ex. 5-4

I.Csom – A.Yusupov

Lucerne Olympiad 1982

21.♘g1!

(2 points)

This strong move, intending ♘f3 and then g4, sets Black major problems, which I unfortunately could not solve during the game.

21.♘2c3 (1 point) is less dangerous: 21...♖d8 22.♘d5 ♔h7= and Black plans ...♘g8 and ...c6.

21...g5?

21...♖f7 is necessary: 22.♘f3 ♖ef8 23.g4 ♘d4! (I had not seen this important move) 24.♘xd4 exd4 25.exd4 ♘c6 26.♗b2 ♖f3 with counterplay.

22.♘f3 ♖f7 23.g4 ♘h4† 24.♘xh4 gxh4 25.f3! ♖ef8 26.♗b4

26.♗xd6!?

26...♕e6 27.♗e1 ♗f6±

See Ex. 5-5.

Or 27...♘g6 28.c5±.

Ex. 5-5

I.Csom – A.Yusupov

Lucerne Olympiad 1982

28.f4!

(2 points)

The white pawns roll forwards.

Solutions

28...♗g5 29.f5 ♕d7 30.♘xg5 hxg5 31.♗d2

31.e4?! ♘g6!±

31...♘c6 32.e4 ♕e7 33.♕e3 ♖g7 34.♗c3 ♕f6 35.c5 ♘d4 36.cxd6?

36.♖xd4!+– is very strong.

36...c5!± 37.b4 b6 38.♗xd4 cxd4 39.♕b3†! ♖gf7

39...♕f7 40.♕e6! ♖e8 41.d7 ♖xe6 42.fxe6 ♕e7 43.♖c1+– (Csom)

40.♕d5 ♖d8 41.♖xd4!!+– exd4 42.e5 ♕g7 43.e6 ♕f6 44.e7! d3

After 44...♖e8 45.♖e1+– White threatens both 46.d7 and 46.♖e6.

45.exd8♕† ♕xd8 46.♖d1 ♕e8 47.♕xd3 ♕e5 48.♖d2

48.d7? ♖xd7 49.♕xd7? ♕g3†=

48...♔f8 49.♖e2 ♕f4 50.♖e4 ♕c1 51.d7 ♕b2† 52.♔f3

1–0

Ex. 5-6

A.Yusupov – V.Tseshkovsky

Minsk 1982

1.c4 e5 2.♘c3 ♘c6 3.g3 g6 4.♗g2 ♗g7 5.e3 f5 6.♘ge2 ♘f6 7.0–0 0–0 8.d3 d6 9.♖b1 (9.b3!? ♘e7 10.♗b2 c6 11.f4 ♗e6 12.♕d2 ♕c7 13.♘d1! ♖ae8 14.♘f2 ♔h8 15.♖ae1± Granda Zuniga – Benjamin, New York 1992) 9...a5 10.a3 ♗e6 11.♘d5 ♗f7!? 12.♘ec3 (12.b4 axb4 13.axb4 ♘xd5 14.cxd5 ♘e7 15.♘c3 g5⇄) 12...♘xd5 13.♘xd5 (13.♗xd5 ♗xd5 14.♘xd5 ♘e7 15.♕b3=)

Diagram Ex. 5-6

13...♘b8!

(2 points)

A typical idea. Black prepares ...c6, in order to drive the white knight away from its superb central position. After that the black knight will come back into play via the d7-square.

The move 13...♘a7 (2 points) has the same idea, but is not quite so good.

14.♕b3

If 14.b4?! then 14...c6 15.♘c3 e4∓.

14...♖a7

(another 1 point)

15.e4?!

15.♗d2!?=

15...f4! 16.gxf4 ♗xd5 17.cxd5 exf4 18.f3 ♕f6 19.♗d2 ♕d4† 20.♔h1 ♘d7∓

Ex. 5-7

M.Banaszek – A.Yusupov

German Cup 1992

1.c4 e5 2.♘c3 ♘c6 3.g3 g6 4.♗g2 ♗g7 5.♖b1 a5 6.d3 d6 7.a3 f5 8.e3 ♘f6 9.♘ge2 0–0 10.0–0 ♔h8 11.b4 axb4 12.axb4 g5 13.f4 h6 14.d4?! gxf4 15.dxe5?! (∆15.d5 f3 [15...fxg3 16.dxc6 gxh2† 17.♔h1±] 16.♗xf3 ♘e7=) 15...dxe5 16.♕xd8 ♖xd8 17.gxf4

Diagram Ex. 5-7

17...e4!∓

(2 points)

It is logical to close the long diagonal and turn the normally strong bishop into a mere bystander.

18.♘b5 ♗e6?!

Better is 18...♖a2∓.

19.♘xc7 ♗xc4 20.♘xa8 ♗xe2 21.♘c7!

21.♖e1 ♗d3 22.♖a1 ♘xb4 23.♖d1 ♘fd5 24.♖a7 ♘c3–+

21...♗xf1 22.♗xf1

22.♔xf1 ♘d5 23.♘e6 ♖a8∓

22...♖d1 23.♔f2?

White should have tried to obtain some counterplay with 23.♘e6.

23...♘g4† 24.♔e2 ♘xe3!–+ 25.♘e6 ♖xf1 26.♘xg7 ♔xg7 27.b5 ♘a5 28.♔xe3 ♔f7 29.♔d4 ♖xc1

0–1

Ex. 5-8

A.Goldin – A.Yusupov

Tilburg (rapid) 1992

1.c4 e5 2.♘c3 ♘c6 3.g3 g6 4.♗g2 ♗g7 5.♖b1 f5 6.d3 d6 7.b4 ♘f6 8.b5 ♘e7 9.♕b3 0–0 10.e3 ♔h8 11.♘ge2 g5 12.f4 gxf4 13.exf4

♘g6 14.0–0 a6 15.a4 axb5 16.axb5 ♕e7 17.♔h1 h5 18.fxe5 dxe5 19.♗g5 ♕d6 20.♕b4 ♕xb4 21.♖xb4 ♘h7 22.♗e3 ♖d8 23.♘d5 ♖a3 24.♖d1

Diagram Ex. 5-8

24...f4!

(2 points)

A typical idea. The light-squared bishop is now ready for action.

24...c6 is not so good: 25.bxc6 bxc6 26.♘dc3

25.♗c1

25.gxf4 ♗g4 26.♖e1 ♗xe2 27.♖xe2 ♖a1† 28.♗g1 ♗f8!∓

25...♖a1 26.♗f3 c6 27.bxc6 bxc6 28.♘dc3 ♗g4! 29.♗e4 f3 30.♘g1 f2 31.♘ge2 ♘g5 32.♗g2 ♘h3!? 33.♖b7 e4! 34.♖xg7 ♔xg7 35.♗xe4 ♘g1

35...♖xd3!–+

36.♖xg1

Better is 36.♗b2∓.

36...fxg1♕† 37.♔xg1 ♘e5–+ 38.♔g2 ♘xd3 39.♗g5 ♖d7 40.♗xc6 ♖f7 41.♘f4 ♖c1 42.♘e4 ♖c2† 43.♔f1 ♗h3†

0–1

Ex. 5-9

L.Winants – A.Yusupov

Wolvega (rapid) 1992

1.c4 e5 2.♘c3 ♘c6 3.g3 g6 4.♗g2 ♗g7 5.♖b1 a5 6.e3 d6 7.♘ge2 ♘ge7 8.a3 0–0 9.b4 axb4 10.axb4 f5 11.d3 g5 12.b5 ♘b8 13.f4 gxf4 14.exf4! ♘d7 15.0–0 ♘g6 16.♕c2 ♘c5 17.♗e3 ♘e6 18.♘d5 ♗d7 19.♕d2 ♖a3 20.♖bd1 c6 21.bxc6 bxc6 22.♕b4± ♖a2 23.♘dc3 c5 24.♕b7 exf4!? 25.♘xa2 fxe3 26.♕d5 ♔h8 27.♕xd6 ♘d4 28.♘ac3 ♕c8 29.♘xd4?? (29.♖b1∞)

Diagram Ex. 5-9

29...♗xd4!

(1 point)

30.♘e2 ♖f6–+

(another 1 point)

Suddenly the white queen is trapped.

31.♕d5 ♗c6 32.♖b1 ♗xd5 33.♗xd5 f4 34.♔g2 ♕g4 35.♖b8† ♔g7 36.♖g8† ♔h6 37.♘g1 e2 38.♖e1 ♗xg1

0–1

Ex. 5-10

Y.Averbakh – A.Yusupov

Oviedo (rapid) 1993

1.c4 e5 2.g3 ♘c6 3.♗g2 g6 4.e3 ♗g7 5.♘c3 d6 6.d3 f5 7.♘ge2 ♘f6 8.f4 0–0 9.0–0 ♔h8 10.♖b1 a5 11.a3

Diagram Ex. 5-10

11...h6!?

(2 points)

Black prepares the typical kingside play. Other moves are also worth considering. 1 point for any of 11...♕e8, 11...♗e6 or 11...e4!?.

12.b4 axb4 13.axb4 g5⇄ 14.b5 ♘e7 15.♗d2 ♘g6 16.♖a1 ♖xa1 17.♕xa1 exf4 18.exf4 gxf4 19.♘xf4 ♘xf4 20.♖xf4 ♘g4 21.h3 (21.d4!?) **21...♘e5 22.♕f1 ♘g6 23.♖f3 c6 24.bxc6 bxc6 25.♔h2 d5 26.cxd5 cxd5 27.d4! h5 28.♕b5 h4 29.♕c5 ♗e6 30.♘e2 ♕b8 31.♕b4 ♕xb4 32.♗xb4 ♖b8 33.♗c5 ♗h6 34.♗d6 ♖b6 35.♘f4 hxg3† 36.♔xg3 ♖xd6 37.♘xg6† ♔g7 38.♘f4 ♗f7**

½–½

Ex. 5-11

R.Hübner – A.Yusupov

Frankfurt (rapid) 1998

1.c4 e5 2.♘c3 ♘c6 3.g3 g6 4.♗g2 ♗g7 5.e3 d6 6.♘ge2 ♘h6 7.0–0 0–0 8.d3 ♗e6 9.♖b1 ♕d7 10.♘d5 ♗h3 11.♗xh3 ♕xh3

Diagram Ex. 5-11

12.f3!

(2 points)

The threat was 12...♘g4.

12...♕d7 13.e4 f5 14.♗e3= ♘d8

14...♘d4!?

15.♕d2 ♘hf7 16.exf5 gxf5 17.f4 c6 18.♘dc3 ♘e6 19.d4 exd4 20.♘xd4 ♘c5

Solutions

21.♘de2! ♕e6= 22.b3 ♘h6?

Better is 22...♖ae8=.

23.♗d4± ♘g4 24.♗xg7 ♔xg7 25.♘d4 ♕f6

See Ex. 5-12.

Ex. 5-12

R.Hübner – A.Yusupov

Frankfurt (rapid) 1998

26.h3!

(2 points)

White grasps the opportunity to force the knight away to the edge of the board.

26...♘h6 27.b4 ♘e6 28.♘xe6† ♕xe6 29.♕d4†± ♕f6 30.♕xf6† ♔xf6 31.b5! ♖ae8 32.♔f2 ♖e7 33.♖fe1 ♖fe8 34.♖xe7 ♖xe7 35.bxc6 bxc6 36.♖b8± ♖c7 37.♔f3 ♘f7 38.g4 h6 39.a4 ♖d7 40.a5 d5 41.cxd5 cxd5 42.♖b5 fxg4† 43.hxg4 d4 44.♘e4† ♔e7 45.a6 ♖c7 46.♔e2 ♘d8 47.♖e5† ♔f8 48.♘d6 ♖d7 49.♖e8† ♔g7 50.♘f5† ♔g6 51.♖h8 ♘f7 52.♖g8† ♔f6 53.♖c8 d3† 54.♔d2 ♔e6 55.♖c3 ♘d6 56.♖c6 h5 57.♖xd6† ♖xd6 58.♘xd6 hxg4 59.♘e4 ♔f5 60.♔e3

1–0

Scoring

Maximum number of points is **25**

21 points and above → **Excellent**
17 points and above → **Good**
12 points → **Pass mark**

If you scored less than ***12*** *points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 6

Contents

- ✓ Transformation of the pawn structure
- ✓ Advantages of the c3-d4 formation
- ✓ Disadvantages of this formation
- ✓ Typical plans for the side with the c3-d4 hanging pawns
- ✓ Typical plans for the opposing side

Hanging pawns on c3-d4

We already know that after the exchange of the knight on c3, an isolated pawn is transformed into c- and d-pawns. In the chapter on 'Hanging pawns' in *Build Up Your Chess 3*, we studied some typical plans with the pawns on c4 and d4. Here we shall take a look at the situation when the pawns are still on c3 and d4. Compared to normal hanging pawns this formation has some advantages, but also some disadvantages.

Advantages

The central pawns are easier to protect: d4 is safe and c3 is easily defended. A major piece on the third rank can attack and at the same time defend the c3-pawn, so it is convenient to operate on the kingside. It is also possible to change them into c4-d4 hanging pawns at a favourable moment.

Disadvantages

The centre is not so well controlled and the opponent can use the d5-square. Things become particularly dangerous when the pawns are blockaded (the c4-square is weak!). We found out about this situation in the chapters 'The backward pawn' and 'Blockade' in *Build Up Your Chess 3*.

The typical plans and ways to proceed for both sides are very similar to those we saw in the themes 'The isolated pawn' and 'Hanging pawns'.

The side with the c3-d4 formation should try to **avoid exchanging pieces** and should **attack on the kingside**. The **light-squared bishop** is a particularly important piece here.

Some typical ideas are:

1) mobilize the major pieces via the third rank;
2) attack with the h-pawn;
3) transfer the rook to the kingside via b5.

Y.Razuvaev – I.Farago

Dubna 1979

1.d4 e6 2.♘f3 ♘f6 3.c4 d5 4.♘c3 c5 5.cxd5 ♘xd5 6.e3 ♘c6 7.♗c4 cxd4 8.exd4 ♗e7 9.0–0 0–0 10.♖e1

♘xc3 11.bxc3 b6 12.♗d3!? ♗b7

Diagram 6-1

13.h4!?

An important idea. White needs the g5-square for his pieces. An alternative is 13.♕c2.

13...♘a5?!

13...♗xh4 14.♘xh4 ♕xh4 would be very risky for Black after 15.♖e3!.

If 13...♖c8, then 14.♘g5 h6 15.♕h5 ♕d7 16.♖e3 with an attack (Baburin).

For 13...♕d5!? see the game Anand – Timman below.

14.♘g5 h6?

14...♗xg5 would be better: 15.♗xg5 (15.hxg5 f5± – Pachman) 15...♕d5 16.♕g4 f5 17.♕g3±

15.♕h5!

Threatening 16.♖xe6 fxe6 17.♕g6.

15...♗d5

15...♕c7 16.♗h7† ♔h8 17.♘xf7† ♔xh7 18.♖xe6+– (Baburin)

16.♘h7! ♖e8

Diagram 6-2

17.♗xh6!

A typical sacrifice, which opens up the position of the black king.

17...gxh6 18.♕xh6

The threat is ♘f6† followed by ♗h7†.

18...f5 19.♖e3!

White brings his reserves into the attack.

19...♗xh4 20.♖g3†! ♗xg3 21.♕g6† ♔h8 22.♘f6 ♗h2†

Black sets a final trap.

23.♔h1!

But not 23.♔xh2? because of 23...♕c7† 24.♔g1 ♖e7∞.

23...♕xf6

23...♗xg2† would be no better: 24.♔xh2 ♕c7† 25.♔xg2 ♖g8 26.♖h1†+–

24.♕xf6† ♔g8 25.♔xh2 ♖ac8

Diagram 6-3

26.♖h1!

White ends the game with a fresh attack on the black king.

26...♖c7

Or 26...♖xc3 27.♔g1 ♖c1† 28.♗f1+–.

Diagram 6-1 △

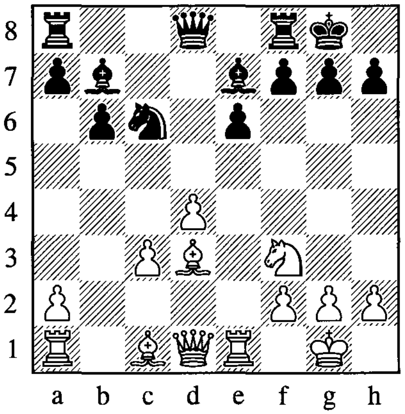


Diagram 6-2 △

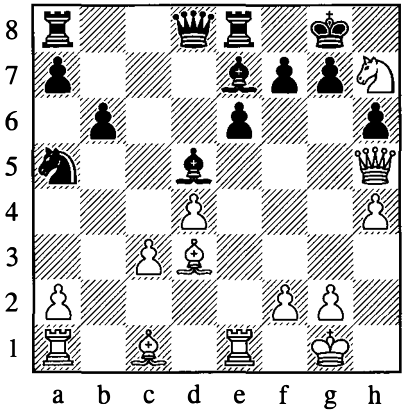
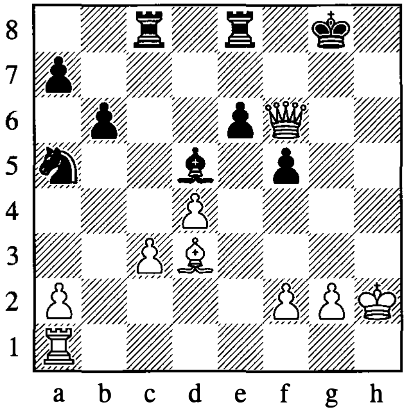


Diagram 6-3 △



27.♕g6† ♔f8 28.♔g1 ♖f7 29.♕g5+– ♖g7 30.♖h8† ♔f7 31.♕h5†

1–0

The annotations are based on analysis by Razuvaev.

Diagram 6-4 ▼

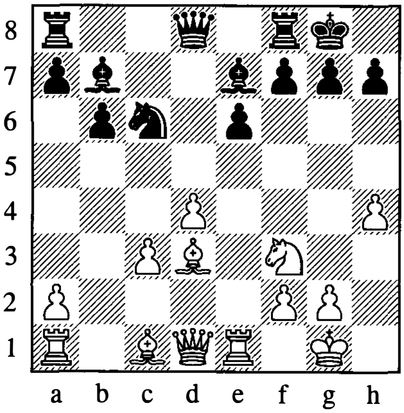


Diagram 6-5 △

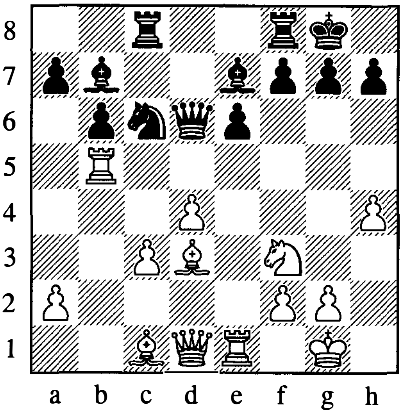


Diagram 6-4

V.Anand – J.Timman

Moscow 1992

13...♕d5!

Black constructs a queen and bishop battery to draw the teeth from the threat of ♘g5. But Anand demonstrates another typical idea.

13...♗f6 is met by 14.♘g5 g6 15.♕g4 with attacking chances.

14.♖b1!?

This prepares a typical rook manoeuvre. 14.c4 ♕d6 15.d5 would not be clear after 15...♘b4.

14...♖ac8

14...♕xa2!? is the only principled continuation. But who would dare to play like that against Anand?

15.♖b5! ♕d6?!

Diagram 6-5

16.d5!?

The thematic 16.♘g5! would be stronger: 16...♗xg5 (not 16...g6? on account of 17.♘xh7! ♔xh7 18.♕h5† ♔g8 19.♗xg6+–) 17.♖xg5 f5 18.♕a4 (or 18.♕b3!?) and White threatens ♗a3.

16...♗a6??

A major oversight. Probably Timman simply overlooked his opponent's 18th move.

16...exd5? 17.♖xd5 ♕c7? would also be bad, in view of 18.♖d7!+–.

But after the quiet move 16...♘d8! Black can hold the position.

17.dxc6 ♖fd8

17...♖xc6 was slightly better: 18.♕c2 ♗xb5 19.♗xb5± (Ftacnik)

18.♕a4!+– ♕xd3 19.♕xa6 ♖xc6 20.♗e3!

White coordinates his pieces. Black gets no compensation for the piece.

20...♗f6

Or 20...♖xc3 21.♘e5 ♖a3 22.♕b7! ♕xb5 23.♕xe7+–.

21.♗d4 ♗xd4 22.cxd4 ♖c3 23.a4 ♖a3

Diagram 6-6

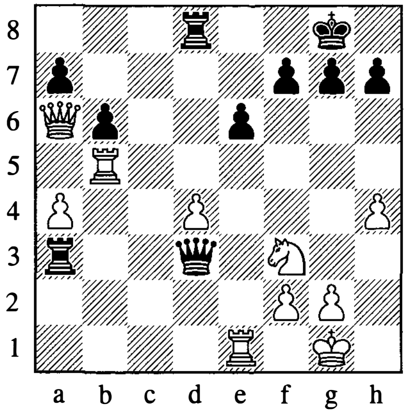
24.♕xa7!

Finishing the game in style.

24...♕xb5 25.♕e7!

1–0

Diagram 6-6 △



The side playing against the pawns should try to **simplify the play** and to **blockade the opposing pawns.**

Some typical ideas are:

1) breaking open the centre with ...e5;

2) exploiting the d5- and c4-squares as well as the a8-h1 or a6-f1 diagonals for counterplay;

3) putting pressure on the c3-pawn – after the move ...b5 Black can also attack the central formation with ...b4.

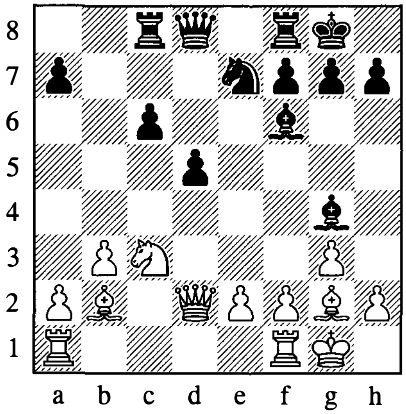
K.Spraggett – A.Yusupov

Candidates Match (8), Quebec 1989

1.c4 e6 2.♘f3 d5 3.b3 ♗e7 4.♗b2 ♗f6 5.♘c3! c5 6.cxd5 exd5 7.d4 cxd4 8.♘xd4 ♘e7 9.g3! 0–0 10.♗g2 ♘bc6 11.♘xc6 bxc6 12.0–0 ♗g4 13.♕d2 ♖c8

Diagram 6-7

Diagram 6-7 △



14.♖fe1

White has played the opening very strongly. But here 14.♖ac1 was a good alternative, to exert pressure on the c6-pawn.

14...♖e8 15.h3

15.♘a4 ♗xb2 16.♕xb2 would be slightly premature, because of 16...c5=.

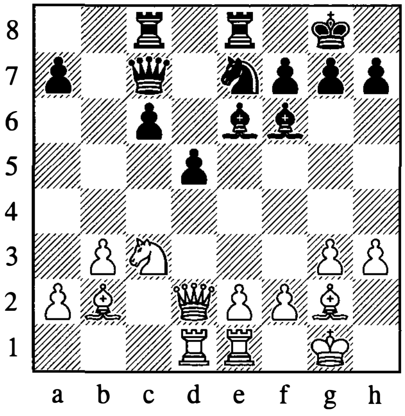
15...♗e6 16.♖ad1

Here too, White could place his rook on the c-file with 16.♖ac1. His plan with e2-e4 brings him only a symbolic advantage.

16...♕c7

Diagram 6-8

Diagram 6-8 △



17.e4

17.♖c1!?± intending ♖ed1 and ♘a4.

17...dxe4 18.♘xe4 ♗xb2 19.♕xb2 ♗d5 20.♖c1 h6

White is aiming for an endgame, but Black is very solid.

20...♘f5?! would be risky on account of 21.♘f6†! gxf6 22.♖xe8† ♖xe8 23.♗xd5.

21.♔h2 ♖cd8

Better is 21...♕b8.

22.♖c2 ♕b8 23.♖ce2 ♘f5 24.♕c3 ♖e6 25.♘c5 ♖xe2 26.♖xe2 ♗xg2 27.♔xg2 ♘d4 28.♖e4 ♕d6 29.♕c4 ♕d5 30.♕xd5 ♖xd5 31.♖e8† ♔h7 32.♘a4±

32.b4 would have been met by 32...a5= with further simplifications.

Despite White's slight edge after 32.♘a4, Black managed to hold the endgame.

D.Alzate – A.Yusupov

Thessaloniki Olympiad 1984

1.d4 ♘f6 2.c4 e6 3.♘c3 ♗b4 4.e3 c5 5.♘ge2 cxd4 6.exd4 d5 7.a3 ♗e7 8.cxd5 ♘xd5 9.♘f4 0–0 10.♗c4

Diagram 6-9 ▼

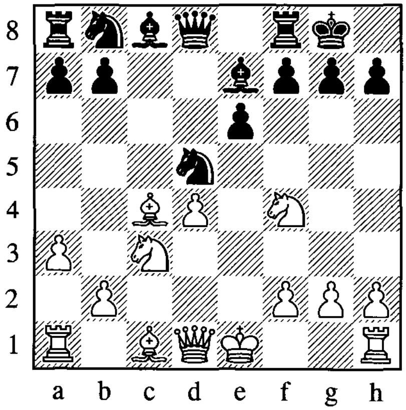


Diagram 6-9

White is not putting his pieces in their optimal positions. Simply 10.♘cxd5 exd5 11.♗d3 would be better.

10...♘xc3 11.bxc3 ♕c7 12.♕d3 ♘d7 13.♗a2 ♘f6

To protect the kingside.

14.♘e2

14.0–0 is followed by 14...♗d6 15.g3 e5∓ (15...b5!? is also very interesting).

14...b6

Now after 14...♗d6?! there follows simply 15.♗g5.

15.♗f4 ♕c6 16.0–0 ♗b7

A typical operation to divert the opponent from his attack.

17.♕h3

17.f3 is better, but then White has no hope of an attack on the king.

Diagram 6-10 ▼

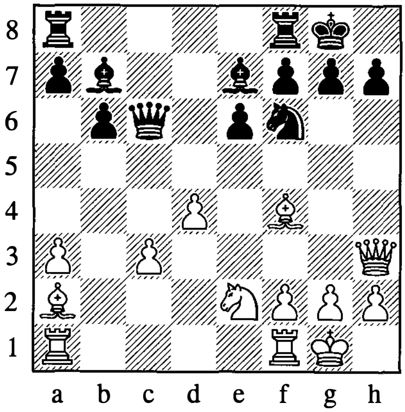


Diagram 6-10

17...♗a6!

This diagonal is also very useful for the counterplay.

18.♖fe1 ♖ac8

This attacks the weakness c3.

19.♗d2?

After this passive move Black takes charge. 19.♗e5! was correct. Then 19...♗xe2 20.♖xe2 ♕xc3 21.♕xc3 ♖xc3 22.d5! would give White counterplay.

19...♘e4 20.♗b1

White can only defend the c3-pawn with tricks. But now he must allow some exchanges and he remains in a strategically bad position.

20...h6 21.♗d3

The most dangerous bishop must go...

21...♗xd3 22.♕xd3 ♖fd8∓ 23.♖ec1

Intending ♗e1.

23...♘xd2 24.♕xd2 ♕c4

Black is clearly better and controls all the light squares.

25.♕e3 ♖d5 26.♖c2

Diagram 6-11

26...♖a5!

The a3-pawn is very weak too.

27.♖ca2 ♗d6

27...♖a4!? would be simpler.

28.f4

White is afraid of ...e5. But 28.a4 is more likely to be met by 28...♕d5 followed by ...♖c4 and ...♕c6.

28...♖a4! 29.♕e4 g6!? 30.♔f2 h5 31.♕b1 ♖a5!?

Black is waiting... After 31...b5 then 32.♖b2∓ would be possible.

32.g3?!

Weakening the light squares even more.

32...♕d5

Threatening ...h4.

33.h4 ♖c4

Black uses the c4- and d5-squares to manoeuvre.

34.a4 ♕c6 35.♕b3 ♔g7 36.♔e3?!

An attempt to do something active.

Diagram 6-12

36...f6!

Of course Black now wants to open the game in the centre with ...e5.

37.♔d3

White still does not see the simple refutation.

37...♕f3†! 38.♔d2

38.♔xc4 is followed by 38...♕d5†, when White loses his queen.

38...♖c6 39.♔e1 ♖d5

Another good move would be 39...e5–+.

40.♖c2?

A mistake in a lost position.

40...♕h1†

0–1

Diagram 6-11 ▼

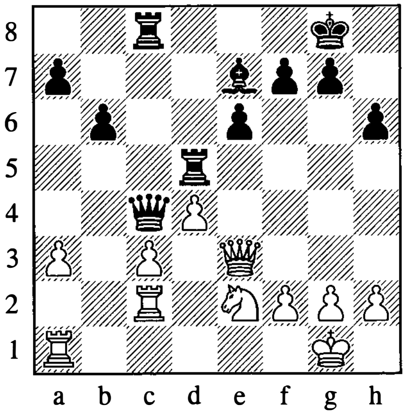
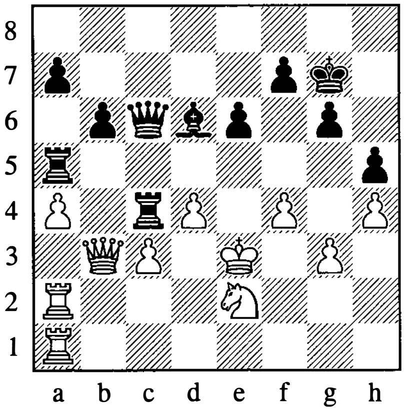
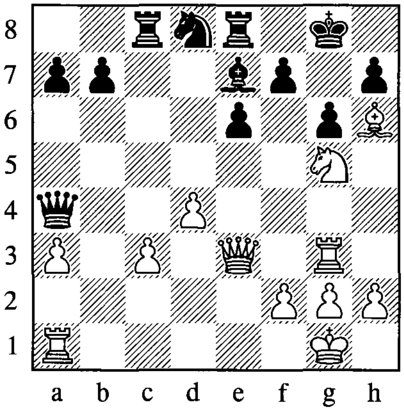


Diagram 6-12 ▼



Exercises

➤Ex. 6-1◀ ★★★ △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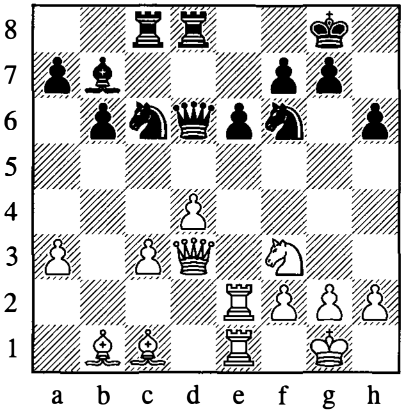
a b c d e f g h

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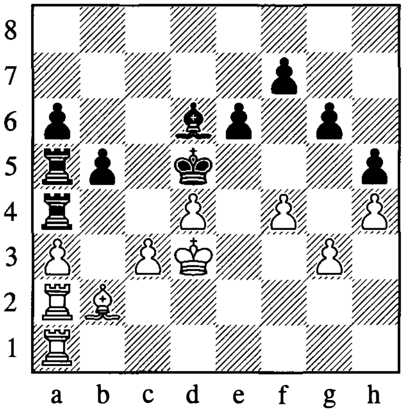
➤Ex. 6-3◀ ★★ ▼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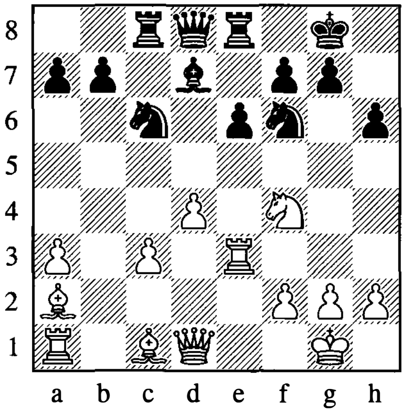
➤Ex. 6-4◀ ★★★ ▼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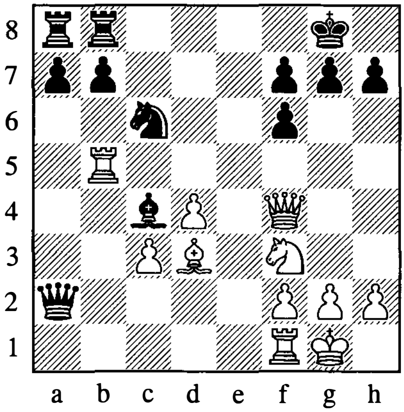
➤Ex. 6-5◀ ★★ △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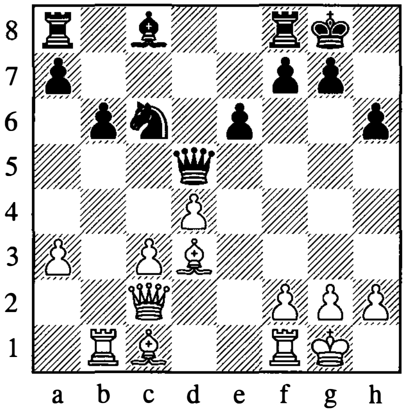
➤Ex. 6-6◀ ★★ △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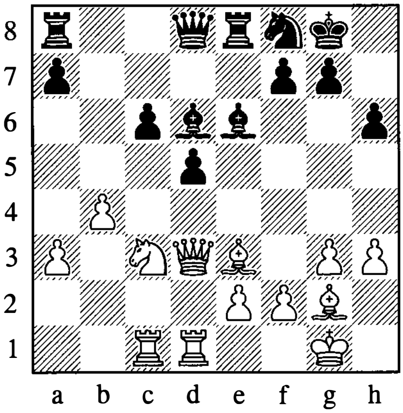
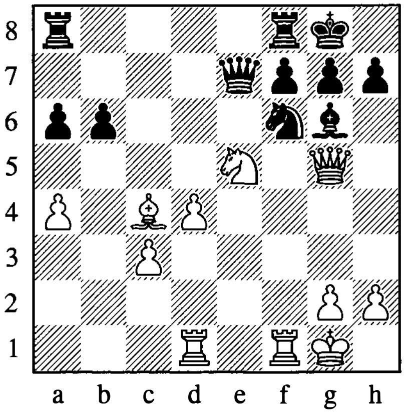
a b c d e f g h

Exercises

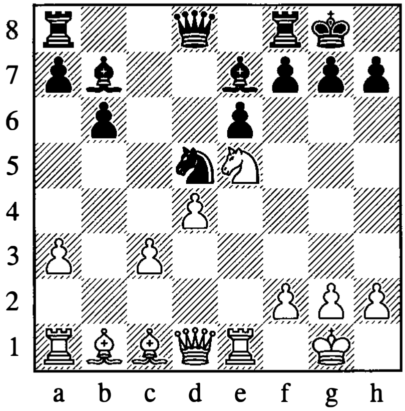
➤**Ex. 6-7**◀ ★★ △



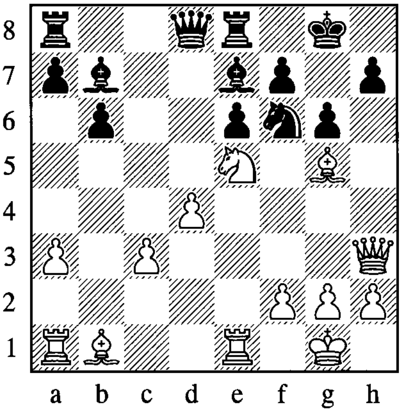
➤**Ex. 6-8**◀ ★★ △



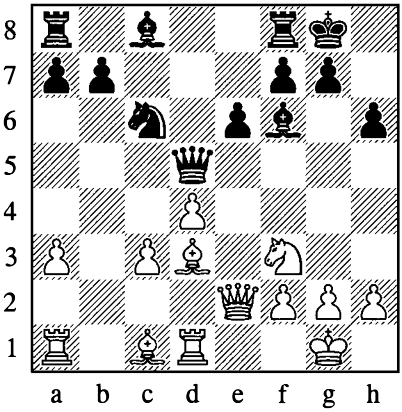
➤**Ex. 6-9**◀ ★★ △



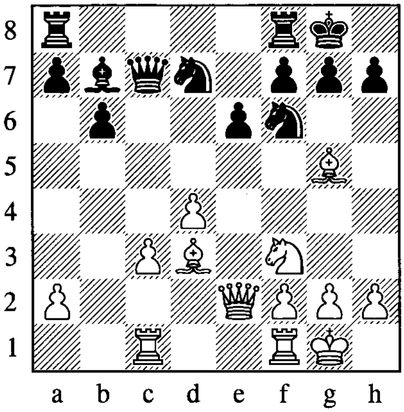
➤**Ex. 6-10**◀ ★★ △



➤**Ex. 6-11**◀ ★★ △



➤**Ex. 6-12**◀ ★★ ▼



Solutions

Ex. 6-1

A.Baburin – B.Lengyel

Budapest 1990

21.h4!?

This typical move is good and earns 2 points, but White had an even better option: 21.♘xh7!

(3 points)

21...♔xh7 22.♖h3 ♔g8 (22...♗f6 23.♗g5† ♔g7 24.♖h7†!+–) 23.♗g7 ♗f8 24.♗f6 ♗g7 25.♕g5+–

White can play the same idea in a different order with 21.♖h3! (also 3 points) 21...f6 22.♘xh7 ♔xh7 23.♗f8† ♔g8 24.♕h6+–.

21...♕b3?

21...e5 is not much better: 22.♖e1 (or 22.dxe5!? and now 22...♕xh4 23.♘xh7! gives White a dangerous attack, but even worse for Black is: 22...♖c4?! 23.h5 ♗d6 24.♘xh7 ♗xe5 25.♕xe5!! ♖xe5 26.♘f6† ♔h8 27.hxg6 fxg6 28.♖xg6+–) 22...exd4 23.♕e5 f6 24.♕d5† ♔h8 25.♘f7† ♘xf7 26.♕xf7 ♗f8 27.♖b1!+–

Black must instead drive away the dangerous knight with 21...f6! 22.♘e4± (but not 22.♘xe6? ♗d6–+).

22.h5! ♕b2 23.♖e1 ♕xa3 24.♘xh7!+–

Also good are 24.♘xf7+– and 24.hxg6+–.

24...♔xh7

24...♕xc3 25.♕e5 ♕xe1† 26.♕xe1 ♔xh7 27.hxg6†+–

25.hxg6† fxg6 26.♕e5 ♗f8

26...♖g8 27.♖h3+–

27.♕f6

1–0

Ex. 6-2

A.Yusupov – P.Enders

German Ch, Bremen 1998

17...♘b8!

(3 points)

"A move worth considering: Black brings this knight to f8, thus protecting the h7-square and relieving the f6-knight." – Knaak

17...e5?! is not so good here, on account of 18.♘xe5 ♘xe5 19.♖xe5 ♕c6 20.f3 ♕xc3 21.♕xc3 ♖xc3 22.♖e7±.

However, you get 2 points for the solid 17...♕c7= and 1 consolation point for 17...♘a5 18.♘e5±.

18.♖e3

The other idea behind the move 17...♘b8 can be seen in the variation 18.♘e5 ♕d5 19.f3 (19.♕g3 ♖xc3!) 19...♗a6∓.

18...♘bd7= 19.♘h4?!

White could maintain equality with either 19.♗b2 or 19.♘d2.

19...♘f8∓

You will find the rest of the game (after 20.♖h3?) in *Build Up Your Chess 2*, Chapter 3.

Ex. 6-3

G.Thomas – A.Alekhine

Baden-Baden 1925

47...f6!

(2 points)

Black prepares ...e5. We have already seen this typical plan in the game Alzate – Yusupov.

48.♗c1 e5 49.fxe5 fxe5 50.♗b2

50.dxe5 ♗xe5 51.♗f4 (51.♖g2 ♖g4–+) 51...♗xf4 52.gxf4 ♖xf4 53.♖g2 ♖g4!–+

50...exd4 51.cxd4 b4!–+ 52.axb4?? ♖xa2 53.bxa5 ♖xb2

0–1

Ex. 6-4

K.Panczyk – A.Yusupov

Warsaw 1985

15...e5!?

(1 point)

A typical idea, but here it needs to be calculated very accurately, since the white bishop is being allowed into play.

A decent alternative is 15...♘e7!? (2 points), which White can meet with 16.c4!∞.

16.♘h5! exd4!

(another 1 point)

Solutions

16...♘g4? is followed by 17.♖f3! ♗e6 18.♖xf7! ♗xf7 19.♕xg4 with an attack.

17.♖g3?!

Better is 17.cxd4 ♖xe3 18.♗xe3 ♘g4 19.♕f3 ♕e7=.

17...♗g4!

(another 1 point)

Black must be careful:

a) 17...♘xh5? is bad, on account of: 18.♗xf7†! ♔xf7 19.♕xh5† ♔g8 (19...♔f8 20.♗xh6!) 20.♖xg7†! ♔xg7 21.♗xh6† ♔f6 22.♗g5†+–

b) 17...♘g4?! is met by 18.h3!.

18.♘xf6†

18.♖xg4 ♘xg4–+

18...♕xf6 19.♖xg4 dxc3∓

The strong pawn on c3 and active pieces give Black more than sufficient compensation for a piece.

Ex. 6-5

P.Ostojic – I.Onat

Netanya 1973

18.♗xh7†!

(1 point)

A rather obvious sacrifice.

18...♔xh7

If 18...♔f8, then 19.♖h5 ♗xf1 20.♕d6† ♘e7 21.♗b1!+–.

19.♖h5† ♔g8 20.♕h4 ♔f8 21.♖e1 ♗e6 22.d5±

(another 1 point for this variation)

22...a5 23.c4 ♖e8?! 24.d6

1–0

Ex. 6-6

M.Gurevich – L.Yudasin

Sverdlovsk 1984

15.♖b5!?

(2 points)

A typical idea, which we also saw in the game Anand – Timman on page 72.

15...♕d7 16.♖h5 ♗b7 17.♖e1 ♖ac8 18.♗xh6 gxh6 19.♕d2+– f6

19...f5 20.♕xh6 ♕g7 21.♖g5+–

20.♕xh6 ♕g7 21.♕xg7† ♔xg7 22.♖h7† ♔g8 23.♖xb7 ♘a5 24.♖xa7 ♖xc3 25.♗b5 ♘b3 26.♖d7 ♖fc8 27.g3

1–0

Ex. 6-7

A.Karpov – M.Illescas Cordoba

Leon 1993

21.♘a4!

(2 points)

A classic blockading move.

21.♕a6 (1 point) is not bad either: 21...♕c8!±

And the more complicated 21.♘e4! (also 2 points) is just as good. Then we have:

a) 21...♗f5 22.♖xc6 ♗xe4 23.♗xe4 ♖xe4 24.♖xd6 ♕xd6 25.♕xe4+–

b) 21...♗xb4 22.axb4 ♗f5 23.♖xc6 ♗xe4 24.♗xe4 dxe4 25.♕xd8 ♖axd8 26.♖xd8 ♖xd8 27.♗xa7+–

c) 21...♗e7± is the best defence.

21...♘g6 22.♕c3

22.♖xc6? ♘e5

22...♗d7 23.♘c5 ♗xc5 24.♗xc5 ♖xe2?! 25.♗e3 ♕e7

25...a5 26.♕d3 ♖a2 27.b5+–

26.♗f1 ♖xe3 27.♕xe3 ♕xe3 28.fxe3 ♖e8 29.♔f2 ♘e5 30.♖c5 ♖e7 31.e4! ♗e6

31...dxe4 32.♖xe5 ♖xe5 33.♖xd7+–

32.b5! cxb5 33.exd5 ♗d7 34.d6 ♖e6 35.♗xb5 ♖f6† 36.♔g2

1–0

Ex. 6-8

K.Lerner – A.Kharitonov

USSR Ch, Lvov 1984

23.♖f3!

(2 points)

A typical rook lift.

Only 1 point for 23.♘xg6 hxg6 24.♖d3±, as the exchange of the strong knight can wait.

23...♕c7

23...♗h5 24.♖xf6+–

24.♖h3

24.♘xg6±

24...♖fe8 25.♗b3+–

Threatening ♘xg6.

25...♖xe5 26.♕xe5 ♕d7 27.♖e3 ♖e8 28.♕f4+–

Ex. 6-9

M.Stean – N.Padevsky

European Team Ch, Moscow 1977

15.♕d3!

(2 points)

15.♕f3 (also 2 points) is just as good.

15...♘f6?

Better is 15...g6 16.c4 ♘f6 17.♗h6 ♖e8 18.♗a2±.

16.♕h3!?

16.♗g5!?

16...♖e8 17.♗g5 h6 18.♗xh6! gxh6 19.♖e3 h5 20.♕h4?

White could have crowned his attack with 20.♗g6! and now:

a) 20...fxg6 21.♕xe6† ♔h8 22.♘xg6† (22.♘f7† ♔g7 23.♘xd8 ♗xd8 24.♕h3±) 22...♔g7 23.♘xe7+–

b) 20...♖f8 21.♗xh5 ♘e4 22.♖xe4 ♗xe4 23.♕g4† ♗g5 24.♕xe4+–

And there is an even simpler win by 20.♖g3†! ♔f8 21.♗g6!+–.

20...♗d6= 21.♕g5† ♔f8 22.♘g6† fxg6 23.♕h6† ♔g8 24.♕xg6† ♔f8 25.♕h6† ♔g8 26.♕g6†

½–½

Ex. 6-10

Variation from the game

M.Stean – N.Padevsky

European Team Ch, Moscow 1977

18.♗xf6!

(2 points)

18.♘xf7 ♔xf7 19.♗xf6 (1 point) is not so accurate, since Black obtains an extra option: 19...♔xf6 20.♕xh7 ♖g8

18...♗xf6 19.♘xf7! ♔xf7 20.♕xh7† ♗g7 21.♗xg6† ♔f8 22.♗xe8 ♕d5

22...♕xe8 23.♖e3+–

23.♕g6 ♖xe8 24.♖e3±

Ex. 6-11

D.Holmes – J.Grant

British Ch, Plymouth 1989

15.♖b1!

(2 points)

A typical idea. 1 consolation point for either 15.♗f4 or 15.c4.

15...♘e7 16.♖b5 ♕d6 17.♖h5 ♘g6 18.♘e5 ♗xe5 19.dxe5 ♕e7 20.♕g4 ♗d7 21.♗xh6! ♖fc8

21...gxh6 22.♗xg6 fxg6 23.♕xg6† ♕g7 24.♕xg7† ♔xg7 25.♖xd7†+–

22.♗g5 ♕xa3 23.♖h3 ♗e8 24.♕h5

Threatening ♕h7† followed by ♕h8†!.

24...f5 25.exf6

1–0

Ex. 6-12

A.Yusupov – R.Kholmov

Moscow (rapid) 1987

14...♘g4!

(2 points)

We saw the same idea in *Build Up Your Chess 3* (see Chapter 19, Beliavsky – Karpov). Black forces the exchange of the light-squared bishops.

15.♗e4 ♗xe4 16.♕xe4 ♘gf6 17.♕h4 b5 18.♖fe1 ♖fc8∓

Scoring

Maximum number of points is 27

23 points and above → **Excellent**

19 points and above → **Good**

14 points → **Pass mark**

If you scored less than ***14*** *points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 7

Contents

- ✓ Defence and counter-attack
- ✓ Tactics in defence

Counter-attack

When defending it is necessary to do more than simply spot your opponent's threats and fend them off in time; you also need to exploit every opportunity to prepare a counter-attack. Frequently it is not an option to concentrate only on defending, because the opponent's attack may develop too quickly.

Diagram 7-1 △

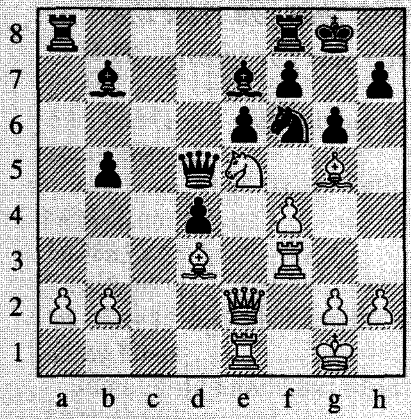


Diagram 7-1

A.Miles – A.Yusupov

Bugojno 1986

In return for a pawn White has dangerous attacking chances on the kingside. But he underestimates Black's counter-attack.

19.♕f2?

Better is 19.a3. Black could then choose between 19...♔g7 (Δ...♘g8) and 19...b4∞.

Another option for White is 19.♗xb5 ♕xa2 20.♖h3 (but not 20.♖g3 because of 20...♗a6 21.♗xa6 ♕xa6 22.♕xa6 ♖xa6 23.♗xf6 ♗xf6 24.♘d7 ♗h4!∓).

19...♖xa2!∓

Black prepares a counter-attack.

20.♗b1?!

The following variation would be a better choice, although after 20.♕h4 ♖xb2! (20...♕d8 21.♖h3) 21.♗xf6 ♗xf6 22.♕xf6 ♕a2 23.♗f1 ♗xf3 Black has an advantage.

20...♖a1 21.♕h4

Diagram 7-2 ▼

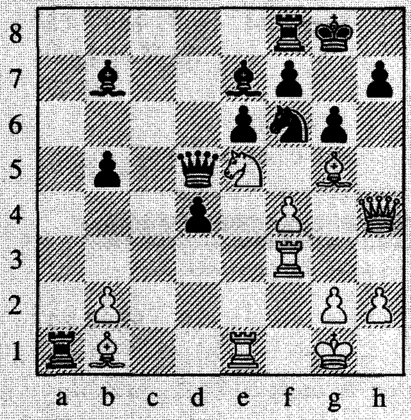


Diagram 7-2

21...d3!

A typical counter-attacking operation. Black does not retreat his attacked piece, but prepares a counter-strike.

22.♗xf6 ♗xf6 23.♕xf6 d2 24.♖d1 ♖xb1! 25.♖xb1 d1♕† 26.♖xd1 ♕xd1† 27.♖f1 ♕c2

Black is much better. He simply has to play very carefully, so as to neutralize his opponent's last practical chances.

28.♘f3 ♖a8!?

Also possible is 28...♗xf3 29.♖xf3 ♕c5†–+.

29.h4 ♖a4 30.♔h2

30.h5? ♕c5†–+

30...h5! 31.♔g3

Diagram 7-3

31...♕f5

In time trouble, Black aims for the endgame.

32.♕xf5 gxf5 33.♖d1 ♖b4 34.♖d8†

34.♖d2 ♖b3 35.♔f2 ♗xf3 36.gxf3 ♔f8–+

34...♔g7 35.♘e5 ♖xb2–+ 36.♖d7 ♗d5 37.♖xf7† ♔g8 38.♖c7 ♖xg2† 39.♔h3 ♖g7 40.♖c8† ♔h7 41.♘d3

Nor does 41.♖b8 offer any hope: 41...♖b7 42.♖xb7† ♗xb7 43.♘d3 ♗e4 44.♘b4 ♔g6 45.♔g3 ♔f6 46.♔f2 e5 47.♔e3 ♔e6 48.♘a6 ♔d6–+

Diagram 7-4

41...♗g2†!

An intermediate check, forcing the white king to a worse square.

42.♔h2 ♗e4 43.♘c5

43.♘e5 b4–+

43...♖g2† 44.♔h3 ♖c2 45.♖c7† ♔g6

0–1

It is very important to be able to employ various tactical methods. Having strong tactical vision is even more important in defence than in attack.

E.Sveshnikov – A.Yusupov

USSR Ch, Minsk 1979

1.e4 e5 2.♘f3 ♘f6 3.♘c3 ♘c6 4.♗b5 ♗b4 5.0–0 0–0 6.d3 d6 7.♘e2 ♘e7 8.c3 ♗a5 9.♘g3 c6 10.♗a4 ♘g6 11.d4 ♖e8 12.♗b3 h6!?

12...exd4 13.cxd4 ♗e6 (13...♘xe4? 14.♘xe4 ♖xe4 15.♘g5 ♖e7 16.♕h5+–) would be premature, in view of 14.♘g5 ♗xb3 15.♕xb3 ♕d7 16.f3±, Alekhine – Euwe, Amsterdam 1936.

13.h3

I would have replied to 13.♖e1 with 13...♗g4, threatening ...exd4.

13...♗e6

13...exd4 14.♘xd4 ♘xe4? would not be good, because of 15.♘xe4 ♖xe4 16.♗xf7† ♔xf7 17.♕f3†+–.

13...d5 is also slightly too optimistic: 14.♘xe5 ♘xe5 15.dxe5 ♖xe5 16.exd5 (16.f4? ♗b6† 17.♔h1

Diagram 7-3 ▼

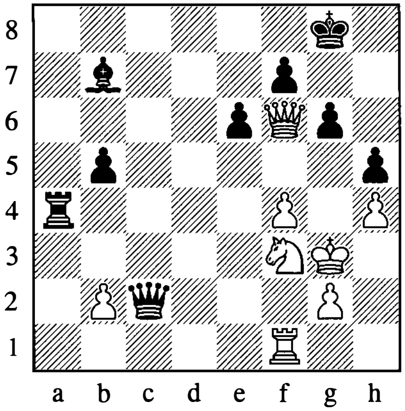
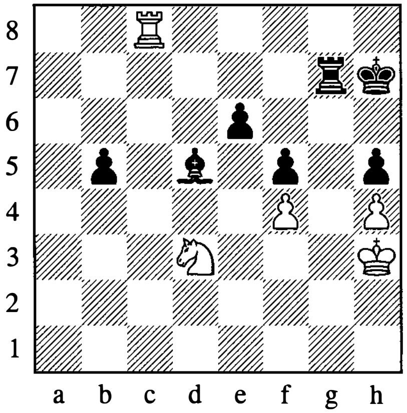


Diagram 7-4 ▼



♘xe4–+) 16...♘xd5 17.c4±

14.♖e1 ♗b6

14...♗c7 is followed by 15.♗xe6 ♖xe6 16.♕b3 with an initiative.

15.♗e3 ♕c7!?

Black prepares ...d5.

15...♕d7?! is risky, on account of 16.d5 ♗xh3 17.gxh3 ♕xh3 18.♗c4 followed by ♗f1.

16.♕d2! exd4

Diagram 7-5 △

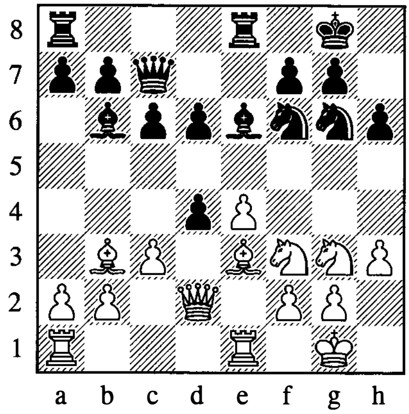


Diagram 7-5

17.♗xh6!?

White decides on a dangerous sacrifice. This intermediate move may be very tempting, but Black is not obliged to accept the sacrifice. Instead, the better 17.♗xd4 ♘d7± would have led to a minimal advantage for White.

17...dxc3

The immediate 17...d5 is slightly more accurate, and after 18.e5 only then playing 18...dxc3.

18.bxc3

18.♕xc3? ♗a5!–+

18...d5!

A counter-strike. Black ignores the bishop and attacks the knight on g3.

18...gxh6?! would be very dangerous: 19.♕xh6 (Δ♘f5) 19...d5 (or 19...♕e7 20.e5±) 20.e5 and White has a strong attack.

Diagram 7-6 △

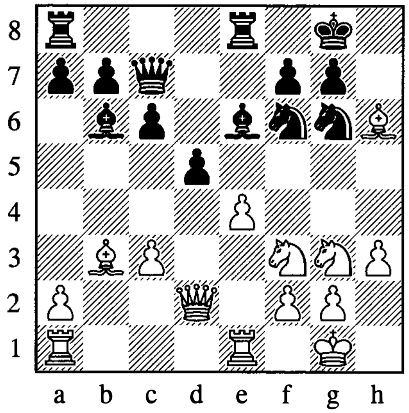


Diagram 7-6

19.e5?!

White overestimates his attack.

19.exd5 would be followed by 19...♗xd5 20.♘f5 (20.♗xd5 ♕xg3 21.♗e3 ♖xe3!–+) 20...♗xf3 21.gxf3 ♘h4 22.♘xh4 ♕g3† 23.♘g2 gxh6∓.

19.♗e3! is correct: 19...♗xe3 20.♖xe3 ♖ad8∓

19...♘e4!

This is much better than: 19...gxh6 20.♕xh6 ♕e7 21.♘g5! ♕f8 22.♕xf8† ♘xf8 23.exf6 ♘d7 24.♘h5 ♗d8 25.♘g7! ♗xf6 26.♘xe8 ♖xe8 27.♖e3! ♗xg5 28.♖g3±

20.♖xe4?

Unfortunately for White, this is over-optimistic.

The position after 20.♘xe4 dxe4 21.♖xe4 ♖ad8 22.♕g5!? (22.♕c1?! ♗xb3 23.axb3 f5! 24.♖e2 gxh6 25.♕xh6 ♕g7 26.♕g5 ♖d3∓) would still be very unclear: 22...♗xb3 23.axb3 ♖e6! 24.♗xg7 ♔xg7 and White has compensation for the sacrificed bishop.

20...dxe4 21.♘xe4

If 21.♗xg7, then 21...e3!–+.

21...♗xb3 22.axb3

Diagram 7-7

22...♘xe5!–+

22...♖xe5 is also possible: 23.♘xe5 ♕xe5 24.♗e3 ♖d8 25.♕c2 ♗xe3 26.fxe3 ♖e8–+

23.♗xg7

Or 23.♕g5 ♘xf3† 24.gxf3 ♕e5–+.

23...♘xf3† 24.gxf3

Diagram 7-8

24...♖xe4!

The simplest route to the win.

25.♕h6

This allows a mating attack, but the game is already lost. 25.♕g5 is followed by 25...♕f4 26.♕g2 ♔h7! (the signal for the counter-attack) 27.fxe4 ♖g8–+.

25...♕g3† 26.♔h1 ♕xf3†

0–1

In the last example White made a typical mistake: he counted only on the obvious moves (almost like reflexes). Such mistakes are often found in praxis: we attack a piece and simply think that it has to move away; we capture a piece and assume that the opponent will recapture. Such conditioned reflexes are perhaps the result of too many blitz games. But they often lead to our not looking for alternatives, for candidate moves for our opponent.

In the chapter 'Counterplay' we have already dealt with this problem. In the test which follows, you should try to find the tactical ideas which are typical of a counter-attack: intermediate checks, other intermediate moves and counter-strikes.

But in your games you should also almost automatically take into account the active moves for your opponent. Then you will overlook much less.

Diagram 7-7 ▼

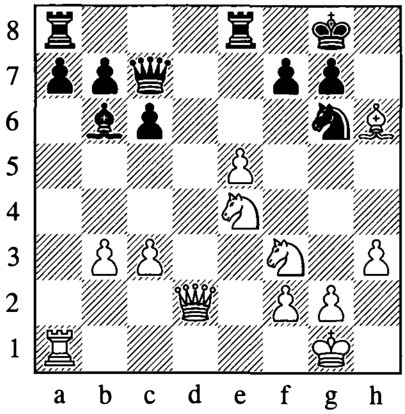
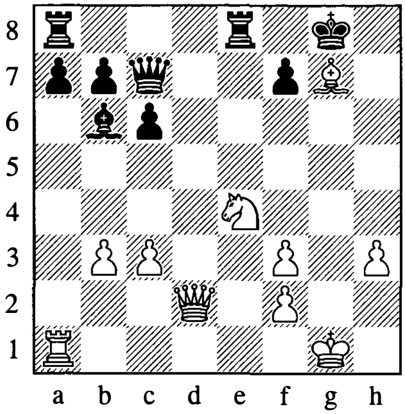
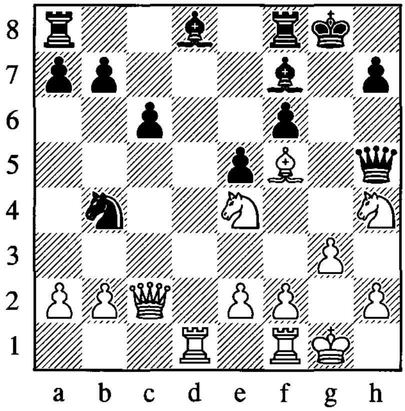


Diagram 7-8 ▼

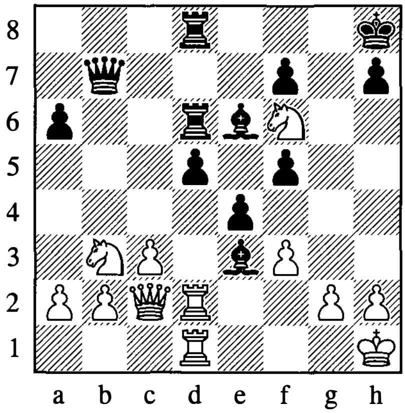


Exercises

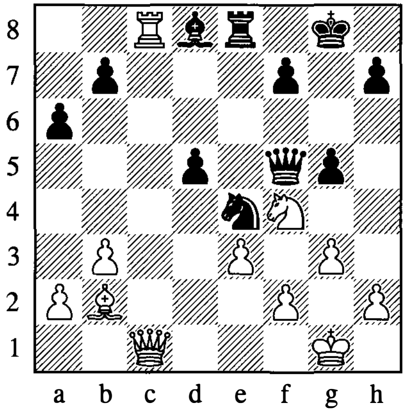
Ex. 7-1 ★ △



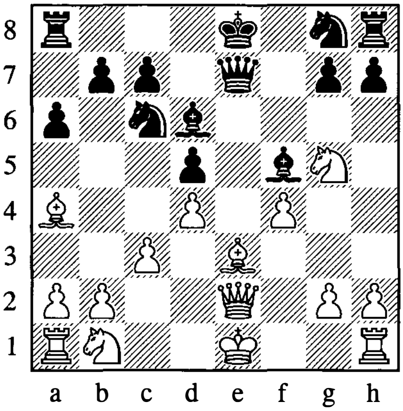
Ex. 7-2 ★★ △



Ex. 7-3 ★★ △

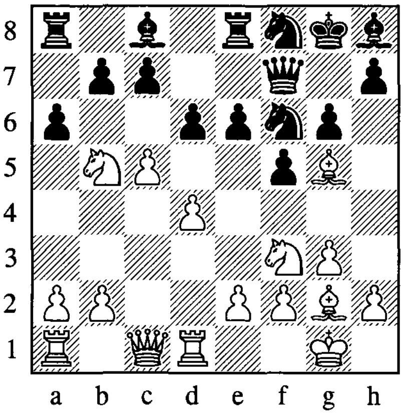


Ex. 7-4 ★★ ▼

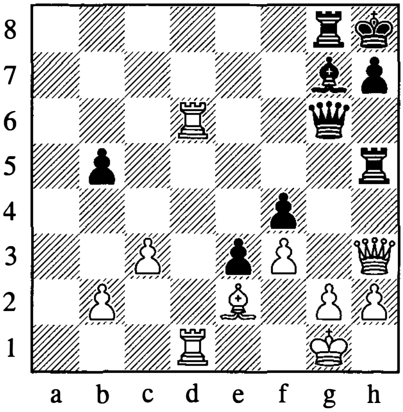


Evaluate 11...♗d3

Ex. 7-5 ★ △

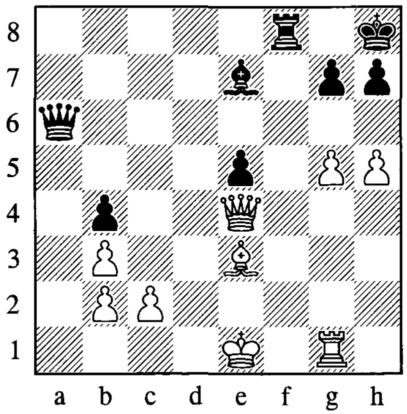


Ex. 7-6 ★★★ ▼



Exercises

➤Ex. 7-7◀ ★★★ ▼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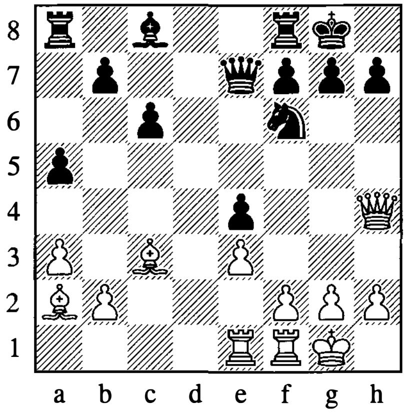
➤Ex. 7-8◀ ★★★ △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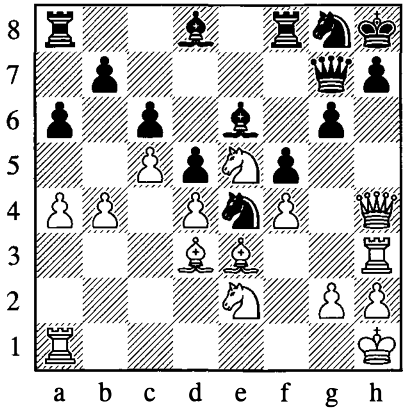
➤Ex. 7-9◀ ★★★ △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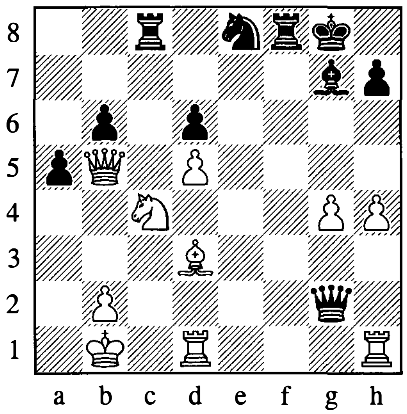
➤Ex. 7-10◀ ★★ ▼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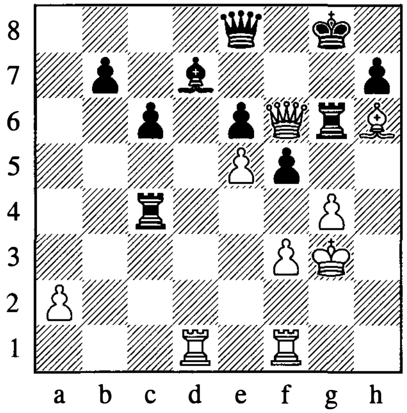
➤Ex. 7-11◀ ★★ △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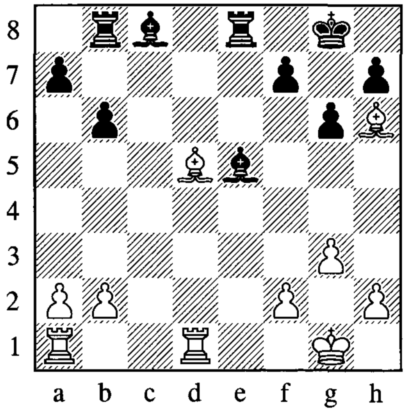
➤Ex. 7-12◀ ★★ △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Solutions

Ex. 7-1

H.Rossetto – N.Rossolimo

Mar del Plata 1950

19.♖xd8!

(1 point)

White is also clearly better after 19.♕d2, but the intermediate move played in the game wins more quickly.

19...♖axd8

19...♘xc2 20.♘xf6† ♔g7 21.♘xh5† ♗xh5 22.♖xf8 ♖xf8 23.♗xc2+–

20.♘xf6† ♔h8 21.♕c1!

Once again, very accurate play. 21.♕c5 is not so strong, on account of 21...♕xe2.

Black resigned, in view of 21...♘xa2 22.♕e3+– or 21...♕xe2 22.♕h6+–.

Ex. 7-2

L.Szabo – A.Kotov

Budapest Candidates 1950

29.fxe4!!

(1 point)

Black probably underestimated this intermediate move.

29.♖e2? is bad after 29...d4 30.♘xd4 ♗xd4 31.♖xd4 exf3 and Black takes the initiative: 32.♖e1 (32.♖ed2 ♖xd4 33.♖xd4 ♖xd4 34.cxd4 ♕e7 35.♘h5 ♗c4!–+) 32...♕e7 33.♖xd6 ♖xd6 34.♘h5 ♕h4 35.♘g3 f4–+

29...♗xd2

If 29...fxe4, then 30.♘xe4+–.

(another 1 point for this variation)

30.♕xd2 fxe4?

A decisive mistake. 30...dxe4 was required. White replies 31.♘d4! (threatening ♕h6) and now:

a) 31...♔g7? loses to 32.♕g5† ♔f8 33.♘xe6†+–.

b) Black should immediately throw overboard his pawn ballast, in order to open the files and diagonals for his pieces: 31...f4! 32.♕xf4 e3 33.♕xe3 (33.♕h6 ♗f5!) 33...♗d5±

31.♕d4+– ♗f5 32.♖f1

Or 32.♘xe4†+–.

32...♕c8

32...♗g6 33.♘c5 ♕xb2 34.♘g4† ♔g8 35.♘h6† ♔f8 36.♕h8† ♔e7 37.♖xf7† ♗xf7 38.♘f5# (Szabo)

33.♘xe4† ♔g8 34.♘xd6 ♖xd6 35.♕e5 ♗d3 36.♕g3†

1–0

Ex. 7-3

I.Bondarevsky – E.Lundin

Saltsjobaden 1948

30.♕c7!

(1 point)

The knight must absolutely not move away! After 30.♘d3 the position is roughly level.

30...gxf4

30...♘d2 is followed by 31.♖xd8 ♕b1† 32.♗c1+–.

31.♖xd8+–

(another 1 point)

31.♕xd8? ♕xc8–+

31...♔f8 32.♕b8! ♘f6

32...♕e6 33.♖xe8† ♕xe8 34.♗a3†+–

33.♗xf6 ♕b1† 34.♔g2 f3† 35.♔h3

1–0

Ex. 7-4

M.Taimanov – Zakhodjakin

Moscow 1945

11...♗d3?

Black has various good moves available, e.g. 11...♘f6 or 11...b5 12.♗b3 ♘f6, with decent compensation for the pawn in either case.

The combination in the game is wrong: Black probably overlooked his opponent's 13th move.

12.♕xd3 ♗xf4 13.♘f7!

(2 points)

13...♗xe3

Capturing the knight is no better: 13...♕xf7 14.♖f1+– or 13...♔xf7 14.0–0+–.

14.♘xh8+– ♘f6 15.♘d2 ♗xd2† 16.♔xd2 ♘e4† 17.♔c2 ♘f2 18.♘g6! hxg6 19.♕xg6† ♔d8 20.♖ae1 ♘e4 21.♗xc6 bxc6 22.♕xc6

1–0

Ex. 7-5

N.Kopylov – L.Shamaev

Leningrad 1949

14.cxd6!!

(1 point)

Black had obviously missed this intermediate move, which has the idea of continuing with ♘e5.

14...♘d5

If 14...axb5, then 15.♘e5 ♕g7 16.♗h6+–.

15.♘xc7 ♘xc7 16.♕xc7+– ♘d7 17.♖ac1 ♗g7 18.♗f4 ♗f6 19.♘e5 ♕g7 20.♗xb7 ♗xb7 21.♘xd7 ♗d5 22.♗e5 ♗xe5 23.dxe5 ♕h6 24.♘f6† ♔h8 25.♘xe8 f4 26.♖xd5 fxg3 27.♕g7† ♕xg7 28.♘xg7

1–0

Ex. 7-6

P.Leko – V.Kramnik

Linares 2004

33...♗f6!

(1 point)

33...♖xh3 achieves nothing after 34.♖xg6 hxg6 35.gxh3=.

33...♕c2? is bad, on account of 34.♕xh5 ♕xe2 35.♖d8+–.

34.♖xf6 ♕c2!!

(another 2 points)

This move now wins, since the rook on d1 will soon be left unprotected.

34...♖xh3?! 35.♖xg6 ♖xg6 36.♖d4 would be unclear.

35.♕xh5 ♕xe2 36.g4

36.♕xh7† ♔xh7 37.♖d7† ♖g7!–+

36...♕f2†

0–1

Ex. 7-7

Variation from the game

P.Leko – G.Kasparov

Linares 2004

26...♗xg5!!

(2 points)

26...♕a1† is not so clear: 27.♔d2 (27.♔e2 ♕a6†!=) 27...♕xb2 28.h6 ♕c3† (28...♖c8 29.g6 ♕c3† 30.♔d1± or 28...♗c5 29.♕c4±) 29.♔e2 g6 (29...♗c5 30.♖g3) 30.♖f1±

27.♗c5!

Other moves are bad:

a) 27.♖xg5? ♕f1† 28.♔d2 ♖d8†–+

b) 27.♗xg5? ♕a1†–+

c) 27.♕xe5? ♗h4† 28.♔d2 ♖d8† 29.♗d4 ♗f6–+

27...♖f4!

(another 1 point)

27...♕a1†? 28.♔e2 ♕a6† 29.♕c4±

28.♕xe5 ♕a1†

The simplest solution, although 28...h6 is also possible: 29.♕e8† ♔h7 30.♕g6† ♕xg6 31.hxg6† ♔xg6 32.c4=

29.♔e2 ♕a6†=

Ex. 7-8

M.Botvinnik – M.Euwe

World Ch, The Hague/Moscow 1948

20.f3!!

(2 points)

White activates his f1-rook and thus supports the efforts of the queen and the bishop pair. This operation is based tactically on various counter-strikes.

20.♗xf6? is not good: 20...♕xf6 21.♕xe4 ♗f5 22.♕c4 ♗e6!∓

Playable, but less dangerous than the game move is 20.♖d1 (1 consolation point) 20...♗e6 21.♗b1 ♗d5 22.f3 ♖fe8=.

20...♘d5?!

A compromise, which leads to a worse position.

There are several alternatives:

a) 20...♖e8? is also bad, due to 21.fxe4 ♘xe4 22.♗xf7†+–.

b) 20...♗e6!? deserves consideration:

b1) 21.♗b1 ♘d5 (or 21...♖fe8!? 22.fxe4 ♘d5 23.♕xe7 ♘xe7=∞) 22.♕xe4 (22.♕xe7 ♘xe7 23.♗xe4 ♗b3=) 22...f5 followed by 23...♘xc3± (Botvinnik).

b2) 21.fxe4! ♗xa2 22.♖xf6! (22.♗xf6? gxf6 23.♖f3 ♗e6 24.e5 ♔h8!∓ Δ...♖g8) and now:

b21) 22...gxf6? 23.♗xf6+– (Euwe)

b22) 22...♔h8 23.♖ef1!?±

b23) 22...♗e6 and here 23.♕g3± is best. Instead, the tempting 23.♖g6 is not so strong. White would win after 23...♕xh4? 24.♖xg7† ♔h8 25.♖xf7† ♔g8 26.♖g7† ♔h8 27.♖g5† (Golombek), but Black has a better defence in 23...f6! (Kasparov) 24.♖g3±.

c) A principled continuation is 20...exf3 21.♗b1!

(another 1 point)

(neither 21.♖xf3 ♘d5 nor 21.e4 ♘d5 is so strong). Black must now defend against White's threat of ♗h7†:

c1) 21...fxg2? loses to 22.♖xf6 h6 23.♕g3! (or 23.♖g6!).

c2) After 21...h6? there follows 22.♖xf3 ♘d5 23.♖g3!! ♕xh4 (23...f6 24.♕xh6+–) 24.♖xg7† ♔h8 25.♖h7† ♔g8 26.♖h8#.

c3) 21...♖e8!? 22.♗xf6 (22.♖xf3? ♘e4∓) 22...♕xf6 23.♕xh7† ♔f8 24.♖xf3 ♕h6= (Kasparov)

21.♕xe7 ♘xe7 22.fxe4±

The bishop pair is very strong here. The black knight, on the other hand, has been tamed and has no prospects.

Ex. 7-9

A.Ilyin Zhenevsky – N.Sorokin

USSR Ch, Moscow 1931

27.♕xh7†!

(1 point)

27...♕xh7 28.♘xg6† ♔g7 29.♘xf8!

(another 1 point)

29.♖xh7† is bad: 29...♔xg6 30.♖xb7♗c8∓

29...♕xh3 30.♘xe6†!

(another 1 point)

Yet another intermediate move, before recapturing the queen.

30...♔f6 31.gxh3 ♔xe6 32.♖g1+–

Ex. 7-10

A.Lilienthal – V.Panov

Moscow 1949

26...♖c5!

(1 point)

The immediate 26...♖xc4? 27.♗xc4 ♖f2? would lose to 28.♕xe8†.

If 26...♘c7, then 27.♕d7.

27.♕xb6

Or 27.♕b3 ♖xc4 28.♗xc4 ♖f2–+.

27...♖xc4!

(another 1 point)

Of course not 27...♖xd5? 28.♘e3+–.

28.♖hg1

28.♗xc4 ♖f2–+

28...♖b4

28...♕h2!? is also good: 29.♖h1 ♖b4!–+

29.♕xb4

29.♗xh7† ♔h8∓

29...♕xg1 30.♗xh7† ♔h8

30...♔xh7?? 31.♕e4†+–

31.♖xg1 axb4 32.♗f5 ♘c7–+ 33.♔c2 ♘xd5 34.♔b3 ♘e3 35.♗e6 ♖f2 36.♔xb4 ♖xb2† 37.♔a4 d5 38.h5 ♗f8 39.♗f5 ♖b4† 40.♔a5 ♘c4†

0–1

Ex. 7-11

V.Simagin – A.Chistiakov

Moscow 1946

34.♖xd7!

(1 point)

34...♖xf6 35.♖g7† ♔h8 36.exf6 ♕b8† 37.f4!

(another 1 point)

37.♔h3? fxg4† 38.fxg4 ♖c3†–+

37...♖c3†

Solutions

37...e5 38.f7 exf4† 39.♔h4 fxg4 40.♖g5+–

38.♔h4 ♕f8

38...♖d3 39.f7 ♖d8 40.♖g5+–

39.♖xh7† ♔xh7 40.♗xf8+– ♔g8 41.♗e7 fxg4 42.♖g1 ♖h3† 43.♔xg4

1–0

Ex. 7-12

M.Najdorf – A.Kotov

Saltsjobaden 1948

23.♗c6!

(1 point)

23...♗g4 24.♗xe8 ♗xd1 25.♗xf7† ♔xf7 26.♖xd1 ♗xb2 27.♖d7†±

(another 1 point)

Scoring

Maximum number of points is **26**

22 points and above → **Excellent**
18 points and above → **Good**
13 points → **Pass mark**

*If you scored less than **13** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 8

Contents

✓ Typical procedures
  - Saavedra's idea
  - Stalemate defence
  - Promotion to a knight
  - Bodycheck
  - Cutting off the king
  - Intermediate check

Rook against pawn

The endgame of rook versus pawn has a very concrete and dynamic nature. Variations have to be calculated accurately, as every tempo can play a decisive part. There are practically no specific positions which we absolutely have to memorize.

"The main role is played by the knowledge of typical procedures which help us to find the correct move more quickly and to calculate variations more accurately." – Mark Dvoretsky

It is on these typical procedures, the principal plans, which we will concentrate in this chapter.

Saavedra's idea

Diagram 8-1 △

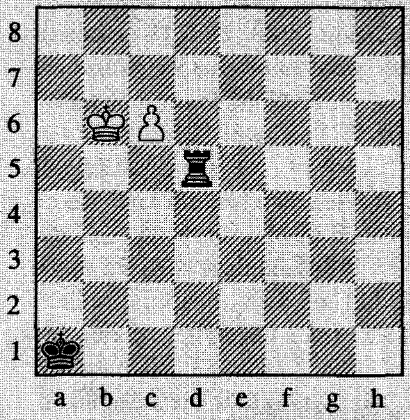


Diagram 8-1

F.Saavedra

1895

This brilliant study illustrates a rare case where the pawn defeats the rook. Usually it is possible to give up the rook for the pawn.

1.c7 ♖d6† 2.♔b5 ♖d5† 3.♔b4 ♖d4† 4.♔b3 ♖d3† 5.♔c2 ♖d4! 6.c8♖!!

But not 6.c8♕, which allows 6...♖c4† 7.♕xc4 stalemate.

6...♖a4 7.♔b3+–

Defensive ideas

1) The stalemate defence

Diagram 8-2 △

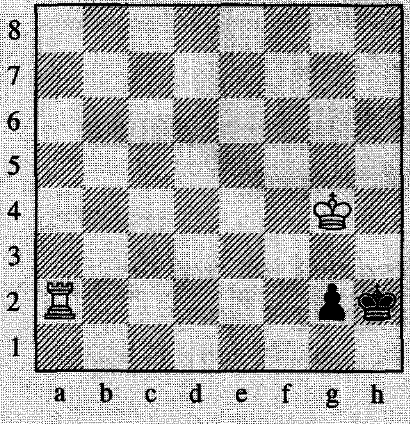


Diagram 8-2

White cannot win.

1.♔f3 ♔h1! 2.♖xg2 stalemate

2) Promotion to a knight

This can save the game in many situations.

Diagram 8-3 △

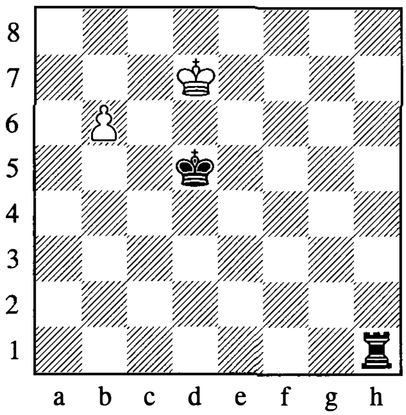


Diagram 8-3

1.b7 ♖h7† 2.♔c8 ♔c6 3.b8♘†

3.b8♕? ♖h8#

3...♔d6 4.♘a6 ♖a7 5.♘b8 ♖c7† 6.♔d8 ♖h7 7.♔c8 ♖a7 8.♔d8=

3) Bodycheck

As in pawn endings, the kings can battle for important squares.

Diagram 8-4 △

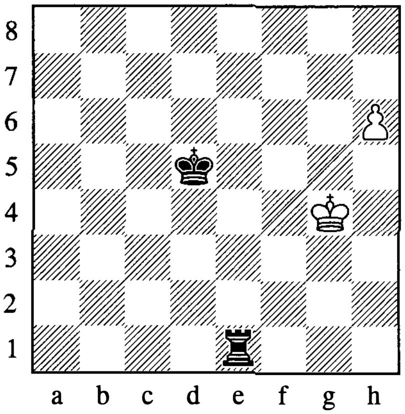


Diagram 8-4

The end of a study by

I.Krikheli

1987

1.♔f5!

It is important not to let the black king too close to the passed pawn.

1.♔g5? loses after 1...♔e6 2.h7 ♖g1† 3.♔h6 ♔f7 4.h8♘† (promotion to a knight does not help with a rook's pawn; the knight is too badly placed in the corner) 4...♔f6 5.♔h7 ♖g2 6.♔h6 ♖h2#.

1...♖h1 2.♔g6 ♔e6 3.♔g7!

But not 3.h7? ♖g1† 4.♔h6 ♔f7–+.

3...♔e7

If 3...♖g1†, then 4.♔f8! draws, but not 4.♔h8? ♔f6 5.h7 ♖a1–+.

4.h7 ♖g1† 5.♔h8!

And a stalemate defence saves the game.

The most important attacking ideas

1) Cutting off the king

Diagram 8-5 △

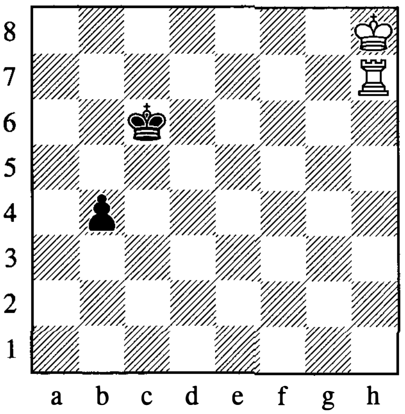


Diagram 8-5

1.♖h5!

Cutting off the king along the 5th rank is sufficient to win.

1...b3

Or 1...♔b6 2.♔g7+–.

2.♖h3 b2 3.♖b3+–

2) An intermediate check to win a tempo, followed by outflanking

Diagram 8-6 △

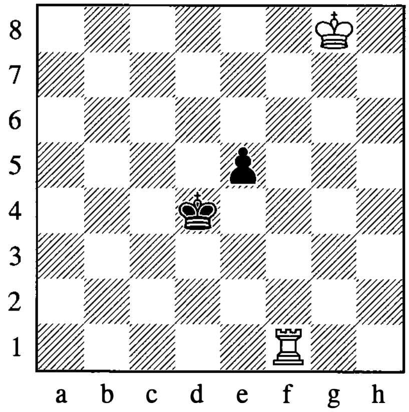


Diagram 8-6

Winning a tempo with an intermediate check is a very important method.

1.♖d1†!

The immediate 1.♔f7? e4 2.♔e6 e3 3.♔f5 e2 4.♖a1 ♔e3 leads to a draw.

1...♔c3

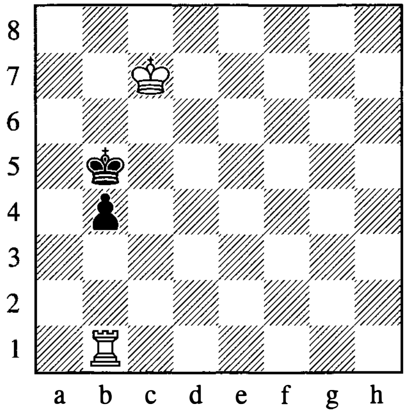
After 1...♔e3, White improves the position of his rook by 2.♖e1† ♔f4 3.♔f7! e4 4.♔e6 (outflanking the king – another important method) 4...e3 5.♔d5 ♔f3 6.♔d4 e2 7.♔d3+–.

2.♖e1 ♔d4 3.♔f7 e4 4.♔e6 e3 5.♔f5 ♔d3 6.♔f4 e2 7.♔f3+–

In the test which follows, we shall see these procedures again.

Exercises

➤**Ex. 8-1**◀ ★★ △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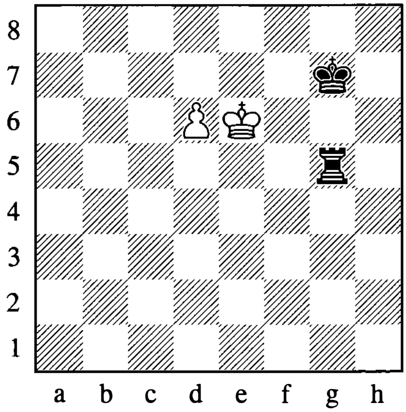
➤**Ex. 8-2**◀ ★★ △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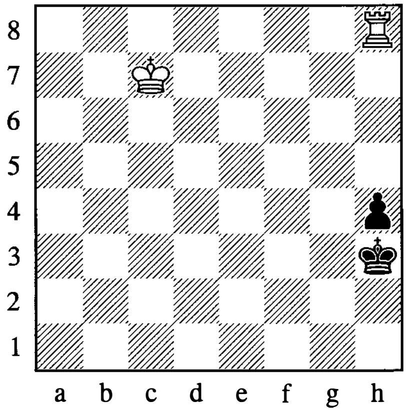
➤**Ex. 8-3**◀ ★★ △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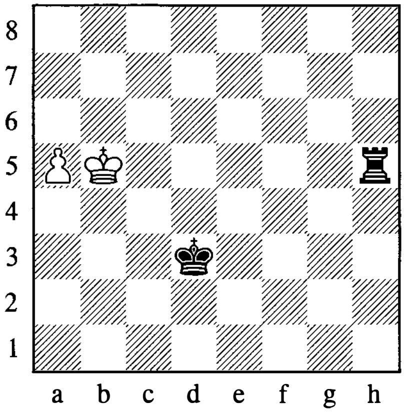
➤**Ex. 8-4**◀ ★★★ △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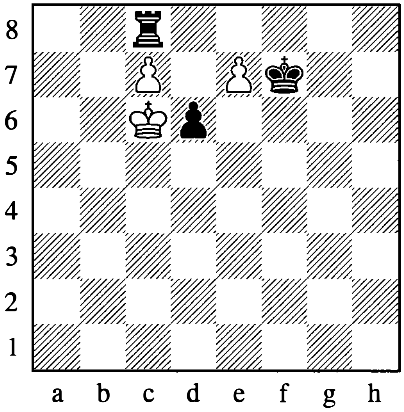
➤**Ex. 8-5**◀ ★ △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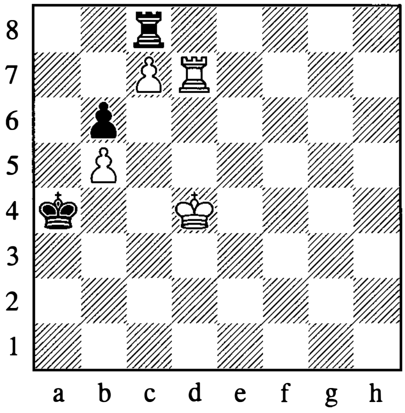
➤**Ex. 8-6**◀ ★★ △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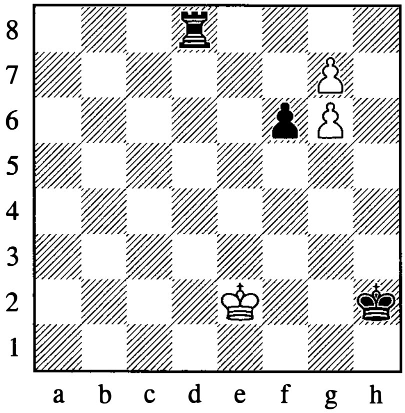
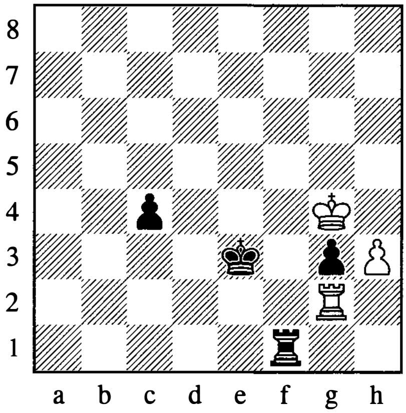
Exercises

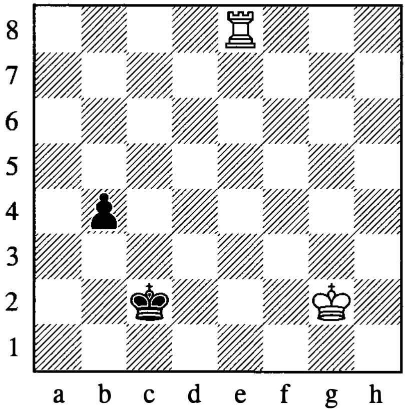
➤Ex. 8-7⮜ ★★ △



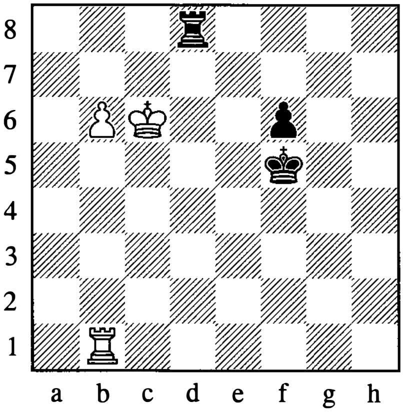
➤Ex. 8-8⮜ ★★★ ▼



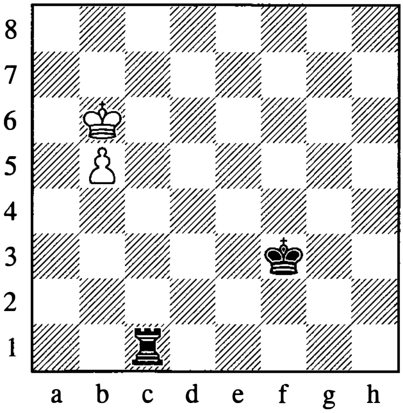
➤Ex. 8-9⮜ ★ △



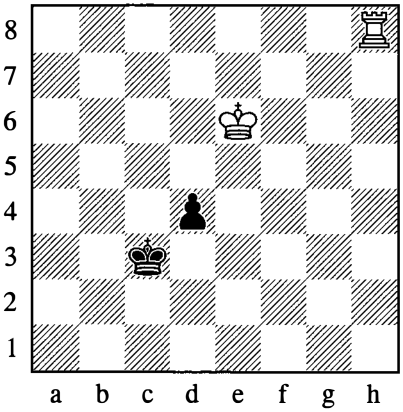
➤Ex. 8-10⮜ ★★ ▼



➤Ex. 8-11⮜ ★★ △



➤Ex. 8-12⮜ ★★ △



Solutions

Ex. 8-1

F.Amelung

1901

1.♔b7!

(2 points)

As in many pawn endings, White here takes the opposition, in order to execute an outflanking manoeuvre.

1.♔d6? is a mistake: 1...♔c4 (bodycheck) 2.♔e5 b3 3.♔e4 ♔c3 4.♔e3 b2=

1...♔c4

Or 1...♔a4 2.♔b6 b3 3.♔c5 ♔a3 4.♔c4 b2 5.♔c3+–.

2.♔b6 b3 3.♔a5

Outflanking.

3...♔c3 4.♔a4 b2 5.♔a3+–

It is worth noting that with Black to move in the exercise position, it is a draw: 1...♔c5! 2.♔b7 ♔b5 (Black keeps the opposition) 3.♔a7 ♔a5 4.♖b2 ♔a4 5.♔b6 ♔a3=

Ex. 8-2

A.Troitzky

1895

Saavedra's idea.

1.d7 ♖g6† 2.♔e5

But not 2.♔e7? ♖g1 3.d8♕ ♖e1†=.

2...♖g5† 3.♔e4 ♖g4† 4.♔e3 ♖g3† 5.♔d2! ♖g2† 6.♔c3 ♖g3† 7.♔c4 ♖g4† 8.♔c5 ♖g5† 9.♔c6 ♖g6† 10.♔c7+–

(2 points for this variation)

Ex. 8-3

Cutting off the king.

1.♖g8!

(2 points)

1.♔d6 leads to a draw: 1...♔g3 2.♔e5 h3 3.♔e4 h2 4.♔e3 ♔g2=

1...♔h2 2.♔d6 h3 3.♔e5 ♔h1 4.♔f4 h2 5.♔g3 ♔g1 6.♔h3†

Or 6.♖a8+–.

6...♔h1 7.♖a8+–

Ex. 8-4

The end of a study by

A.Mandler

1959

1.♔b4!

(2 points)

Bodycheck.

1.♔b6? is bad: 1...♔c4 2.a6 ♖h6† 3.♔b7 (3.♔a5 ♔c5 4.a7 ♖h8 5.♔a6 ♔c6–+) 3...♔b5 4.a7 ♖h7† 5.♔b8 ♔b6 6.a8♘† ♔c6–+

(another 1 point for this variation)

1...♔d4 2.a6 ♖h1

2...♔d5 3.a7 ♖h8 4.♔b5=

3.♔b5 ♖b1†

3...♔d5 4.a7=

4.♔c6=

Ex. 8-5

R.Reti

1928

1.e8♕†!

(1 point)

1.♔xd6? ♔e8 2.♔c6 (2.♔e6 ♖xc7–+) 2...♔xe7 3.♔b7 ♔d7–+

1...♔xe8

1...♖xe8 2.♔xd6=

2.♔xd6

The position is a mutual zugzwang.

2...♖a8 3.♔c6 ♖c8 4.♔d6=

Ex. 8-6

A.Yusupov – S.Lputian

Baden-Baden 1996

47.♔d5

(1 point)

47.♔c4 ♔a5 does not change anything.

47...♔xb5 48.♔d6 ♔c4

48...♔a6 49.♔c6 b5 50.♖d8+–

49.♖d8 ♖xc7 50.♔xc7 b5 51.♔b6!

(another 1 point)

Outflanking. First 51.♖b8 and then 52.♔b6! is just as good.

Black resigned, in view of 51...b4 52.♔a5 b3 53.♖b8 ♔c3 54.♔a4 b2 55.♔a3+–.

Ex. 8-7

The end of a study by

Y.Afek & J.Ulrichsen

1999

Stalemate defence.

1.♔f3!

(1 point)

1...♔h3

1...♖g8 2.♔f4 ♖xg7 3.♔f5=

2.♔f4 ♔h4 3.♔f5 ♔h5 4.♔xf6 ♔h6 5.♔f7 ♖d7† 6.♔g8!

We saw the same idea in another study by Afek in *Build Up Your Chess 3,* Ex. 12-9.

6...♖xg7†

Or 6...♔xg6 7.♔h8 ♖xg7 stalemate.

7.♔h8 ♖a7

Both 7...♖xg6 and 7...♔xg6 are stalemate.

8.g7 ♖xg7 stalemate

(another 1 point)

Ex. 8-8

A.Yusupov – V.Tseshkovsky

Moscow 1981

46...♖f4†!

(1 point)

46...c3? does not win: 47.♖xg3† ♔d2 48.h4 c2 49.♖g2† ♔c3 50.♖xc2† ♔xc2 51.h5 ♔d3 52.h6 ♔e4 53.♔g5! ♖h1 (53...♔e5 54.h7=) 54.♔g6 ♔e5 55.h7 ♔e6 56.♔g7 ♖g1† 57.♔f8=

(another 1 point for this variation)

47.♔xg3

47.♔g5 ♔f3 48.♖c2 ♖d4–+

47...c3 48.h4 ♖c4

(another 1 point)

Cutting off the king.

49.♖c2 ♔d3 50.♖c1 c2 51.h5 ♔d2 52.♖h1 c1♕ 53.♖xc1 ♔xc1

White resigned, since he loses the pawn after 54.h6 ♖c6.

Ex. 8-9

A.Yusupov – L.Van Wely

Ter Apel 1997

86.♖c8†!

Intermediate check to win a tempo.

86.♔f2? is bad: 86...b3 87.♔e2 b2 88.♖c8† ♔b3=

86...♔d2 87.♖b8

(1 point)

Black resigned, on account of 87...♔c3 88.♔f2 b3 89.♔e2 b2 90.♔d1+–.

Ex. 8-10

A.Alekhine – E.Bogoljubow

World Ch (19), Germany 1929

70...♔g4??

An astonishing mistake.

70...♔e5?? is also bad: 71.b7 f5 72.b8♕† ♖xb8 73.♖xb8 f4 74.♔c5 ♔e4 75.♔c4 ♔e3 76.♔c3 f3 77.♖e8†+–

Every tempo counts. Black should advance further into the centre with the king, in order to bodycheck the opposing king: 70...♔e4!

(1 point)

71.b7 f5 72.b8♕ (72.♔c7 ♖h8 73.♖d1 f4 74.♖d8 ♖h7† 75.♖d7 ♖h8=) 72...♖xb8 73.♖xb8 f4 74.♔c5 f3 75.♖f8 ♔e3 76.♔c4 f2 77.♔c3 ♔e2=

(another 1 point)

71.b7 f5 72.b8♕ ♖xb8 73.♖xb8 f4 74.♔d5 f3 75.♔e4 f2 76.♖f8 ♔g3 77.♔e3

1–0

Ex. 8-11

The end of a study by

D.Gurgenidze

1980

Promotion to a knight.

1.♔a7!

(1 point)

1.♔a6? is bad after 1...♔e4 2.b6 ♔d5 3.b7 ♔c6 and now:

Solutions

a) 4.♔a7 ♖a1† 5.♔b8 ♔b6 (5...♖b1 6.♔a8) 6.♔c8 ♖c1† 7.♔b8 ♖c2 8.♔a8 ♖a2† 9.♔b8 ♖a7–+

b) 4.b8♘† ♔c7 5.♔a7 ♖a1† 6.♘a6† ♔c6–+

1...♔e4

1...♖a1† 2.♔b7 ♔e4 3.b6 ♔d5 4. ♔c7=

2.b6 ♔d5

2...♖a1† 3.♔b8 ♔d5 4.b7 (or 4.♔c7 ♖c1† 5.♔d7 ♖h1 6.b7 ♖h7† 7.♔c8 ♔c6 8.b8♘† ♔d6 9.♘a6 ♖a7 10.♘b8=) 4...♔c6 (4...♔d6 5.♔c8 ♖c1† 6.♔d8=) 5.♔c8 ♖h1 6.b8♘†=

3.b7 ♔c6 4.b8♘†!=

(another 1 point)

Ex. 8-12

Y.Averbakh

1.♖c8†!

(1 point)

Intermediate check to win a tempo.

Both 1.♔e5? d3 2.♔e4 d2 3.♖d8 ♔c2 and 1.♖d8? d3 2.♔e5 d2 only draw.

1...♔b2

Or 1...♔d2 2.♔d5!

(another 1 point)

2...d3 3.♔d4 ♔e2 4.♖e8† ♔d2 5.♖e3+–.

2.♖d8 ♔c3 3.♔e5 d3 4.♔e4 d2 5.♔e3+–

Scoring

Maximum number of points is **24**

21 points and above → **Excellent**

17 points and above → **Good**

12 points → **Pass mark**

If you scored less than ***12*** *points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 9

Contents

✓ Choice of methods
✓ Candidate moves
✓ Strongest continuation
✓ Elimination method
✓ Comparison method
✓ Evaluation of the final position
✓ Insurance with long variations

The technique of calculating variations

In the lesson 'Priorities when calculating variations' (Chapter 19 of *Build Up Your Chess 2*), the author pointed out that there are no absolute rules in chess and that there is no infallible algorithm for calculating variations: "Situations at the board can vary enormously and there are of course different ways of coming to a conclusion. This mental flexibility is the greatest advantage we have as human beings and I see no reason why we should do without it."

We have already studied the most important methods (candidate moves, the comparison method and the elimination method), which, if correctly employed, can save a lot of time and energy. Here we shall give a few more useful suggestions.

Candidate moves lie at the heart of the **calculation of variations**. If our selection of candidate moves is much too small, then the strongest continuation may lie somewhere beyond our horizon.

Your variations are not as successful as you would like? Then go back and **look for other candidate moves**!

If even that does not help, then you should downgrade your evaluation of the position and try to achieve more modest goals.

Diagram 9-1 △

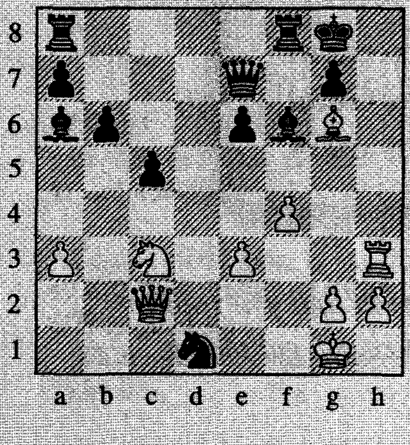


Diagram 9-1

A.Yusupov – Computer Rebel

Ischia (rapid) 1997

The game concluded 22.♗h7† ♔h8 23.♗g6† ♔g8 ½–½.

Instead of repeating moves in time trouble, White could still have won here!

22.♕xd1!

The move order is important. For example, 22.♘d5 ♕d8 23.♗h7† ♔h8 24.♕xd1 fails to 24...♗h4! 25.♕h5? ♕g5!–+.

22...♗g5

White had seen this defensive resource, but not its refutation.

23.♘d5!

A strong move which demolishes the defence. If 23.♗h7† ♔h8 24.fxg5, then 24...♖f1†–+.

23...♕d8 24.♗h7†!

I had overlooked this intermediate check.

24...♔h8

24...♔f7 25.♕h5†+–

25.fxg5+–

Black loses in all variations:

a) 25...g6 26.♕a1†+–

b) 25...♕xg5 26.♗g6† ♔g8 (26...♕h6 27.♖xh6† gxh6 28.♕a1† ♔g8 29.♘e7#) 27.♘e7†! ♕xe7 28.♖h8† ♔xh8 29.♕h5† ♔g8 30.♕h7#

c) 25...♖f1† 26.♕xf1 ♗xf1 27.♗f5† ♔g8 28.♗xe6† ♔f8 29.♖h8#

When **attacking**, we should **first calculate the most forcing continuation**. Perhaps we won't even need to calculate other variations if we find a forced solution. But we must calculate this apparently strongest variation extremely accurately, making sure we **take into account all opposing resources**.

Diagram 9-2

W.Steinitz – M.Chigorin

World Ch (4), Havana 1892

Instead of recapturing on d4, Steinitz finds a forced mate.

24.♖xh7†!! ♔xh7 25.♕h1† ♔g7 26.♗h6† ♔f6 27.♕h4† ♔e5 28.♕xd4†

1–0

When **defending**, make use of **the elimination method** (see Chapter 17 of *Build Up Your Chess 3*).

If the variations appear very similar, or if various move orders are possible, then use **the comparison method** (see Chapter 23 of *Build Up Your Chess 3*).

Try to **pay particular attention to the first moves**. A mistake there cannot be corrected.

Diagram 9-2 △

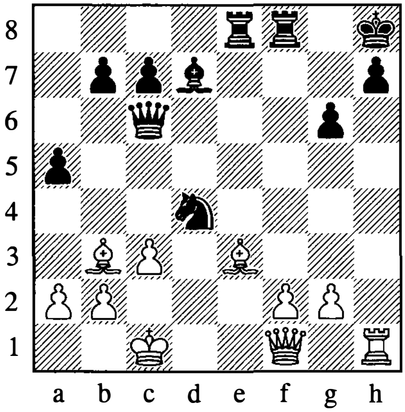


Diagram 9-3 △

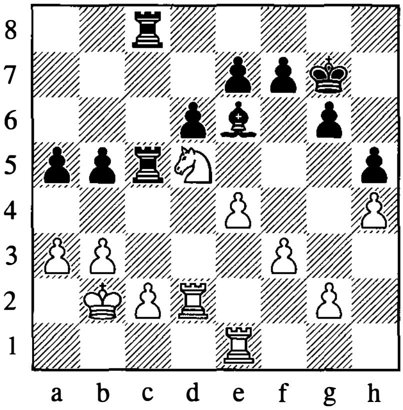


Diagram 9-3

V.Anand – G.Kasparov

World Ch (11), New York 1995

28.b4?!

The beginning of White's downfall. 28.♘xe7! was correct: 28...♖e8 29.♘d5 ♗xd5 30.b4! axb4 31.axb4 ♖c4 32.♖xd5 ♖xb4† 33.♔c3 ♖c4† 34.♔b3±

28...axb4 29.axb4 ♖c4 30.♘b6??

White had overlooked Black's 31st move. After 30.c3! ♗xd5 31.♖xd5 ♖xc3 32.♖e2 he would still have good chances of a draw.

30...♖xb4† 31.♔a3? ♖xc2!

32.♖xc2 is met by 32...♖b3† and then 33...♖e3†.

0–1

Variations should end with an **evaluation.** You should not evaluate the position **until your opponent has run out of available active moves.** But if you are no longer in any danger, you should bring your calculations to an end and evaluate the final position.

Diagram 9-4 ▼

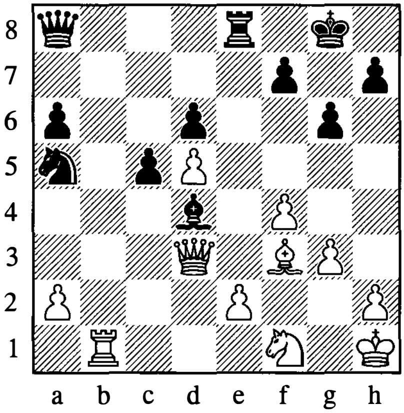


Diagram 9-4

A.Yusupov – S.Kindermann

Baden-Baden 1992

The game continued 25...♕a7 26.♘d2 ♖e3 27.♕c2± and the position remained unpleasant for Black, who cannot bring his knight into the game.

The correct solution was:

25...♖b8!!

My opponent also saw this, but he ended the following long variation too soon.

26.♖xb8† ♕xb8 27.♕xa6 ♕b1 28.♔g2 c4! 29.♕a8†!? ♔g7 30.♕xa5 c3 31.♕a4

Black evaluated this position as lost.

31...♗c5!

31...c2? 32.♕xd4† ♔g8 33.♘d2! ♕d1 34.e3!+–

32.♗e4 ♕e1 33.e3 ♕e2† 34.♔g1 ♗xe3† 35.♘xe3 ♕xe3† 36.♔f1 f5!=

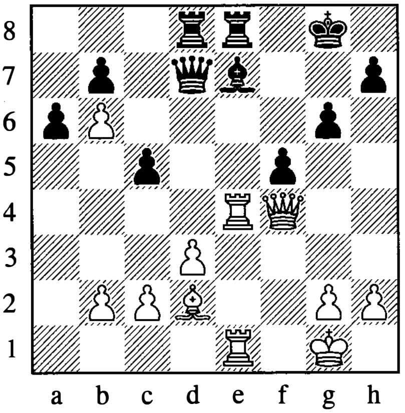
Look for insurance when calculating long variations. If, for example, you can see a perpetual check after a piece sacrifice, then, as long as a draw is in principle acceptable, you can go into this variation without calculating exactly, hoping that something more will turn up at the end of it.

Diagram 9-5

B.Larsen – J.Bednarski

Havana 1967

Diagram 9-5 △



White begins a long combination. But it does not have to be calculated out absolutely all the way to the end, since after three moves White has a guaranteed perpetual check!

25.♗c3!! fxe4

25...♗f8? is bad: 26.♖xe8 ♖xe8 27.♕c4† ♕f7 28.♖xe8+–

26.♕e5 ♗f8

26...♗d6 is followed by 27.♕h8† ♔f7 28.♕xh7† ♔e6 29.♖xe4† ♔d5 30.♕xd7 ♖xd7 31.♖xe8+–.

27.♕h8† ♔f7 28.♖f1†

Here, and later, White has his insurance: ♕f6† with perpetual check.

28...♕f5 29.♖xf5† gxf5 30.♕f6† ♔g8 31.♕g5† ♔f7 32.♕xf5† ♔g8 33.♕g5† ♔f7 34.♕f6† ♔g8 35.♕h8† ♔f7 36.♕xh7†

Larsen cleans up.

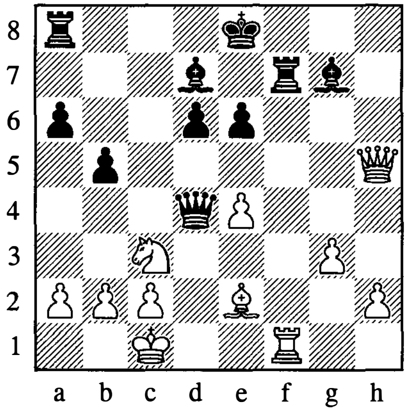
36...♔e6 37.♕xe4† ♔d6 38.♕xb7 ♖d7 39.♕xa6 ♔e6 40.b7† ♗d6 41.♕c4†

1–0

In quiet positions it is sensible to save time and energy, which you can then employ whenever the play takes on a forcing character.

Exercises

➤Ex. 9-1◀ ★★★ ▼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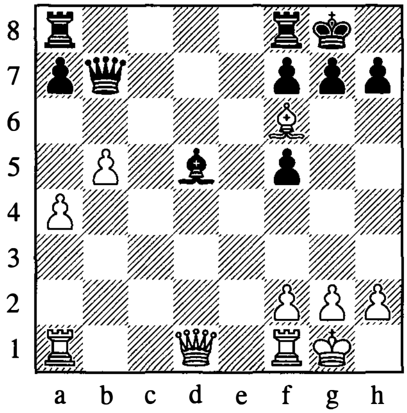
➤Ex. 9-2◀ ★ △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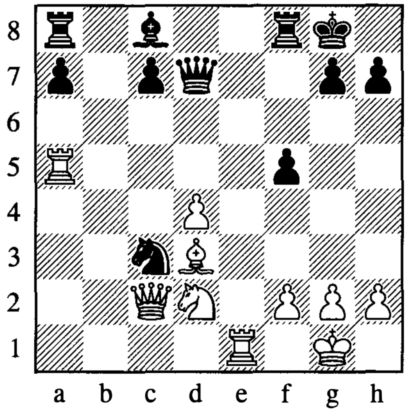
➤Ex. 9-3◀ ★★★ ▼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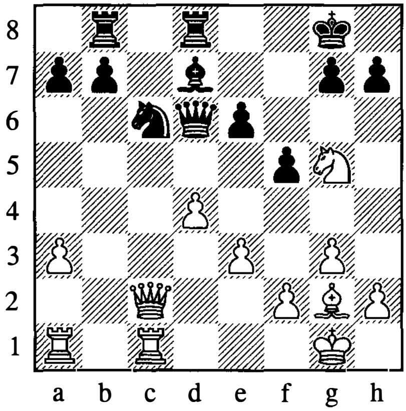
➤Ex. 9-4◀ ★★ △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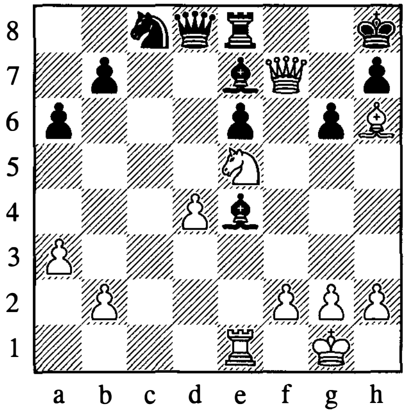
➤Ex. 9-5◀ ★★★★ ▼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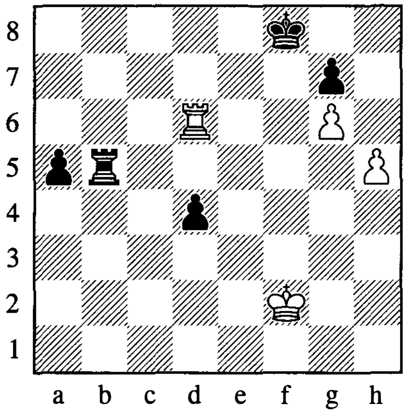
➤Ex. 9-6◀ ★★ △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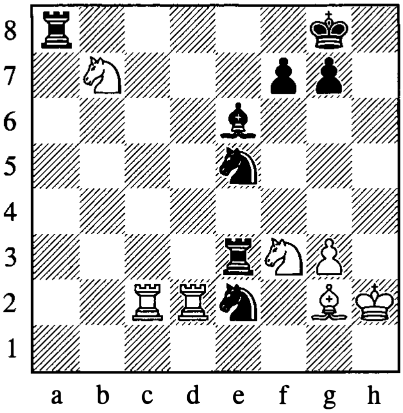
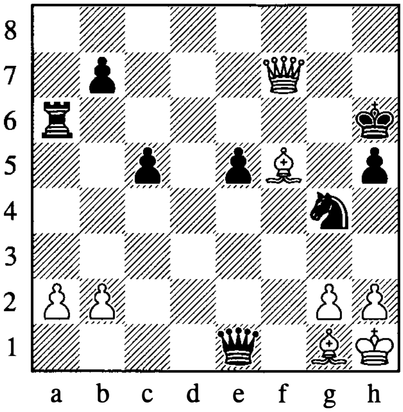
Exercises

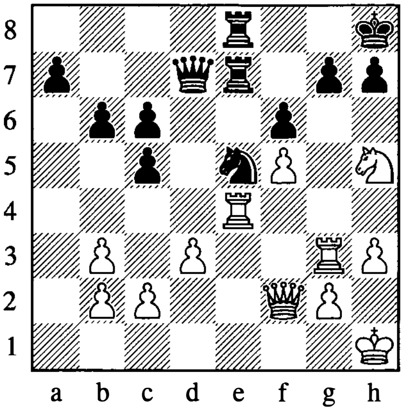
➤Ex. 9-7◀ ★★ ▼



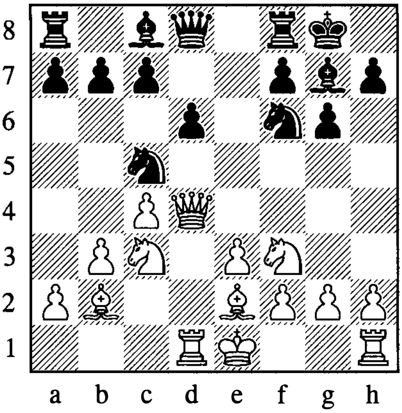
➤Ex. 9-8◀ ★★★ △



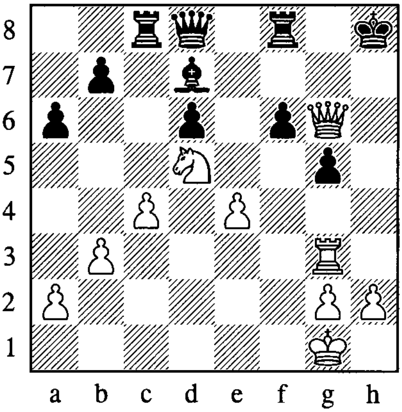
➤Ex. 9-9◀ ★★ △



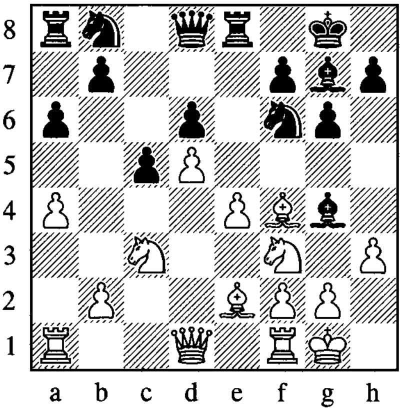
➤Ex. 9-10◀ ★★★ ▼



➤Ex. 9-11◀ ★★★ △



➤Ex. 9-12◀ ★★★ ▼



Solutions

Ex. 9-1

J.Garnelis – C.Kleijn

Fermo 2009

The game continued 23...0–0–0? (1 consolation point) 24.♖xf7 ♗e8 25.♗g4∞.

The correct continuation is:

23...♗f6!

(1 point)

24.e5 ♕xe5 25.♕xe5 dxe5!

(another 1 point)

25...♗xe5? is not so good after 26.♗h5∞.

26.♗h5 ♔e7 27.♗xf7 ♔xf7 28.♘e4

Probably Black only calculated as far as here, then evaluated the position as 'not good'. If he had looked a little bit further, then he would surely have noticed that Black simply wins.

28...♔e7! 29.♖xf6

Or 29.♘xf6 ♖f8–+.

29...♗c6–+

(another 1 point)

Ex. 9-2

M.Botvinnik – V.Ragozin

Sverdlovsk 1943

24.♖a3!

(1 point)

24...gxf6

Other moves are even worse:

a) 24...♗xg2 25.♖g3!+–

b) 24...f4 25.♕g4+–

c) 24...♔h8 25.♕d4 ♖g8 26.♖g3+–

25.♖g3† ♔h8 26.♕d4! ♕e7 27.♕xd5±

Ex. 9-3

G.Nyholm – A.Alekhine

Stockholm 1912

19...♕xd4!

(1 point)

Black must avoid both 19...♘d5? 20.♖xd5+– and 19...♘e4? 20.♘xe4 fxe4 21.♗xe4 ♖b8 22.♗xh7† ♔h8 23.♖h5+–.

20.♖c1

Better is 20.♘f3 ♕b4 21.♖ae5∞.

20...♖d8!

(another 1 point)

20...♘e4? 21.♘xe4 fxe4 22.♗xe4+–

21.♕b3† ♗e6!!

(another 1 point)

The point of Black's play. Anything else is bad:

a) 21...♔h8? 22.♖xc3+–

b) 21...♖d5? 22.♖xd5 (or 22.♖xc3) 22...♘xd5 23.♘f3+–

c) 21...♘d5? 22.♘f3 ♕f4 (22...♕b4 23.♖xd5 ♕xb3 24.♖xd8† ♔f7 25.♗c4†+–) 23.♖xd5! ♕xc1† 24.♗f1 ♗e6 25.♖xd8† ♖xd8 26.♕xe6† ♔h8 27.♘e5+–

22.♕xe6† ♔h8 23.♖e5?!

23.♘f3!? ♕xd3 24.♖e1 is more resilient.

23...♕xd3∓ 24.♖ce1 h6

Better is 24...♕d6!?.

25.♕g6?? ♕xd2

0–1

Ex. 9-4

A.Alekhine – H.Golombek

Margate 1938

19.d5!

(1 point)

If 19.♖d1, then Black gets time to better organize his defence: 19...♘e7 20.♕b3 h6 21.♘f3 ♗c6±

19...♘e7

The important variation is 19...exd5 20.♗xd5† ♕xd5 21.♖d1! ♕e5 22.♕a2† ♗e6 23.♘xe6+–.

(another 1 point)

20.dxe6 ♗xe6 21.♖d1 ♕e5 22.♗xb7! h6 23.♘xe6 ♕xe6 24.♕c7+–

Ex. 9-5

A.Yusupov – M.Sorokin

Elista Olympiad 1998

26...♗f8??

Black has to defend against the threat of mate on g7. Here the best idea is to use the elimination method:

a) 26...♖g8?? loses to 27.♕f6†!! ♗xf6 28.♘f7#.

(1 point)

b) The correct defence is 26...♗f6!.

(1 point)

Play may continue: 27.♘d7 ♗xd4 28.♗g5! ♘d6! 29.♗xd8 ♘xf7 30.♗f6†! (30.♖xe4? ♖xd8 31.♖xd4 ♘e5–+) 30...♗xf6 31.♘xf6 ♗c6 (or 31...♖c8!? 32.♘xe4 ♖c2⇄) 32.♘xe8 ♗xe8 33.♖xe6 ♗c6∓

27.♗xf8 ♖xf8 28.♖xe4!

(1 point)

28...♘d6 29.♘xg6†! hxg6 30.♖h4†! ♕xh4 31.♕xf8† ♔h7 32.♕xd6+–

(another 1 point for this variation)

32...♕e4 33.♕c7† ♔h6 34.♕c1† g5 35.g3 ♔h5 36.♕d1† ♔g6 37.h3 ♔f6 38.♕d2 b5 39.♔h2

1–0

Ex. 9-6

Y.Averbakh – A.Zaitsev

USSR Ch, Alma-Ata 1968

56.♖d8†?

56.♖d7!= is better (Petrosian & Suetin), or 56.♖xd4! ♖xh5 57.♖f4† ♔g8 58.♖f7 ♖g5 59.♖a7=.

(1 point for either of these suggestions)

The combination in the game was badly calculated.

56...♔e7 57.h6?? ♔xd8 58.hxg7

This is probably where White stopped calculating the variation. However, he should have seen the following check...

58...♖f5†

(1 point for this variation)

Black stops the pawn.

0–1

Ex. 9-7

R.Reti – A.Alekhine

Baden-Baden 1925

36...♖xf3!

(1 point)

Alekhine finds a forcing route to victory. He does not even need to calculate the alternatives.

36...♘g4† 37.♔h3 is less convincing.

37.♖xe2 ♘g4† 38.♔h3 ♘e3† 39.♔h2 ♘xc2 40.♗xf3 ♘d4 41.♖f2 ♘xf3† 42.♖xf3 ♗d5

0–1

(another 1 point for the whole variation)

Ex. 9-8

L.Christiansen – A.Shirov

Biel 1991

34.h3?

Only 1 consolation point for this move.

34.♗xg4? is not good: 34...hxg4 35.♕f8† ♔g6∓

It is not so easy to discover the correct move: 34.g3!+–

(2 points)

White threatens ♕f8† followed by h4#. Black may try:

a) 34...♘f2† 35.♔g2+–

b) 34...♖f6 35.♕h7† ♔g5 36.h4#

c) 34...♘xh2 35.♕h7†

(another 1 point)

(not 35.♔xh2? ♕e2† 36.♔h3 ♕f1†=, but 35.♕xb7+– is also good) 35...♔g5 36.♗e4 ♕xg3 37.♕f5† ♔h6 38.♗f2 ♕g4 39.♕f8† ♔g5 40.♗e3† ♔h4 41.♕f2† ♕g3 42.♗g5† ♔g4 43.♕f5#

34...♖f6

Or 34...♘f2† 35.♔h2 ♘g4†=.

35.♕h7† ♔g5 36.♗xg4 hxg4 37.♕g7†♖g6 38.♕e7† ♔f4 39.♕f7† ♔g5 40.♕e7† ♔h6 41.♕f8† ♔g5

½–½

Solutions

Ex. 9-9

S.Tartakower – A.Rubinstein

Moscow 1925

White finds a forced win.

31.♖xg7!

(1 point)

31...♖xg7 32.♘xf6 ♕e7 33.♘xe8 ♕xe8 34.♕f4

This is even better than 34.f6 ♖g8 35.♕e2±.

34...♖e7 35.f6 ♘g6

Or 35...♖e6 36.♖xe5 ♖xe5 37.f7 ♖e1† 38.♔h2 ♕f8 39.♕f6†+–.

36.♖xe7 ♘xe7 37.f7!

(another 1 point)

Black resigned, on account of 37...♕f8 38.♕f6† ♕g7 39.f8♕†+–.

Ex. 9-10

L.Ljubojevic – L.Stein

Las Palmas 1973

10...♘g4!

(1 point)

10...♘fe4? would be wrong: 11.♕xg7† ♔xg7 12.♘xe4† f6 13.♘xc5±

(1 point for this variation)

11.♕d2

Nor are other moves any better:

a) 11.♕f4 f5 12.0–0 ♘e4∓

b) 11.♕d5 ♗e6 12.♕g5 ♗f6 13.♕f4 g5 14.♕g3 ♗xc3† 15.♗xc3 ♘e4 16.♕h3 ♘xc3–+

11...♘xf2!

(another 1 point)

12.0–0

12.♔xf2 is followed by 12...♗xc3 13.♕xc3 ♘e4†–+.

12...♘xd1 13.♗xd1 ♗g4–+

Ex. 9-11

I.Bilek – T.Ghitescu

European Team Ch, Hamburg 1965

White thought that he had to give a perpetual check and so he offered a draw. The chance he missed was:

27.♖f3!

(2 points)

This simple move is very difficult to discover, since all one can think about here is the open h-file. However, the attack on the f6-pawn wins without any great effort...

27...♕e8

No better is 27...g4 28.♖xf6 ♖xf6 29.♘xf6 ♕e7 30.♕h6†+– nor 27...f5 28.♖h3#.

28.♕h6† ♔g8 29.♘xf6† ♖xf6 30.♖xf6 ♕xe4 31.♕xg5†+–

(another 1 point)

Ex. 9-12

W.Uhlmann – R.Fischer

Palma de Mallorca 1970

12...♘xe4!

(1 point)

13.♘xe4

13.hxg4 ♗xc3 14.bxc3 (14.♕b3!? ♗b4∓) 14...♘xc3–+

(1 point for this variation)

13...♖xe4 14.♗g5 ♕e8!

(another 1 point)

After 14...f6 15.♗d3 ♗xf3 16.♕xf3 ♖e8 17.♗f4, White would have compensation for the pawn.

15.♗d3 ♗xf3 16.♕xf3 ♖b4 17.♖ae1 ♗e5∓

Scoring

Maximum number of points is **31**

26 points and above → **Excellent**

21 points and above → **Good**

15 points → **Pass mark**

*If you scored less than **15** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 10

Contents

- ✓ The variation 1.♘f3 d5 2.c4
- ✓ The defensive plan with ...♗g4
- ✓ White prepares c2-c4
- ✓ White prepares e2-e4

The Reti Opening

In this chapter, we shall deal with the Reti Opening from Black's point of view. Of course these brief recommendations will not exhaust all the possibilities which are to be found in this flexible opening.

Typical of the Reti Opening is the fianchetto of the king's bishop (1.♘f3 d5 2.g3). The basic idea of the Reti consists of creating piece pressure against the centre; so White often tries to fianchetto both bishops. Here is a well-known example of this strategy for White.

R.Reti – F.Yates

New York 1924

1.♘f3 d5 2.c4 e6 3.g3 ♘f6

3...dxc4 here, or one move later, leads to a solid variation of the English Opening.

4.♗g2 ♗d6 5.b3

5.d4 is possible here, since the position of the bishop on d6 limits Black's options (for example, the variation with ...dxc4 becomes less attractive for Black).

5...0–0 6.0–0 ♖e8 7.♗b2 ♘bd7 8.d3

8.d4 is also possible.

8...c6 9.♘bd2 e5 10.cxd5 cxd5=

Diagram 10-1 △

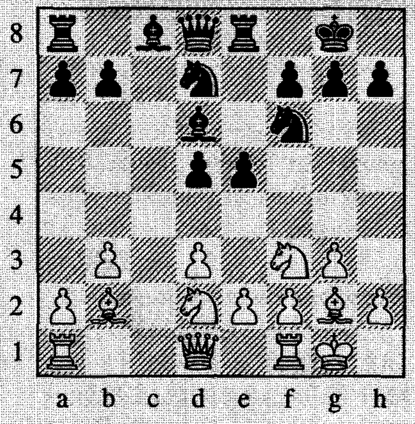


Diagram 10-1

Black has a strong centre, which Reti now attacks with his pieces.

11.♖c1!

An interesting plan by Reti, which has become quite typical.

11...♘f8 12.♖c2 ♗d7

Diagram 10-2 △

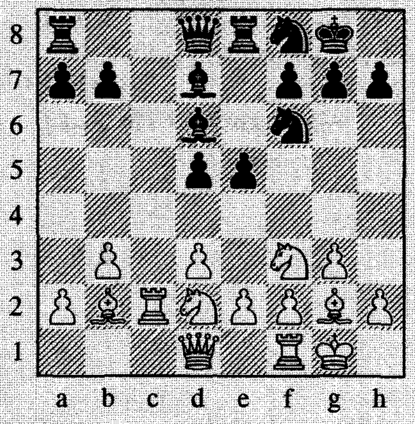


Diagram 10-2

13.♕a1!? ♘g6 14.♖fc1

White controls the c-file and is exerting pressure down the long diagonal.

14...♗c6 15.♘f1!? ♕d7

Black tries just to defend the centre, but he underestimates his opponent's opportunities to increase the pressure. 15...d4!= would be better here, in order to close the a1-h8 diagonal.

16.♘e3 h6?

Now White can decide the struggle in the centre in his favour. 16...d4 would be an improvement here too: 17.♘c4=

Diagram 10-3

17.d4! e4 18.♘e5± ♗xe5 19.dxe5 ♘h7 20.f4 exf3 21.exf3 ♘g5 22.f4

The situation has changed. Now White has a mighty superiority in the centre, the bishop pair and powerful pressure against d5. Black looks for practical chances.

22...♘h3† 23.♔h1 d4 24.♗xd4 ♖ad8 25.♖xc6!+–

Diagram 10-4

This simplifies the position. White steers towards an easily won endgame.

25...bxc6 26.♗xc6 ♘f2† 27.♔g2 ♕xd4 28.♕xd4 ♖xd4 29.♗xe8 ♘e4 30.e6! ♖d2† 31.♔f3
1–0

Before continuing, I would like to make just a couple of remarks on the move order 1.♘f3 d5 2.c4:

a) After 2...c6 3.b3 ♘f6 4.♗b2 ♗g4 it is harder for White to fianchetto the king's bishop.

b) 2...e6 3.b3 leads to a line of the English Opening.

To meet the Reti, I recommend a solid system with the development of the queen's bishop to g4 (1.♘f3 d5 2.g3 c6 and then 3...♗g4). White has two main ways to act in the centre: he can play c2-c4 or prepare e2-e4.

Reti systems with c2-c4

This is what Reti himself played. But Black's position is very safe.

J.Timman – A.Yusupov

Linares 1992

1.♘f3 d5 2.g3 c6 3.♗g2 ♗g4 4.b3

4.c4 is a speciality of some Armenian players: 4...e6 5.cxd5 exd5 6.♕b3 ♕b6 7.♕c2 (White aims to later win back the tempo with the move ♗e3) 7...♘f6 8.0–0 ♗e7 9.d3 ♘bd7 10.♘c3 (10.e4 ♕c5! 11.♕e2 dxe4 12.dxe4 ♕h5=)

Diagram 10-5

Diagram 10-3 △

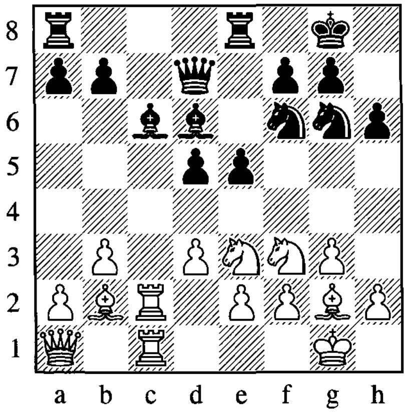


Diagram 10-4 ▼

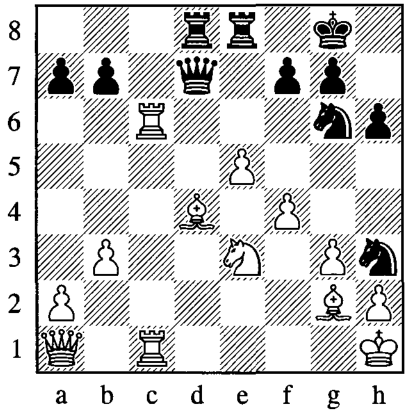
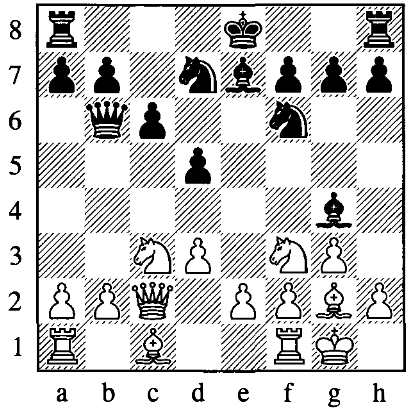


Diagram 10-5 (analysis) ▼



10...♗xf3! (10...d4? 11.♘a4) 11.♗xf3 d4= Vaganian – Yusupov, Istanbul Olympiad 2000.

4...♘d7 5.♗b2 ♘gf6 6.d3 e6

A typical set-up, which limits the activity of White's light-squared bishop. Black will later prepare ...e5 and fight in the centre.

7.0–0 ♗d6 8.c4 0–0

Diagram 10-6 △

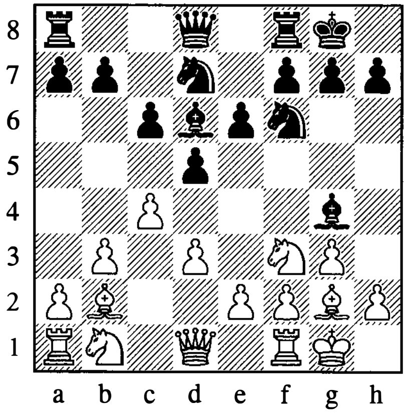


Diagram 10-6

9.♘a3!?

An alternative is 9.♘bd2 ♕e7 10.a3 a5 11.h3 ♗h5 12.♕c2 e5 13.e4 dxe4 14.dxe4 Vaganian – Gulko, Yerevan 1975. White wants to bring his knight to f5. Here Vaganian recommends 14...♗xf3! 15.♘xf3 ♖fe8 with equality. Black shall try to exploit the d4-square, while 16.♘h4 can be met by 16...g6.

9...♖e8 10.♘c2

Planning b3-b4.

10...a5 11.♖c1!?

Directed against the idea of ...b7-b5.

11.♖b1 ♗h5 (or 11...b5) 12.♘e3 ♗c5 13.♕d2 (Δa3, b4±) 13...♕b6!= 14.a3 ♕a7 15.♘c2 ♗f8 16.♗d4 ♕b8 17.♗a1 e5 18.♘h4 ♕d8 19.♘f5 ♗g6 20.♘h4 ♗h5 21.♘f5 ♗g6 22.♗h3?! Salov – Yusupov, Linares 1991; see Ex. 10-12.

Other possibilities are 11.♕d2 b5!? or 11.♘e3 ♗h5=.

11...♗h5

11...b5?! is dangerous, because of 12.♘cd4±.

12.♖e1

12.e4? dxe4 13.dxe4 ♘xe4 14.♕d4 is bad, on account of 14...♘df6–+.

12...♕b6

Threatening to advance the a-pawn. 12...e5 is a good alternative.

13.♖b1 ♕a7

13...a4 can now be met by 14.b4±.

But here too, 13...e5 would be good: 14.♘e3 ♗b4 15.♖f1 d4= and Black has no problems.

14.a3 ♖ad8 15.♕d2

Or 15.b4 axb4 16.axb4 dxc4 17.dxc4 ♘e5!= (Horn).

15...e5 16.♘h4 ♗c5 17.e3

Diagram 10-7 ▼

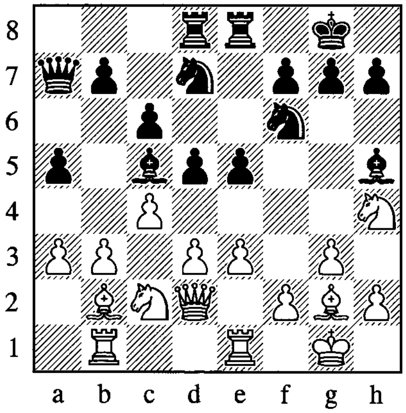


Diagram 10-7

Black now opens the d-file and obtains strong counterplay.

17...dxc4!? 18.bxc4 ♗f8=

Black intends to pressurize the d3-pawn with ...♘c5.

However, there was an even more energetic option in 18...♘b6! 19.♕c3 (not 19.d4? ♘xc4 20.♕c3 ♘xb2∓ nor 19.♗a1? ♘xc4 20.♕c3 ♘d6∓) 19...♘a4 20.♕b3 ♘xb2 21.♖xb2 ♖e7 22.♘f5 ♖ed7 with good play on the d-file. 23.d4?! is followed by 23...♗g6! 24.dxe5 a4 25.♕a2 ♘g4 with the initiative.

The plan with e2-e4

White aims to develop along King's Indian lines. The following game shows the counter-chances for Black.

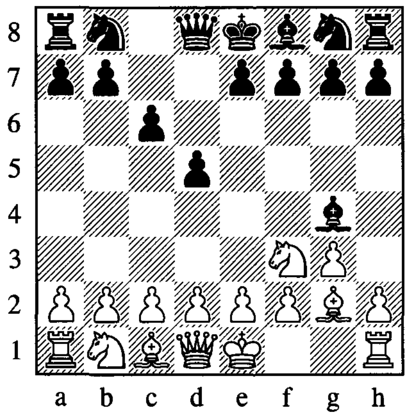
C.Braga – S.Dolmatov

Mexico 1980

1.g3 d5 2.♘f3 c6 3.♗g2 ♗g4

Diagram 10-8

Diagram 10-8 △



4.0–0

White can also play e2-e4 after first completing his double fianchetto: 4.b3 ♘d7 5.♗b2 e6 6.d3 ♘gf6 7.♘bd2 ♗d6 8.0–0 0–0 9.♕e1 e5 10.e4 ♖e8 11.h3 ♗h5 12.♘h4 ♘c5 13.♔h1 ♗f8 Black is optimally prepared for a possible sharpening of the position after f2-f4. The best that White has here is the repetition of moves with 14.♘f5 ♗g6 15.♘h4 ♗h5= Espig – Yusupov, German Ch, Altenkirchen 2001.

4...♘d7 5.d3 ♘gf6 6.♘bd2 e5!

In this way, Black wins a tempo compared to the 4.b3 variation.

7.e4 ♗d6

7...dxe4= is also possible. But Dolmatov wants to play for a win, so he keeps his options open.

8.h3 ♗h5 9.♕e2 0–0 10.g4?!

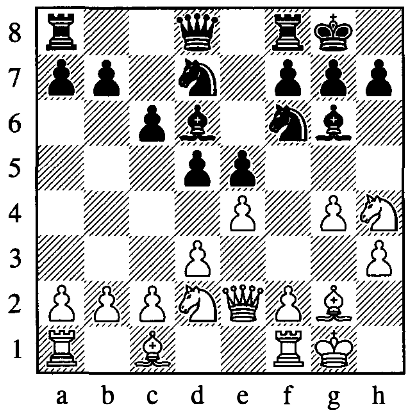
10.b3!? would be more solid.

White wants to bring his knight to f5. However, as Dolmatov demonstrates in this game, the weakening of the castled position plays a more important part.

10...♗g6 11.♘h4

Diagram 10-9

Diagram 10-9 ▼



11...♖e8 12.♘f5 ♘c5!?

Black brings his knight to e6, in order to occupy the f4-square at a favourable moment.

12...♗f8!? is also possible.

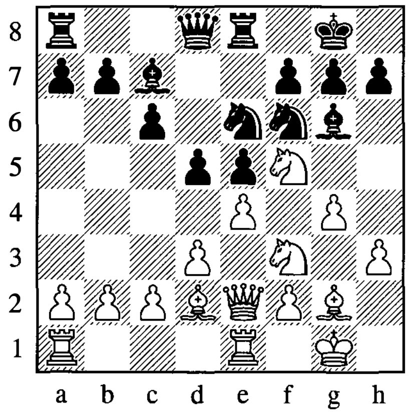
13.♖e1

If 13.♘xd6 ♕xd6 14.♖e1, then 14...♘e6∓.

13...♘e6 14.♘f3 ♗c7 15.♗d2

15.exd5 ♘xd5 16.♘xe5? loses to 16...♘ef4.

Diagram 10-10 ▼



15...h5!

Black starts a counter-offensive on the kingside.

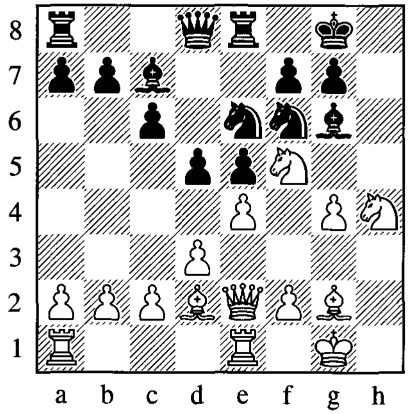
16.♘3h4

16.exd5 would not be good after 16...♘xd5 and a black knight will land on f4.

If 16.g5!? ♘h7 17.h4, then 17...♘f4 18.♗xf4 exf4 19.♕d2 f6!∓.

16...hxg4 17.hxg4

Diagram 10-11 ▼



17...♘f4!

17...dxe4 18.dxe4 ♘h7!? 19.♘xg6 fxg6∓ also gives Black a good game. But the move in the game is even stronger.

18.♗xf4 exf4 19.♕f3 ♗xf5 20.♘xf5

20.gxf5? dxe4 21.dxe4 would be bad, on account of 21...♘xe4!–+.

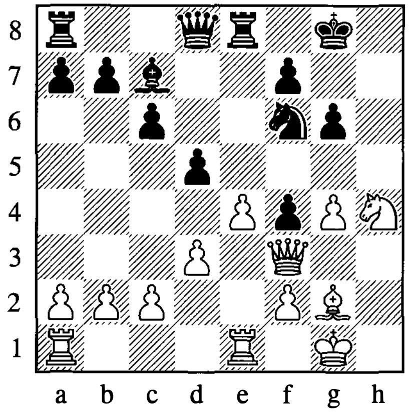
20...g6!

Black wins the battle on the kingside.

21.♘h4

Or 21.♘h6† ♔g7 22.g5 ♘h7–+.

Diagram 10-12 ▼



21...♘h7!–+ 22.g5

22.♕h3 would be no better: 22...♘g5 23.♕h1 ♔g7 24.exd5 ♖h8–+

22...♘xg5 23.♕g4 dxe4 24.dxe4 ♕f6

White has no compensation for the pawn deficit.

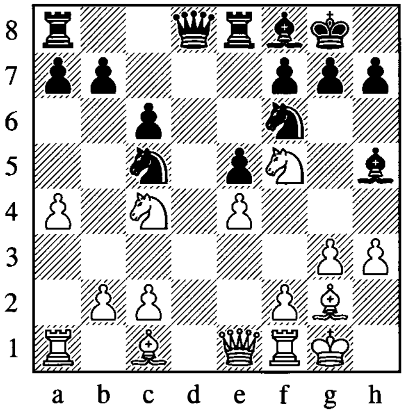
25.♖ad1 ♖ad8 26.♖d7 ♖xd7 27.♕xd7 ♕e5 28.♕g4 ♖d8 29.c3 ♖d2 30.♖d1 ♖xd1† 31.♕xd1 ♘xe4 32.♕a4 ♘xf2!

White resigned, in view of the variation: 33.♔xf2 ♕e3† 34.♔f1 ♗b6 (first 34...♕d3†–+ is even more precise) 35.♕c2 ♕g1† 36.♔e2 ♕f2†–+

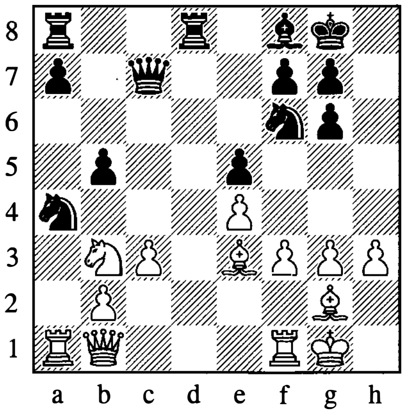
You will also find a lot of useful ideas in the following test.

Exercises

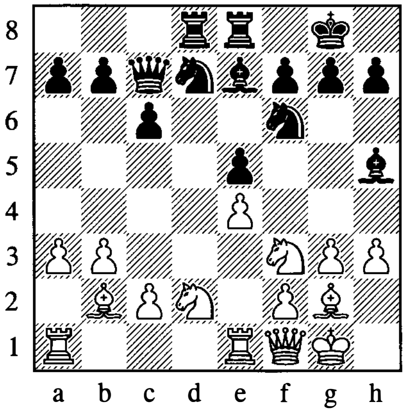
➤Ex. 10-1⮜ ★★ ▼



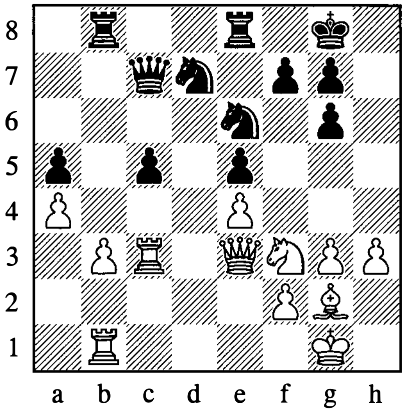
➤Ex. 10-2⮜ ★★ ▼



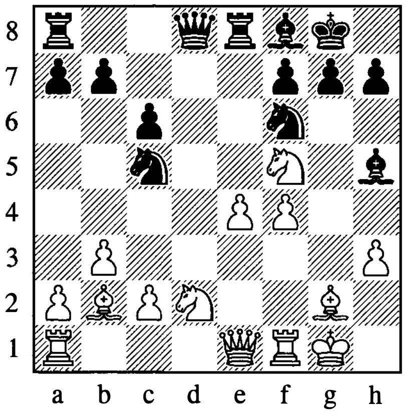
➤Ex. 10-3⮜ ★★ ▼



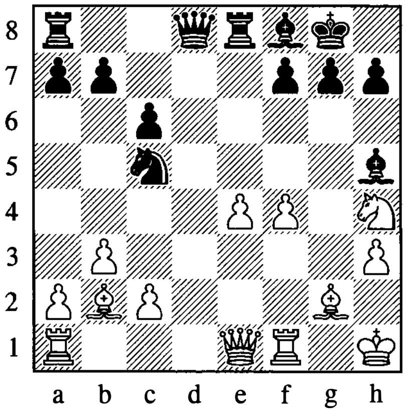
➤Ex. 10-4⮜ ★★ ▼



➤Ex. 10-5⮜ ★★★ ▼

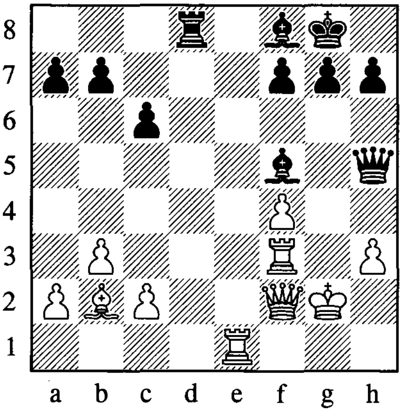


➤Ex. 10-6⮜ ★★ ▼

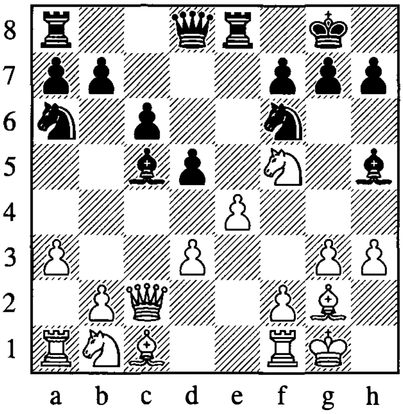


Exercises

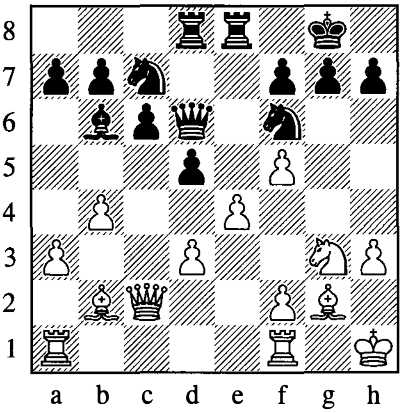
➤Ex. 10-7◀ ★ ▼



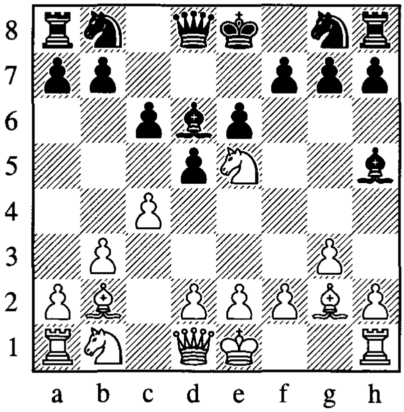
➤Ex. 10-8◀ ★★ ▼



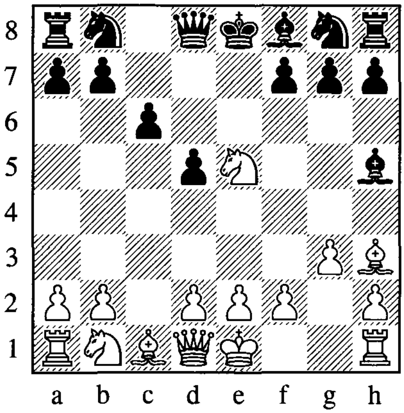
➤Ex. 10-9◀ ★★ ▼



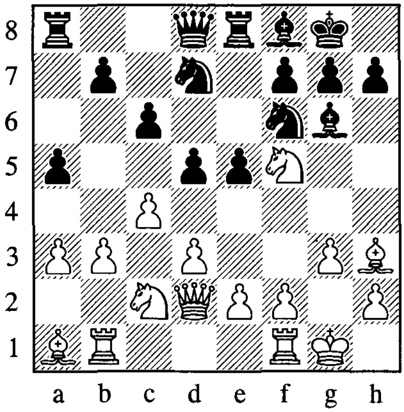
➤Ex. 10-10◀ ★★ ▼



➤Ex. 10-11◀ ★★ ▼



➤Ex. 10-12◀ ★★★ ▼



Solutions

Ex. 10-1

D.King – A.Yusupov

Bundesliga 1994

1.g3 d5 2.♗g2 ♘f6 3.d3 c6 4.♘f3 ♗g4 5.♘bd2 ♘bd7 6.h3 ♗h5 7.0–0 e5 8.e4 dxe4 9.dxe4 ♗e7 10.♕e1 0–0 11.♘h4 (11.♘c4 ♕c7) 11...♖e8 12.♘f5 ♗f8 13.a4 ♘c5 14.♘c4

Diagram Ex. 10-1

14...b5!

(2 points)

There are also other reasonable ideas, such as 14...♘e6!? (1 point).

But the move in the game is simpler; Black starts to attack on the queenside.

15.axb5 cxb5 16.♘a5 ♘e6 17.♗e3 ♕c7∓ 18.♕b1 ♘c5!

The knight returns to attack the e4-pawn.

19.f3

After 19.c3 ♖ed8 the d3-square is weak.

19...♗g6! 20.♘h4 ♘a4 21.♘b3 ♖ed8 22.♘xg6 hxg6 23.c3

See Ex. 10-2.

Ex. 10-2

D.King – A.Yusupov

Bundesliga 1994

23...♘d7!

(2 points)

Black brings his second knight over to the queenside.

A solid alternative is 23...♘c5 (1 point) 24.♘c1 a5.

24.♕c2 ♘db6 25.♖ae1

Better is 25.♖ad1 ♘c4 26.♗c1∓.

25...♘c4 26.♗c1 a5 27.♔h1 ♘axb2!?

The slower 27...♘ab6 (intending ...a4) is also good.

28.♗xb2 a4 29.♗c1

29.♘c1? ♖d2–+

29...axb3 30.♕xb3 ♘d2∓

The bishops of opposite colour will give Black real attacking chances on the kingside.

Ex. 10-3

A.Karpov – V.Anand

FIDE World Ch (7), Lausanne 1998

15...b5!=

(2 points)

As in Ex. 10-1, it is useful to have control of the c4-square.

1 consolation point for 15...a5.

16.♗c3

16.♘h4 ♘c5 17.♗c3 a5∓

16...♗f8

16...a5 17.b4=

17.♘h4 ♘c5 18.♗f3 ♗g6!?

18...♗xf3 19.♘hxf3 a5=

19.♘xg6 hxg6 20.♗g2 a6

20...♘e6 21.♘f3 ♘d7=

21.♕e2

21.♖ad1 ♘e6 22.♗b2 ♘d4! gives Black the initiative.

21...♘e6 22.♘f3 ♘d7

22...♘d4 23.♘xd4 exd4 24.♗b2=

23.a4

23.h4 c5=

23...b4 24.♗b2 a5 25.c3 bxc3 26.♗xc3 ♖b8 27.♖ab1 ♗b4 28.♖ec1

28.♗xb4 ♖xb4 29.♕c2∓

28...♗xc3 29.♖xc3 c5 30.♕e3?!∓

See Ex. 10-4.

White should have preferred 30.♖d1=.

Ex. 10-4

A.Karpov – V.Anand

FIDE World Ch (7), Lausanne 1998

30...♕d6!

(2 points)

Black prepares ...♘d4.

The immediate 30...♘d4?? would be wrong, on account of 31.♘xd4 exd4 32.♕xd4+–.

But 30... ♖b4! (also 2 points), with pressure on the b3-pawn, is equally good.

31.h4?!

31.♗f1!? ♘d4 32.♘d2 ♘b6 33.♖bc1 (Horn) is nearly level.

31...♘d4 32.♗h3 ♘b6 33.♖bc1?!

33.♘d2 was necessary.

33...c4! 34.bxc4 ♘xa4 35.c5

35.♖d3 ♘c5 36.♖dc3 ♖b2∓

35...♕e7 36.♖a3

36.♖c4? ♖b3–+

36...♘xc5∓

Black can meet 37.♖xa5? with 37...♘cb3! 38.♖xe5? ♘xf3†–+.

Ex. 10-5

1.♘f3 ♘f6 2.g3 d5 3.♗g2 c6 4.0–0 ♗g4 5.b3 ♘bd7 6.♗b2 e6 7.d3 ♗d6 8.♘bd2 0–0 9.h3 ♗h5 10.e4 e5 11.♕e1 ♖e8 12.♘h4 ♘c5 13.♘f5 ♗f8 14.f4 dxe4 15.dxe4 exf4 16.gxf4 (16.♖xf4 ♘e6 17.♘h6† ♔h8∓)

Diagram Ex. 10-5

16...♗g6!

(2 points)

A standard idea. Black increases the pressure on the white centre.

17.♘g3 ♘cxe4! 18.♘dxe4 ♘xe4 19.♘xe4

19.♗xe4 can be met by either 19...f5∓ or 19...♕b6† 20.♔h2 f5∓.

19...♗xe4

19...f5 20.♖d1∞

20.♗xe4 f5

(another 1 point for this variation)

21.♗e5 fxe4 22.♕xe4 ♕h4∓

Ex. 10-6

K.Landa – S.Shipov

Russian Ch, St Petersburg 1998

1.♘f3 ♘f6 2.g3 d5 3.♗g2 c6 4.0–0 ♗g4 5.b3 ♘bd7 6.♗b2 e6 7.d3 ♗d6 8.♘bd2 0–0 9.h3 ♗h5 10.e4 e5 11.♕e1 ♖e8 12.♘h4 ♘c5 13.♔h1 ♗f8!? 14.f4 (14.♘f5 ♗g6 15.♘h4=) 14...dxe4 15.♘xe4 (15.dxe4 exf4 16.g4 ♗g6 17.♘xg6 hxg6 18.♖xf4 ♗d6 19.e5 ♗xe5 20.♗xe5 ♘cd7∓ Horn) 15...♘fxe4 16.dxe4 exf4 17.gxf4?! (⌓17.♖xf4∓)

Diagram Ex. 10-6

17...♘xe4!

(1 point)

A typical combination.

18.♗xe4 ♖xe4 19.♕xe4 ♕xh4

(another 1 point for this variation)

The open king position is now the most important factor in the position.

20.♔g2

White could consider 20.♕e3!?∓, since 20...♖e8 21.♕xe8 ♕xh3† is only a draw.

20...♗g6

20...♖d8 21.♕e1!

21.♕e2

Now after 21.♕e1 ♕h5! Black retains the initiative.

21...♗f5 22.♖f3 ♖d8 23.♕f2 ♕h5

Of course Black does not want to exchange queens.

24.♖e1?

See Ex. 10-7.

White had to play 24.♖g3, although Black still has ample compensation for the exchange.

Ex. 10-7

K.Landa – S.Shipov

Russian Ch, St Petersburg 1998

24...♗e4!

(1 point)

25.♖xe4 ♕g6† 26.♔h2 ♕xe4–+

Ex. 10-8

S.Lputian – A.Yusupov

European Team Ch, Batumi 1999

1.♘f3 d5 2.g3 c6 3.♗g2 ♗g4 4.c4 e6 5.cxd5 exd5 6.d3 ♘f6 7.0–0 ♗e7 8.h3 ♗h5 9.♘d4 0–0 10.♘f5 ♗c5 11.♕c2 ♘a6!? 12.e4 (also possible are 12.a3 and 12.♘c3) 12...♖e8 13.a3?! (13.♘c3!?)

Diagram Ex. 10-8

13...♗g6!

(2 points)

Black demonstrates that the f5-knight is a

Solutions

weakness. We have already seen this standard move in Exercises 10-1, 10-3 and 10-5.

14.g4

14.♘h4 dxe4∓

14...♗xf5 15.gxf5 ♗d4

15...♕e7!? may be stronger.

16.♘c3 ♕e7 17.♘e2 ♗b6 18.♘g3 ♕d6 19.♔h1 ♖ad8 20.b4 ♘c7 21.♗b2

See Ex. 10-9.

Ex. 10-9

S.Lputian – A.Yusupov

European Team Ch, Batumi 1999

21...dxe4!?

(2 points)

It is logical to open the centre and activate the major pieces.

21...♘b5 (1 point) would obtain good compensation for the exchange after 22.e5 ♖xe5 23.♗xe5 ♕xe5, but White can instead play 22.f4, when it is not so clear.

22.dxe4 ♕d2 23.♖ac1

Better is 23.♕xd2 ♖xd2 24.♗xf6 gxf6 25.♘h5! ♗d4=.

23...♘b5 24.a4

24.e5!?

24...♕xc2 25.♖xc2 ♘d4 26.♖d2?

26.♖c4 ♘b3∓

26...♘b3

After 26...♘xf5!? 27.♖xd8 ♘xg3† 28.fxg3 ♗xd8 29.♖d1 White has compensation for the pawn.

27.♖xd8 ♖xd8

Black holds the initiative.

Ex. 10-10

S.Braun – A.Yusupov

Schwäbisch Gmünd 2000

1.♘f3 d5 2.g3 c6 3.♗g2 ♗g4 4.♘e5 ♗h5 5.c4 e6 6.b3 ♗d6 7.♗b2

Diagram Ex. 10-10

7...f6!?

(2 points)

Why not! In this way, Black improves his position in the centre.

8.♘f3 e5 9.0–0 ♘e7 10.d3 0–0 11.♕c2 ♘d7 12.♘bd2 ♗g4! 13.e3 ♗e6∓ 14.a3 a5 15.♗c3 b5 16.♖fb1 ♕b8 17.b4 bxc4 18.dxc4 axb4 19.axb4 ♖xa1 20.♗xa1 ♕a7 21.c5 ♗c7 22.♗c3 ♖a8 23.♖a1 ♕b7 24.♕b2 ♘c8 25.♖xa8 ♕xa8 26.♕a1 ♕xa1† 27.♗xa1 ♘a7∓

Ex. 10-11

L.Gutman – A.Yusupov

German Ch, Altenkirchen 2001

1.♘f3 d5 2.g3 c6 3.♗g2 ♗g4 4.c4 e6 5.♘e5 ♗h5 6.cxd5 exd5 7.♗h3?! (7.♕b3 is met by 7...♕b6= or 7...♘d7; 7.d4 ♘d7=)

Diagram Ex. 10-11

7...f6!?

(2 points)

For the conventional solutions 7...♗d6 or 7...♘f6, you get 1 point. I was not keen on the position after 7...♗d6 8.d4 ♘f6 9.♘c3 0–0 10.♗f4±.

8.♘d3?!

8.♘f3=

8...♗d6 9.♘f4 ♗xf4 10.gxf4 ♕e7!? 11.♖g1 ♘h6! 12.b3 d4 13.d3 0–0 14.♗a3 c5 15.♘d2 ♘a6!∓

Ex. 10-12

V.Salov – A.Yusupov

Linares 1991

22...a4!

(2 points)

Black exploits a hidden tactical idea, in order to inflict damage on his opponent's pawn structure.

23.cxd5

23.b4? dxc4 24.dxc4 is bad, on account of: 24...♘e4!

(another 1 point for this idea)

25.♕xd7 (25.♕e3 ♘g5!∓) 25...♕xd7 26.♘h6† gxh6 27.♗xd7 ♖e7 28.♗h3 ♘g5–+

The same problems would occur after: 23.bxa4? dxc4 24.dxc4 ♘e4! 25.♕xd7 (25.♕e3 ♘g5!∓) 25...♕xd7 26.♘h6† gxh6 27.♗xd7 ♖ed8 28.♖xb7 ♘c5∓

23...axb3 24.♖xb3

24.dxc6?? bxc2 25.cxd7 cxb1♕ 26.dxe8♕ ♕xf1†–+

24...♘c5! 25.♖bb1 ♘xd5∓

White has been saddled with a weak a-pawn.

Scoring

Maximum number of points is **25**

21 points and above → **Excellent**
17 points and above → **Good**
12 points → **Pass mark**

*If you scored less than **12** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 11

Contents

- ✓ Advantages of the passed pawn
- ✓ Disadvantages of the passed pawn
- ✓ Main methods of play with the passed pawn
  - Promotion
  - Penetration
  - The flank attack
  - Supporting the passed pawn
- ✓ Main methods of play against the passed pawn
  - Blockade
  - Destroying the passed pawn
  - Creating your own passed pawn

The passed pawn in the middlegame

In most cases a central passed pawn is a significant advantage in the middlegame. Often one or even two pawns may be sacrificed in order to obtain a far advanced passed pawn.

Advantages of the passed pawn

1) It is dangerous for our opponent because we may threaten to promote it.

2) It ties down some opposing pieces which have to blockade it.

3) It controls important squares deep in our opponent's half of the board.

4) It often cuts off communication between our opponent's pieces. He is not able to transfer his pieces so freely from the queenside to the kingside and vice versa. This increases our chances of a successful attack on the king.

5) Our pieces can penetrate the opponent's half of the board from behind the passed pawn.

Disadvantages of the passed pawn

1) We can lose it.

2) If the passed pawn is blockaded soon enough, then it often hampers the mobility of our own pieces. The blockading piece then receives frontal protection from our passed pawn and is often very well placed.

Main methods of play for the side with the passed pawn

1) Advance it to the queening square, fight against the opposing blockade.

2) Exploit the central squares in order to penetrate with the pieces.

3) Attack on the flanks, the passed pawn is used to divert the opposing forces.

4) Support the passed pawn in good time; it is often very effectively defended by a bishop.

Main methods of fighting against the passed pawn

1) Blockade – stop the passed pawn as soon as possible.

2) Of course it is even more effective simply to destroy the passed pawn.

3) Create your own passed pawn, to divert the opposing pieces from the support of their passed pawn. Then the goal would be an exchange of passed pawns.

In the following two examples, we shall be able to observe many of these methods.

A.Yusupov – V.Tukmakov

Frunze 1979

1.c4 ♘f6 2.♘c3 c5 3.g3 ♘c6 4.♗g2 e6 5.♘f3 d5 6.cxd5 ♘xd5 7.0–0 ♗e7 8.d4 0–0 9.e4 ♘xc3 10.bxc3 cxd4 11.cxd4 b6

Diagram 11-1

12.d5!?

White takes the opportunity to acquire a passed pawn. The bishop on g2 is ready to support it.

12...exd5 13.exd5 ♘b4 14.♘e5 ♗f6 15.♖e1 ♗b7

15...♖e8 is followed by 16.♖b1! ♗xe5 (16...♘xa2? 17.♘c6±) 17.♖xb4±.

16.♗a3!

This tactical operation saves the passed pawn.

16...♖e8 17.♗xb4

17.♘xf7 ♔xf7 18.♗xb4 is not good, due to 18...♗xa1.

17...♖xe5 18.♖c1 ♖xe1† 19.♕xe1±

Diagram 11-2

White is protecting his passed pawn by tactical means. Here, and later, Black cannot take on d5 because of the pin on the d-file.

19...a5

Black attempts to activate his pawns on the queenside.

19...♖c8 would be worse: 20.♖xc8 ♕xc8 21.♗h3! ♕d8 22.d6± (Makarichev)

19...♕d7 is the alternative. But then White can advance his pawn further with 20.d6±.

20.♗c3

20.♗a3?! b5! with counterplay (Makarichev).

Diagram 11-1 △

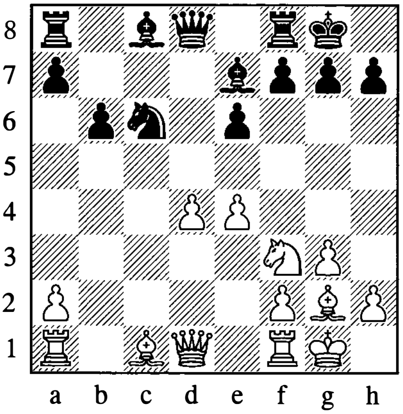


Diagram 11-2 ▼

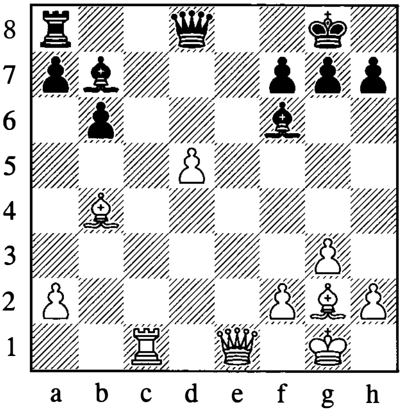


Diagram 11-3 △

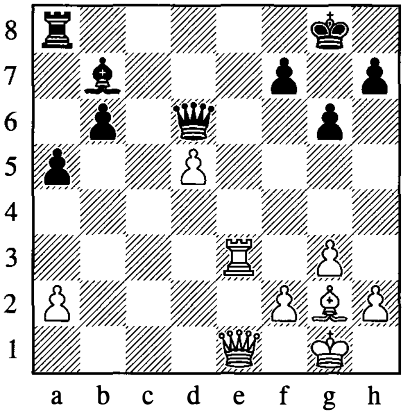
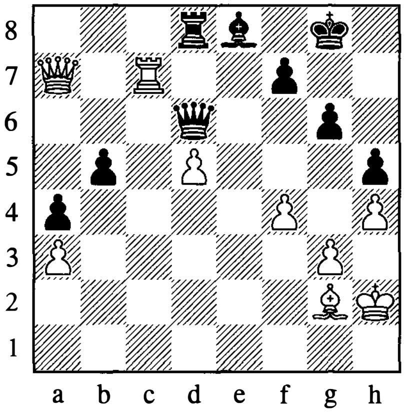


Diagram 11-4 △



20...♗xc3 21.♖xc3 ♕d6 22.♖e3!

White makes use of some subtle manoeuvres to weaken the opposing position.

22...g6?!

22...♔f8? is bad, on account of 23.♕b1! threatening both ♕xh7 and ♖b3 (Makarichev).

22...h6 is followed by 23.♖e8† ♖xe8 24.♕xe8† ♕f8 25.♕e5± and White has lifted the blockade of the passed pawn.

The best defence is 22...♖f8!?. Note that White must then avoid 23.♖e7? ♗xd5.

Diagram 11-3

23.h4 h5

First aim achieved: the black kingside has been weakened slightly.

24.♕b1

White also prepares operations on the queenside. The threat is 25.♖b3.

24...♗a6 25.♔h2 ♖d8 26.f4

Threatening f4-f5.

26...♗c8 27.♖b3 ♗f5! 28.♕b2 ♖b8

Black still keeps material level, at the cost of great efforts.

29.♕d4 b5 30.♖c3

With the threat of ♖c6.

30...♗d7

Black must maintain the blockade. 30...♕b6 is met by 31.♕e5.

31.♕a7 a4 32.♖c7 ♖d8 33.a3 ♗e8

Diagram 11-4

34.f5!

White has to play very energetically. The opening of the kingside gives White attacking chances.

34...gxf5

Black should perhaps exchange rooks. After 34...♖d7!? 35.♖xd7 ♗xd7 (35...♕xd7 36.♕e3±) 36.f6 ♔f8, it is not clear how White can profit from the active position of the f6-pawn.

35.♖c3!?

Intending to meet 35...f4? with 36.♕d4±.

35...♗d7

An interesting alternative for Black is 35...♕f6!? 36.♖d3±.

36.♕d4

Now White controls the dark squares.

36...♖e8

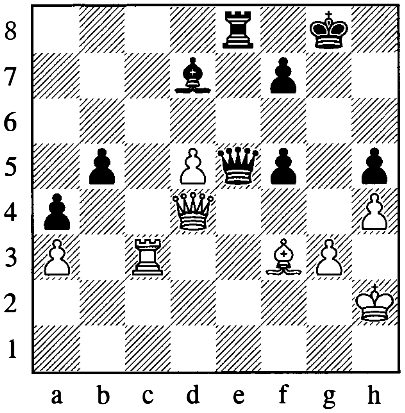
36...♖b8!? (intending ...b4) was the only active possibility.

37.♗f3 ♕e5?

37...♖c8! would be a better idea. The black queen should not give up the blockading position voluntarily.

Diagram 11-5

Diagram 11-5 △



38.♕xe5 ♖xe5 39.♖c7 ♗e8 40.d6 ♖e3 41.♗d5!

Perhaps Black overlooked this blocking move. He loses a piece.

41...♔g7

41...♖d3 42.d7+–

42.d7 ♗xd7 43.♖xd7 ♖d3 44.♗c6!+–

White went on to successfully convert his material advantage, despite stiff resistance by his opponent.

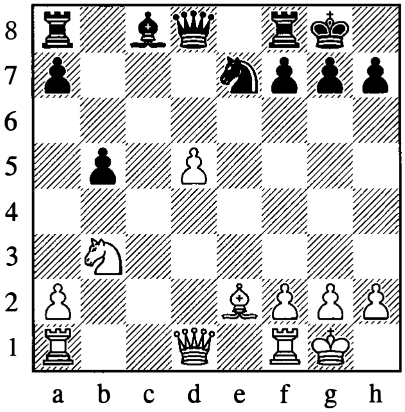
A.Yusupov – Z.Ribli

Montpellier Candidates 1985

1.d4 ♘f6 2.c4 e6 3.♘f3 d5 4.♘c3 c5 5.cxd5 ♘xd5 6.e4 ♘xc3 7.bxc3 cxd4 8.cxd4 ♘c6 9.♗c4 b5 10.♗e2 ♗b4† 11.♗d2 ♕a5 12.d5 exd5 13.exd5 ♘e7 14.0–0 ♗xd2 15.♘xd2 0–0 16.♘b3 ♕d8

Diagram 11-6

Diagram 11-6 △



17.♗f3

The bishop is well placed here. It protects the passed pawn and is ready to intervene in the play actively itself.

17.♗xb5 ♗b7 18.d6 (18.♘c5 ♕b6 leads to equality) 18...♘f5 19.d7 ♕g5 would give Black counterplay.

17...♘f5

Black must avoid 17...♗b7? 18.d6!.

18.♖c1!?

White does not want his opponent to bring his queen to d6; after 18.♕d3 ♕d6!? the position is roughly level.

18...♘d6

18...♕d6? is met by 19.♖c6.

But Black could consider 18...♖b8!?.

19.♕d4!?±

A good staging-post for the queen, which wants to go the f4-square.

19.♘d4 ♗d7 20.♘c6 ♕f6= doesn't promise any advantage.

19...♕b6?!

The queen moves away from the kingside. An alternative would be 19...♕f6!? 20.♕xf6 gxf6± with a worse endgame.

20.♕f4!

White has chances of an attack on the kingside. The passed pawn on d5 cuts the opponent's lines of communication.

If 20.♖c6 ♕xd4 21.♘xd4 ♖d8 22.♖c7, then 22...♖d7=.

20...♗d7 21.♘d4

The knight exploits the support of its passed pawn and heads to c6.

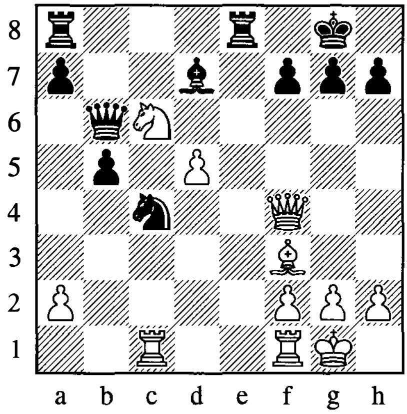
21...♖fe8

21...♖ae8 would be better, to keep more pieces on the kingside.

22.♘c6 ♘c4

Diagram 11-7

Diagram 11-7 △



23.♖fe1±

The next target is the f7-pawn.

23...♘b2 24.♗e4!?

The simplest solution, but the concrete continuation 24.♖xe8† ♗xe8 (24...♖xe8 25.♘e5+–) 25.♘e7† ♔f8 26.♕b4 ♕xf2† 27.♔h1 g6 28.♘f5† ♔g8 29.♘h6† ♔g7 30.♘g4+– is also effective.

24...♘c4 25.h3 h6 26.♗d3

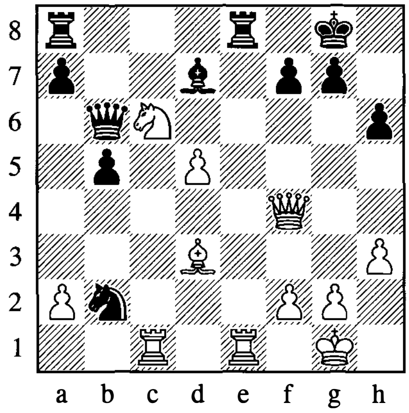
Threatening ♘e7†.

26...♘b2?!

The main variation is 26...♗xc6 27.dxc6 ♖xe1† 28.♖xe1 ♕xc6?! 29.♗e4 ♕e8 30.♗h7†+–.

Diagram 11-8

Diagram 11-8 △



27.♗b1!?

The bishop can better support the attack from here.

27...♗xc6

This exchange brings no relief to Black, because the white passed pawn becomes more dangerous.

28.dxc6+– ♖xe1†

Or 28...♘c4 29.c7+–.

29.♖xe1 ♕xc6 30.♗e4

30.♕b4! is also good: 30...♘c4 (30...♕f6 31.♕e4+–) 31.♗e4+–

30...♕c3

30...♕c4 is answered by 31.♕d2 ♖e8 32.♗h7† ♔xh7 33.♖xe8+–.

31.♖c1 ♘d3 32.♕xf7†!

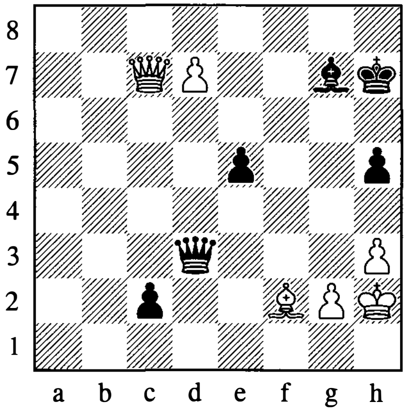
But not 32.♖xc3? ♘xf4 33.♖f3, on account of: 33...♘e2† 34.♔f1 ♖e8 35.♖e3 ♘d4 36.♗h7† ♔f8∓

Black now loses a piece.

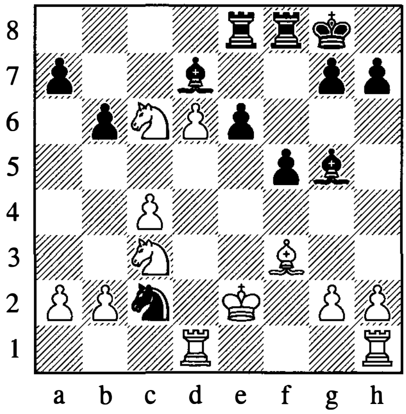
1–0

Exercises

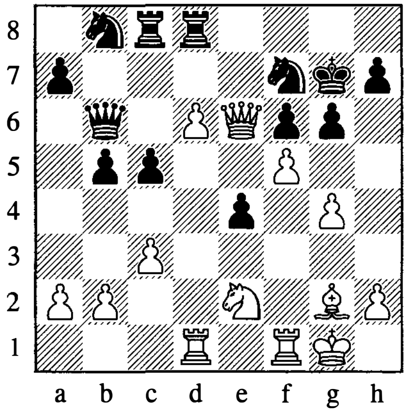
➤Ex. 11-1◀ ★★ △



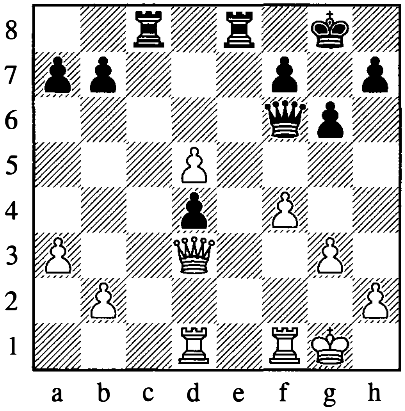
➤Ex. 11-2◀ ★★★ △



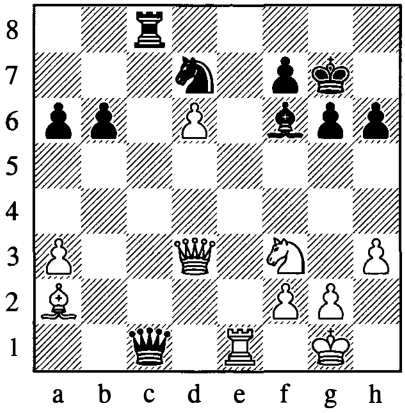
➤Ex. 11-3◀ ★★★ ▼



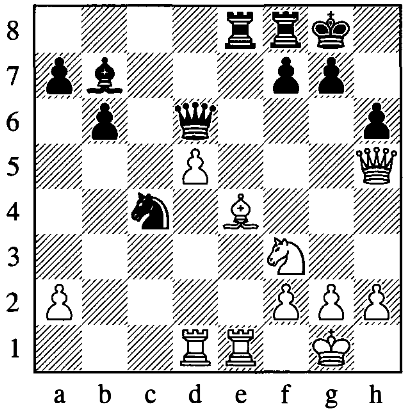
➤Ex. 11-4◀ ★★ ▼



➤Ex. 11-5◀ ★★ ▼

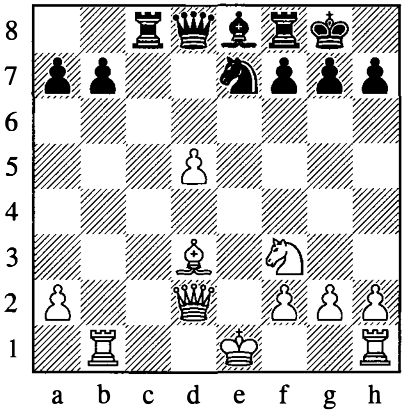


➤Ex. 11-6◀ ★★ △

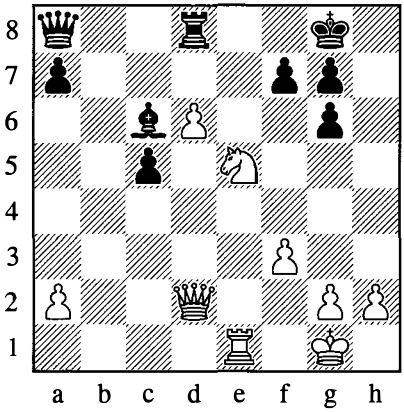


Exercises

➤Ex. 11-7◀ ★ △


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

➤Ex. 11-8◀ ★ △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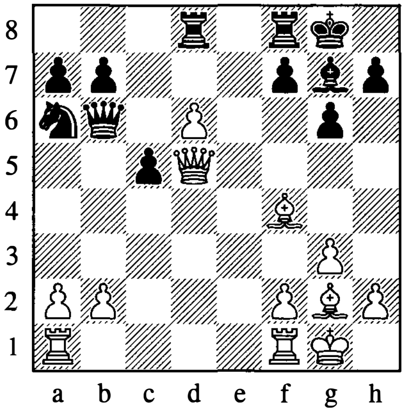
a b c d e f g h

➤Ex. 11-9◀ ★★ ▼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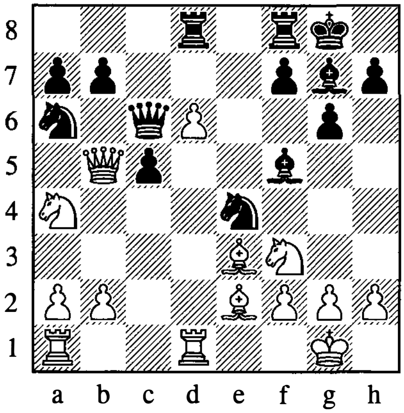
a b c d e f g h

➤Ex. 11-10◀ ★★ ▼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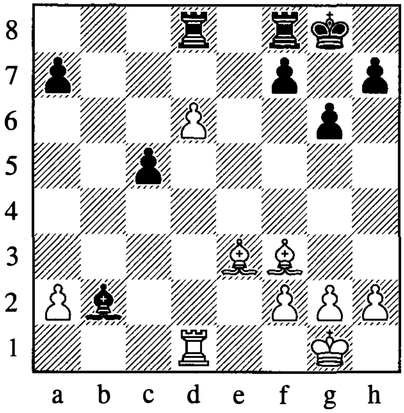
a b c d e f g h

➤Ex. 11-11◀ ★★★ ▼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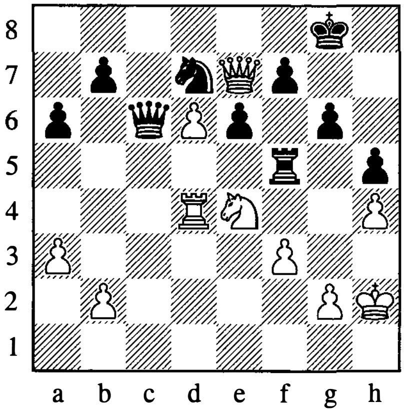
a b c d e f g h

➤Ex. 11-12◀ ★★ △


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

Solutions

Ex. 11-1

A.Yusupov – M.Adams

Dortmund 1994

42.♗e3!

(1 point)

White will win the promotion battle.

42...♕xe3 43.♕xc2† e4 44.♕c7!

(another 1 point)

The simplest solution; Black cannot stop the passed pawn.

44.d8♕ also wins: 44...♗e5† 45.g3 ♗xg3† (45...♕xg3† 46.♔h1 ♕xh3† 47.♔g1 ♕g3† 48.♔f1+–) 46.♔h1 ♕f3† 47.♕g2

1–0

Ex. 11-2

V.Chekhov – A.Yusupov

Baku 1979

What has arisen is a complicated endgame, in which a lot of typical middlegame ideas are still present.

28.♘e5!

(2 points)

Very praiseworthy: White energetically fights against the blockade of the passed pawn.

The weaker 28.♘xa7?! ♘e3 and 28.♖d3?! e5 both allow Black counterplay.

28.♘b5!? (also 2 points) leads to great complications: 28...♘e3 (28...e5 29.♗d5† ♔h8 30.♘c7±) 29.♘c7 (penetration) 29...♘xd1 30.♖xd1 with good compensation.

28...♖d8 29.♗c6

29.♘xd7 does not promise much: 29...♖xd7 30.♗c6 ♖dd8 31.d7 ♘e3 (31...e5?! 32.♘b5 a6? 33.♗d5† ♔h8 34.♘c7 ♘d4† 35.♖xd4 exd4 36.♘e6+–) 32.♖d6 ♔f7=

29...♗xc6?

The correct response is 29...♗c8!

(another 1 point)

30.d7 (30.♗a4 ♘e3 31.♖d3? ♘xg2) 30...♗a6 31.♘b5 (31.♗b5 ♗b7±) 31...♗f6 32.♖d2 ♗xe5 (32...♘b4 33.a3±) 33.♖xc2± and thanks to the bishops of opposite colours (after ...♗xb5), Black can probably hold this ending.

30.♘xc6 ♖c8 31.♘e7† ♗xe7 32.dxe7 ♖fe8 33.♖d7 a6

33...♔f7 34.♖c1 (or 34.♘b5 e5 35.♖xa7+–) 34...♘b4 35.♘b5 e5 36.♖xa7+–

34.a3!±

34.♖c1? ♘b4 followed by ...♘c6.

34...e5 35.♔d3 ♘d4 36.♘d5 ♘e6 37.b4 b5 38.cxb5 axb5 39.♖f1! g6

More resilient was 39...♘f4† 40.♘xf4 exf4 41.♖xf4 g6 42.♖f3±.

40.g4 e4† 41.♔e3 ♘g7 42.♘f6†

1–0

Ex. 11-3

A.Groszpeter – A.Yusupov

Minsk 1982

27...♖e8!

(1 point)

Black is aiming to destroy the passed pawn. Of course not 27...♘xd6?? 28.fxg6+–.

28.♕d5

The tactical idea behind Black's move is 28.d7? ♘xd7! 29.♕xd7 ♖cd8–+.

(another 1 point)

28...♖e5!

(another 1 point)

29.♕d2 ♖d8

29...e3!?=

30.fxg6 hxg6 31.♕f4 ♖xd6 32.♖xd6 ♕xd6 33.♘g3∓ ♘g5

33...e3!? 34.♘e4 ♕e6 35.♖e1 ♘d6 36.♖xe3∓

34.h4 ♘f3† 35.♗xf3 exf3 36.h5 ♖d5 37.♕xd6 ♖xd6 38.♖xf3 ♘d7 39.hxg6 ♔xg6 40.♘e4 ♖e6 41.♖f4

½–½

Ex. 11-4

C.Hansen – A.Yusupov

Reykjavik 1985

27...♔f8!

(2 points)

Solutions

The king is often the best blockading piece in the endgame.

28.♖f2

28.♕xd4 ♕xd4† 29.♖xd4 ♖e2 30.♖f2 ♖cc2 (30...♖xf2 31.♔xf2 ♖c2† 32.♔e3±) 31.♖xe2 ♖xe2 32.♖b4 b6 33.♖a4 a5=

28...♖e3! 29.♕xd4 ♕xd4 30.♖xd4 ♔e7

Black has enough compensation for the pawn.

31.d6† ♔d7 32.♖fd2 ♖c6 33.♖b4 b6 34.♔f2 ♖e6 35.♖bd4 f5 36.♔f3 ♖cxd6 37.♖xd6† ♖xd6 38.♔e3 ♖xd2 39.♔xd2 ♔c6 40.♔c3 ♔c5 41.b3 b5 42.♔d3

½–½

Ex. 11-5

A.Yusupov – R.Lau

German Cup 1992

34...♕b2?

Black had the chance to simplify the position: 34...♘e5! 35.♖xc1 (35.♕e4 ♘xf3† 36.gxf3 ♕c6∓) 35...♖xc1† 36.♕f1 ♖xf1† 37.♔xf1 ♘xf3 38.gxf3=

(2 points for this solution)

35.♕d5!

Attack on the flanks.

35...♖f8 36.♖e7! ♕c1† 37.♔h2 ♗xe7 38.dxe7 ♕c7† 39.g3

1–0

Ex. 11-6

21.♗h7†!

(1 point)

Attack on the flanks.

21...♔h8

21...♔xh7 loses after 22.♖xe8 ♖xe8 23.♘g5†.

(another 1 point for this variation)

22.♖xe8 ♖xe8 23.♕xf7 ♖f8 24.♕xb7+–

Ex. 11-7

A.Yusupov – P.Van der Sterren

Amsterdam 1994

17.d6!±

(1 point)

White utilizes the ♗xh7† tactic to push the passed pawn even further forward.

17...♘g6 18.♗xg6 hxg6

If 18...fxg6 19.0–0 ♖f6, then 20.♖fd1 ♗a4 21.♕d5† ♔h8 22.d7 ♖c7 23.♘e5 ♗xd1 24.♖xd1 and the threat of ♘f7† is winning.

19.0–0 b6

19...♗c6 20.♘e5±

20.♖fe1 ♖c5 21.♖bc1!

Stronger than 21.♘e5?! f6 or 21.♖bd1?! ♗a4.

21...♗c6

On 21...♖xc1 22.♖xc1+– White will continue with ♖c7.

22.♖xc5

22.♘e5?! ♖d5∞

22...bxc5 23.♘e5 ♕a8

After 23...♕b6 24.d7 ♖d8, White can play 25.♕d6!? ♗a4 26.♕e7± or the more complicated 25.♕f4! ♗d5 26.♘xg6! ♗e6 27.♘e7† ♔f8 28.♕h4! ♖xd7 29.♘c8!+–.

24.f3 ♖d8?!+–

See Ex. 11-8.

The alternatives are not too encouraging either:

a) 24...♕b7 25.d7 ♖d8 26.♕a5!+–

b) 24...c4 25.♘xc4 (or 25.d7!?) ♕b7±

c) 24...♗d5 25.d7 ♖d8 26.♖d1 ♗e6 27.♕d6 c4 28.♕c7+–

Ex. 11-8

A.Yusupov – P.Van der Sterren

Amsterdam 1994

25.♘xf7!

(1 point)

Black resigned, in view of 25...♔xf7 26.♖e7† ♔g8 27.♕c3+–.

Solutions

Ex. 11-9

A.Yusupov – I.Stohl

European Team Ch, Batumi 1999

17...♘c7!

(1 point)

A strong transfer of the knight, in order to destroy the passed pawn.

18.♕xb7 ♕xb7 19.♗xb7 ♘e6 20.♖ad1 ♘xf4 21.gxf4 ♗d4!=

(another 1 point)

22.b4 ♖xd6 23.bxc5

The forced variation 23...♗xc5 24.♖xd6 ♗xd6 25.♖c1 ♗xf4 26.♖c8 leads to a draw.

½–½

Ex. 11-10

V.Anand – G.Kasparov

Frankfurt (rapid) 1999

16...♗d7!∓

(2 points)

If 16...♕xb5 (16...♖xd6 17.♖xd6 ♕xb5 18.♗xb5 transposes) 17.♗xb5 ♖xd6 (17...♘b4!? earns 1 consolation point) 18.♖xd6 ♘xd6, then: 19.♗xa6 bxa6 20.♗xc5 ♖d8 21.♖d1 ♗c2 22.♖xd6 ♖xd6 23.♗xd6 ♗xa4 24.♗e5= (or 24.b3=)

17.♕xc6 ♗xc6 18.♗xa6

18.♘c3 ♗xc3 19.bxc3 ♘xc3 20.♗xa6 ♘xd1–+

18...♗xa4 19.♗xb7 ♗xd1 20.♗xe4 ♗xf3 21.♗xf3 ♗xb2 22.♖d1–+

See Ex. 11-11.

Ex. 11-11

V.Anand – G.Kasparov

Frankfurt (rapid) 1999

22...♗d4!

(1 point)

22...c4 (1 consolation point) is not so strong, on account of 23.d7 c3 24.♗e4∓. And now, for example: 24...f5 25.♗d5† ♔g7 26.♗d4† ♔h6 27.♖d3 ♖xd7 28.♖h3†=

23.♗xd4 cxd4 24.♖xd4 ♖d7!

(another 1 point)

25.h4

The point of Black's play is 25.♗c6 ♖c8!–+.

(another 1 point)

If 25.♗g4, then 25...f5 26.♗f3 ♖f6–+.

25...♖fd8 26.♖a4 ♖b8!

Black plans ...♖b6xd6.

0–1

Ex. 11-12

V.Kramnik – A.Yusupov

Dortmund 1997

39.♖d3!

(2 points)

White prepares ♖c3. The penetration of the rook via the c-file quickly decides the game.

39.b3+– (also 2 points) similarly aims to bring the rook to the c-file.

39...♔g7 40.♖c3 ♕b5 41.♖c8+–

With the devastating threat of ♕d8-h8#.

41...♕xb2

41...♕e5† 42.♔h1 ♕f4 43.♕d8+–

42.♕xd7

Or 42.♕d8 ♔h6 43.♘c3! ♘f6 44.♕f8†+–.

42...♖xf3 43.♕d8 ♕e5† 44.g3†

1–0

Scoring

Maximum number of points is **25**

21 points and above → **Excellent**
17 points and above → **Good**
12 points → **Pass mark**

*If you scored less than **12** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 12

Contents

- ✓ "What does my opponent want to do?"
- ✓ Prophylactic solutions
- ✓ When we should employ prophylaxis

Prophylactic thinking

Prophylactic thinking is one of the most important themes in the positional game. Chess players often forget that they are not alone at the board, and that they must also take into account their opponent's plans.

The habit of always asking yourself what your opponent wants to do, of answering the question correctly and taking into account the information you have gained, is prophylactic thinking.

Prophylactic thinking is for me a philosophy of the chess struggle, which embodies due respect to one's opponent.

Prophylactic thinking often helps not only to find the opponent's ideas, but also to work out the solution to the position. **A move which simultaneously improves our own position and blocks our opponent's plans is usually the optimal solution**.

Prophylactic moves are stronger than purely defensive moves because they improve your own position. Prophylactic moves are also stronger than mere improvements to your own position, because they also hinder your opponent's game.

There is another important psychological factor in prophylactic thinking which I wish to emphasize: it is extraordinarily difficult to battle against a prophylactic player. Once the plans you have prepared have been thwarted a few times, mistakes often creep in.

Of course we do not always make use of prophylactic thinking. It is when the course of the game is very quiet that prophylactic thinking is most useful. In situations in which we have forcing options, we must first of all calculate variations – we are not interested in our opponent's intentions if we have a forced mate in three moves!

The following games show how and when we should employ prophylactic thinking.

A.Yusupov – J.Van der Wiel

Lucerne Olympiad 1982

1.c4 ♘f6 2.♘c3 e6 3.e4 d5

An alternative is 3...c5.

4.e5 ♘e4

4...d4 is the main variation.

5.♘f3

5.♘xe4 dxe4 6.♕g4 wins the e4-pawn, but Black gets control of the d4-square and develops an initiative. White prefers a quieter set-up.

5...♘c6 6.♗e2

After 6.d4!? Black can reply 6...♗b4.

6...♗e7 7.0–0

7.♕c2 is met by 7...♘g5!, as in Seirawan – Christiansen, USA Ch, South Bend 1981.

7...0–0 8.d4

Now White can occupy the centre.

8...b6 9.♗e3 ♘xc3

Or 9...♗b7 10.cxd5 ♘xc3 (10...exd5 11.♖c1±) 11.bxc3 exd5 12.♗d3±.

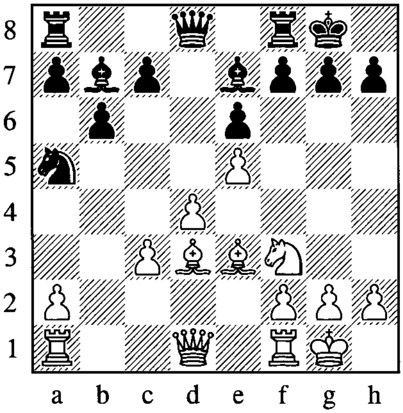
10.bxc3 dxc4

10...♗a6!? (Bagirov)

11.♗xc4± ♘a5 12.♗d3 ♗b7

Diagram 12-1

Diagram 12-1 △



Black prepares ...c5. Here White has a typical regrouping of his pieces to prepare the attack on the kingside.

13.♘d2! c5 14.♕g4! g6

Not 14...cxd4? 15.♗h6±.

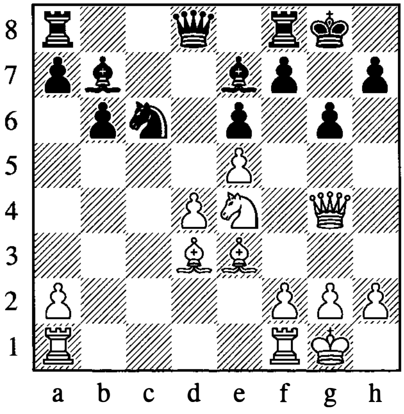
15.♘e4 cxd4

If 15...♗xe4? 16.♗xe4 ♖c8, then comes 17.d5±.

16.cxd4 ♘c6

Diagram 12-2

Diagram 12-2 △



Black probably should have preferred 16...♗xe4 17.♗xe4 ♖c8±.

With the game move, Black has the tactical threat of ...♘xe5. This threat can easily be parried if White puts his rook on d1. It is more difficult to do anything against his opponent's positional idea of bringing his knight via b4 to d5. But one logical move takes into account both ideas.

17.♖fd1!

Why not the other rook? In the variation 17.♖ad1?! ♘b4 18.♗h6 (18.♗b1 ♖c8⇄) 18...♘xd3! 19.♗xf8

♕xf8 20.♖xd3 ♗a6= we can clearly see the difference between the two moves.

17...♘b4

17...♘xd4?? is of course bad, on account of 18.♗xd4 ♕xd4 19.♘f6†+–.

18.♗h6! ♖e8

18...♘xd3? 19.♗xf8 ♕xf8 20.♖xd3+–

19.♗b5 ♗c6 20.♗xc6 ♘xc6

Diagram 12-3 △

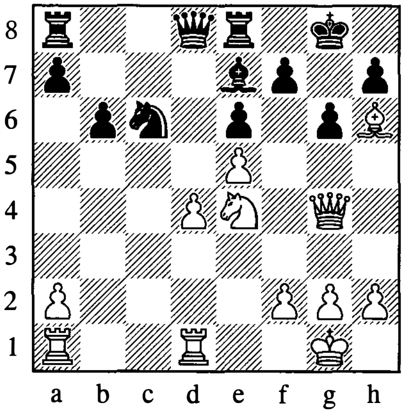


Diagram 12-3

White can be content. The exchange of bishops was not bad for him. But it is once more time for some prophylactic thinking. What does his opponent want to do here? Probably ...♘b4-d5 again! White can protect the b4-square with a3. But the prophylactic move played in the game is much better.

21.♖ab1!±

White develops his rook and aims to bring it into the attack by ♖b3-f3(or h3). At the same time he prevents the move ...♘b4.

21.♕f4 ♘b4 22.♘g5 ♗xg5 23.♗xg5 ♘d5! 24.♕h4 ♕d7 25.♕h6 f5 26.exf6± would not be so clear.

21...♕d5?

After White has twice thwarted his plans, Black reacts nervously and loses a decisive tempo.

21...♘b4? is followed by 22.♖xb4! ♗xb4 23.♘f6† ♔h8 24.♕h4+–.

But 21...♖c8± would have been better.

22.♕f4+–

The threat is ♘f6†. The black queen must retreat.

22...♕d8 23.♖b3 ♖c8 24.h4

Also good is the simpler 24.♖f3 ♖f8 25.♗xf8+–.

24...♖c7

24...♗xh4 is followed by 25.♖f3 (or 25.♘d6!?) 25...♖c7 26.g3+–.

Diagram 12-4 △

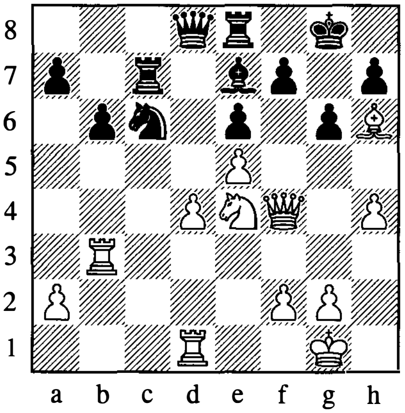


Diagram 12-4

25.♖f3

As Tal showed me after the game, White has a pretty way to win here: 25.d5!! exd5 26.♖xd5 ♕xd5 27.♘f6† ♗xf6 28.♕xf6 ♕xe5 29.♖e3!+–

25...♖f8

After this loss of the exchange, the game cannot be saved. But if 25...♗xh4, then simply 26.g3+–.

26.♗xf8 ♕xf8 27.d5! exd5 28.♖xd5 ♘b4

28...♘d8+– would have lasted longer.

29.♖d1

Threatening 30.e6.

29...♖c6 30.♘d6 ♘xa2 31.♕a4

1–0

The two prophylactic moves 17.♖fd1 and 21.♖ab1 practically decided the game.

A.Yusupov – G.Timoscenko

Kislovodsk 1982

1.c4 c6 2.e4 d5 3.exd5 cxd5 4.d4 ♘f6 5.♘c3 ♘c6 6.♘f3 ♗g4 7.cxd5 ♘xd5 8.♕b3 ♗xf3 9.gxf3 ♘b6

9...e6 is the main alternative.

10.d5!? ♘d4 11.♗b5†!?

White tries to make use of his lead in development. 11.♕d1 is also possible.

11...♘d7

11...♘xb5 12.♕xb5† ♕d7 13.♕xd7†±

12.♕a4 e5?

This optimistic move escaped punishment in the game.

12...♘xf3†?! 13.♔f1!± would also have been too risky for Black.

The correct choice was 12...♘xb5 13.♕xb5, when White's initiative should compensate for his pawn weaknesses.

13.dxe6 ♘xe6

Diagram 12-5

Black wants to play ...a6 and release the pin. That should encourage White to seek an active continuation.

14.♗e3?

14.♗g5!! (Petrosian) would be correct: 14...♕xg5 (or 14...♘xg5 15.0–0–0+–) 15.♗xd7† ♔e7 16.♘e4!+–

14...a6 15.♗xd7† ♕xd7 16.♕xd7† ♔xd7±

White wants to exploit the open position of the black king. For that he needs all the central files.

17.0–0!? ♗d6

Black has two ways to consolidate the position and bring his king to safety: ...♖ac8 followed by ...♖c6, or ...♖fd8 followed by ...♔e8.

But it would have been better to begin the first plan with the immediate 17...♖c8!. Then after 18.♖fd1† ♗d6 19.♘e4 ♖c6 20.♖ac1 ♖d8! (20...♖hc8? 21.♘xd6 ♖xc1 22.♗xc1+–) 21.♖xc6 ♔xc6 22.♖c1† ♔b5 23.♘c3† ♔c6 the position remains level.

Diagram 12-5 △

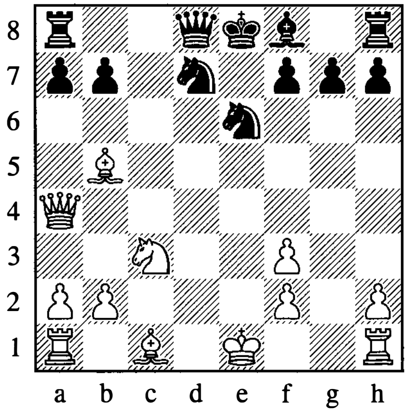


Diagram 12-6 △

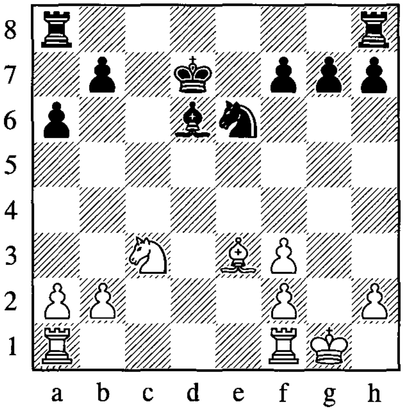


Diagram 12-6

18.♘d5!

This move activates the knight and prevents both defensive ideas.

As we already know, 18.♖fd1 achieves nothing: 18...♖ac8 19.♘e4 ♖c6 20.♖ac1 ♖d8!=

18...♖ad8

Now Black wants to play ♔c8. Therefore...

19.♖ac1!

If 19.♖fd1, then 19...♔c8 20.♗b6 ♖de8=.

19...♘c7

19...♔e8 20.♖fd1 is also unpleasant for Black.

20.♘b6†

Of course White should keep the pieces on the board.

20...♔e6 21.♖fe1!

Not 21.♖fd1, on account of 21...g5! followed by ...f6 and ...♗e5, and Black stabilizes his position.

21...♔f5 22.♖ed1

Threatening 23.♖xd6 ♖xd6 24.♖xc7.

22...♘e6

22...♔e6? allows 23.♖xd6† ♔xd6 24.♗f4†.

23.♖d5† ♔f6

23...♔g6!? is worth considering, or even 23...♗e5!? 24.♘d7 f6=.

24.♖cd1 ♗c7 25.♘d7† ♔e7

Diagram 12-7 △

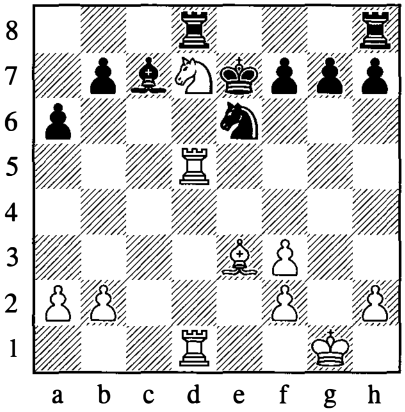


Diagram 12-7

White retains the initiative. Now he strengthens the pressure on the queenside.

26.b4!

If 26.♗c5†? ♘xc5 27.♘xc5, then 27...♖xd5 28.♖xd5 ♖d8 29.♖xd8 ♗xd8 30.♘xb7? ♗b6–+ and the knight is trapped.

26...f6 27.a4

Intending b5-b6.

27...g5?!

Black wants to control the f4-square, but he voluntarily weakens his f6-pawn.

27...♖he8!? followed by ...♔f7 was sounder.

28.♗c1!?

The bishop wants to go to b2 to attack the f6-pawn.

If 28.b5, then 28...axb5 29.axb5 ♖hg8=.

A decent alternative is 28.♗d4!? ♘xd4 (28...♖xd7? 29.♖xd7† ♔xd7 30.♗xf6†+–) 29.♖1xd4, although

Black can hold the position after 29...b6 30.♖e4† ♔f7 31.♖c4 ♔e6 32.♘xf6 ♗xh2† 33.♔xh2 ♖xd5=.

28...♘f4?!

This move has more drawbacks than pluses. 28...♖hg8! would have been better: 29.b5±

29.♗xf4 ♗xf4?

Better is 29...gxf4±.

Diagram 12-8

30.♘xf6!

This tactical blow brings White a clear advantage.

30...♖c8?!

Of course not 30...♔xf6? 31.♖xd8+–.

But 30...♖xd5 (or 30...♖d6!?) 31.♘xd5† ♔e6 32.♘xf4† gxf4 33.♖d4± would have been more resilient.

31.♘h5!?

31.♘xh7!? is also possible, but in time trouble White chooses a safer continuation.

31...♗c7 32.♖e1† ♔f7 33.♖d7† ♔g6 34.♘g7!?

Threatening mate in one.

34...♗d8

34...♖hf8 35.♖e6† ♖f6 36.♖xf6† ♔xf6 loses to 37.♖xc7! ♖xc7 38.♘e8†.

35.♖xb7+–

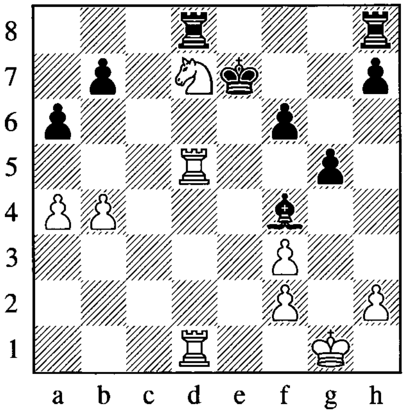
White has a large material advantage, which he was able to convert into the full point.

Black's mistake on move 29 was not a matter of mere chance. With his prophylactic decisions on moves 18, 19 and 21, White hindered his opponent's desired consolidation of the position and developed a dangerous initiative. Mistakes in such situations are almost preprogrammed and prophylactic play provokes them.

"The development of the capacity for prophylactic thinking brings the chess player a powerful step forward and clearly raises his playing strength." – Mark Dvoretsky

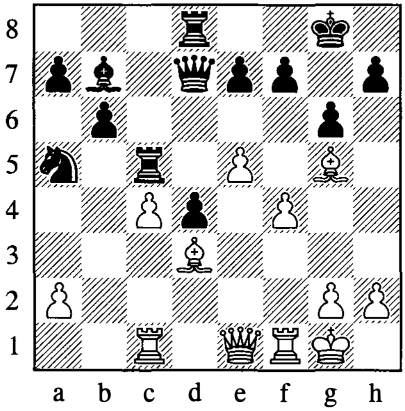
In the test which follows, we shall train this ability. First ask yourself what the other side wants to do, and note that down in your answer. Try to prevent it and, if possible, to improve your own position at the same time.

Diagram 12-8 △

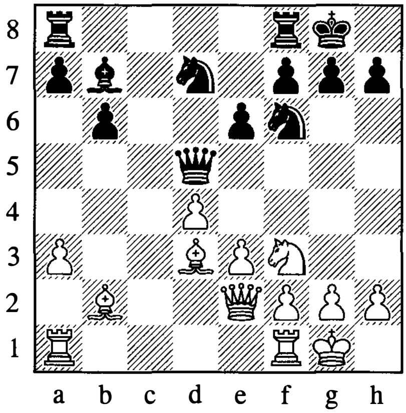


Exercises

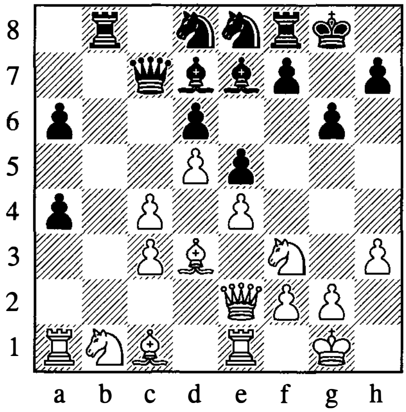
➤Ex. 12-1◀ ★★ ▼


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

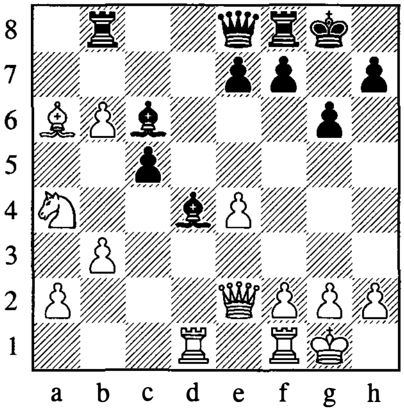
➤Ex. 12-2◀ ★★ ▼


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

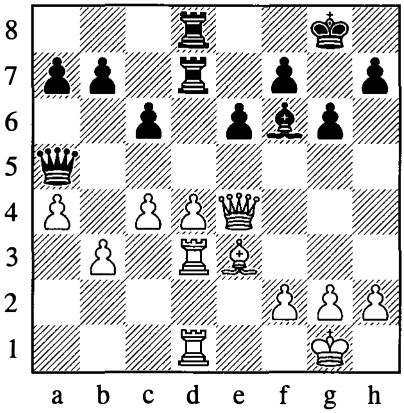
➤Ex. 12-3◀ ★★ △


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

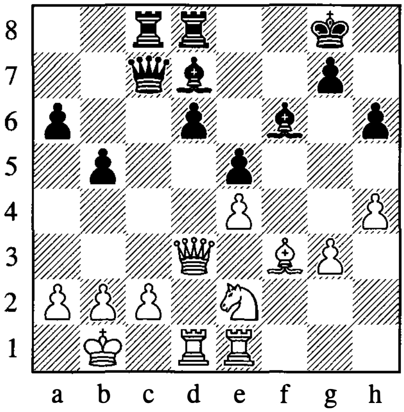
➤Ex. 12-4◀ ★★★ △


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

➤Ex. 12-5◀ ★★ △

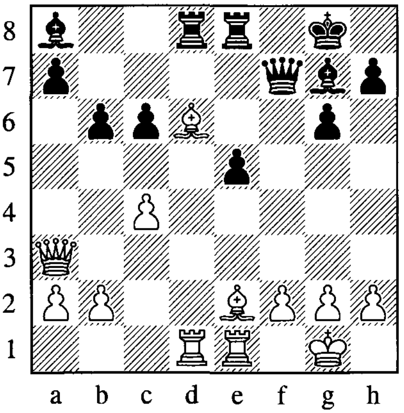

8 7 6 5 4 3 2 1
a b c d e f g h

➤Ex. 12-6◀ ★ ▼


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

Exercises

➤Ex. 12-7◄ ★ △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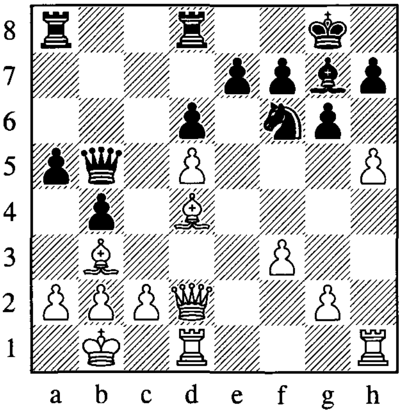
2
1
a b c d e f g h

➤Ex. 12-8◄ ★★★★ △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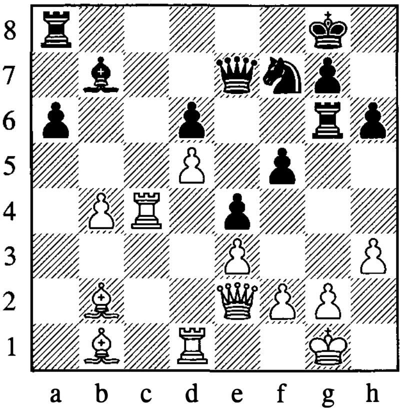
a b c d e f g h

➤Ex. 12-9◄ ★★ △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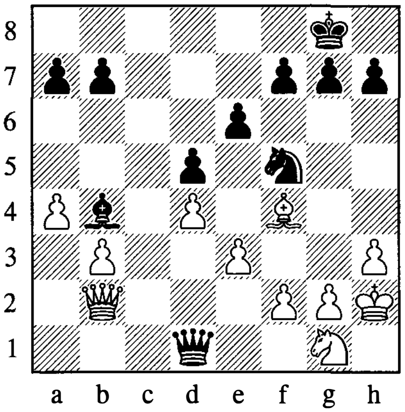
a b c d e f g h

➤Ex. 12-10◄ ★★★ ▼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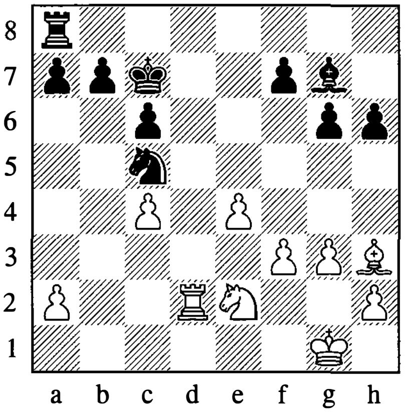
➤Ex. 12-11◄ ★★ ▼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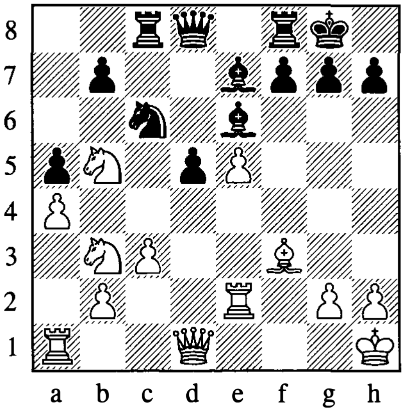
a b c d e f g h

➤Ex. 12-12◄ ★★★ △


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

Solutions

Ex. 12-1

O.Moisieev – V.Simagin

Tula 1950

White wants to play either 20.♕h4 or 20.f5.

19...f6!

(1 point)

19...♕e6?! 20.f5 ♕xe5? is bad, due to 21.♗xe7±.

19...♕g4?! achieves nothing after 20.♕f2∞.

19...♕c6!? (1 point) is almost as good:

a) 20.♕g3 f6 21.♗h4 ♘xc4 22.♗xg6?! ♕xg2!†–+

b) 20.♖c2 ♘xc4! (20...f6? 21.exf6 exf6 22.♕e7⇄) 21.♗xe7 ♘xe5!–+

c) 20.♕e2 f6∓

20.♗h6

20.exf6 exf6 21.♗xf6 ♕c6!–+

(another 1 point for this variation)

20...f5!∓ 21.♕h4 ♕e6 22.g4 ♕c6 23.♕g3 fxg4 24.♗g5

24.f5 ♖xe5–+

24...♖f8! 25.♖ce1

25.♗xe7 ♖xe5! 26.♗xf8 ♖e3!–+

25...e6?!

25...♘xc4 is simpler: 26.♗xe7 ♕h1† 27.♔f2 ♖xf4†–+

26.♗e4

26.♗e7 ♕h1† 27.♔f2 ♖xf4†! 28.♕xf4 ♕g2#

26...♕d7 27.♗h6 ♖f7 28.f5!? ♗xe4 29.fxe6 ♕xe6 30.♖xf7 ♔xf7 31.♖xe4 ♔e8 32.♖xd4 ♖xe5 33.♕f4 ♖e1† 34.♔g2 ♕e2† 35.♔g3 ♖g1† 36.♔h4 ♕e7†! 37.♗g5 ♕e1† 38.♕g3 ♖xg3 39.♖d8† ♔f7 40.♖d7† ♔e6 41.♖e7†

White resigned, on account of the variation 41...♔f5 42.♖xe1 ♖h3#.

Ex. 12-2

A.Yusupov – T.Luther

Essen 2002

13...♖fd8?!

The most natural positions for the black rooks are c8 and d8. But which rook should be moved first?

White's plan is 14.♖fd1, followed by ♘e1 and then f3 and e4. In the game he was able to strengthen his position in the centre in this way, and thus control the play after doing so.

The prophylactic continuation is 13...♖ac8!

(2 points)

14.♖fd1 ♘e4= and the threat of ...♘c3 draws the teeth from the opposing plan.

14.♖fd1 ♖ac8

14...♘e4 15.♘e1 ♖ac8 16.f3 ♘c3? 17.♗xc3 ♖xc3 18.♗e4+–

15.♘e1 ♘f8 16.f3± ♕g5 17.e4 ♘h5 18.♕d2 ♘f4 19.♗f1 e5? 20.g3± f5 21.♗g2 ♘8e6 22.gxf4 ♘xf4 23.d5 ♗xd5 24.exd5 ♖xd5 25.♕xd5† ♘xd5 26.♖xd5 ♖c5 27.♖d3 h5 28.♖ad1 ♔h7 29.♖1d2 ♕f4 30.♖e2 ♖b5 31.♖dd2

1–0

Ex. 12-3

A.Kapengut – R.Kholmov

USSR 1970

The threat is ...♘b7-c5.

1.c5!

(2 points)

1.♗h6 is not so strong: 1...♘g7 2.c5 ♕xc5=

Only 1 point for 1.♗a3 f6 2.c5 dxc5 3.♗xa6 ♘f7±.

1...dxc5

1...♕xc5 2.♘xe5! dxe5 3.♗a3±

2.♗xa6±

Even better is going for the a4-pawn with 2.♗c2!?± or 2.♗h6!? ♘g7 3.♗c2±.

Ex. 12-4

S.Agdestein – R.Vaganian

Naestved 1985

The threat is ...♗xa4 and then ...♖xb6.

22.♖b1!

(3 points)

This move parries the opponent's threat.

22.♕c4?! is not so good: 22...♗xa4 23.bxa4 ♖xb6 24.♗b5 ♕a8=

If 22.♗c4 (1 point), then 22...♗xa4 23.bxa4 ♖xb6 24.a5 ♖b2±.

22.b7!? (2 points) is also possible: 22...♗xb7 23.♗xb7 ♖xb7 24.♖c1 ♕c6 25.♖fd1±

22...e6

Or 22...c4 23.♗xc4 ♗xa4 24.bxa4 ♖xb6±.

23.♖fc1 ♕e7 24.♗b5 ♗a8 25.♗d3±

Ex. 12-5

R.Kholmov – E.Geller

Vilnius 1957

Black wants to exchange queens after 21...♕f5. For example 21.♗d2?! ♕f5 22.♕xf5 gxf5∓ or 21.g3 ♕f5 22.♕xf5 gxf5=.

21.g4!⩲

(2 points)

21...♕b4 22.♔g2 ♕e7

Intending ...♗g5 followed by ...f5.

23.d5! exd5?!

Better is: 23...cxd5 24.cxd5 b6 (24...♖xd5 25.♖xd5 exd5 26.♕xe7 ♗xe7 27.♗xa7±) 25.dxe6 ♖xd3 26.♖xd3 ♕xe6 27.♖xd8† ♗xd8 28.♕xe6 fxe6 29.b4!⩲

24.♕xe7 ♖xe7

24...♗xe7 25.♗xa7 ♖a8 (25...b5 26.♗b6 ♖b8 27.a5 ♗d8 28.c5!±) 26.♗e3±

You can find the rest of the game in *Boost Your Chess 2*, Ex. 20-7 to Ex. 20-9.

Ex. 12-6

W.Spoelman – I.Cheparinov

Wijk aan Zee 2008

White wants to bring his knight via c3 to d5. So there followed:

22...b4!

(1 point)

22...♗e6 23.♘c3=

23.♘c1?!

23.♕b3† is more resilient: 23...♔h8 24.♕xb4 ♕xc2† 25.♔a1 ♗e6∓

23...♗e6∓ 24.♖d2 a5 25.♖ed1 a4 26.♕e3 ♕b8 27.♗e2 ♖d7 28.♗a6 ♖c3 29.♕f2 ♗d8 30.♗d3 ♗b6 31.♕e1 a3 32.b3

32.bxc3 bxc3 33.♘b3 cxd2 34.♕xd2 ♗d4–+

32...♕c7 33.♗b5?! ♖d8 34.♘e2 ♗e3–+ 35.♘c1 ♗xd2 36.♖xd2 ♕b6 37.♗f1 ♖e3 38.♕d1 ♕c5 39.♘e2 ♖f8 40.♖d3 ♖xd3

0–1

Ex. 12-7

A.Kochyev – E.Meduna

Stary Smokovec 1982

Of course Black wants to play ...c6-c5!

22.c5!

(1 point)

22...♔h8 23.♗f3 bxc5 24.♗xe5!?± ♗xe5

24...♖xd1 25.♗xg7†±

25.♖xd8 ♗xh2† 26.♔xh2 ♖xd8 27.♕xc5 ♕f6 28.♕xa7 ♕xb2 29.♖e7 ♔g8

29...♕b8† 30.♕xb8 ♖xb8 31.♖a7+–

30.♕c7 ♕d4 31.♗g4

31.♗d5†!! ♕xd5 32.♖g7†+–

31...♔f8 32.♖xh7

Or 32.♖f7† ♔g8 33.♖g7†! ♕xg7 34.♗e6†+–.

32...♕f6

1–0

Ex. 12-8

V.Simagin – Abramson

Vladimir 1960

The threat is 18...a4.

18.♖h4!!

(3 points)

With this active prophylactic move, White defends against ...a4 and attacks at the same time!

The alternatives are not so good:

a) 18.hxg6?! a4!∞

b) 18.♕d3 ♕xd3 19.cxd3 ♘xh5∓

c) 18.c3? a4∓

d) 18.c4 (1 consolation point) 18...bxc3 19.♗xc3 a4∞

18...♖db8?

White's idea was 18...a4 19.♗c4! ♕xc4 20.♗xf6.

(another 1 point for this variation)

Solutions

After 18...♘xh5 19.♗xg7 ♔xg7 20.g4 (20.♖dh1!?) 20...♘f6? (20...a4!∞), there follows 21.♕h6† ♔g8 22.g5 ♘h5 23.♗c4 ♕c5 24.♖xh5 gxh5 25.♗d3+–.

If 18...♖dc8!, then 19.hxg6 fxg6! (19...hxg6 20.♖dh1 a4 21.♗xf6 ♗xf6 22.♖xb4±) 20.♕d3 ♕xd3 21.cxd3±.

After the mistake in the game, Simagin wins in great style.

19.hxg6 hxg6 20.♖dh1 a4 21.♗c4! ♕a5 22.♕h6!!

22.g4! also wins.

22...♗xh6 23.♖xh6 g5

Black is defenceless:

a) 23...♔f8 24.♖h8† ♘g8 25.♖xg8† ♔xg8 26.♖h8#

b) 23...e5 24.dxe6+–

24.♖h8† ♔g7 25.♖1h7† ♔g6 26.♗d3† ♘e4 27.♗xe4†

1–0

Ex. 12-9

S.Gligoric – R.Fischer

Leipzig Olympiad 1960

Black wants to play either 26...♘e5 or 26...♘g5.

26.f4!

(2 points)

26...exf3

26...♕h4 also offers little hope: 27.♖c7 ♘d8 28.♔h1±

27.♕xf3 ♖f8

27...♘e5 28.♕xf5 (or 28.♗xe5 ♕xe5 29.♕xf5+–) 28...♘xc4 (28...♖f8 29.♕e4+–) 29.♕xg6 ♘xb2 30.♖f1!+–

27...♘g5 28.♕xf5+–

28.♗xf5!

But not 28.♕xf5?! ♕xe3† 29.♔h1 ♘e5.

28...♘g5

28...♘e5 29.♗xe5±

29.♕h5! ♖xf5 30.♕xg6 ♘xh3† 31.♔h2 ♖g5 32.♖e4! ♕f8 33.♕e8

1–0

Ex. 12-10

S.Skembris – E.Torre

Lucerne Olympiad 1982

The only active idea for White is ♕e2-b5.

30...a6!!∓

(3 points)

Now the white queen remains passive.

The alternatives are not so good: 30...h6 31.♕e2 ♕xb3 32.♕b5⇄ or 30...♘e7 31.♕e2 ♕xb3 32.♕b5=.

31.g4 ♘e7 32.♘e2 ♗d2 33.♘g1 ♘c6 34.♗c7 ♘b4 35.♗a5 ♘c2 36.♗xd2 ♕xd2 37.♔g3 ♘xe3!–+ 38.♕a3 ♘d1 39.♘f3 ♕xf2† 40.♔f4 g5†

0–1

Ex. 12-11

F.Koberl – L.Szabo

Hungarian Ch, Budapest 1951

White wants to exchange knights by ♘c1-b3.

23...a5!

(2 points)

Black improves his position on the queenside and hinders the exchange of knights.

23...♖d8 is not so effective: 24.♖xd8 ♔xd8 25.♘c1∓

24.♘c1

24.f4 ♖e8 25.e5 f6 26.exf6 ♗xf6∓

24...a4!

Taking control of the b3-square. Black may continue with ...♖a6-b6 or ...a3 and ...♖a4.

25.♔f2

25.♘d3 ♖d8 26.♗f1 ♖d4∓

25...a3 26.♔e2

26.♘d3 ♖d8 27.♔e2 ♘a4∓

26...♗b2

26...♖a4!?∓

27.♖c2

27.♘d3 ♘a4∓

27...♖d8 28.♗f1 ♘a4 29.♘d3 ♘c3† 30.♔e3 ♘xa2! 31.♘xb2 ♘b4 32.♖c1 axb2 33.♖b1 ♘c2† 34.♔f4

34.♔e2 ♘a3 35.♖xb2 ♘xc4–+

34...g5† 35.♔e5 ♖d6! 36.c5 ♖e6† 37.♔f5 ♘e3#

Ex. 12-12

S.Dolmatov – J.Taborov

Sochi 1996

Black wants to place his queen on the important a7-g1 diagonal by 21...♕b6.

21.♕d3

You just get 1 consolation point for this.

The correct move is 21.♕g1!±.

(3 points)

White takes control of the a7-g1 diagonal. After he places his rook on d1, the opposing queen would not find things so comfortable on the d-file...

21...♕b6! 22.♖d1 ♖fd8 23.♘3d4 ♘xd4 24.♘xd4=

Scoring

Maximum number of points is 27

23 points and above → **Excellent**

18 points and above → **Good**

13 points → **Pass mark**

*If you scored less than **13** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 13

Contents

- ✓ Comparison between the knight and the bishop
- ✓ Bishop and pawn against knight
- ✓ Cutting off the knight
- ✓ Passed pawns and barriers
- ✓ Fixing the opposing pawns
- ✓ Play on both sides
- ✓ Constructing a fortress

Bishop against knight

In this chapter we shall study endgames in which the bishop has an advantage over the knight. But the subject of bishop against knight has greater strategic significance. So we shall start by comparing the pieces briefly:

1) The knight must get close to the opposing pieces, the bishop can act from a distance.

2) The knight needs outposts, the bishop benefits from a sound pawn structure.

3) The knight is better in a struggle on one side of the board, and in closed positions, the bishop performs better in open positions, or when there is play on both flanks.

4) The knight is good for creating a barrier or a fortress, the bishop is better at supporting its passed pawns.

The endgame of bishop and pawn against knight

If the king does not blockade the pawn, then the defence is often very difficult. The result may depend on whether the stronger side manages to put the opponent in zugzwang.

Diagram 13-1 ▼

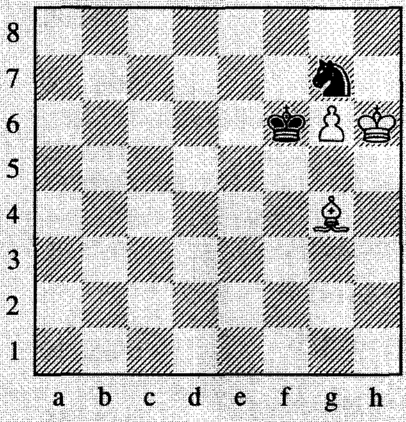


Diagram 13-1

Y.Averbakh

1955

With White to move, things would be very simple: 1.♗d7⊙

1...♘e8 2.♗d7!

Not 2.♗h3? ♔e7!=.

2...♘g7

If 2...♘d6, then 3.g7 ♘f7† 4.♔h7 ♘g5† 5.♔g8 and:

a) 5...♔g6 6.♗e8† ♔f6 7.♔h8+–

b) 5...♘f7 6.♗a4 ♘h6† (6...♘g5 7.♗b3+–) 7.♔h7 ♔g5 8.♗e8+–

c) 5...♔e7 6.♗f5 ♔e8 (6...♔f6 7.♔f8+–) 7.♗g6† ♔e7 8.♔h8+–

White must now reach the same position, but with Black to move.

3.♔h7! ♘h5 4.♗g4! ♘g7 5.♗c8

In this way, White loses a tempo.

5...♘h5

Or 5...♘e8 6.♗d7 ♘g7 7.♔h6⊙.

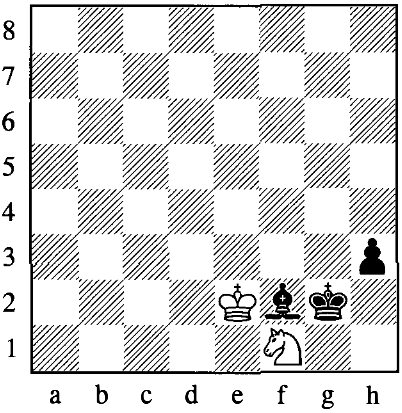
6.♔h6 ♘g7 7.♗d7⊙+–

Diagram 13-2

E.Schindbleck

1911

Diagram 13-2 △



For the knight, the struggle against a rook's pawn is especially hard. However, here White can still save the game because Black has the 'wrong' bishop.

1.♘h2! ♗c5

1...♔xh2 2.♔xf2 is an immediate draw.

2.♘f3!

The knight is ideally posted on f3.

But not 2.♘f1? ♗d4 3.♔e1 ♗c3† 4.♔e2 ♗d2!⊙.

2...♗b4

Nor do the other variations bring Black any success:

a) 2...♗b6 3.♘h4† (or 3.♘e1†=) 3...♔g3 4.♘f3! (4.♘f5†? ♔f4–+) 4...♗d4 5.♘d2! ♔g2 6.♘f3! ♗f2 7.♘h2=

b) 2...♗f8 3.♘h4† ♔g3 4.♘f3 ♗h6 5.♔f1!=

3.♘h4† ♔g3 4.♘f3! ♗c3 5.♔f1!

Forcing the draw, although 5.♔e3 is also possible.

5...♔xf3 6.♔g1=

Black has the wrong bishop.

Advantages of the bishop over the knight

Here are some typical advantages and ideas for the stronger side, as well as some defensive options for the side with the knight.

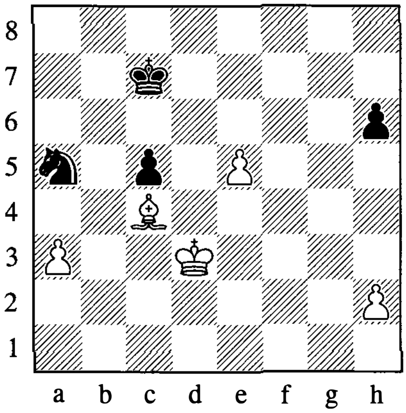
Cutting off the knight

Diagram 13-3

A.Yusupov – W.Uhlmann

Austrian Team Ch 1998

Diagram 13-3 △



The bishop can deprive the badly posted knight of all the available squares.

55.♗d5!+– ♔d7 56.♔e4 ♔e7 57.♔f5 h5 58.h4⊙ c4

Or 58...♔e8 59.♔f6 c4 60.e6 c3 61.e7+–.

59.♔e4 ♘b3 60.♗xc4 ♘d2† 61.♔d5 ♘f3

61...♘b1 is followed by 62.♗d3! ♘xa3 63.e6+– and the knight is trapped again.

62.♗d3!

White defends his h-pawn indirectly: if Black takes it, his knight is once more cut off after 62...♘xh4 63.♗e4!+–.

1–0

Passed pawn and barriers

Diagram 13-4 ▼

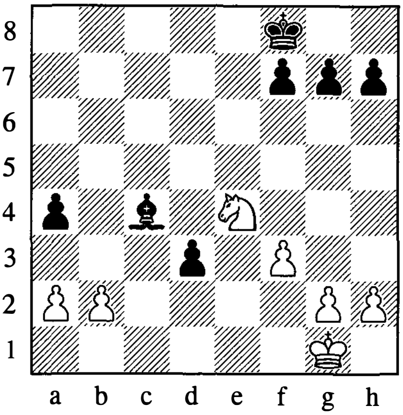


Diagram 13-4

D.Pirrot – A.Yusupov

German Cup 1992

28...f5!?

After 28...♗xa2 29.♔f2, followed by ♔e3 and ♘d2, White constructs a barrier, which Black probably cannot breach.

Barriers and fortresses are the most important defensive methods. In the game too, White should rely on them.

29.♘c3?

White positions his knight wrongly; he should give up the a2-pawn and immediately blockade the passed pawn.

29.♘d2! is correct: 29...♗xa2 30.f4 (or 30.♔f2 f4 31.♔e1 followed by ♘e4 and ♔d2 is also possible – Dvoretsky) 30...♔e7 31.♔f2 ♗d5 32.g3 ♔d6 33.♔e3 ♗e4 34.♔d4∓ and White has set up a fortress.

29...d2

Threatening 30...♗e2.

30.♔f2 f4!

The white king is cut off from the passed pawn.

31.b3 axb3 32.axb3 ♗d3! 33.g3 g5 34.h4 h6

The pawns being exchanged will not change anything.

35.hxg5 hxg5 36.gxf4 gxf4

White resigned, faced with the prospect of: 37.♘d1 (or 37.♔g2 ♗e2 38.♔h3 ♗xf3–+) 37...♔e7 38.♘b2 ♔d6 39.♘d1 ♔c5 40.♘b2 ♔b5 41.♘d1 ♔b4–+

Fixing the opposing pawns on the same colour of square as the bishop

Diagram 13-5

V.Chekhover – Em.Lasker

Moscow 1935

21...b5!

An excellent move. Black aims to keep the a3-pawn on a dark square. If the white pawn now goes to a4, it will become isolated and then attacked.

21...♗b2? achieves nothing: 22.a4 ♔b6 23.♔e1 ♔a5 24.♔d2 ♔b4 25.♔c2=

22.♔e1 ♗b2! 23.a4 bxa4 24.bxa4 ♔c6

24...♔b6 25.♔d2 ♔c5! (but not 25...♔a5? 26.♔c2 ♗e5 27.f4 ♗d6 28.♔b3=) is just the same.

25.♔d2 ♔c5

The black king is now very active.

26.♘c3

Or 26.♔c2 ♗d4! 27.f3 ♔c4! 28.♘xd4 ♔xd4 29.♔b3 a5! and Black wins.

26...♔b4 27.♘b5 a5

27...a6! is probably more accurate: 28.♘d6 ♔xa4 29.♘xf7 ♔b3–+ (Dvoretsky)

28.♘d6?

White is trying to obtain counterplay, but the black a-pawn becomes too strong.

28.♔d3! (K.Müller) is better, with the idea of shutting in the black king on the edge of the board. That is the only way for White to get good drawing chances.

28...♔xa4 29.♔c2

29.♘xf7 ♔b3 offers no hope for White.

29...♗e5 30.♘xf7 ♗xh2 31.♘d8 e5 32.♘c6 ♗g1 33.f3 ♗c5!

The bishop cuts off the knight.

34.♘b8

Or 34.♘d8 ♔b4–+.

34...♔b5 35.g4 ♗e7

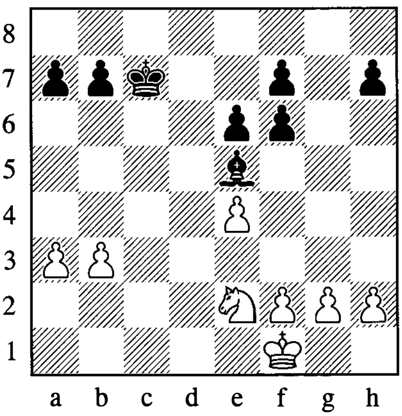
The knight is trapped. White can only free it with a pawn sacrifice.

36.g5 fxg5 37.♘d7 ♗d6 38.♘f6 ♔c4!

Intending to cut the knight off after 39.♘xh7 ♗e7!.

0–1

Diagram 13-5



Play on both sides

Diagram 13-6 ▼

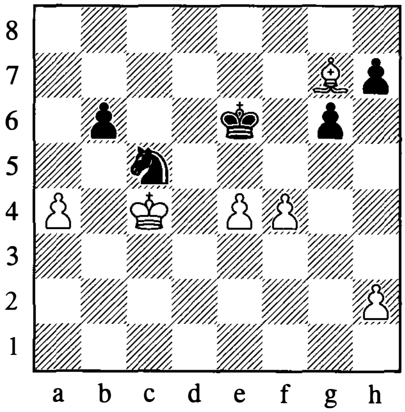


Diagram 13-6

A.Karpov – A.Sokolov

Candidates Match (2), Linares 1987

56...♘xe4?

The wrong decision. It is easier for the knight to fight on one side of the board.

56...♘xa4! is correct, and after 57.♗d4 ♔d6:

a) 58.e5† ♔e6 59.h4 h6 60.♔b5 ♘c5 61.♗xc5 bxc5 62.♔xc5 g5=

b) 58.♔b4 ♘c5 59.♗xc5† bxc5† 60.♔b5 g5!=

c) 58.♔b5 ♘c5 59.♗xc5† bxc5 (Δ...g5) 60.h4 h6 61.♔c4 ♔c6 62.e5 h5⊙=

57.♔b5 ♘c5 58.♗f8!!

Black was hoping for 58.♗d4? ♘xa4 59.♔xa4 ♔f5 60.♗e3 ♔g4 61. ♔b5 ♔h3=.

58...♘d7

Here 58...♘xa4 59.♔xa4 ♔f5 loses to 60.♗d6, as the h2-pawn will be indirectly protected (by the possibility of f4-f5†).

59.♗a3

Black cannot maintain the defence of the d6- and e7-squares.

59...♔d5 60.♗e7 ♔d4

60...♔e4 61.♔c6+–

61.♗d8

1–0

The annotations are based on analysis by Dvoretsky.

Constructing a fortress

This is one of the most important methods of defence in this endgame.

Diagram 13-7 ▼

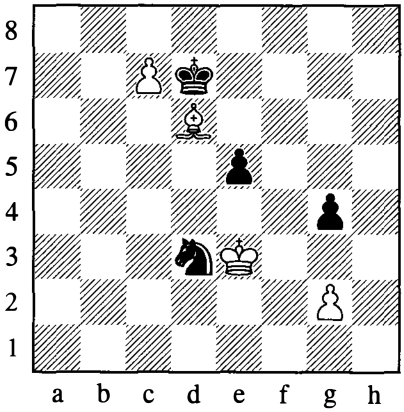


Diagram 13-7

P.Keres – L.Lengyel

Luhacovice 1969

The game was adjourned here and Lengyel resigned! But he could, as Keres demonstrated, have constructed an impregnable fortress. He simply has to force the move g2-g3, and after that defend the g4-pawn with the knight from h2.

58...♘e1

Another good continuation would be 58...♘f4 59.g3 ♘e6 60.♗xe5 (60.♔e4 ♘d4) 60...♘g5 61.♔f4 ♘f3 62.♗d6 ♘h2= (Dvoretsky).

59.g3

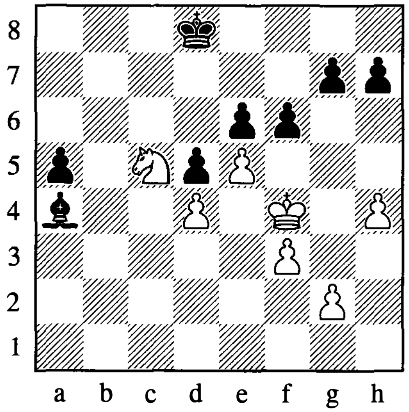
Or 59.♔f2 ♘d3† 60.♔f1 (60.♔g3 e4 61.♔xg4 e3 62.♔f3 ♘e1† 63.♔g3 e2 64.♔f2 ♘xg2=) 60...♔c8 61.g3 ♔d7 62.♔e2 e4 63.♔e3 ♘e1= and then ...♘f3-h2.

59...♘f3 60.♔e4 ♔c8 61.♗xe5 ♔d7 62.♔f4 ♘h2=

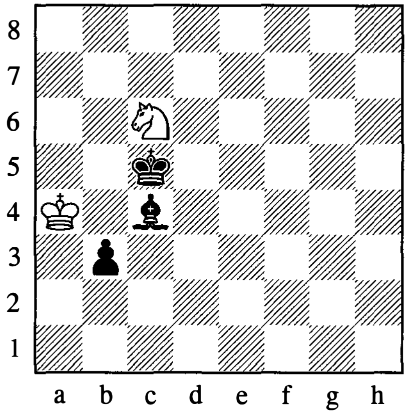
In the test, try to find the ideas described above.

Exercises

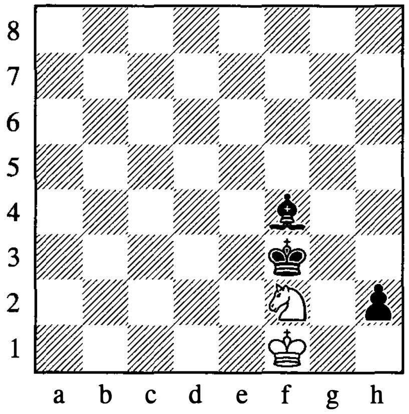
➤Ex. 13-1◀ ★★ ▼


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

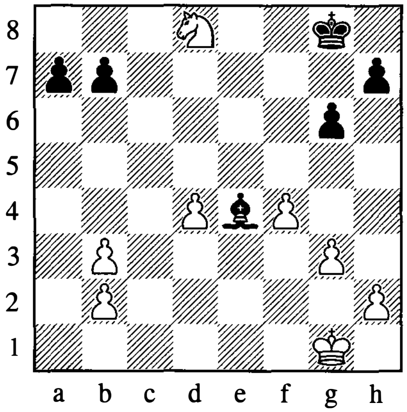
➤Ex. 13-2◀ ★★ △


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

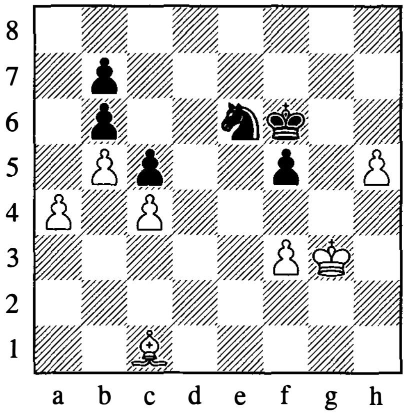
➤Ex. 13-3◀ ★★ ▼


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

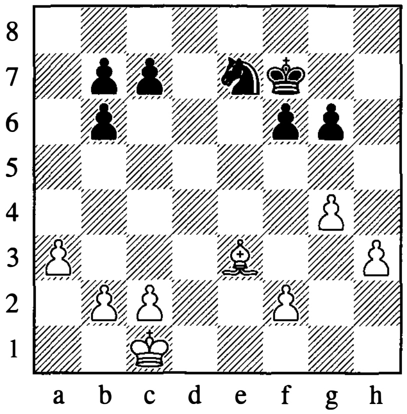
➤Ex. 13-4◀ ★ ▼


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

➤Ex. 13-5◀ ★★ △

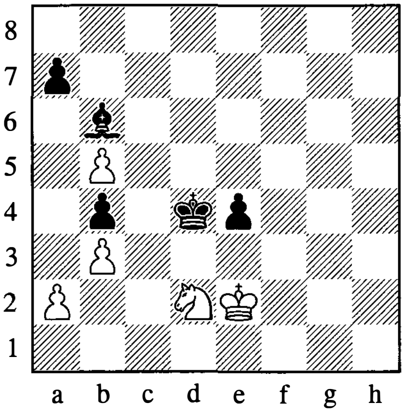

8 7 6 5 4 3 2 1
a b c d e f g h

➤Ex. 13-6◀ ★★ △

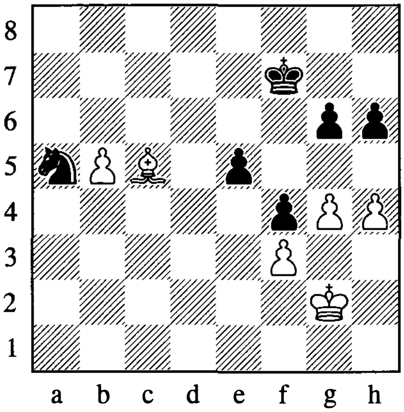

8 7 6 5 4 3 2 1
a b c d e f g h

Exercises

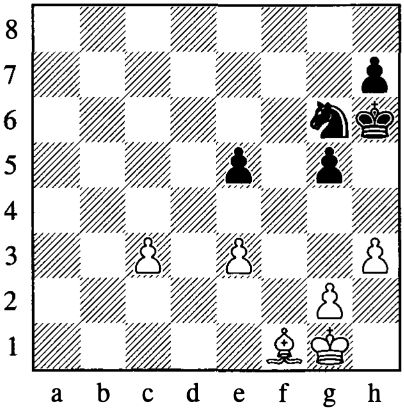
➤Ex. 13-7◀ ★★★ △



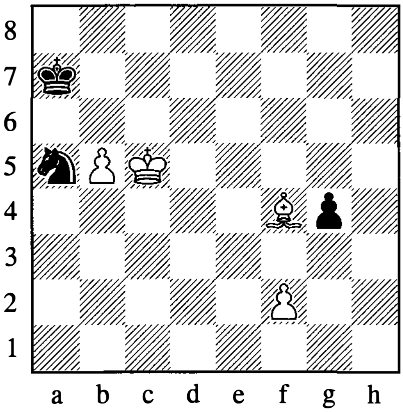
➤Ex. 13-8◀ ★★ △



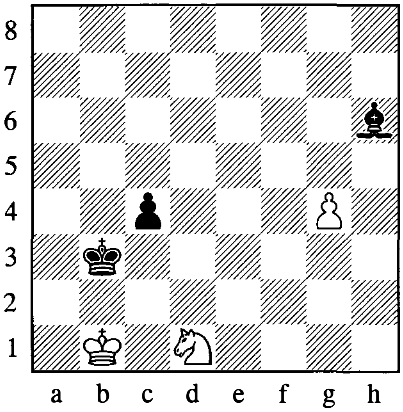
➤Ex. 13-9◀ ★★ ▼



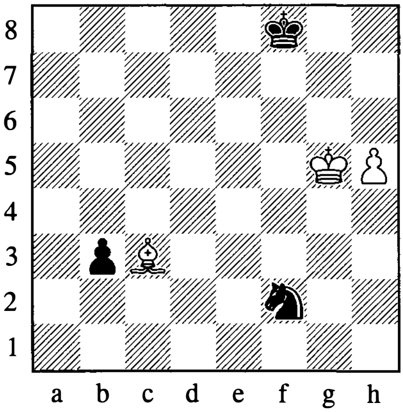
➤Ex. 13-10◀ ★ △



➤Ex. 13-11◀ ★★ △



➤Ex. 13-12◀ ★★ △



Solutions

Ex. 13-1

H.Klarenbeek – A.Yusupov

Apeldoorn 2000

Cutting off the knight.

1...♗d7!

(1 point)

2.♘b7† ♔c7

White resigned, on account of 3.♘xa5 ♗a4–+.

(another 1 point for this variation)

Ex. 13-2

L.Prokes

1946

1.♘a5!!

(1 point)

1...b2 2.♘b3† ♗xb3†

2...♔d5 3.♘d2=

3.♔a3!!

(another 1 point)

3...b1♕ stalemate

Ex. 13-3

Variation from a study by

V.Kovalenko

1976

1...♗g3

(1 point)

2.♘h1 ♗h4

Cutting off the knight.

3.♘f2 ♔g3!

(another 1 point)

Of course not 3...♗xf2? stalemate.

4.♘h1†

4.♔e2 ♔g2–+

4...♔h3 5.♔e2 ♔g2–+

Ex. 13-4

A.Yusupov – R.Vaganian

USSR Ch, Moscow 1983

Cutting off the knight.

30...♗d5!

(1 point)

31.g4 ♔g7 32.f5 gxf5 33.gxf5 ♔f6–+ 34.♘e6 ♔xf5 35.♘c7

35.♘c5 b6–+

35...♔e4 36.♔f2

36.♘b5 a6–+

36...♔xd4 37.♘b5† ♔c5 38.♘c3

38.♘xa7 ♗e6–+

38...♗xb3 39.♔e3 ♗c2 40.h4 ♔c4 41.♔d2 ♗g6 42.♘e2 a5 43.♘f4 a4 44.h5 ♗f5 45.♘g2 ♔b3 46.♔c1 b5 47.♘e3 ♗d3 48.♘d5 h6 49.♘f4 ♗f5 50.♘e2 ♗g4 51.♘f4 a3 52.bxa3 ♔xa3

0–1

Ex. 13-5

B.Gurgenidze – A.Yusupov

Kislovodsk 1982

46.♗f4!

(1 point)

White intends to attack the b6-pawn by transferring the bishop to a7.

(another 1 point for this plan)

46...♘d4 47.♔f2 ♘e6 48.♔e3 ♔g7 49.♗b8!

1–0

Ex. 13-6

B.Gurgenidze – A.Yusupov

Kislovodsk 1982

Fixing the opposing pawns on the same colour of squares as the bishop.

30.a4!

(2 points)

30.c4! (also 2 points) is equally good.

30...♔e6 31.♔d2 ♔e5

31...g5 32.f4+–

32.h4 f5 33.f3 ♘d5 34.h5 gxh5 35.gxh5 ♔f6 36.♗h6 c6 37.c4

Fixing the weakness on b6.

37...♘c7 38.♔e3 ♘e6

Black tries to erect a barrier.

39.b4 ♔e5? 40.♔d3?

Missing 40.♗g7†! ♘xg7 41.h6+–.

40...c5 41.♗c1

41.b5 f4 42.♗g7† ♔f5±

41...♔f6?

41...cxb4 42.♗b2† (42.h6 ♔f6) 42...♔f4! (42...♔d6 43.h6+–) 43.h6 ♘f8±

42.b5 ♔g7 43.♔e2 ♘d4† 44.♔f2 ♘e6 45.♔g3 ♔f6+–

See Ex. 13-5.

Ex. 13-7

B.Spassky – M.Botvinnik

Moscow 1966

62.♘c4?

The knight is very unfortunately placed on c4. The black king nevertheless gets through to the a-pawn and the passed pawn diverts the white forces.

As Botvinnik showed, White could have constructed a fortress by placing the knight on e2. The black king is able to win the a-pawn, but it can then be cut off on the edge of the board by the white king on c2: 62.♘f1! ♔c3 63.♘g3 e3 64.♔d1 ♔b2 65.♘e2 ♔xa2 66.♔c2=

(3 points for finding this defensive plan)

A much more dangerous option is to meet 62.♘f1! with 62...♗c7!?, in order to prevent the knight getting to e2. Play may then continue 63.♘e3 ♗f4 64.♘g4 (64.♘c4?! ♔c5) 64...♗g5 (64...♔c3 65.♘f6 ♔b2 66.♘d5! ♗d6 67.♔d1 ♔xa2 68.♔c2 ♔a3 69.♘e3 ♗f4 70.♘f5 e3 71.♘d4=) 65.♘f2 ♔e5 66.♘g4† ♔f5 67.♘f2 ♗c1 68.♘h3 ♗b2 69.♔e3! ♔e5 70.♔e2 ♗d4 71.♘g5 ♔f5 72.♘f7= (Averbakh).

Astonishingly, further analysis leads to a position almost identical to that in the game (but only almost...!): 72...♗c5 (72...♗b6 73.♘d6† ♔e5 74.♘c4† ♔d4 75.a4! bxa3 [75...♔c3?? even loses to 76.♘xb6 axb6 77.a5] 76.♘xa3 ♔c3 77.♘b1†=) 73.♘d8 ♔e5 74.♘c6† ♔d5 75.♘a5 (75.♔d2? a6–+) 75...♔d4 76.♘c4 ♔c3 (76...♗b6 77.a4!=) 77.♘d2 e3 78.♘e4†=

62...♔c3 63.♔d1 ♗d4

Threatening ...♔d3.

64.♔e2 e3⊙ 65.♘a5

65.♘xe3 ♗xe3 66.♔xe3 ♔b2 67.♔d3 ♔xa2 68.♔c4 ♔a3⊙–+

65...♔b2 66.♘c6 ♗c5 67.♘e5 ♔xa2 68.♘d3 ♗e7

White resigned. 69.♔xe3 is followed by 69...♔xb3 70.♔d2 ♗g5† 71.♔d1 ♔c3–+.

Ex. 13-8

M.Chiburdanidze – M.Muresan

Lucerne Olympiad 1982

Fixing the opposing pawns on the same colour of square as the bishop.

46.h5!+–

(2 points)

The black h6-pawn is now the second weakness.

46...gxh5 47.gxh5 ♔f6 48.b6 ♘b7 49.♗f8 ♔g5 50.♗g7 ♔xh5 51.♗xe5

And now the f4-pawn is a weakness.

51...♔g5 52.♔f2

52.♔h3 achieves nothing: 52... ♘a5 53.♗d6 ♘b7 54.♗e7† ♔h5

52...♔f5 53.♗g7 h5

53...♔g5 54.♔e2+–

54.♔g2!

The situation has changed, and the king returns to the kingside.

54...♘c5 55.♗f8 ♘b7 56.♔h3 ♔g5 57.♗e7† ♔f5 58.♔h4

Black resigned. The game could continue: 58...♔e6 59.♗g5 ♔e5 60.♔xh5 ♔f5 61.♗h4 ♘c5 62.♗d8 ♘b7 63.♗c7 ♘a5 64.♔h6 ♘b7 65.♔g7+– and the white king heads to the queenside.

Solutions

Ex. 13-9

Variation from the game

Y.Balashov – V.Smyslov

Tilburg 1977

Barrier.

40...♘f8!±

(2 points)

Black brings his knight to c5 (via d7 or e6) and constructs a fortress.

Ex. 13-10

A.Yusupov – V.Anand

Linares 1992

Cutting off the knight.

69.♔b4 ♘b7 70.♗c7⊙

(1 point)

Black resigned, in view of 70...♔a8 71.b6+–.

Ex. 13-11

The end of a study by

L.Katsnelson

1979

1.g5!

(1 point)

1.♔a1 loses after 1...♔c2 2.♘f2 ♗e3 3.♘e4 ♔d3 4.♘f6 (4.♘d6 c3–+) 4...♗d4†–+.

1...♗xg5 2.♔a1 ♔c2 3.♘b2!

(another 1 point)

But not 3.♘f2 ♗e3 4.♘e4 ♔d3–+.

3...♗f6

3...c3 4.♘a4=

4.♔a2 ♗xb2 stalemate

Ex. 13-12

L.Colliander – O.Krassnig

Munich Olympiad 1936

Passed pawn.

1.h6!

(2 points)

1...♘e4†

1...♔f7 2.h7 ♘e4† 3.♔f5! ♘xc3 4.h8♕ b2 5.♕h7† ♔e8 6.♔e6+– (Dvoretsky)

2.♔g6 ♘d6

2...♘xc3 3.h7 b2 4.h8♕† ♔e7 5.♕e5† ♔d7 6.♕d4† ♔e8 7.♕e3† ♔d7 8.♕d2†+– (Dvoretsky)

3.♗g7† ♔e7 4.h7 ♘f7 5.♗b2

Black resigned. After 5...♔e8 6.♔g7 ♔e7 7.♗c3 (or 7.♗c1 ♔e6 8.♗a3⊙+–) 7...♔e6 8.♗f6 he is in zugzwang and loses: 8...♘h8 9.♔xh8 ♔xf6 10.♔g8 b2 11.h8♕†+–

Scoring

Maximum number of points is **23**

20 points and above → **Excellent**
16 points and above → **Good**
12 points → **Pass mark**

If you scored less than ***12*** *points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 14

Contents

- ✓ The difficulties of defending
- ✓ The aim of defence
- ✓ Defensive principles
  - Not weakening the castled position
  - Economy in defence
  - Compensation for the attack
  - Counter-attack
  - Exchanging the opponent's active pieces

Defence

For many players, defending is noticeably more difficult than conducting an attack; they must first of all **spot the opposing threats**, so that they can then react appropriately to these threats. Very often the defender must **play with extreme accuracy** and find only moves. Accurate calculation of variations and well-developed tactical vision are very important in order to save a game.

We have already seen some of the tactical weapons available to the defence in the earlier chapters on 'Counterplay' and 'Counter-attack', and also in 'Drawing combinations' (*Build Up Your Chess 3*, Chapter 14) and 'The use of traps' (*Boost Your Chess 1*, Chapter 9).

Resilient defence in inferior positions, that is, making use of all the practical chances and making it harder for the opponent to carry out his plans, can after all earn you a lot of points. There are few players who are able to achieve a win from a good position without slipping up when faced with stubborn resistance. **The goal of the defending side is to make the opponent's life as difficult as possible for him** (of course, only over the chessboard!).

In this chapter we shall discuss the most important defensive principles.

1) Weaken your castled position only if there is no other option

Unmotivated pawn moves lead to a weakening of the castled position!

Diagram 14-1 △

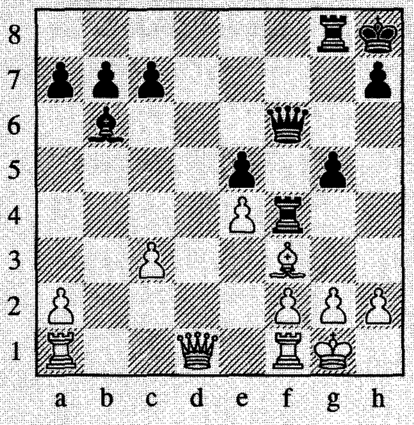


Diagram 14-1

M.Chigorin & Ponce – W.Steinitz & Gavilan

Consultation game, Havana 1889

1.h3?

"The obvious reaction, but nevertheless a decisive mistake! You see, the move creates a weakness and White's already seriously threatened position cannot stand any more." – Euwe

1.♗g4!? is followed by 1...♗xf2† 2.♔h1 ♖xe4∓.

Steinitz gave a better solution, which keeps the castled position compact: 1.♔h1! g4 2.♗e2 ♗xf2!? (or 2...♖xe4!? 3.f3! gxf3 4.♖xf3 ♕c6 5.♕f1∓; but not 2...♖xf2? 3.♖xf2 ♕xf2 4.♗xg4⇄) 3.g3! ♖xe4 (3...♕h6 4.♕d5 ♗xg3 5.♕xe5† ♖g7 6.♕e8†=) 4.♔g2

Euwe thought that White was winning here, but Black actually has two good options:

a) 4...♖d8 5.♕c2 (5.♖xf2?? ♖xd1–+) 5...♖xe2 6.♕xe2 ♖d2 7.♕xg4 (7.♕xd2?? ♕f3#) 7...♕c6†!? (7...♗e1† 8.♔g1 ♗f2†=) 8.♔h3 ♖d6 with a strong attack.

b) 4...♖f8 5.♗xg4 ♖xg4! (5...♖e3 6.♕d5∓) 6.♕xg4 ♕c6† 7.♔h3 ♖f6 again with a strong attack.

Even after 1.♔h1! White's position remains critical, but his opponent has to solve problems which are much more complicated than those in the game.

1...g4!

The move h2-h3 makes it easier for Black to open lines against the white king.

2.hxg4

If 2.♗xg4, then 2...♖gxg4 3.hxg4 ♖xf2 4.♖xf2 ♕xf2† 5.♔h1 ♕h4# (Euwe).

2...h5!–+ 3.g5

3.gxh5 ♖xf3–+

3...♖xg5 4.♔h2 ♖h4†

Or 4...♖g3!! 5.fxg3 ♖h4†–+.

5.♔g1 ♕f4 6.♖e1 ♖xg2†!

Another way to finish it off was 6...♖h1† 7.♔xh1 ♕h4† 8.♔g1 ♕xf2† 9.♔h2 ♕h4#.

0–1

2) Conduct an economical defence

You should only employ as many pieces in the defence as necessary! Sometimes your pieces, when grouped tightly into a few squares, can get in each other's way! The superfluous pieces should rather be used for active operations.

3) Seek compensation for your opponent's attack

Since your opponent is attacking in any case, you can perhaps at least aim for an advantage in material. If you have to suffer, then it should preferably not be in vain.

(These two principles require to be applied sensibly and in the correct dosage, without overdoing it!)

4) Counter-attack is the best form of defence

If the defending side gets a chance to play actively, it absolutely must take advantage of it. A counter-attack can tie up some of the opponent's active pieces and thus weaken the wave of attackers and relieve the defence. A counter-attack can even turn out to be more dangerous than the attack if the opponent has opened up his own castled position.

The following classical example illustrates these principles.

Diagram 14-2 ▼

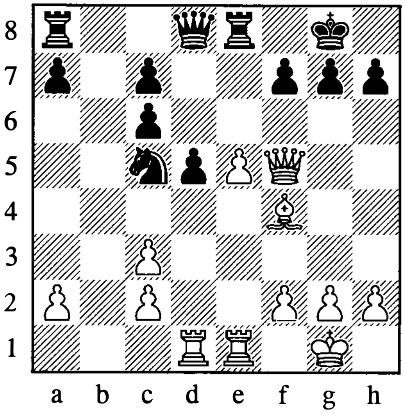


Diagram 14-2

S.Winawer – Em.Lasker

Nuremberg 1896

White threatens a kingside attack.

17...♕c8!

Exchanging queens would be an optimal solution for Black.

18.♕h5

White wants to attack on the kingside and naturally keeps the queens on. However, simplification would perhaps be the better option: 18.♕xc8 ♖axc8 19.c4!=

18...♕a6!?

18...g6 (followed by ...♕f5 and ...♘e6) would be a purely defensive operation. 18...♕e6!? is also not bad.

But Lasker has confidence in his position and looks for a more active defence.

19.♖e3

Diagram 14-3 ▼

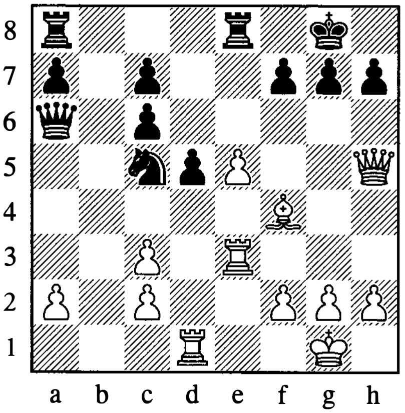


Diagram 14-3

19...♕xa2!

Principle 3.

"Somebody once said that anyone who takes such a pawn must be either a beginner or a grandmaster. The former takes it out of ignorance and the latter because he believes that he still has enough counter-chances, while at the same time being aware of the numerous dangers which threaten him." – Euwe

20.♖c1

20.♖h3 is met by 20...♕xc2, and the queen protects the king from a distance.

20...♕c4

Principle 2.

21.♖f3

The queen's activity means that the opponent cannot yet go over to a direct attack.

21.♗g5 ♘e4∓

21...♘e6

21...♖e6!? is also possible: 22.♗e3 ♖f8∓

22.♗d2 ♖e7 23.♖h3 ♕e4 24.f3

Tarrasch suggests 24.f4!?. After 24...♕g6 (24...♘f8!?) 25.♕h4 ♖d7 26.g4 ♕e4, White would have a tempo more than he does in the game.

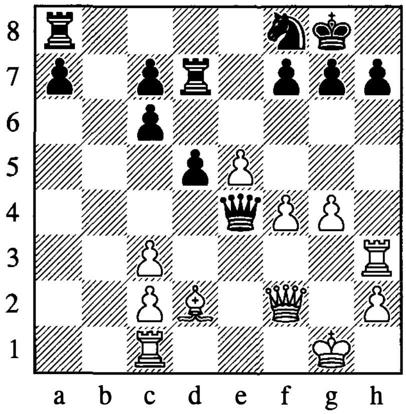
24...♕g6 25.♕h4 ♖d7 26.f4 ♕e4! 27.g4

Tarrasch points out that 27.♖d3 is better, planning ♖e1 and then g4.

27...♘f8 28.♕f2

Diagram 14-4

Diagram 14-4 ▼



28...a5!

Principle 4.

As White still has no dangerous threats on the kingside, Black activates his trump, the passed a-pawn.

29.♖e3 ♕c4 30.f5 a4!

"Lasker has built up his position according to the principles of Steinitz: the castled position has not been weakened and due attention has been paid to the requirement of an economical deployment of the defending pieces, in that the knight and one rook are passive, whilst the queen and the other rook are taking an active part in the defence. It is of course clear that the counter-attack with the steadily advancing passed pawn is not being forgotten." – Euwe

30...♕xg4†? would just open up a file for White to attack the black king with 31.♖g3.

31.♖f1

The variation 31.e6 fxe6 32.fxe6 ♘xe6! 33.♖xe6 ♕xg4†–+ is very typical for defence, which should be based on the tactical resources in the position.

31.h3 (Tarrasch) is followed by 31...a3 32.e6 fxe6 33.fxe6 ♖e7 34.♕f5 a2 35.♖f1 ♕xf1†!–+ (Euwe).

31...a3 32.♖ee1 a2 33.h3 c5

Principle 4.

Black also seeks counterplay in the centre.

34.♔h2

Here too, 34.e6 would be bad, this time on account of 34...fxe6 35.fxe6 ♘xe6 36.♖xe6 a1♕–+.

34...d4 35.♕f3

Diagram 14-5

Diagram 14-5 ▼

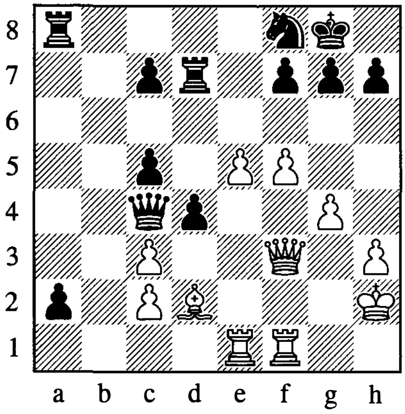


Diagram 14-6 ▼

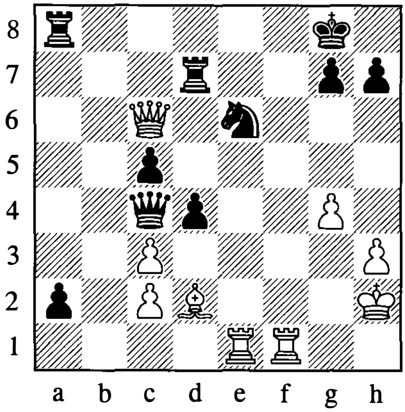
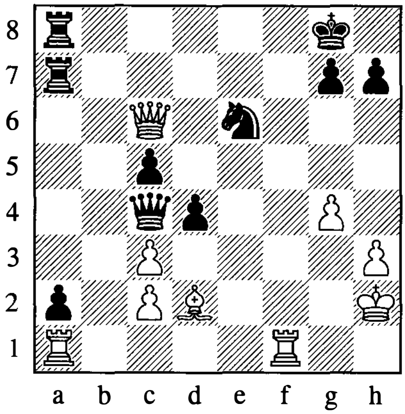


Diagram 14-7 ▼



35...c6!

A strong move, which opens up the way for the second rook to come to a7.

36.e6

36.♕xc6 is followed by 36...♖da7 37.♖a1 ♕e2†–+.

36...fxe6 37.fxe6 ♘xe6 38.♕xc6

Diagram 14-6

38...♖da7!–+

Principle 2.

The two rooks are working optimally: they are very effective in the defence and at the same time they are supporting the counter-attack by the a-pawn!

39.♖a1

Diagram 14-7

If 39.♕xe6†, then 39...♕xe6 40.♖xe6 a1♕ 41.♖xa1 ♖xa1–+.

39...♖f8!

Principle 4.

The white rook has been diverted to a1 and the white king's position is weakened. Black begins a counter-attack on the kingside!

40.♖fe1 ♘d8 41.♕b6 ♖af7 42.♗g5 ♖f2† 43.♔g3 ♕xc3†

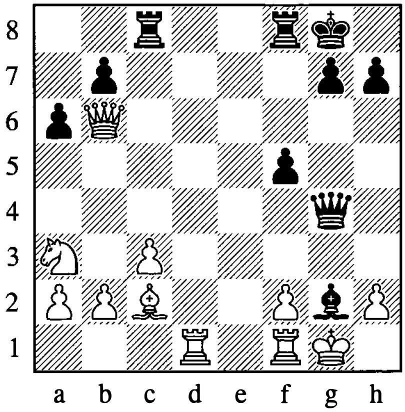
White resigned, in view of 44.♔h4 ♕xh3† 45.♔xh3 ♖8f3† 46.♔h4 ♖h2#.

5) Swap off your opponent's active pieces

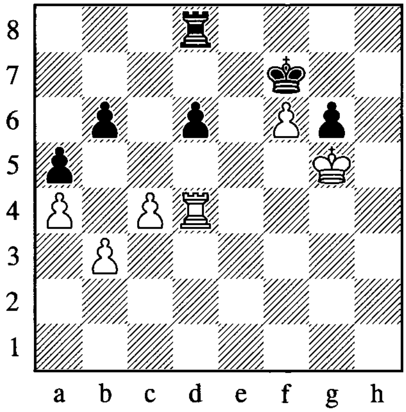
A well-timed simplification of the position can strongly reduce the potential danger of the attack.

Exercises

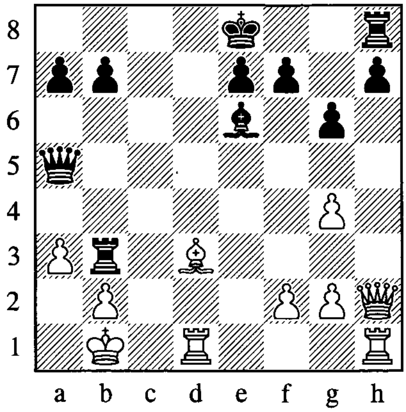
➤Ex. 14-1◀ ★★ △



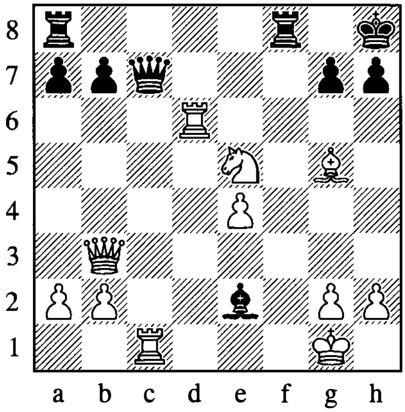
➤Ex. 14-2◀ ★★ ▼



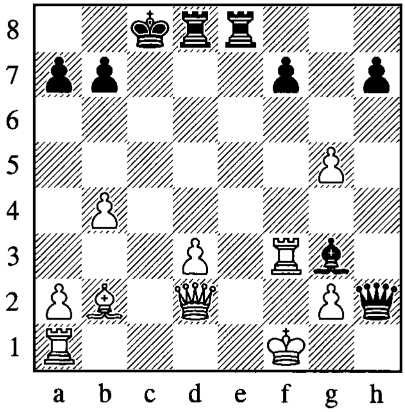
➤Ex. 14-3◀ ★★ ▼



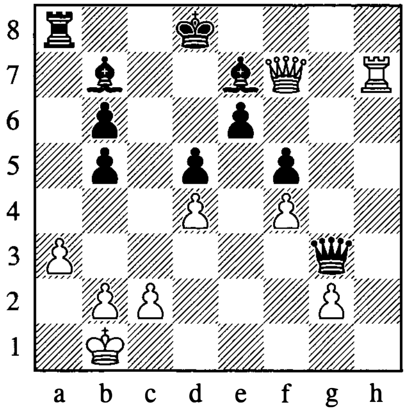
➤Ex. 14-4◀ ★★★ △



➤Ex. 14-5◀ ★★★ △

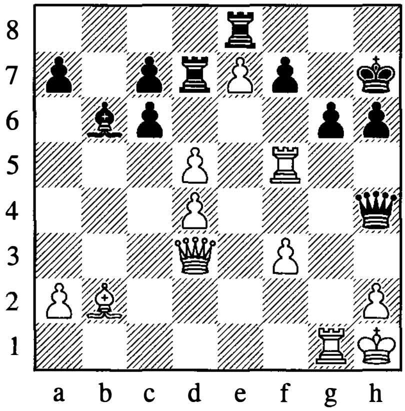


➤Ex. 14-6◀ ★★ ▼

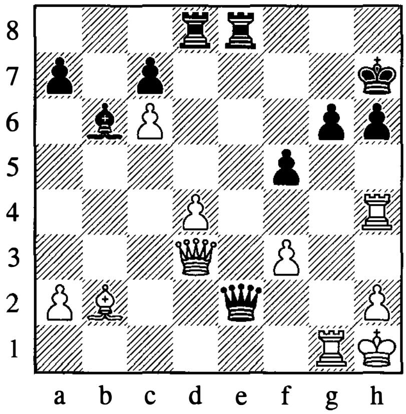


Exercises

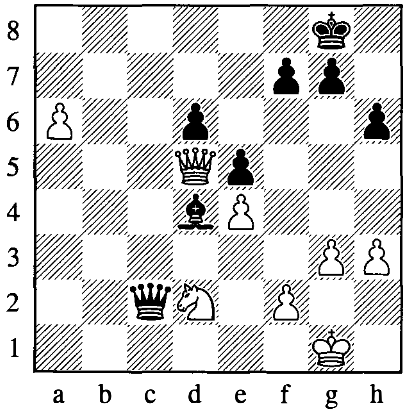
➤Ex. 14-7◄ ★★ ▼



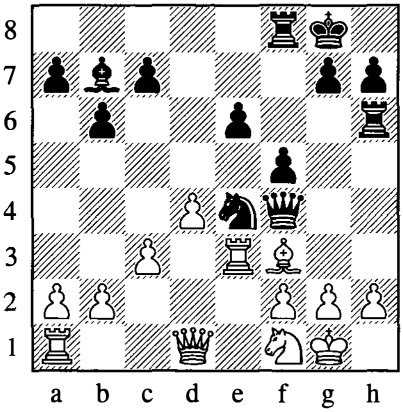
➤Ex. 14-8◄ ★★ △



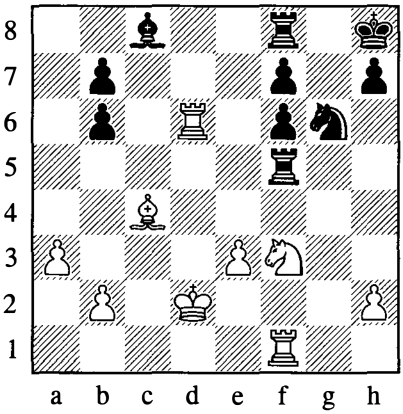
➤Ex. 14-9◄ ★★ △



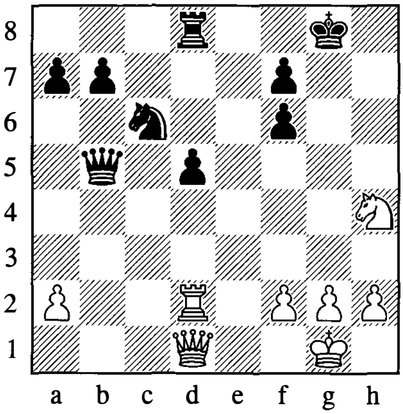
➤Ex. 14-10◄ ★★ △



➤Ex. 14-11◄ ★★★ ▼



➤Ex. 14-12◄ ★★ ▼



Solutions

Ex. 14-1

Variation from the game

M.Chigorin – I.Gunsberg

Havana match (1) 1890

21.♕e6†!

(1 point)

21.♕d6 f4! 22.♕d7? is not so good, because of 22...♕g5 23.h4 ♕xh4 24.♔xg2 f3†–+.

21.♗xf5? is also bad: 21...♕xf5 22.♔xg2 ♕f3† 23.♔g1 ♖c6–+

21...♔h8 22.♗xf5

(another 1 point)

22...♕g5

22...♖xf5 23.♕xc8†+–

23.f4 ♕xf5

Or 23...♕h4 24.♕e1!? (also winning are both 24.♖fe1 and 24.♔xg2 ♖ce8 25.♕c4) 24...♕h6 25.♗xc8 ♗xf1 26.♕xf1+–.

24.♕xf5 ♖xf5 25.♔xg2+–

Ex. 14-2

J.Capablanca – M.Vidmar

New York 1927

45...♖e8!

(1 point)

The activation of the rook saves the game.

46.♖xd6 ♖e5† 47.♔f4 ♖e6!=

(another 1 point)

47...♖f5† is also possible: 48.♔e4 ♖xf6 49.♖d7† ♔f8 50.♖b7 ♔e8 (50...g5 51.♔e5±) 51.♔e5±

But the move in the game is even better.

48.♖d5

48.♖xe6?? ♔xe6 49.♔g5 ♔f7–+

48...♔xf6 49.♖b5 ♔e7 50.♔g5 ♖c6 51.♔h6 ♔f8 52.♖g5 ♔f7 53.♖g3 ♖e6 54.♖d3 ♖e5 55.♖d7† ♔f6 56.♖d6† ♔f7

½–½

Ex. 14-3

A.Morozevich – G.Kasparov

Frankfurt 2000

19...♕c3!

(2 points)

19...♔f8 is not so good, as 20.♕h6† gives White attacking chances.

20.♕b8† ♗c8 21.♖d2 0–0 22.♕h2?

Better is 22.♕f4∓.

22...h5–+

Ex. 14-4

A.Alekhine – B.Verlinsky

Odessa 1918

24.♕d1!!

(3 points)

Simple and brilliant – the queen protects everything!

The alternatives are not so strong:

a) 24.♘g6† (1 point) 24...hxg6 25.♕h3† ♔g8 26.♕e6† ♔h8 27.h3±

b) 24.♘c4?! ♗xc4 25.♕b4±

c) 24.♖dd1?! ♕xe5!±

24...♕a5

No better is 24...♗xd1 25.♖xc7+– nor 24...♖f1† 25.♕xf1 ♕xd6 26.♘f7†+–.

25.♕xe2 ♕xe5 26.♖d5

1–0

Ex. 14-5

A.Nimzowitsch – A.Alekhine

St Petersburg 1914

28.♗d4!

(2 points)

28.♕c3† is worse: 28... ♔b8 29.♕c5 (1 consolation point) 29...♕h1† (29...♖e6!? may be even stronger, e.g. 30.♗d4 b6 31.♕c3 ♕h1† 32.♗g1 ♗h2 33.♔f2 ♗e5–+) 30.♕g1 ♕h4∓ with a strong attack.

28...♖xd4

28...♔b8∞

29.♕c3† ♔b8 30.♕xd4 ♗e5 31.♕d7!

(another 1 point for this variation)

31...♖c8 32.♖xf7 ♕h1†∞ 33.♔f2 ♕h4† 34.♔e2!?

34.♔f1=

34...♕h5† 35.g4 ♕h2† 36.♔f3

36.♔e3!?

36...♕g3† 37.♔e4 ♗c7! 38.♖c1 ♕g2† 39.♔e3 ♗b6† 40.d4?

40.♖c5=

40...♖d8–+ 41.♖c7 ♕g3† 42.♖f3 ♕e1† 43.♔d3 ♕d1† 44.♔e3 ♗xc7

0–1

Ex. 14-6

Variation from the game

E.Bogoljubow – A.Alekhine

New York 1924

28...♕e1†! 29.♔a2 ♕b4

(1 point)

30.♖h8†

30.♕xe6 ♕d6 31.♕xd6† ♗xd6 32.♖xb7 ♗c7–+

30...♔d7 31.♖xa8 ♕c4†–+

(another 1 point)

Ex. 14-7

J.Blackburne – W.Steinitz

London match (10) 1863

30...♕xe7!

(2 points)

Other moves are clearly worse:

a) 30...gxf5? 31.♕xf5† ♔h8 32.♕xd7+–

b) 30...♖dxe7? 31.♖xf7† ♖xf7 32.♕xg6†±

c) 30...♔g8?! 31.♖xg6† fxg6 32.♖f8† ♔g7 33.♖xe8 ♕e1† 34.♔g2 ♖xe7 35.♖xe7† ♕xe7 36.dxc6±

31.dxc6?

31.♗a3!? ♕e3 32.♕xe3 (32.♖xf7†? ♖xf7 33.♕xg6† ♔h8 34.♕xf7 ♗xd4–+) 32...♖xe3 33.dxc6=

31...♖dd8?!

Stronger is 31...♖d6!?∓, as 32.♗a3 can be met by 32...gxf5 33.♕xf5† ♔h8–+.

32.♗a3?!

Certainly not 32.♖e5?? ♕xe5–+.

But better is 32.♖f4 ♕e6 33.d5 ♖xd5 34.♕c3 ♖g8 35.♖f6 with counterplay.

32...♕e6 33.♖f4 f5!?

33...♕xa2 34.d5 ♕xd5 35.♕xd5 ♖xd5 36.♖xf7† ♔g8 37.♖d7∓

34.♖h4!? h5!?∓

The careless 34...♕xc6? would allow White to escape with a draw: 35.♗f8!! ♖xf8 (35...♗xd4 36.♖xh6†+–) 36.♕e3 ♔g8 (36...h5 37.♖xh5† ♔g8 38.♖h8† ♔xh8 39.♕h6† ♔g8 40.♖xg6†=) 37.♕xh6 ♕xf3† 38.♖g2=

But 34...♕f6!–+ was even better than the game move, safely winning the d-pawn.

Ex. 14-8

Based on the game

J.Blackburne – W.Steinitz

London match (10) 1863

35.♗c1!!

(2 points)

This combination leads to perpetual check.

Instead 35.♖xg6? would simply lose to 35...♔xg6.

And if 35.♕b3, then 35...♖e6∓.

35...♕xd3

35...h5?? 36.♖xh5†+–

36.♖xh6† ♔g7 37.♖gxg6† ♔f7 38.♖f6†=

Ex. 14-9

M.Dvoretsky – E.Geller

USSR Ch, Yerevan 1975

30.a7?!

½–½

White offered a draw. Black was in time trouble and did not calculate the following variation all the way to the end: 30...♗xa7 31.♕a8† ♔h7 32.♕xa7 ♕xd2 33.♕xf7 ♕e1†, and then 34...♕xe4∓.

30.♕a5?! or 30.♕b7?! are met by 30...g6∓.

The correct move is 30.♕c4!!

(2 points)

and Black must concede the draw:

a) 30...♕d1† 31.♔g2 g6? 32.♘f3±
b) 30...♕xc4?? 31.♘xc4+–
c) 30...♗xf2† 31.♔xf2 ♕xd2† 32.♔f3=
d) 30...♕xd2 31.♕c8† ♔h7 32.♕f5†=

Ex. 14-10

W.Steinitz – A.Vasquez

Havana 1888

19.♕a4!

(2 points)

Economical defence. The queen starts a counter-attack. The rook on a1 will also come into the game.

19.g3 ♕d6 20.♘d2? is not so good, on account of 20...♘xf2! 21.♔xf2 ♖xh2†–+.

1 consolation point for the conventional 19.♕e2 or 19.♕c2.

19...a5?!

19...♘d2? is bad: 20.♗xb7 ♘xf1 21.♔xf1+–

However, the move in the game is too passive. Black should try 19...♕h4!? 20.g3 (20.♕c2) 20...♕e7 (20...♕h3!? 21.♕xa7 f4 22.♕xb7 ♘d6 23.♕xc7 fxe3 24.♗g2 exf2† 25.♔h1 ♘e8 26.♕xb6∞) 21.♕xa7 ♗d5 22.♕a6∞. But it is very difficult to offer such an unclear sacrifice during a game.

20.♖ae1± ♖d8?!

20...♗a6 would be more resilient: 21.g3 (21.c4? ♘g5) 21...♕g5 (21...♕d6!?) 22.♕c6! ♗xf1 23.♖xf1 ♘d2 24.♖fe1 f4 25.♖e5 ♘xf3† 26.♕xf3±

It is important to try to weaken the opponent's castled position.

Instead of attacking, Black has brought his rook into a defensive position. This gives White more courage for his counter-attack.

21.♘g3 ♕h4 22.h3 ♘xf2

If 22...f4, then 23.♖xe4 ♗xe4 24.♖xe4+–.

22...♘c5 is followed by 23.♘xf5 ♘xa4 (23...exf5 24.♖e8† ♔f7 25.♕c4† ♔g6 26.♗xb7 ♘xb7 27.♖8e6† ♔g5 28.♕xc7+–) 24.♘xh4 ♖xh4 25.♗xb7+–.

23.♗xb7

23.♔xf2 ♗xf3 (or 23...♗c8!?) 24.♖xf3 f4 gives Black counterplay.

23...♘xh3†

23...f4 24.♘f5! exf5 25.♗d5† ♔f8 26.♖e8†+–

24.gxh3 ♖g6?

24...f4 (Bachmann) 25.♘f5! ♕g5† (25...♖g6† 26.♔h1 ♕g5 27.♖xe6+– or 25...exf5 26.♗d5†!+–) 26.♗g2 ♖g6 27.♘e7† ♕xe7 28.♖f3 ♕g5 29.♕c2+–

25.♗g2 ♖f8

25...♖xg3 26.♕c4+–

26.♕c4! ♔h8 27.♕xc7 f4 28.♖f1 ♖xg3 29.♕d6! ♖d8 30.♖xf4!†

1–0

Ex. 14-11

G.Kasparov – A.Khalifman

Reggio Emilia 1991

24...♖c5!

(3 points)

The strong transfer of the rook to c6 solves all the defensive problems.

24...♗e6 (1 consolation point) is not so good: 25.♗xe6 fxe6 26.♖xe6 ♘e5 27.♔e2±

After 24...b5 (1 consolation point) 25.♗d3±, Black has too many weaknesses.

If 24...♘e5 (1 point), then 25.♘xe5 fxe5 26.♖xf5 ♗xf5 27.♗d5±.

25.♗d3

25.♗d5 ♘e7= (Khalifman)

25...♖c6!=

Ex. 14-12

H.Pillsbury – W.Steinitz

New York 1894

28...d4!

(2 points)

With this strong move, Black defends the f5-square and at the same time activates his main trump card – the passed pawn.

1 point for 28...♕c4.

29.♖d3 ♘e5 30.♖b3 ♕c6 31.♖g3† ♔f8 32.♕d2?

Better is 32.h3.

32...♖c8! 33.♕h6† ♔e7 34.♘f5† ♔d7 35.h4 ♕c1†–+ 36.♕xc1 ♖xc1† 37.♔h2 d3

White resigned. There is no hope after 38.h5 d2 39.♘e3 ♖e1–+.

Scoring

Maximum number of points is 27

23 points and above → **Excellent**

19 points and above → **Good**

14 points → **Pass mark**

If you scored less than ***14*** *points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 15

Contents

✓ Look for candidate moves
✓ Guidelines for the calculation of variations
  - Accurate calculation of the first moves
  - The opponent's candidate moves
  - Active possibilities
  - Return to the search for candidate moves

Candidate moves

We dealt with this theme extensively in *Build Up Your Chess 2*, Chapter 7. Candidate moves are the most important part of the calculation of variations. Sometimes it is enough simply to discover the correct move and we immediately realize that we have also found the solution. But if we do not find a good variation, then we must look for new ideas, new candidate moves.

Here are some important guidelines for the calculation of variations.

1) Accurate calculation of the very first moves is more important than being able to calculate long variations

It is also very important to find good candidate moves at the start of the calculation.

Diagram 15-1 ▼

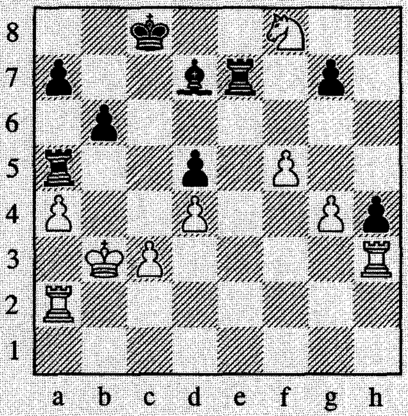


Diagram 15-1

P.Leko – A.Khalifman

Istanbul Olympiad 2000

Black is defending a bad ending. But he misses an idea which could save him.

56...♖e4?

This move leads to a lost rook ending.

Black could force a draw after 56...♗b5!! (threatening ...♗c4†) 57.axb5 (or 57.♖a1 ♗c4† 58.♔a3 ♗b5=) 57...♖xb5† 58.♔a4 (58.♔c2?? ♖e2†–+) 58...♖a5† 59.♔b3 ♖b5† with a repetition of moves.

57.♘xd7 ♔xd7 58.♖xh4 ♔e7 59.♖g2 b5 60.♖h7 ♔f8 61.g5 bxa4† 62.♔b4 ♖a6 63.f6 a3 64.♖xg7 ♖ee6

And White was able to successfully convert his material advantage. See Exercise F-15 in the Final Test.

2) Do not just look for candidate moves for yourself, but do so for your opponent too

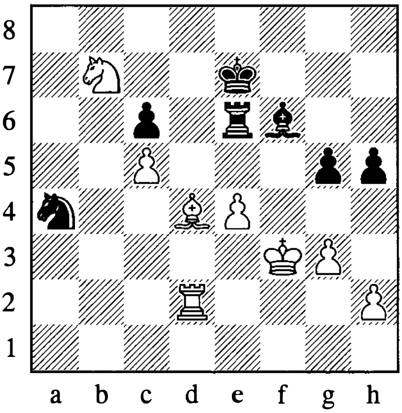
It is sometimes more difficult to look for candidate moves for your opponent than to develop your own ideas. But it is impossible to calculate variations well without taking the opponent into account.

Diagram 15-2

B.Macieja – Z.Sturua

European Ch, Batumi 2002

Diagram 15-2 △



White is clearly better. But it is not so easy to convert his advantage in material. So White looks for a concrete way to do so.

41.♘d8!

Another possibility is 41.♔e3! ♘c3 42.♘d6 ♘d5† 43.♔d3+–.

In a good position there are sometimes several good moves.

41...g4†!

The best chance.

If 41...♔xd8, then 42.♗xf6† ♔c8 43.♗d4! ♖e7 44.♖a2 ♖a7 45.h4!+– and Black loses, because of the bad position of the knight on a4.

42.♔f4

Other king moves are not good:

a) 42.♔e3? ♗g5†

b) 42.♔f2? ♗xd4† 43.♖xd4 ♖f6† 44.♔e3 ♘xc5=

42...♗xd4

42...♔xd8 is followed by 43.♗xf6† ♔c8 44.♗d4+–.

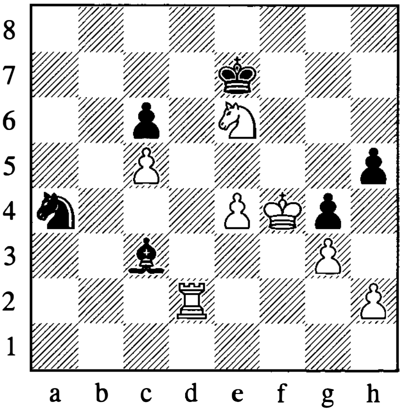
43.♘xe6!?

Nor is 43.♖xd4 all that clear: 43...♘xc5! 44.e5! (44.♘xe6?? ♘xe6†) 44...♖h6 45.♔g5 ♘e6† (45...♖h8 46.♘xc6† ♔f7 47.♔f5+–) 46.♘xe6 ♖xe6 47.♔xh5 ♖xe5† 48.♔xg4†±

43...♗c3!

Diagram 15-3

Diagram 15-3 △



44.♖d3!

The following variations show how important it is to take into account the opponent's resources:

a) 44.♖d6? ♘xc5!

b) 44.♖a2? ♔xe6 45.♖xa4? ♗d2#

44...♔xe6 45.♖d6† ♔e7 46.♖xc6±

This ending is probably won for White, although Black can still put up bitter resistance.

46...♗d4

46...♗b4 is slightly more stubborn: 47.♔f5 ♘xc5 48.♖h6 ♘d3 49.♖xh5 ♘f2 50.e5+–

47.♖h6 ♘xc5 48.♖xh5 ♔f6

48...♘d7 49.♖d5 ♗c3 50.♔f5+–

49.♖h6† ♔g7 50.♖c6 ♗g1 51.♔f5 ♔f8 52.e5 ♔e7 53.♖c7† ♔d8 54.♖h7 ♗d4 55.♖h4 ♘d7 56.♖h8† ♔e7 57.♖h7† ♔e8 58.♖h8† ♔e7 59.♖h7† ♔e8 60.♖h6 ♗b2

60...♗xe5 61.♖e6†+–

61.e6 ♘e5 62.♖h8† ♔e7 63.♖h7† ♔d6?

63...♔e8 would be more resilient.

64.♖b7

White will play e6-e7 next.

1–0

3) You must first take into account all the active possibilities

Look at all checks, captures and attacks. Try to calculate forcing variations first.

Diagram 15-4 △

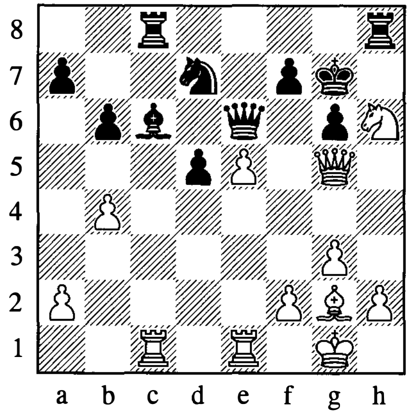


Diagram 15-4

E.Kengis – A.Shabalov

Jurmala 1985

White finds a forced win.

28.♖xc6! ♖xc6

28...♕xc6 is not any better: 29.♘f5† ♔f8 30.♕e7† ♔g8 31.e6!+–

29.♗xd5! ♕xd5

After 29...♕h3!? 30.♘f5† ♕xf5 31.♕xf5 gxf5 32.♗xc6+– White has two extra pawns.

30.♘f5†

Black resigned. In all variations White has a very simple win, e.g. 30...♔g8 31.♘e7† or 30...♔f8 31.♕d8#.

4) If, after thinking for some time, your preferred move still does not lead to a clear conclusion, you should go back and look for other candidate moves

Perhaps you will find a stronger move.

Diagram 15-5 ▼

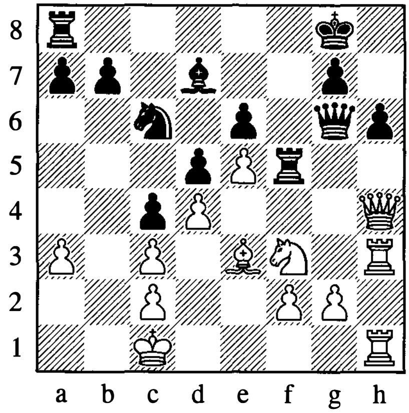


Diagram 15-5

E.Mortensen – L.Karlsson

Esbjerg 1988

The combination which follows is not an easy one to spot. But it does help to check all active moves!

20...♖xf3!! 21.♖xf3 ♘b4!

22.axb4 will be answered by 22...♗a4 with a quick mate.

0–1

Diagram 15-6

S.Movsesian – E.Sutovsky

Kaskady 2002

Sutovsky finds a surprising solution.

29...♖xa2!!

After the routine move 29...♕e3, White is also very badly placed.

30.♖c2

As the following variations prove, White cannot capture either piece without suffering major damage:

a) 30.♔xa2 ♖a8† (or 30...♘b4† 31.♔b1 ♕a3–+) 31.♔b1 ♕a3 32.♘d3 ♕a1† 33.♔c2 ♘d4† 34.♔d1 ♕a4†–+

b) 30.♕xa2 ♕xe4† 31.♔a1 ♗xb2† 32.♔xb2 (32.♕xb2 ♖a8†–+) 32...♖f2†–+

c) 30.♗xf3 ♖xb2†–+

30...♖xb2†

A safe route to victory. But Black could also sacrifice a whole rook: 30...♖a1†! 31.♔xa1 ♖a8† 32.♔b1 ♕a3 33.♔c1 (33.♖e2 ♕a1† 34.♔c2 ♕xb2† 35.♔d1 ♖a1†–+) 33...♗g5† 34.♔d1 ♕e3!–+

31.♖xb2 ♕a3 32.♕b3

32.♖a2 ♕b4† 33.♔c1 ♗g5† 34.♔d1 ♕d4† 35.♔c2 ♘b4†–+

32...♗xb2 33.♕xb2 ♕e3 34.♗c2

34.♗xc6 bxc6 35.♖d1 ♕e4† 36.♕c2 ♖b8† 37.♔c1 ♕xg4–+

34...♘d4

The white king is too exposed.

35.♖d1

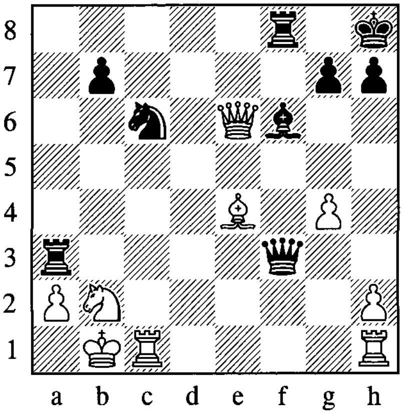
35.♕b4 ♕f3 36.♖c1 ♘xc2 37.♖xc2 ♖a8–+

35...♘xc2 36.♕xc2 ♕b6† 37.♔c1 ♕e6 38.♕a4 ♕h6† 39.♔b1 ♕xh2–+ 40.♕b4 ♖a8 41.♕xb7 ♖b8 42.♔c1 ♕f4† 43.♔c2 ♕c4†

0–1

In the test which follows, try first to find good candidate moves. But if these continuations do

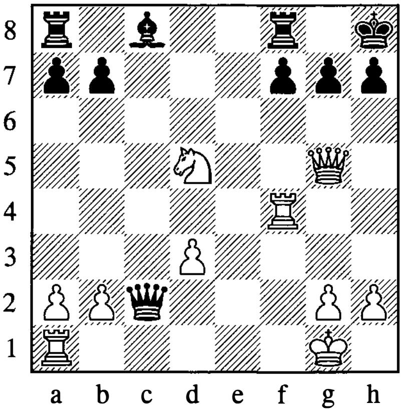
Diagram 15-6 ▼



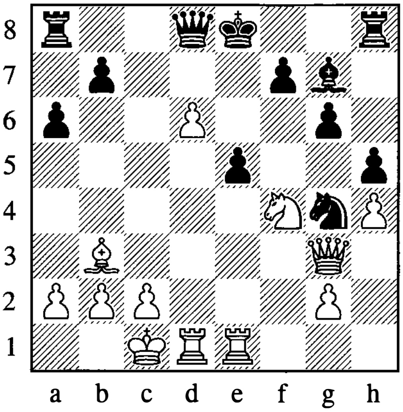
not achieve much, then look for new possibilities in the position. Also, do not forget to take into account Rules 2 and 3. The key to everything lies in discovering the correct idea. Consider the test positions as though they were positions in a normal game (that means that you do not always have to win!).

Exercises

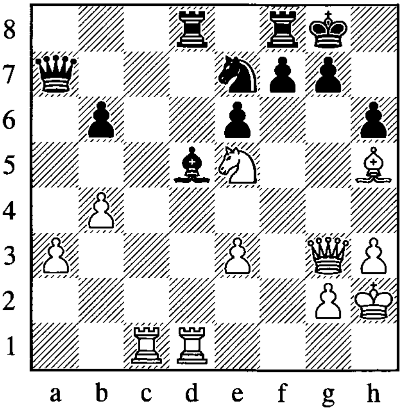
➤Ex. 15-1◄ ★★ △



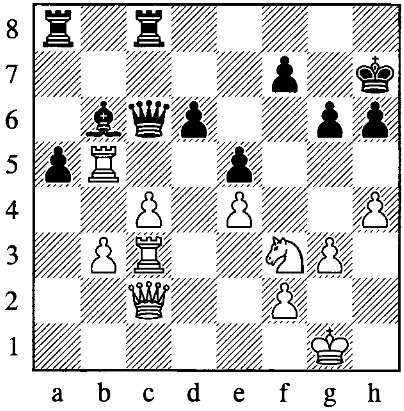
➤Ex. 15-2◄ ★ △



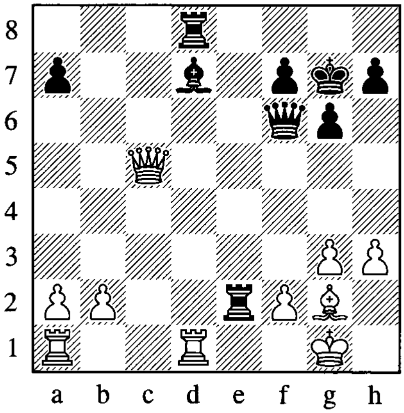
➤Ex. 15-3◄ ★★ ▼



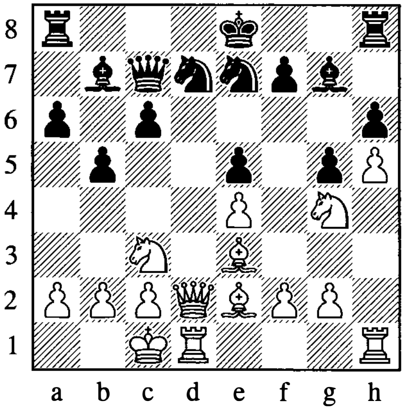
➤Ex. 15-4◄ ★ ▼



➤Ex. 15-5◄ ★★ ▼

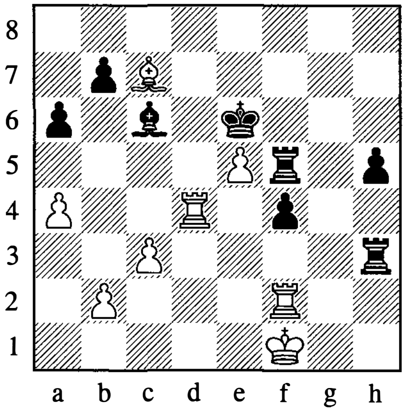


➤Ex. 15-6◄ ★ △

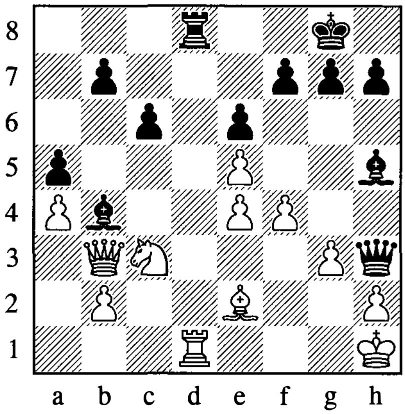


Exercises

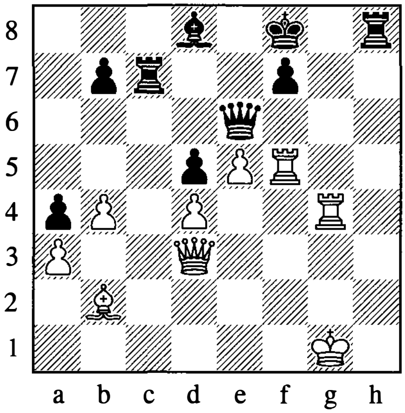
➤Ex. 15-7◄ ★★★ △



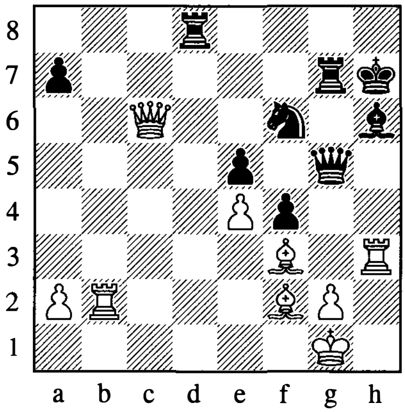
➤Ex. 15-8◄ ★★ ▼



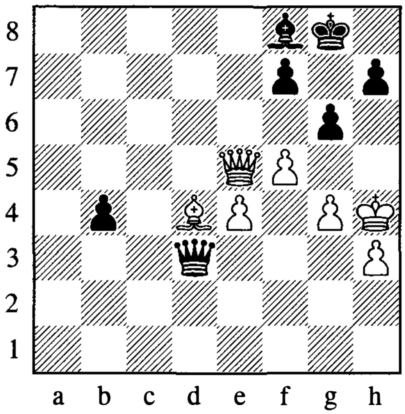
➤Ex. 15-9◄ ★★★ ▼



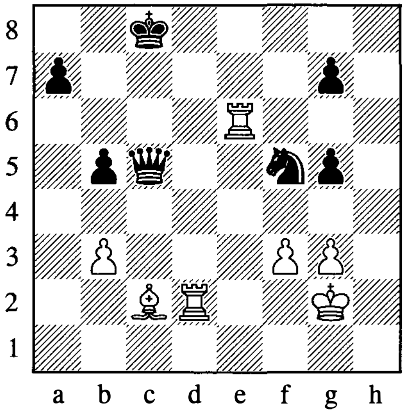
➤Ex. 15-10◄ ★ ▼



➤Ex. 15-11◄ ★★ ▼



➤Ex. 15-12◄ ★★ △



Solutions

Ex. 15-1

E.Vorobiov – I.Belukhin

Pardubice 2002

19.♖xf7!

(1 point)

19.♘f6? is bad: 19...♕xb2–+

19...♖g8

The key point is 19...♕c5† 20.♘e3!+–.

(another 1 point)

20.♘e7

Black resigned. 20...♗e6 is met by 21.♘g6† hxg6 22.♕h4#.

Ex. 15-2

E.Sutovsky – Z.Azmaiparashvili

Moscow (rapid) 2002

24.♗xf7†!

(1 point)

Black resigned. 24...♔xf7 is followed by 25.♕b3† ♔f8 26.♘xg6† ♔e8 27.♕e6†+–.

Ex. 15-3

J.Lautier – A.Onischuk

Moscow (rapid) 2002

31...♘f5–+

(1 point)

31...♕xa3? is much weaker: 32.♗xf7† ♖xf7 33.♘xf7 ♔xf7 34.e4±

32.♕f4 g5! 33.♕f2 ♕b8!

(another 1 point)

34.♕b2 f6 35.♖e1 ♘g7 36.e4 ♗b7

0–1

Ex. 15-4

L.Christiansen – P.Charbonneau

Richmond match (2) 2002

28...♗d4! 29.♖d5

The point of Black's move is 29.♘xd4 exd4 30.♖d3 ♕xb5–+.

(1 point)

29...♗xc3 30.♕xc3 a4–+

Ex. 15-5

G.Vojinovic – Z.Kozul

Neum 2002

21...♖c8!

(1 point)

22.♕xa7

22.♕d4 ♖e1†! 23.♔h2 ♕xd4 24.♖xd4 ♖xa1 25.♖xd7 ♖c2–+

22...♖c7!

But not 22...♖cc2?? 23.♖xd7 ♖xf2 24.♗d5+–.

23.♕d4 ♖e1†!

0–1

(another 1 point)

Ex. 15-6

V.Potkin – J.Ehlvest

Batumi (rapid) 2002

15.♗xg5! hxg5 16.h6 ♗xh6

The point of White's sacrifice is 16...♗f8 17.♕xd7†! ♕xd7 18.♘f6†+–.

(1 point)

17.♖xh6 0–0–0 18.♖xh8 ♖xh8 19.♕xg5 ♘g6 20.♕f5 ♘f4 21.♘f6+–

Ex. 15-7

R.Babaev – A.Anastasian

European Ch, Batumi 2002

36.♖dxf4??

Obviously White had overlooked Black's strong reply.

The correct move is 36.♖fxf4=.

(2 points)

36.♖d6†?! is weaker: 36...♔f7 37.e6† ♔e7 38.♖fd2 ♖h1†∓

If 36.♔e2?!, then 36...f3† 37.♔e3 ♖f7∓.

36...♗f3!

0–1

(another 1 point)

Solutions

Ex. 15-8

R.Janssen – I.Sokolov

Dutch Ch, Leeuwarden 2002

23...♖d2!

(1 point)

But not 23...♗f3†? 24.♗xf3 ♖d2 25.♗e2+– (or 25.♘e2+–).

White resigned, on account of 24.♖xd2 (24.♔g1 ♗c5†–+) 24...♗f3†! 25.♗xf3 ♕f1#.

(another 1 point)

Ex. 15-9

A.Delchev – M.Gurevich

European Ch, Batumi 2002

33...♖h5!

(2 points)

33...♕h6 achieves nothing after 34.♔f1! ♖c1† 35.♔e2!=.

34.♖ff4

34.♖xh5? loses on the spot to 34...♕xg4†.

If 34.♖gf4, then: 34...♕g6† 35.♔f1 ♖h2! 36.♖xf7† (37.♖f2 ♖h1† 38.♔e2 ♗h4–+) 36...♕xf7 37.♖xf7† ♖xf7† 38.♔g1 ♖h4 39.♗c1 ♖g4† 40.♔h2 ♔g8 41.♗h6 ♖h4†–+

34...♗g5!

(another 1 point)

35.♕g3 ♗xf4 36.♖g8† ♔e7 37.♕xf4 ♕h6
0–1

Ex. 15-10

E.Donaldson Akhmilovskaya – Wang Pin

USA-China, Shanghai 2002

41...♖d1†!! 42.♔h2

42.♗xd1 ♕xg2#

42...♕xg2†!!

White resigned, in view of 43.♗xg2 ♘g4#.

(1 point)

Ex. 15-11

E.Sedina – L.Qendro

Milan 2002

38...g5†!

(1 point)

39.♔xg5 ♕d2†! 40.♔h4

40.♔h5 ♕h6#

40...♕h6† 41.♔g3 ♗d6
0–1

(another 1 point)

Ex. 15-12

P.Anisimov – D.Evseev

St Petersburg 2002

45.♖c6†!!

(1 point)

Black resigned. He loses the queen after 45...♕xc6 46.♗xf5† and now:

a) 46...♔b7 47.♗e4+–

b) 46...♔b8 47.♖d8† ♔c7 (47...♔b7 48.♗e4+–) 48.♖c8†+–

c) 46...♔c7 47.♖c2+–

(another 1 point for these variations)

Scoring

Maximum number of points is **22**

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

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

CHAPTER 16

Combinational vision

Contents

- ✓ Pattern recognition
- ✓ Original ideas

It is very important to develop and improve your tactical abilities. **Tactics can be learned.** Most combinations are merely repetition or simple variations on known motifs. What yesterday ranked as art and demanded great intellectual effort, is today simply technique which can be learned in any school.

When we have seen a lot of different combinations, or better still solved them, we will also have a greater chance of hitting the correct solution in a game. In the ideal case, our instinct will say: "Stop, there is something here."

Diagram 16-1 △

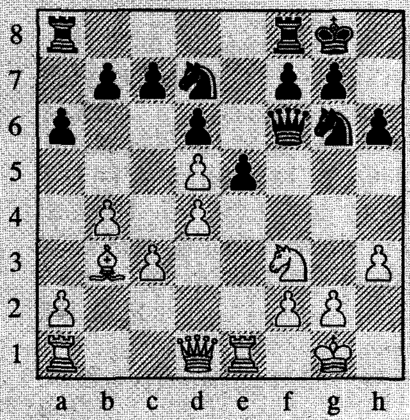


Diagram 16-1

S.Dolmatov – A.Yusupov

Yerevan 1982

19.♕d2?

White's position is already dubious: the bishop does not have a diagonal and can turn into a bad bishop, and on the kingside the black pieces are looking dangerous. The bad move played in the game leads in turn to a further mistake, which allows a typical tactical operation. Better was 19.♖e3∓.

19...♘f4 20.dxe5?

Again 20.♖e3∓ is an improvement.

20...♘xe5!–+ 21.♘xe5?

White was only considering the automatic 21...dxe5 and did not spot the tactical pattern.

21...♕g5!

Black threatens mate on g2, and also a knight check with a discovered attack on the white queen. White cannot parry both these threats and so he resigned.

Diagram 16-2 △

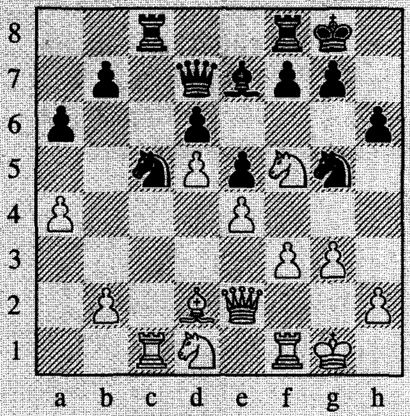


Diagram 16-2

A.Yusupov – S.Sitanggang

Yerevan Olympiad 1996

Do you recognize the same pattern here? The black queen is on d7 and the white knight is already on f5. All that needs to be done is to get rid of the knight on c5, which is protecting the queen on d7, to open the d1-h5 diagonal, to chase away the knight on g5 and to play ♕g4...

23.♖xc5!

23.f4 is not so clear after 23...♘gxe4 24.♕g4 g6∞.

23...♖xc5 24.f4 exf4!

If 24...♘h3†, then 25.♔g2 g6 26.♘xe7†+–.

24...♘h7? simply loses to 25.♕g4.

25.gxf4 ♘xe4 26.♕xe4±

26.♕g4?! would not be clear, on account of the queen sacrifice 26...♕xf5 27.♕xf5 ♘xd2 28.♖f2 ♘b3 and Black has reasonable compensation.

26...♗f6 27.♗c3

Diagram 16-3

As a result of the combination, White has won two knights for rook and pawn. However, this minimal material advantage is not decisive. What is much more important is that White can attack on the kingside, where he will have more attacking pieces that there are defenders.

27...♖e8 28.♕d3

But not 28.♘xh6†? gxh6 29.♕g2† ♔h7 30.♗xf6, because of 30...♖g8∓.

28...♗xc3 29.♘xc3

29.bxc3!?

29...b5

29...g6 would be the principled move, trapping the knight after 30.♘xh6† ♔g7.

Diagram 16-4

But here White has a combination, based on getting a pawn wedge on f6: 31.f5! ♔xh6 32.♕h3† ♔g5 (32...♔g7? 33.f6†+–) 33.♕g3† ♔h6 (or 33...♔h5 34.♖f4 ♔h6 35.♕h4† ♔g7 36.f6† ♔g8 37.♕h6+–) 34.♕h4† ♔g7 35.f6† ♔g8 36.♕h6 ♕g4† 37.♔h1+–

30.axb5 axb5

Diagram 16-5

31.♖f2?

White is looking for a way to bring his rook into the attack. But after 31.♖f3 b4 32.♖g3 bxc3 (32...g6!?) 33.♖xg7† (33. ♕d4!?) 33...♔h8 (after 33...♔f8? White has the sacrifice 34.♖g8†!+– to lure the king back to g8) 34.♕h3 ♖e6∞ the position remains complicated, e.g. 35.dxe6 ♕xe6 36.♕g3 ♕f6 37.♖g8† ♔h7 38.♖e8 ♕g6.

However, as Christopher Lutz showed after the game, White had a simple route to the win:

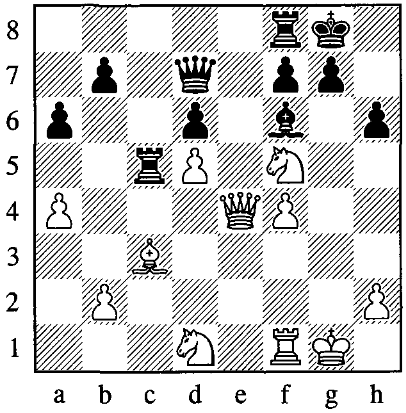


Diagram 16-3 ▼

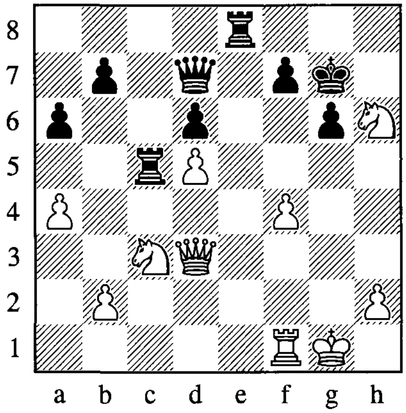


Diagram 16-4 (analysis) △

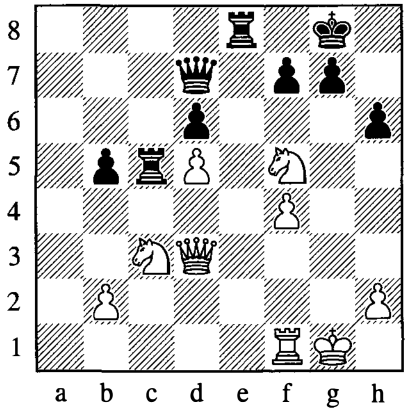


Diagram 16-5 △

31.♔h1! (threatening 32.♖g1) 31...b4 (31...♖c4 32.♘xb5+–) 32.♘e4! ♕xf5 33.♘xc5+–

31...♖e1†

White is still better, but Black is back in the game.

32.♔g2 b4 33.♘e2 ♕b7 34.♔h3

34.♕d4!? would be better: 34...f6 35.♘e3±

34...♔f8 35.♕g3 g6 36.♕h4

White could not resist the temptation.

36...♕c8

36...gxf5? loses to 37.♕d8† ♔g7 38.♖g2†.

37.♕xh6† ♔e8 38.♕h8† ♔d7 39.♕f6

After 39.♕xc8† White's advantage is not great:

a) 39...♔xc8 40.♘xd6† ♔d7 (or 40...♔c7!?) 41.♘e4 ♖c2±

b) 39...♖xc8 40.♘fd4±

Diagram 16-6 ▼

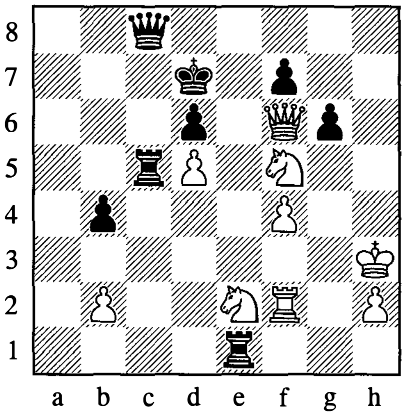


Diagram 16-6

39...♖xd5?

Black sets a very basic trap, instead of getting himself out of trouble with the stronger 39...gxf5! 40.♕xf7† ♔d8 41.♖g2 ♕d7 42.♕f6† ♔c7 43.♖g7 ♖xe2 44.♖xd7† ♔xd7±.

40.♕xf7† ♔c6 41.♘ed4†+–

This simple move wins immediately. Black was hopping for 41.♕xd5†?? ♔xd5–+ and the knight on f5 is pinned!

41...♔b6

41...♖xd4 42.♖c2†+–

42.♕xd5 gxf5 43.♕b5†

1–0

In order to strengthen your combinational vision, you should not only study typical combinations, but also solve some studies and unusual positions. This demands tactical fantasy and intuition. Standard ideas may be useful because they crop up frequently, but **original ideas widen our tactical horizons** and are therefore even more valuable.

Diagram 16-7 △

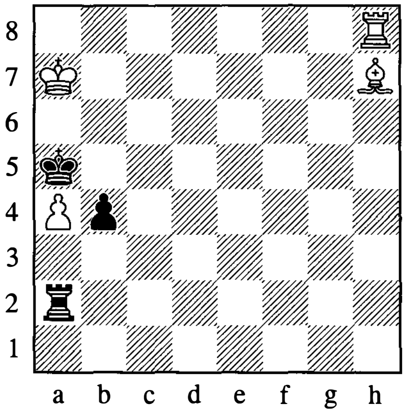


Diagram 16-7

A.Gurvitch

1959

1.♗g8!

This looks as if it is only a trap.

1.♖a8 achieves nothing after 1...b3=.

1...♖b2!

1...♖xa4 is of course met by 2.♖h5#.

And 1...♖a3 would be no better, in view of 2.♖h5† ♔xa4 3.♔b6 b3 4.♖h4#.

2.♗b3!!

A crazy idea. With very little material, White is preparing a mate.

2.♗c4 does not lead to a win: 2...b3 3.♗b5 ♖a2 4.♖h1 ♖xa4 5.♗xa4 ♔xa4 6.♔b6 b2 7.♔c5 ♔b3=

2...♖xb3

3.♖h5# was threatened.

3.♖a8! ♔xa4

3...♖d3 4.♔b7#

4.♔b6#

We can experience all the fireworks of mating combinations with very little material in one of Reti's best studies. Try to find a mating idea in the position in the diagram. Then take a look at how the study goes.

Diagram 16-8

R.Reti

1922

1.g3!

Threatening 2.♖h4† followed by 3.g4#.

1.♖xd3? does not win: 1...g4 2.g3 (2.♖d1 ♔h4 3.♔f4 ♔h5=) 2...♖g8 3.♖d1 ♖g5† 4.♔xf6 ♖f5† 5.♔g7 (5.♔xf5 stalemate) 5...♖g5†=

1...♖g8

1...♖a8? 2.♖h4†! gxh4 3.g4#

2.♖b4!!

White prepares another mating threat by ♖b1-h1#.

2.♖g4? achieves nothing, on account of 2...d2 3.♖d4 g4 4.♖xd2 ♖g5† 5.♔xf6 ♖f5†=.

2...g4! 3.♖b1!

3.♖b2? d2=

3...♖g5† 4.♔xf6 ♖g6†

Diagram 16-9

5.♔f7

This puts Black in zugzwang.

5...d2

Other moves are quickly mated, e.g. 5...♔g5 6.♖b5# or 5...♖g5 6.♖h1# or 5...♖a6 6.♖b5#.

Diagram 16-8 △

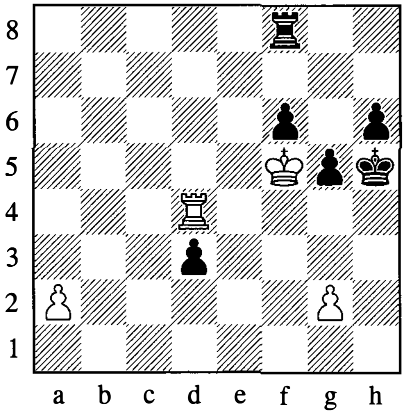


Diagram 16-9 △

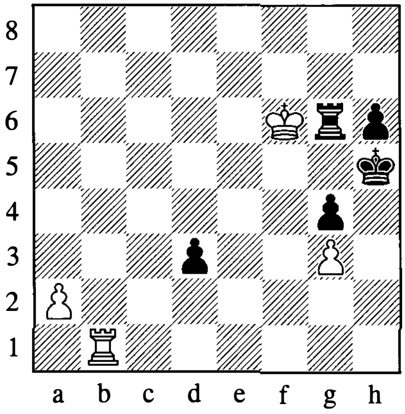


Diagram 16-10 △

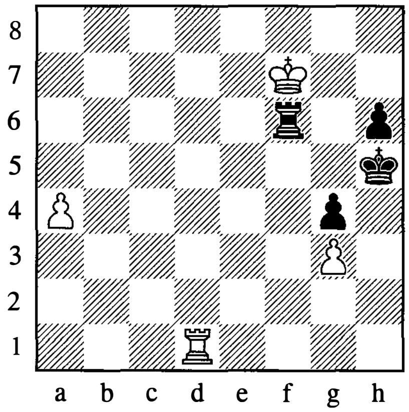
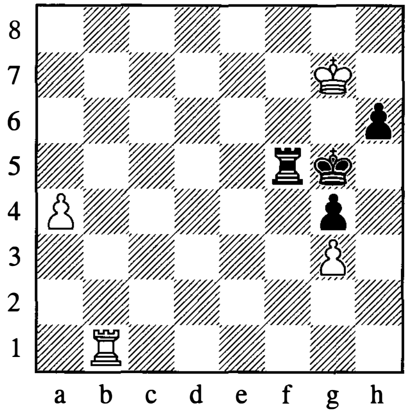


Diagram 16-11 △



6.a4! d1♕!

6...♖f6† 7.♔xf6 d1♕ 8.♖b5†!+–

7.♖xd1 ♖f6†

Diagram 16-10

8.♔g7

Preparing a new mating net.

8...♖f5!

8...♖g6† is followed by 9.♔h7 ♔g5 (9...♖g5 10.♖h1# or 9...♖a6 10.♖d5#) 10.♖d5† ♔f6 11.♖d6†+–.

9.♖b1

Intending ♖b5.

9...♔g5

Diagram 16-11

10.♖b6!!

Preventing the move ...h5 and winning an important tempo.

White must avoid the immediate 10.♖b5? due to 10...h5 11.♖xf5† ♔xf5 12.a5 h4=.

10...♖e5

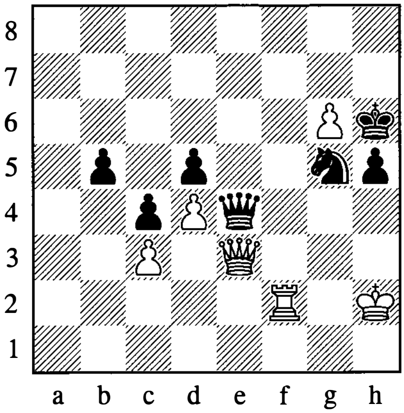
10...h5 11.♖g6#

11.♖b5+–

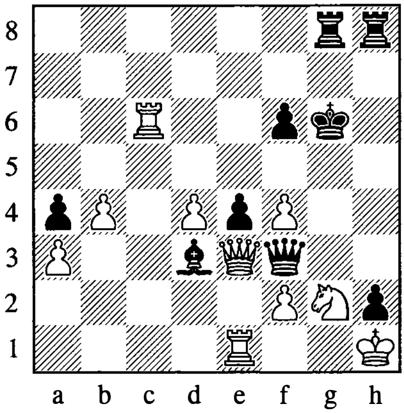
Look for tactical solutions in the test. It is important to spot the motifs early enough and then to calculate accurately!

Exercises

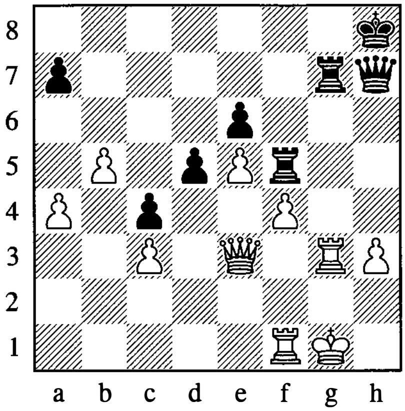
Ex. 16-1 ★ △



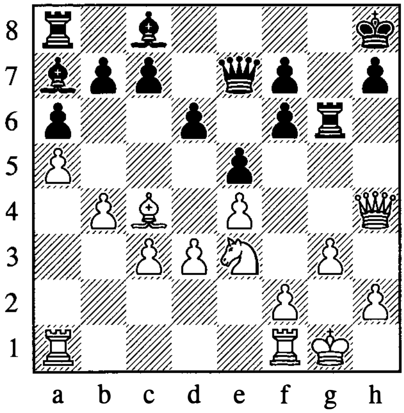
Ex. 16-2 ★★★ ▼



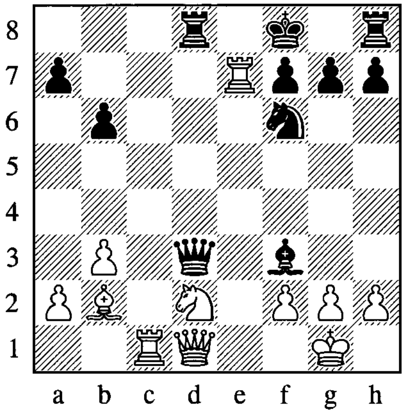
Ex. 16-3 ★★ ▼



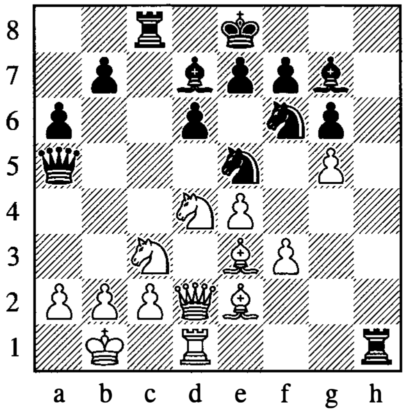
Ex. 16-4 ★★ ▼



Ex. 16-5 ★★★ △

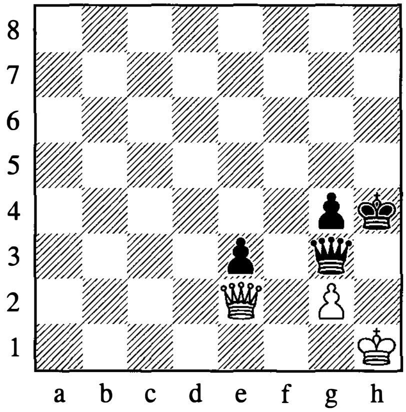


Ex. 16-6 ★★ △

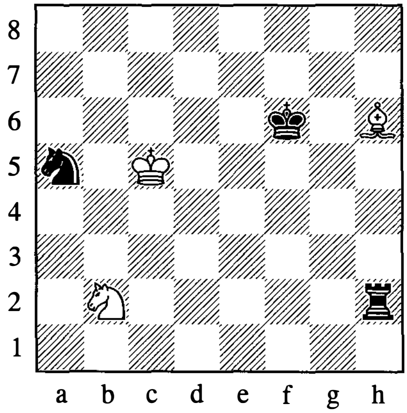


Exercises

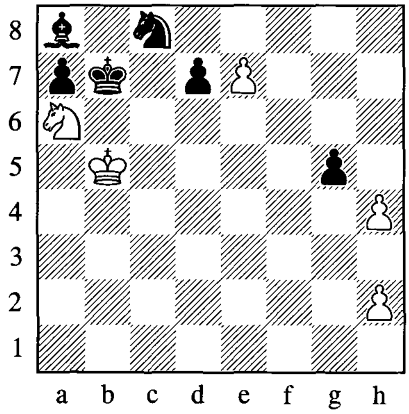
➤Ex. 16-7⮜ ★ △



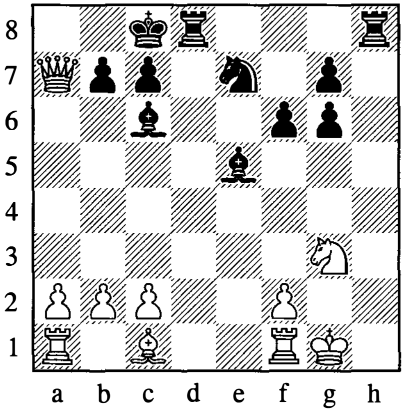
➤Ex. 16-8⮜ ★★ △



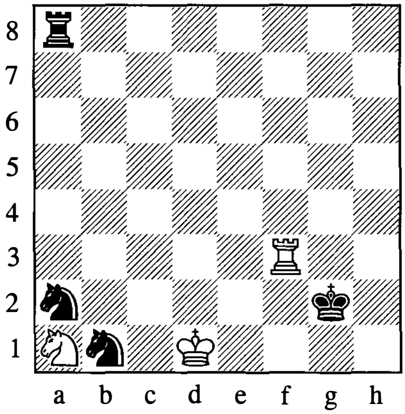
➤Ex. 16-9⮜ ★★ △



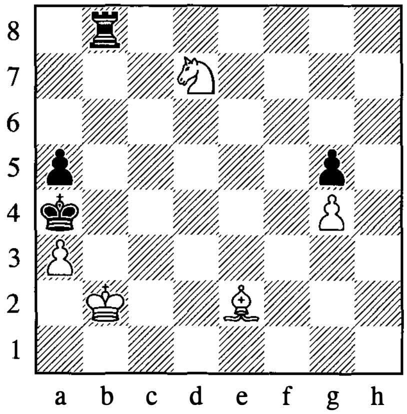
➤Ex. 16-10⮜ ★★ ▼



➤Ex. 16-11 ★★★ △



➤Ex. 16-12⮜ ★★★ △



Solutions

Ex. 16-1

Variation from the game

A.Yusupov – E.Lobron

Munich 1994

51.♕xg5†!!

(1 point)

51...♔xg5 52.g7

Note that without the black b-pawn this would only be a draw: 52...♕e6 53.g8♕† ♕xg8 54.♖g2† ♔h4 55.♖xg8 stalemate!

52...♕h4† 53.♔g1 ♕g4† 54.♖g2+–

Ex. 16-2

P.Blatny – A.Yusupov

Bundesliga 1994

42...♗e2!!

(1 point)

The bishop joins in.

Of course not 42...♕xg2† 43.♔xg2 h1♕† 44.♖xh1 ♔f5† 45.♕g3+–.

43.♕xf3

43.♖xe2 is met by 43...♕xg2† 44.♔xg2 h1♕† 45.♔g3 ♕h3#.

The beautiful point of the bishop sacrifice is: 43.♕xe2 ♕xg2†!! 44.♔xg2 h1♕†!!

(another 1 point)

45.♖xh1 ♔f5† 46.♔f1 (46.♕g4† ♖xg4† 47.♔f1 ♖xh1†–+) 46...♖xh1#

(another 1 point for this variation)

43...♗xf3–+ 44.♖c3 ♖d8! 45.f5†

45.b5 ♖xd4 46.b6 ♖d2–+

45...♔g5 46.b5 ♖xd4 47.b6 ♖d2 48.♖f1

48.b7 ♖xf2 49.♖xf3 exf3–+

48...♖b2 49.♖c7 ♖xb6 50.♖g7† ♔xf5 51.♖c1

White is hoping for stalemate, but he cannot surrender his rooks in time.

51...♖b5 52.♖g5†

52.♖c5† ♖xc5 53.♖g5† ♔e6 54.♖e5† ♔f7 55.♖e7† ♔g6 56.♖g7† ♔h6 57.♖g6† ♔h5–+

52...♔xg5 53.♖c5† ♔h6

0–1

Ex. 16-3

Variation from the game

M.Wahls – A.Yusupov

Bundesliga 1992

45...♕xh3!–+

(1 point)

46.♖ff3

46.♖xg7 ♕xe3†–+

46...♖h5! 47.♖xg7 ♕h1† 48.♔f2 ♖h2† 49.♔g3 ♖g2#

(another 1 point)

Ex. 16-4

J.Ehlvest – L.Portisch

Skelleftea 1989

18...♗xe3! 19.fxe3 ♔g7–+

(2 points)

The threat is 20...♖h6. Suddenly the white queen is in danger and White loses the exchange.

20.♖f5

20.♕h5 ♗g4 21.♕h4 ♕d7 (renewing the threat of ...♖h6) 22.h3 ♗xh3 23.♖f2 ♖h6–+

20...♗xf5 21.exf5 ♖g5 22.♕e4 c6 23.♕f3 ♔h8–+ 24.e4 ♖d8 25.♗b3 ♕d7 26.♖f1 d5 27.exd5 cxd5 28.♕f2 ♕c6 29.♕c5 ♖gg8 30.♕xc6 bxc6 31.♗a4 ♖c8 32.♔f2 ♔g7 33.♔e3 ♔f8

0–1

Ex. 16-5

M.Euwe – A.Speijer

Dutch Ch, Amsterdam 1924

19.♗a3!!

(1 point)

A brilliant idea by Euwe.

However, the modest 19.♕e1!? is also possible: 19...♕xd2 20.♕xd2 ♖xd2 21.♗a3! (1 point) 21...♖d8 22.♖c8! ♖xc8 23.♖c7† ♔e8 24.♖xc8†+–

19...♕a6!?

Anything else loses even more quickly:

Solutions

a) 19...♖d6 20.♖e3 ♕xe3 21.♗xd6†+–

b) 19...♔g8 20.gxf3+–

c) 19...♗xd1 20.♖e3† (20.♖cc7?? ♔g8 21.♖xf7 ♕g6–+) 20...♔g8 (20...♕d6 21.♗xd6† ♔g8 22.♗e7+– Kasparov) 21.♖xd3 ♖xd3 (21...♖e8 22.♖xd1+–) 22.♖c8†+–

(another 1 point for this variation)

20.♖cc7!

(another 1 point)

This position has already been examined in *Boost Your Chess 1*, Ex. 5-9.

20...♕xa3

20...♗xd1 21.♖xf7† ♔g8 22.♖xg7# or 20...♔g8 21.♖xf7+–.

21.♖xf7† ♔e8 22.♕e1†

Black resigned, in view of 22...♘e4 23.♘xe4 (or 23.♘xf3+–) 23...♖d1 24.♘d6† ♔d8 25.♖cd7#.

Ex. 16-6

M.Tal – N.N.

1.gxf6!!

(1 point)

1...♖xd1† 2.♘xd1 ♕xd2 3.fxg7

1–0

(another 1 point)

Ex. 16-7

Ermolin – Petrjaev

USSR 1971

1.♕f2!! ♕xf2

1...exf2 is stalemate.

2.g3†

(1 point)

Whatever Black replies, it is stalemate.

½–½

Ex. 16-8

H.Rinck

1924

1.♗f4!

(1 point)

Otherwise White loses:

a) 1.♔b5 ♘b3–+

b) 1.♗c1 ♘b3†–+

c) 1.♔b4 ♘c6† 2.♔c5 ♘e5–+

d) 1.♗e3 ♘b3†–+

1...♖xb2

Or 1...♘b3† 2.♔d5∓.

2.♗e5†!! ♔xe5 stalemate

(another 1 point)

Ex. 16-9

The end of a study by

A.Gurvitch

1929

1.e8♘!

(1 point)

1...gxh4

Or 1...d5 2.hxg5 d4 3.g6 d3 4.g7 d2 5.g8♕ d1♕ 6.♕g2†+–.

2.♘c5† ♔b8 3.♘xd7† ♔b7 4.♘c5† ♔b8 5.♘a6† ♔b7 6.h3⊙ ♘e7 7.♘d6#

(another 1 point)

Ex. 16-10

E.Schiffers – M.Chigorin

St Petersburg match (13) 1897

Black should play:

1...♖h1†!

(1 point)

Chigorin did not find this continuation, but played 1...♘f5. After further mistakes on both sides, the game finished as a draw.

2.♘xh1 ♗h2† 3.♔xh2 ♖h8† 4.♔g3 ♘f5† 5.♔f4 ♖h4#

(another 1 point)

Ex. 16-11

The end of a study by

A.Herbstmann

1934

1.♖b3!

(1 point)

Solutions

1...♘ac3† 2.♔c1! ♖xa1 3.♖b2†

(another 1 point)

3...♔g1 4.♖a2! ♘xa2†

4...♖xa2 stalemate

5.♔b2=

(another 1 point)

Ex. 16-12

The end of a study by

Y.Afek

1972

1.♗b5†!!

(2 points)

Other moves fail to win:

a) 1.♘xb8 stalemate

b) 1.♔a2 ♖b2† 2.♔xb2 stalemate

c) 1.♔a1 ♖e8 followed by 2...♔xa3.

1...♖xb5†

1...♔xb5 2.♘xb8+–

2.♔a2⊙

(another 1 point)

2...♖b1

2...♖d5 3.♘b6†+– or 2...♖b7 3.♘c5†+–.

3.♔xb1 ♔xa3 4.♘e5+–

White wins easily with ♘f7xg5.

Scoring

Maximum number of points is 26

22 points and above ➤ **Excellent**

18 points and above ➤ **Good**

13 points ➤ **Pass mark**

*If you scored less than **13** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 17

Contents

- ✓ How to study the opening
- ✓ The King's Indian Bishop
- ✓ Exchanging the King's Indian Bishop

The King's Indian Defence

Naturally, it is not possible to discuss all the nuances of the King's Indian Defence in one short chapter. Nor is simply teaching a few variations sufficient. In order to play such a complicated opening well, one should **study several games by strong players which have good annotations**. In those you will find a lot of important and typical ideas and many of the standard plans for the opening.

In this chapter we shall discuss a fundamental positional question associated with the King's Indian Defence: the 'King's Indian Bishop'. In many cases this bishop is perhaps Black's most active piece. But often, especially in systems with ...e5, it is shut in by its own pawns and is downgraded to the status of a 'bad' bishop.

A strong King's Indian Bishop

This is sometimes even worth the sacrifice of a pawn. In the following game, Black opens the long diagonal for his bishop with the typical sacrifice ...c5.

A.Beliavsky – G.Kasparov

Candidates Match (8), Moscow 1983

1.d4 ♘f6 2.c4 g6 3.♘c3 ♗g7 4.e4 d6 5.f3

The Sämisch Variation is a solid choice.

5...0–0 6.♗e3 a6

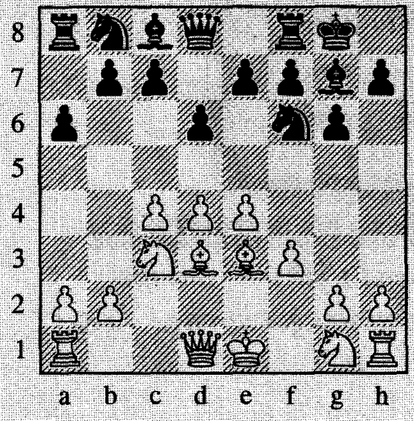
An interesting and flexible continuation. This move keeps open Black's choice between the ...♘c6, ...c6 or ...c5 systems. 6...e5 is the main variation.

7.♗d3

7.♕d2 is probably more accurate.

Diagram 17-1

Diagram 17-1 ▼



7...c5!?

A correct pawn sacrifice.

8.dxc5

8.♘ge2 is followed by 8...♘c6 9.d5 ♘e5= and Black exchanges off the bishop on d3.

8...dxc5 9.♗xc5

9.e5!? ♘fd7 10.f4 ♘c6 11.♘f3 f6=

9...♘c6 10.♘ge2?

Better is 10.♗e3, although after 10...♘d7 11.♖c1 (11.f4∞) 11...♕a5 12.♘ge2 ♘c5, Black has enough compensation for the pawn.

Black now activates his king's knight.

10...♘d7! 11.♗f2

This move weakens the h6-c1 diagonal, but the alternatives are no better:

a) 11.♗a3 ♘de5 12.♘d5 e6! 13.♗xf8 ♗xf8 14.0–0 exd5 15.exd5 ♘b4 with a strong initiative.

b) 11.♗e3 ♘de5 12.♘c1 ♘b4 13.♘d5 ♘bxd3† 14.♘xd3 ♘xc4 15.♗c5 e6 16.♗xf8 ♕xf8 and Black's dominance of the dark squares compensates for the exchange.

11...♘de5 12.♘c1

Diagram 17-2

12...♗h6!

The bishop is also enormously strong on this diagonal.

13.♘d5?

White tries to defend himself, but he is playing too actively.

It would have been better to play 13.♗e2 ♕xd1† 14.♘xd1 ♗e6 and now:

a) 15.♗e3!?∞

b) 15.♘e3!? ♘d4 16.♗d1∞

c) 15.b3? ♘b4 16.0–0 ♘c2 17.♖b1 ♘a3! 18.♖a1 ♗g7 19.♗c5 ♘c6!∓

13...e6 14.♗b6 ♕g5! 15.0–0!

15.♘e3? ♘d7!–+

15...exd5

After 15...♘xd3?! 16.f4! ♘xf4 17.♘xf4 ♕e5 18.♕f3 (or 18.♘cd3!?) 18...♕xb2 19.♘b3 White has an initiative.

16.f4

White should have preferred 16.cxd5 ♘d7∓.

16...♕h4! 17.fxe5

After 17.g3 ♕e7 18.cxd5 ♘xd3 19.♘xd3 ♕xe4! 20.dxc6 ♕xc6∓ the c6-h1 diagonal is very weak.

17...d4!∓

Diagram 17-3

A dream position. The King's Indian Bishop is coming to e3, the e5-pawn will be recovered and the black pieces in the centre will dominate the play.

18.♘e2 ♗e3† 19.♔h1 ♘xe5 20.♗c7

Diagram 17-2 ▼

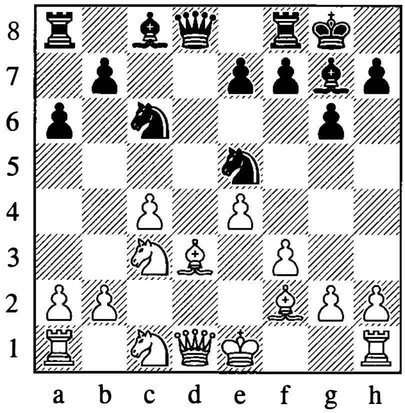
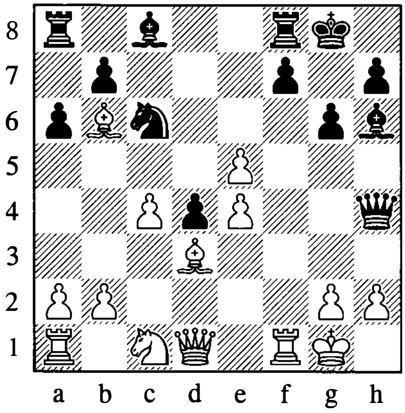


Diagram 17-3 △



20.♗xd4 ♘g4 21.h3 ♗xd4 22.♘xd4 ♘f2†–+

20...♕e7 21.♗xe5 ♕xe5

The e4-pawn is very weak.

22.♕e1 ♗d7 23.♕g3 ♖ae8 24.♘f4 ♗c6 25.♘d5 ♕xg3 26.hxg3?!

Better is 26.♘f6†∓.

26...♖e5

Threatening 27...♖h5#!

27.g4

27.♘xe3 dxe3 28.♖ae1 ♗xe4–+

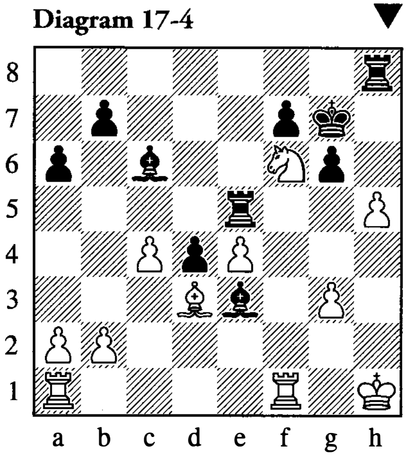
27...h5 28.♘f6†

28.♘xe3 dxe3 29.♖ae1 (29.gxh5 ♖xh5† 30.♔g1 ♖d8 31.♖ad1 ♖h4!–+) 29...hxg4 30.♖xe3 f5! (Δ31...f4) 31.g3 ♖fe8 32.♖fe1 g5! 33.♖f1 ♔g7–+ and Black will prepare ...f4.

28...♔g7 29.gxh5 ♖h8 30.g3

Diagram 17-4

Diagram 17-4



30...♖exh5†?!∓

This sacrifice, followed by ...f5, gave Black an excellent position, but it was not necessary.

30...♗g5! would have been simpler: 31.♘d5 f5! 32.exf5 (32.♖ae1 ♖he8!) 32...♖xd5! 33.cxd5 ♗xd5† 34.♔g1 ♗e3† 35.♖f2 ♖xh5–+

The above annotations are based on analysis by Kasparov.

A bad King's Indian Bishop

The following game shows the danger which exists for a King's Indian Bishop in the closed position arising after ...e5.

The game illustrates a well-known statement by Tarrasch: "If one piece is bad – the whole game is bad."

A.Yusupov – O.Romanishin

USSR Ch, Moscow 1983

1.d4 ♘f6 2.♘f3 d6 3.c4 g6 4.♘c3 ♗g7 5.e4 0–0 6.♗e2 e5 7.d5

A classical variation.

7...♘bd7 8.0–0 ♘c5 9.♕c2 a5

To secure the knight on c5.

10.♗g5

Preparing the move ♘d2.

10...b6

10...h6 11.♗e3 b6 would be a slightly more precise move order.

If, instead of 11...b6, Black plays 11...♘g4, then after 12.♗xc5 dxc5 13.h3 ♘f6 14.♘xe5 ♘xd5 15.cxd5 ♗xe5± the move ...h6 has weakened the black position.

11.♘d2 ♕e8?!

Here 11...h6 would be met by 12.♗h4!?±.

Diagram 17-5

12.♘b5! ♘a6 13.a3

White plays on the queenside, as is usual in this variation, preparing b2-b4.

13...h6 14.♗e3

14.♗h4!?

14...♘g4 15.♗xg4 ♗xg4 16.b4! ♗d7

If 16...axb4? 17.axb4 ♘xb4?!, then 18.♕b3 ♘a6 19.♖xa6!±.

Black should probably play 16...f5!? 17.f3 ♗h5± (but not 17...f4? 18.♗xb6!±).

17.bxa5 bxa5 18.♖ab1!?

18.♕a4 f5 19.f3 f4 would give Black counterplay.

18...f5

Diagram 17-6

19.exf5!±

Another typical reaction. Otherwise Black would have the possibility, after f5-f4, of carrying out a pawn storm on the kingside. That would be particularly dangerous for White after the exchange of his light-squared bishop.

19...♗xf5?!

19...gxf5 is better, although White replies: 20.f4±

20.♘e4

White controls the e4-square and Black has no real counterplay. His King's Indian Bishop in particular remains passive.

20...g5 21.f3 ♗h7

No good is 21...g4? 22.fxg4 ♗xg4 23.♖xf8† ♕xf8 24.♖f1 ♕e7 25.♗xh6!+−.

21...♕g6 22.g4 ♗d7± may be Black's best try.

22.h3! ♕d7 23.♘bc3 ♔h8 24.♖b5

Attacking the weak a5-pawn. 24.♖b7!? could also be considered.

24...c6! 25.dxc6!?

25.♖xa5 ♕c7 26.♖a4 is not so clear.

Diagram 17-5 △

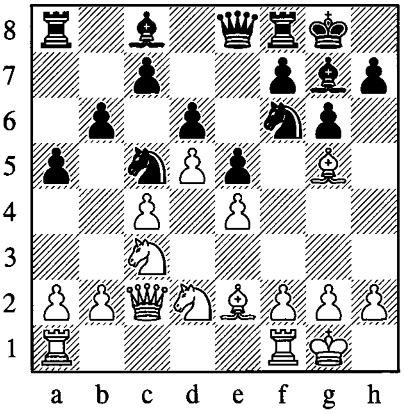
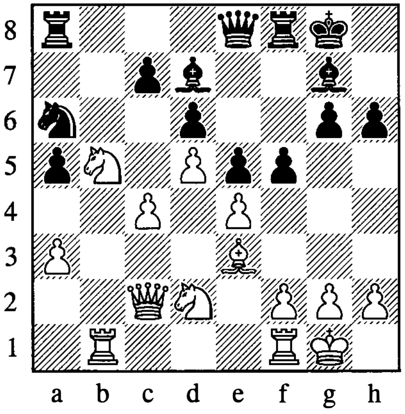


Diagram 17-6 △



25...♕xc6 26.♘d5 ♖ac8

26...♖fc8 27.♘b6+–

27.♖xa5± ♘b8 28.♖c1 ♖f7 29.♕d3 ♗f8 30.♘b4 ♕e8 31.♖a8

31.♕d5!?

31...♕d8 32.♖d1 ♖d7 33.♘d5 ♖b7 34.a4 ♘d7 35.♖xc8 ♕xc8 36.a5 ♕c6 37.♘b6 ♘f6 38.♘d5 ♘xe4 39.fxe4 ♕a4 40.♖f1 ♗g7 41.♗b6

White has held on to his extra pawn and consolidated his position. Black now has no chance, since his dark-squared bishop still cannot get into the game.

41...♗g6 42.♘e3! ♕c6 43.♘f5 ♗f8 44.♕d5 ♕d7

44...♗e8 45.♘d4! ♕xd5 46.cxd5 and ♘c6 will come next.

45.c5! dxc5 46.♕xd7 ♖xd7 47.a6

1–0

The exchange of the King's Indian Bishop

Either side can have its reasons for an exchange of the dark-squared bishop.

1) In a closed position the King's Indian Bishop can be worse than its counterpart, White's dark-squared bishop.

2) White may exchange off the King's Indian Bishop if its influence is too strong on the long diagonal or if White wants to weaken his opponent's castled position.

The advantages and the disadvantages of the exchange of bishops are dependent on the specific nuances of the position. In the following example, Black swaps off the dark-squared bishop in order to be able to operate on the dark squares on the kingside.

Diagram 17-7 ▼

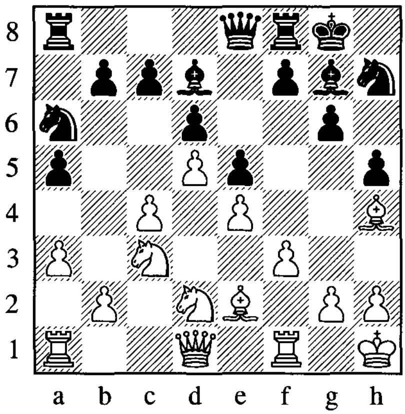


Diagram 17-7

B.Gulko – G.Kasparov

Novgorod 1995

14...♗f6!?

Black wants to swap off his opponent's good bishop.

14...♗h6 15.b3 ♗e3 16.♕c2 f5 17.exf5 gxf5 18.♗f2 was unclear in Kramnik – Bologan, Bundesliga 1994.

15.♗xf6?!

15.♗f2 would have been better. Then Black can choose between 15...h4!? or 15...♗g5 16.b3!= (but not 16.♖b1?! a4 17.♘b5 ♕d8∓).

15...♘xf6 16.b3 ♕e7 17.♕e1 ♔g7

Black has got space for his pieces on the kingside and prepares an attack on the dark squares.

18.♕f2?

18.h4!? ♘g8 19.g3 offers White better chances for counterplay.

Diagram 17-8

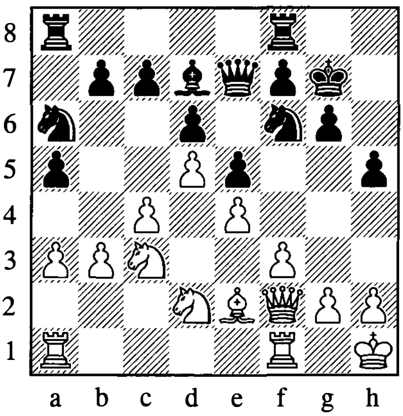


Diagram 17-8 ▼

18...h4! 19.f4

If 19.♕xh4?! then 19...♘xd5∓.

19.♖ab1 is followed by 19...♘h5 20.b4 axb4 21.axb4 ♕g5 22.♖fd1 f5 with a strong attack.

19...exf4 20.♕xf4 h3 21.gxh3?

Weakening the castled position even more. White had to try 21.g3, although Black still has good play after 21...♖ae8 22.♖ae1 ♗c8.

21...♗xh3 22.♖f3 ♖h8∓ 23.♖e3?!

Better is 23.♖g1 ♖ae8 24.♗f1 ♗c8∓.

23...♖ae8 24.♖g1 ♕e5 25.♕xe5 ♖xe5

Black's advantages in the endgame are clear.

26.♘f3 ♖eh5 27.♘d4 ♖h4 28.♗f3 ♘c5 29.♖g3 ♗d7 30.♖g2 ♖h3 31.♖ge2 ♘g4 32.♗xg4 ♗xg4 33.♖xh3 ♖xh3 34.♖c2 ♖d3

34...♔f6!?

35.♘db5 ♗h3 36.♔g1

Or 36.♘xc7 ♖f3! (36...♘xe4? 37.♘7b5 ♖f3 38.♖c1) 37.♖c1 ♘xb3–+.

36...c6 37.b4

37.♘xd6 ♖f3 38.♖c1 ♘xb3–+

37...axb4 38.axb4 cxb5 39.bxc5 b4–+ 40.♘e2 ♖f3 41.♘g3 dxc5 42.d6 ♔f8 43.e5 ♔e8 44.♖e2 b3 0–1

The annotations are based on analysis by Dolmatov.

In the next game, on the other hand, it is White who exchanges off the King's Indian Bishop, in order to be able to carry out an attack on the black king.

Diagram 17-9 △

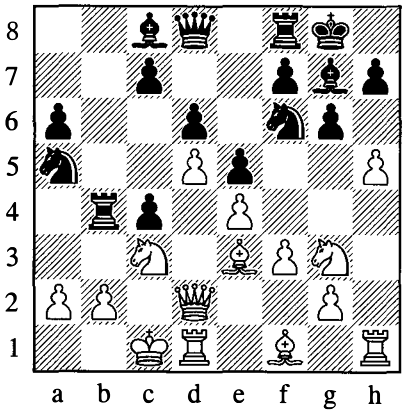


Diagram 17-9

G.Kasparov – V.Loginov

Manila Olympiad 1992

14.♗h6!

A typical operation. Black can still defend his king, but White develops a dangerous initiative on the kingside.

14...♗xh6 15.♕xh6 ♕e7

15...♔h8!∞

16.♗e2 ♗d7

Intending 17...♖fb8.

After 16...♘d7 Kasparov gives the following variation: 17.♖df1! g5 18.♘f5 ♕f6 19.g3! ♕xh6 20.♘xh6† ♔h8 21.♖hg1!!± f6 22.f4 exf4 23.gxf4 gxf4 24.♖xf4 ♘e5 25.♖xf6!+–

17.♘f1! ♖fb8

17...♘xh5 is met by 18.g4 ♘f6 19.♘g3± (or 19.g5 ♘h5 20.♘g3±).

18.♖d2 c5?

18...♗e8 19.g4 ♘d7 20.hxg6 fxg6 21.♘e3±

19.♗d1!

If 19.g4?, then 19...♗a4! followed by 20...♕b7 gives Black counterplay.

19...♘e8

19...♗e8 is answered by the prophylactic 20.g4! ♕b7 21.♖hh2!±.

20.hxg6 fxg6 21.g4! ♕g7 22.g5! ♕xh6 23.♖xh6

Even after the exchange of queens, Black continues to have problems with both the h7-pawn and his king.

23...♘g7

23...♖4b7 24.♖dh2 ♗c8 25.♗a4!+–

Diagram 17-10 △

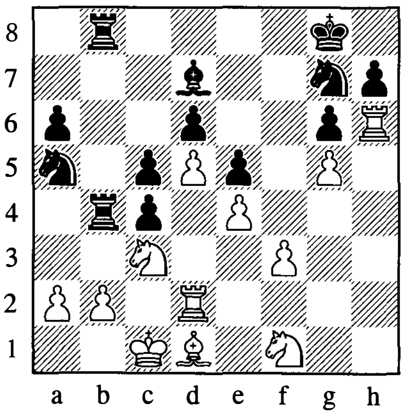


Diagram 17-10

24.f4!!

Kasparov continues his attack with this brilliant move. Opening the bishop's diagonal prevents ...♘h5, and moreover White will later make good use of the open f-file.

24.♘g3? is not so strong: 24...♘b7! 25.♖dh2 ♘d8 26.♖xh7 ♘f7∞

24...exf4

Or 24...♖f8!? 25.f5 gxf5 26.♖xd6 fxe4± 27.♘e3 ♘f5 28.♘xf5 ♗xf5 29.♖xa6 ♘b7 30.a3+–.

25.♖dh2 ♖e8

25...♘h5 26.♗xh5 gxh5 27.♖6xh5+–

26.♘d2! ♖eb8 27.♖xh7 ♖xb2 28.♖2h4!+– ♖2b7 29.♖h8† ♔f7 30.♖xf4† ♔e7 31.♖h7 ♖g8 32.♖f6 ♗e8

Diagram 17-11

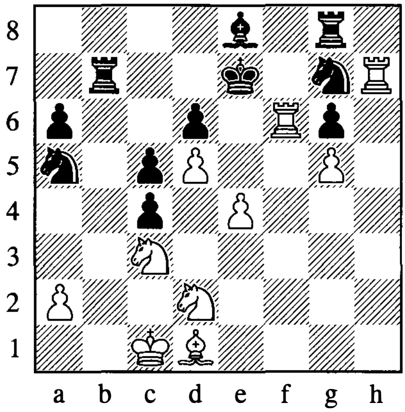


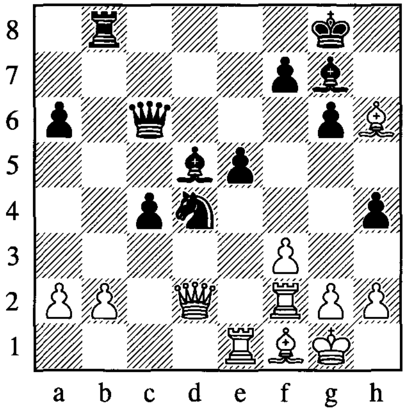
Diagram 17-11 △

33.e5! ♖b6 34.♘de4 ♘b7 35.exd6† ♘xd6 36.♖e6† ♔d7

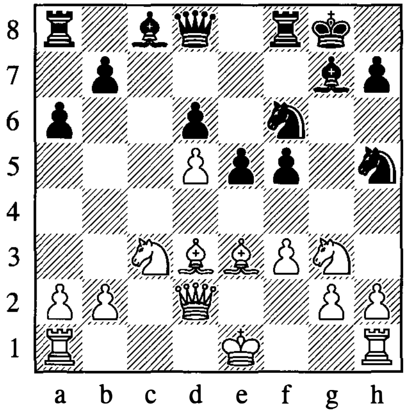
Black resigned, without waiting for 37.♘f6† to be played.

Exercises

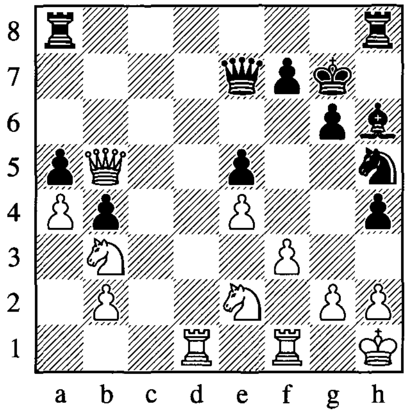
➤Ex. 17-1❮ ★★ ▼



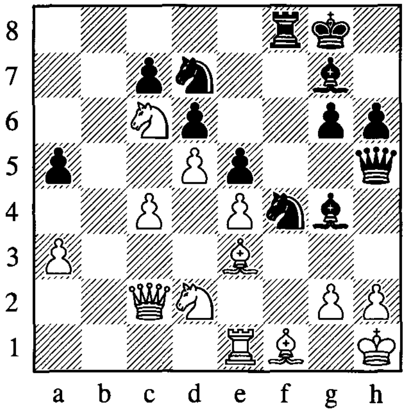
➤Ex. 17-2❮ ★★ ▼



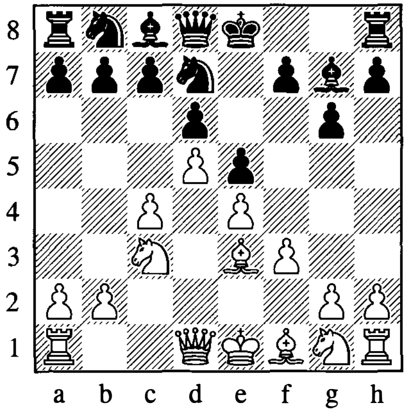
➤Ex. 17-3❮ ★★ ▼



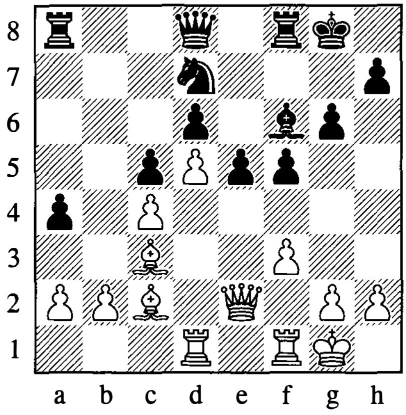
➤Ex. 17-4❮ ★★ ▼



➤Ex. 17-5❮ ★ ▼

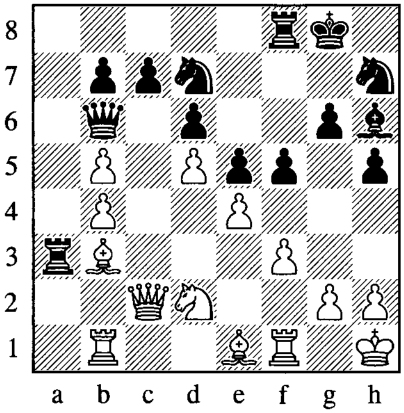


➤Ex. 17-6❮ ★★ ▼



Exercises

➤Ex. 17-7◀ ★★ △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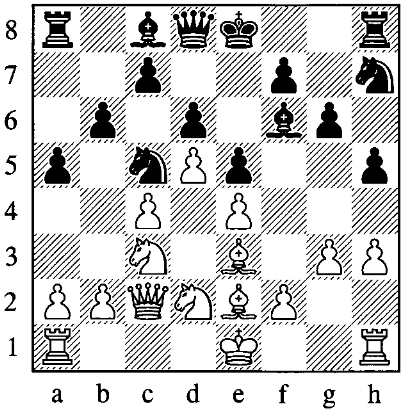
➤Ex. 17-8◀ ★★ △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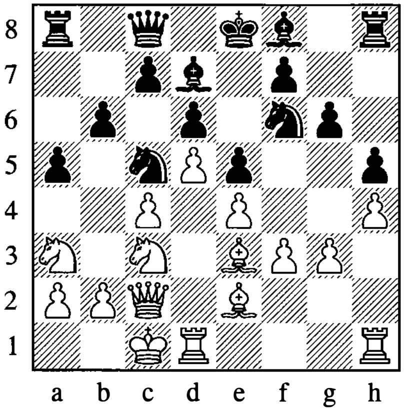
➤Ex. 17-9◀ ★★ △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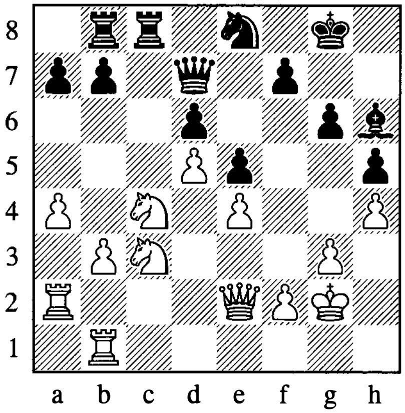
➤Ex. 17-10◀ ★★ △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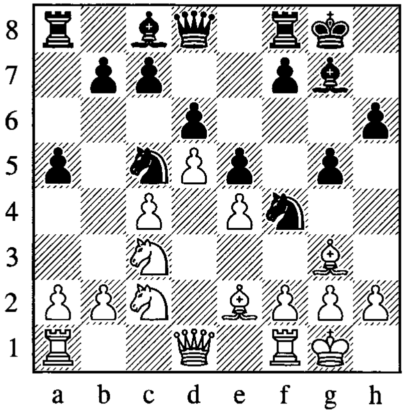
➤Ex. 17-11◀ ★★ △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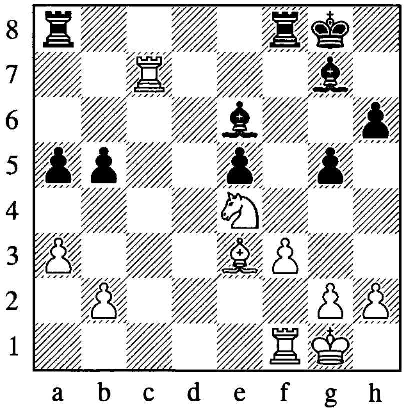
➤Ex. 17-12◀ ★★★ △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Solutions

Ex. 17-1

A.Beliavsky – G.Kasparov

Moscow 1981

27...♗h8!

(2 points)

Here it is very important to hang on to the King's Indian Bishop, which provides stability for the e5-pawn and the d4-knight.

Not good is 27...f6? 28.♗xg7 ♔xg7 29.f4±.

28.f4?!

Better is 28.h3∓.

28...e4 29.♖d1 ♗e6

29...h3!?

30.f5

30.♗g5 ♘f5!∓

30...♘xf5 31.♕f4 ♖e8 32.♖fd2 ♕c5† 33.♔h1 ♗e5 34.♕g5 ♔h7–+ 35.♖d8 ♖xd8 36.♖xd8 ♕f2 37.♖d1 ♘xh6

Or 37...e3!?–+.

38.♕xe5 e3 39.♕c3 h3 40.♕e1 ♘g4
0–1

Ex. 17-2

F.Gheorghiu – G.Kasparov

Thessaloniki Olympiad 1988

15...e4!?

(2 points)

Of course Kasparov knew the classic game Kotov – Gligoric, Zürich Candidates 1953, in which the same idea was played – see *Boost Your Chess 2*, Ex. 21-7 and Ex. 21-8.

An alternative is 15...♘xg3 16.hxg3 b5± (1 point), but of course Black does not want to open the h-file unnecessarily.

15...♘f4?! is not so good: 16.♗xf5 ♗xf5 17.♘xf5 ♘6xd5 18.♘xd5 ♖xf5 19.0–0–0±

But 15...f4!? is very interesting: 16.♘xh5 fxe3 17.♘xf6† ♗xf6 18.♕xe3 ♗h4† 19.g3 ♗g5 20.♕e2 ♗h3 with compensation (Takacs). For this solution you also get 2 points.

16.♘xh5 ♘xh5 17.fxe4 f4

17...fxe4?! would not be so good: 18.♘xe4 ♕h4† 19.g3 ♕g4 20.h3±

18.♗f2 ♗g4

18...f3 is strongly met by: 19.♖g1! (19.g3 ♗e5 is less clear) 19...fxg2 20.♖xg2 ♕f6 21.0–0–0 ♗h3 22.♖xg7† ♘xg7 23.♗e3±

19.h3

Worth considering is 19.♗e2 and now:

a) 19...♕g5 20.♗f3 ♗xf3 21.gxf3 ♕g2 22.0–0–0 ♕xf3 23.♗d4 (23.♖hg1 ♖f6 followed by 24...♖g6∞) 23...♗e5 24.♖hg1† ♔h8 25.♗xe5† dxe5 26.♖g5±

b) 19...♗xe2 20.♕xe2 (20.♘xe2 ♕e7=∞) 20...♕g5 (20...f3 21.gxf3 ♘f4 22.♕d2 ♘g2† 23.♔f1 ♘h4 24.f4±) 21.♕f3 ♘f6 and Black intends ...♘d7-e5 with compensation.

19...♗d7 20.0–0–0 ♗e5 21.♔b1 ♕f6

Also possible is 21...♖c8!?. In any case, Black has good compensation for the sacrificed pawn.

Ex. 17-3

V.Arbakov – G.Kasparov

Paris (rapid) 1994

30...♗e3!

(2 points)

Not quite so strong is the immediate: 30...♘g3† (1 point) 31.♘xg3 hxg3 32.h3 ♗e3 33.♕d7∓

31.♖d7?

31.h3 ♕g5∓ is more resilient.

31...♘g3†!! 32.♘xg3 hxg3 33.h3 ♕e6
0–1

Ex. 17-4

H.Grünberg – L.Vogt

East German Ch, Eilenburg 1984

29...♗f6!

(2 points)

"Wanted: attacking diagonal for the King's Indian Bishop! After that things become problematic for the white king." – Vogt

30.g3?

This move unnecessarily weakens White's castled position.

Solutions

After 30.c5, Black should play 30...♘xc5 (30...♗h4 31.♖b1 ♗g3 is not so good, because of 32.♗g1 ♘xc5 33.♕c3!) 31.♗xc5 dxc5 32.♕xc5 ♗h4 33.♖b1 ♗g3 34.♕g1 ♗e2 with an initiative.

However, White would do better to play either 30.♖b1 ♗h4 31.♕c3 ♗e2∞ or 30.♗g1!? ♗h4 31.♖e3 ♗g5 32.♖e1=.

30...♘h3 31.♕c3 ♗g5 32.♗xh3?

Better is 32.♗xg5 ♕xg5∓.

32...♕xh3 33.♔g1

33.♗xg5 ♖f2–+

33...♗f3! 34.♘xf3 ♖xf3

The threat is simply 35...♗xe3†–+.

35.♕c1 ♘c5!–+ 36.♗xg5 ♘d3 37.♕d2 ♘xe1 38.♕xe1 hxg5 39.a4 ♖b3

0–1

Ex. 17-5

V.Zurakhov – B.Gurgenidze

Tbilisi 1956

7...♗h6!

(1 point)

A standard idea.

8.♕d2

8.♗f2!?

8...♗xe3 9.♕xe3 a5! 10.♗d3 ♘a6 11.0–0–0 ♕e7 12.♘ge2 ♘dc5 13.♗b1 ♗d7 14.♘b5 ♗xb5!? 15.cxb5 ♘b8 16.h4 ♘bd7 17.h5 0–0–0 18.b3 ♘b6∓

Ex. 17-6

H.Pilnik – E.Geller

Gothenburg 1955

1...e4!

(2 points)

As in Ex. 17-2.

2.♗xf6 ♕xf6 3.fxe4 f4 4.♖f2?

25.♕g4 was necessary, intending to exchange queens by ♕e6†. In the middlegame, White can do nothing against the kingside pawn storm.

4...♘e5∓ 5.♖df1 ♕h4 6.♗d1 ♖f7 7.♕c2 g5 8.♕c3 ♖af8 9.h3 h5 10.♗e2 g4! 11.♖xf4 ♖xf4 12.♖xf4 ♖xf4 13.g3 ♘f3†

Or 13...♕xh3 14.gxf4 g3–+.

14.♔f2

14.♗xf3 ♕xg3†–+

14...♕xh3 15.gxf4 g3† 16.♔xf3 g2† 17.♔f2 ♕h2

0–1

Ex. 17-7

A.Yusupov – A.Sznapik

Warsaw 1985

25.♘c4! ♕xb5 26.♗d2!

(2 points)

26...♖xb3

The point is 26...♗xd2 27.♘xa3 ♕xb4 28.♘c4+–.

27.♕xb3 ♗xd2 28.♘xd2+– ♘df6 29.♖bc1 fxe4 30.fxe4 ♕e2 31.♕d1 ♕e3 32.♕e1 ♕b6 33.h3 ♖f7 34.♘f3 g5 35.♖a1 ♖g7 36.h4 gxh4 37.♘xh4 ♔f7 38.♘f5 ♖g6 39.♖a8 ♘g5 40.♘h4 ♖h6 41.♕g3 ♕b5 42.♖f5

1–0

Ex. 17-8

A.Yusupov – I.Hausner

Bundesliga 1996

14.h4!

(2 points)

14.0–0–0?! is not so strong: 14...h4 (14...♗g5 15.f4) 15.♗g4 hxg3 16.fxg3 ♗g5± and Black swaps off the dark-squared bishop.

14...♗e7 15.0–0–0 ♘f6 16.f3± ♗d7 17.♘db1 ♕c8 18.♘a3 ♗f8

See Ex. 17-9.

Ex. 17-9

A.Yusupov – I.Hausner

Bundesliga 1996

19.♕d2!

(2 points)

Once more, there is no reason why White

should agree to the exchange of the dark-squared bishop.

19.♔b1 ♗h6± is not so strong.

19...♗g7 20.♘ab5 ♔f8 21.♔b1 ♕b7 22.♗f1! ♖e8 23.♗h3±

Ex. 17-10

T.Petrosian – E.Gufeld

USSR Ch, Leningrad 1960

26.♖c2!?

(2 points)

The King's Indian Bishop is apparently active and it does control the c1-square, but White can nevertheless fight for the open c-file.

26...♘c7 27.♖bb2 ♖f8 28.b4 ♘e8 29.a5 ♘g7 30.a6! bxa6

30...b6 31.♘a3 f5 32.♘cb5 f4 33.♖b3±

31.♘a5 f5 32.♘c6 ♖be8 33.♘b1!?

White clears the way for ♖b3 to defend his weakness on f3.

33...♔h7 34.♖b3 fxe4 35.♕xe4 ♖f5 36.♖a3

Petrosian has played very cleverly and simply stepped round the black bishop; the latter is now aiming at empty space.

36...♕b7 37.♘c3 ♖ef8 38.♕c4 ♖f3 39.♖xa6 ♗e3

Pure despair. White can just take the bishop, but the move in the game is even simpler.

40.♘e4+– ♗h6

40...♗b6 41.♘g5†+–

41.♖xa7

Black resigned. 41...♕b6 is followed by 42.♕a6 ♕xa6 43.♖xa6+–.

Ex. 17-11

T.Petrosian – A.Suetin

USSR Ch, Riga 1958

14.♘e3!

(2 points)

14.♗xf4? wouldn't make much sense: 14...exf4 15.♘d4 ♖e8∓ and the King's Indian Bishop is very active.

White's correct plan involves the exchange of the light-squared bishops, as Black will then be left with his bad King's Indian Bishop.

But the immediate 14.♗g4 (1 consolation point) is not accurate, because of 14...♘xe4 15.♘xe4 f5 with counterplay.

14...♘xe4 15.♘xe4 ♘xe2† 16.♕xe2 f5 17.f3! f4

17...fxe4 18.fxe4 ♖f4!? 19.♗xf4 exf4 20.♘f5±

18.c5!

Before Black plays ...b7-b6.

18...fxe3

18...fxg3 19.hxg3! followed by 20.g4±.

19.♕xe3 ♗f5 20.♖ac1 ♕d7 21.♖c4 dxc5!? 22.♕xc5 b6 23.♕e3 ♕xd5

Better is 23...♖f7.

24.♖xc7 ♕d4

24...♕xa2 25.♘d6 is dangerous for Black.

25.♗f2 ♕xe3

Black should perhaps try 25...♕xb2±.

26.♗xe3 ♗e6 27.a3 b5

See Ex. 17-12.

Ex. 17-12

T.Petrosian – A.Suetin

USSR Ch, Riga 1958

28.♗d2!

(3 points)

White's plan is ♗c3, ♖e1 and ♘g3-h5 with an attack on the e5-pawn. The King's Indian Bishop remains passive.

28...♖fd8 29.♗c3 a4 30.♖e1 ♖ac8 31.♖b7! ♖d5

31...♖b8? 32.♖xg7† ♔xg7 33.♗xe5†±

32.♖b6± ♗f7

32...♗d7 33.♖xh6!+– or 32...♖e8 33.♘d6!±.

33.♘d6 ♖d8 34.♘f5

But not 34.♘xb5 ♗f8! and Black obtains some counterplay.

34...♔h7 35.♖b7 ♖8d7 36.♖xd7 ♖xd7 37.♘xg7 ♔xg7 38.♖xe5 ♔g6 39.♖xb5+–

Scoring

Maximum number of points is **24**

21 points and above → **Excellent**
17 points and above → **Good**
12 points → **Pass mark**

*If you scored less than **12** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 18

Contents

✓ Positional factors
✓ Advantage of the queenside pawns in the endgame
✓ Activity of the pieces and control of an open file
✓ Mobility of the pawns

Queenside pawn majority

In chess literature we often find references to the queenside pawn majority as an advantage. But if one side has more pawns on the queenside, then the other will have more on the kingside or in the centre. So, why should the pawns on the queenside be more valuable?

Firstly, we must understand that **the pawn structure is only one of a number of positional factors in the middlegame** which play a role in the evaluation of a position. Often the mere fact of a pawn superiority is far from being the most important factor in the position! For example, the course of play can frequently be determined by the activity of the pieces, the safety of the king or an open file. However, when a lot of pieces have been exchanged, then the pawns generally have a more important part to play. The chances of obtaining a passed pawn become greater. **Since the opposing king is more often on the kingside, it cannot take action so quickly against a passed pawn on the queenside** as it can against a central passed pawn. So the importance of the queenside majority increases in the endgame.

Secondly, in the middlegame it is often easier to play where the majority of our forces are posted. **The pawn majority has its role to play only when we can advance the pawns** and obtain a passed pawn. Such a passed pawn can do well for itself in the middlegame too.

If both sides castle short, "the pawns on the queenside can advance freely, without weakening their hinterland, whereas the situation on the kingside is more complicated. There the advance of the pawns exposes the king, which possibly offers attacking chances." (Samarian)

In our next chapter we shall study the advantages associated with a superiority in the centre. In both situations, the essential point is that **the pawns remain mobile** and are neither blockaded nor rendered harmless.

Of course, when undertaking action on the queenside, we should never forget the safety of our king. In the middlegame, we should support the pawn majority on the queenside with active pieces and ideally also with the control of an open file. Then this pawn superiority can bring clear advantages.

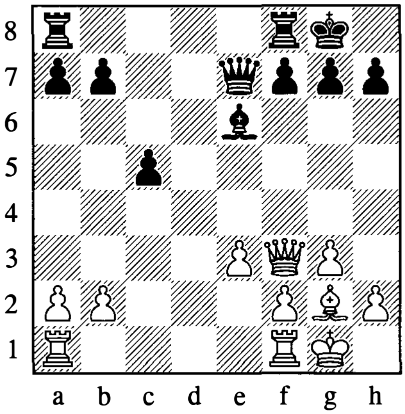
In an unbalanced position in the endgame, the advantage often goes to the side which is first to set in motion its pawn majority on the flank and which can better support this operation. (See Ex. 18-1 and Ex. 18-2.)

Diagram 18-1

F.Marshall – J.Capablanca

New York match (23) 1909

Diagram 18-1 △



16.♖fc1?

A passive move, which excludes the rooks from the struggle for the open file.

16.♕xb7? ♕xb7 17.♗xb7 would also be bad, because of 17...♖ab8 18.♗g2 ♖xb2∓ (Capablanca).

16.e4!? ♖ad8 17.♕e3 is followed by 17...♖d4 18.f4 ♖fd8∓.

16.♖fd1 would be correct: 16...♖ab8 and only now 17.e4 ♖bd8 18.a3=.

16...♖ab8 17.♕e4

Threatening ♗h3.

17...♕c7!∓ 18.♖c3?!

Continuing with the wrong strategy. White can achieve nothing on the queenside. He should play actively in the centre or on the kingside in order to compensate for the black pawn majority and initiative on the queenside.

Panov recommends 18.f4.

18...b5 19.a3 c4 20.♗f3?

Allowing Black to take control of the only open file. 20.♖d1 was correct: 20...♖fd8 21.♖cc1∓ (Lasker)

20.b3 is met by 20...♕a5∓.

20...♖fd8 21.♖d1 ♖xd1† 22.♗xd1 ♖d8∓ 23.♗f3 g6!

The threat is 24...♗d5 25.♕g4 h5–+.

24.♕c6 ♕e5!

Black has in principle nothing against an endgame (his pawn majority would then be even more valuable), but the active position of the queen on e5 forces his opponent to once more offer an exchange, and Black gets an even better ending!

Less convincing is 24...♕xc6 25.♗xc6 ♗h3 26.♖c1∓.

25.♕e4 ♕xe4 26.♗xe4

Diagram 18-2 ▼

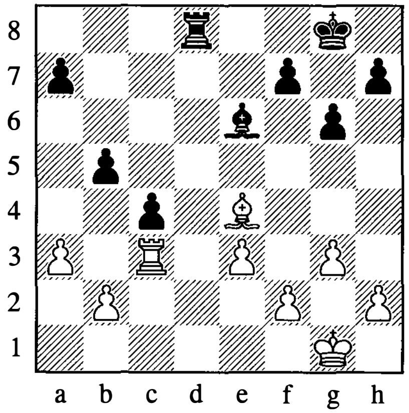


Diagram 18-2

26...♖d1†!

An important intermediate check, which prevents the white king from approaching the centre.

26...a5 is met by 27.♔f1 and 28.♔e2 (Capablanca).

27.♔g2 a5

Now Black can further advance his pawns on the queenside and obtain a dangerous passed pawn. Since the white king cannot get to the queenside quickly, Black can also manage without the cooperation of his most important piece.

28.♖c2 b4 29.axb4 axb4 30.♗f3

Or 30.♔f3 b3–+ (Panov).

30...♖b1 31.♗e2 b3!

This is simpler than 31...c3 32.♗d3 ♖xb2 33.♖xb2 cxb2 34.♗b1∓.

32.♖d2

32.♖c3 ♖xb2 33.♗xc4 ♖c2!–+ (Capablanca)

32...♖c1

Threatening 33...♖c2–+.

33.♗d1 c3 34.bxc3 b2 35.♖xb2 ♖xd1–+

Black has won a piece for two pawns. The rest of the game was no problem for Capablanca.

36.♖c2 ♗f5 37.♖b2 ♖c1 38.♖b3 ♗e4† 39.♔h3 ♖c2 40.f4 h5 41.g4 hxg4† 42.♔xg4 ♖xh2 43.♖b4 f5† 44.♔g3

44.♔g5 ♔g7–+

44...♖e2 45.♖c4 ♖xe3† 46.♔h4 ♔g7 47.♖c7† ♔f6 48.♖d7 ♗g2 49.♖d6† ♔g7

0–1

A.Yusupov – R.Hernandez

Thessaloniki Olympiad 1984

1.d4 ♘f6 2.c4 e6 3.♘f3 ♗b4† 4.♗d2 ♕e7 5.g3 0–0 6.♗g2 ♗xd2† 7.♕xd2 d6 8.♘c3 ♖e8 9.0–0 e5 10.e4 ♗g4 11.♘h4

White wants to avoid exchanging his knight for the bishop.

11...♘c6 12.d5 ♘d4

Diagram 18-3

13.♘b5!?

Of course White wants to exchange the d4-knight. The change to the pawn structure also brings him some advantages.

13...♘xb5 14.cxb5 ♗d7

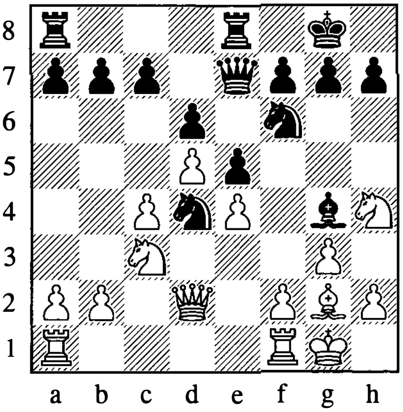
14...a6 15.bxa6 ♖xa6 16.a4! c5! 17.dxc6 ♖xc6 18.♖fc1 ♖ec8 19.b4± Razuvaev – Huss, Vienna 1984.

15.a4 a6

White can put pressure on the c7-pawn down the c-file. So Black has practically no choice but to exchange the b5-pawn.

If 15...c6? 16.dxc6 bxc6, then 17.♘f5! ♗xf5 18.exf5±.

Diagram 18-3 △



16.bxa6 ♖xa6 17.a5

17.♖fc1!?±

17...c6 18.dxc6 ♖xc6!

Black has defended well and swapped off his weakness, the c7-pawn. But White has the pawn majority on the queenside and the possibility of creating a passed pawn relatively quickly. Black has to keep playing very energetically.

19.♖fd1!?

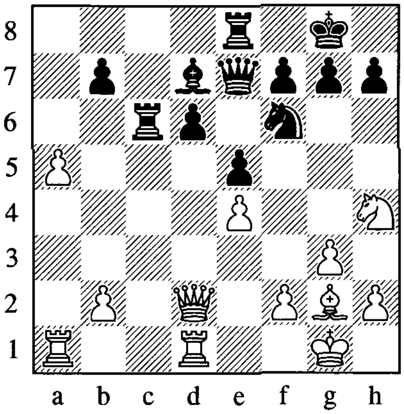
If 19.♖fc1, then 19...♖ec8 20.♖xc6 (20.b4 ♖xc1† 21.♖xc1 ♖xc1† 22.♕xc1 d5!∓) 20...♖xc6 21.b4 ♖c4 with counterplay.

Diagram 18-4

19...♖ec8

After 19...g6! 20.b4 ♖c4= the position would be level.

Diagram 18-4 ▼



20.b4 ♖c4?

This stereotypical move gives White time for his play on the queenside. Black should restrict the knight on h4. Correct is 20...g6 21.b5 ♖c2 22.♕xd6 (if 22.♕g5, then 22...h6! 23.♕xh6 ♘g4!) 22...♕xd6 23.♖xd6 ♖c1† 24.♖d1 ♖xa1 25.♖xa1 ♗xb5 with equality.

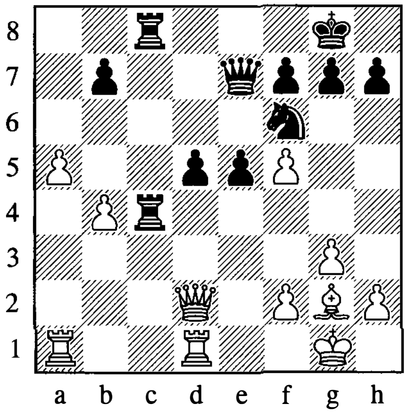
21.♘f5 ♗xf5 22.exf5 d5

Diagram 18-5

23.b5!±

White does not want to exchange minor pieces, because the bishop will be better at supporting its passed pawn. If 23.♗xd5, then 23...♖d4 24.♕a2 ♘xd5 25.♖xd4 exd4 (25...♘c3?? 26.♖c4+–)

Diagram 18-5 △



26.♕xd5 ♖d8! and the passed d-pawn provides Black with compensation.

23...h5

23...♕c5 24.a6♕xb5 25.a7♖a4 (25...♖a8 26.♗f1+–) 26.♗xd5 ♖xa1 27.♖xa1 ♖a8 28.♗g2± is good for White.

If 23...♖c2, then 24.♖ac1!±.

24.a6

This is more logical than: 24.♗xd5?! ♖d4 25.♕a2 ♘xd5 26.♖xd4 ♘c3 27.♖c4 ♘xa2 28.♖xc8† ♔h7 29.♖xa2 ♕b4∞

24...bxa6 25.bxa6 e4

Diagram 18-6 △

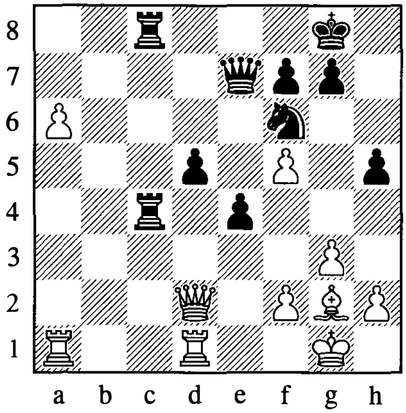


Diagram 18-6

26.♗f1!

The a-pawn needs support. 26.a7? would be premature, on account of 26...♖a8.

26...♖c2 27.♕d4 ♘g4

After this move the situation is very complicated. In time trouble, neither side played accurately, but Black made the last mistake.

If 27...♕c5, then 28.♕xc5 ♖2xc5 29.a7 ♖a8 30.♖db1 ♖cc8 31.♗a6+–.

28.a7?

28.♕xd5! ♘xf2 (28...e3 29.a7!) 29.a7!+– is the computer's solution.

28...♖a8 29.♖db1 ♘e5?

29...♕c7!= would have been better.

Diagram 18-7 △

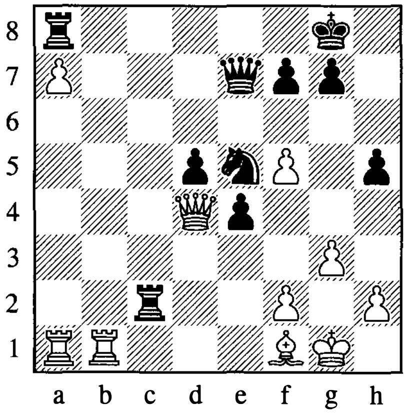


Diagram 18-7

30.♕xd5?

30.♖b8†! ♔h7 31.♕d1! ♘f3† 32.♕xf3!! exf3 33.♖xa8 ♕c5 34.♖h8†! ♔xh8 35.a8♕† ♔h7 36.♕a7+– proved too difficult to find in time trouble.

30...♘f3†?

30...♖xa7! is correct: 31.♕xe4 ♕c5! (31...♖xa1 32.♖b8† ♔h7 33.f6†+–) 32.♗e2 (32.♖b8† ♔h7 33.f6† g6=) 32...♖xa1 33.♖xa1 ♘g4± and here 34.♖a8† ♔h7 35.f6† g6 36.♖h8† ♔xh8 37.♕e8† ♔h7 38.♕xf7† ♔h6 39.♕g7† would fail to 39...♔g5 40.h4† ♔f5 41.♗d3† ♔e6.

31.♔g2 ♖xa7 32.♖b8† ♔h7 33.f6!+–

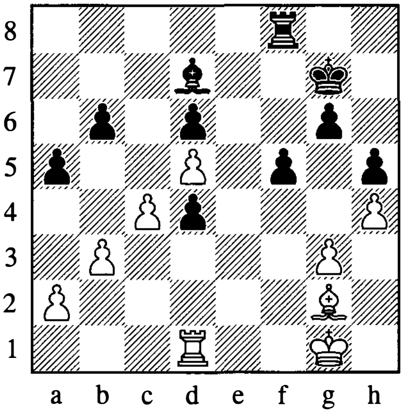
This is why the knight should have remained on e5.

33...gxf6 34.♕xh5† ♔g7 35.♖h8!

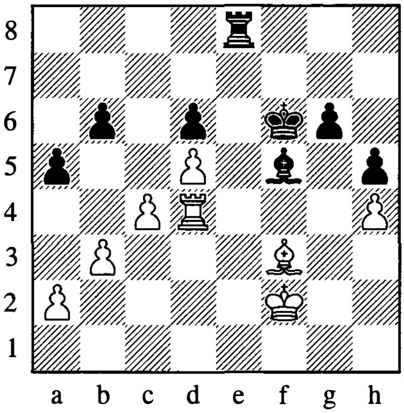
1–0

Exercises

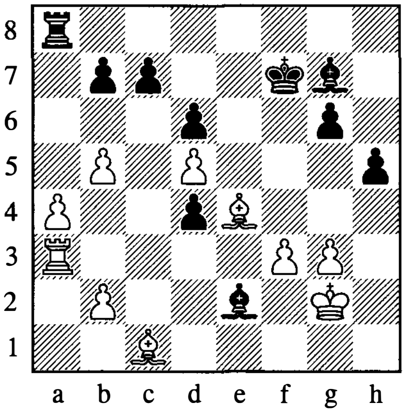
➤**Ex. 18-1**◀ ★★ ▼



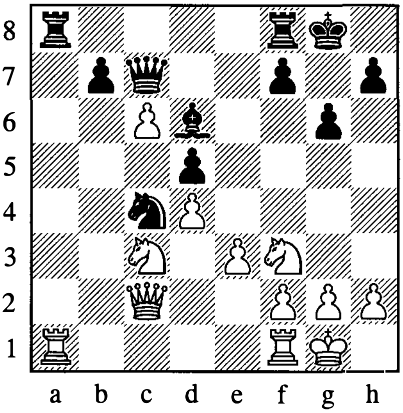
➤**Ex. 18-2**◀ ★★★ ▼



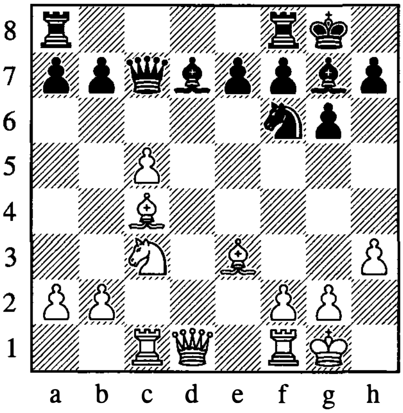
➤**Ex. 18-3**◀ ★★ △



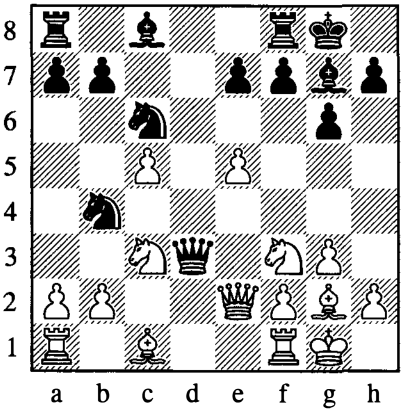
➤**Ex. 18-4**◀ ★★ ▼



➤**Ex. 18-5**◀ ★ △

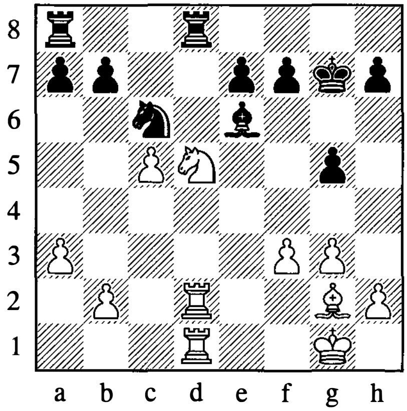


➤**Ex. 18-6**◀ ★★ △

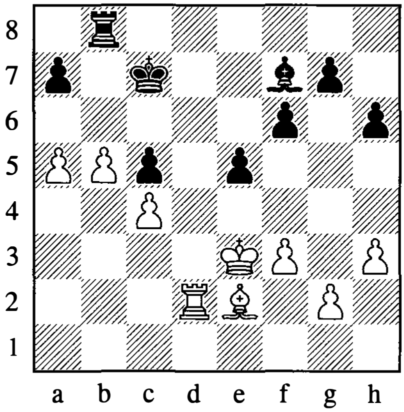


Exercises

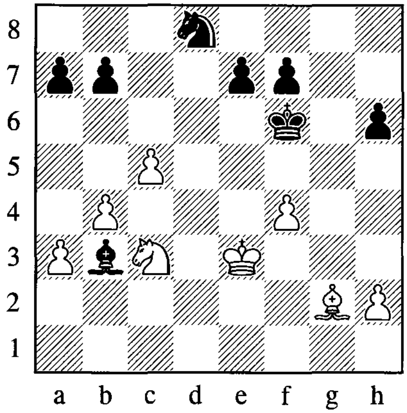
➤**Ex. 18-7**◀ ★★★ △


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

➤**Ex. 18-10**◀ ★★ △


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

➤**Ex. 18-8**◀ ★★ △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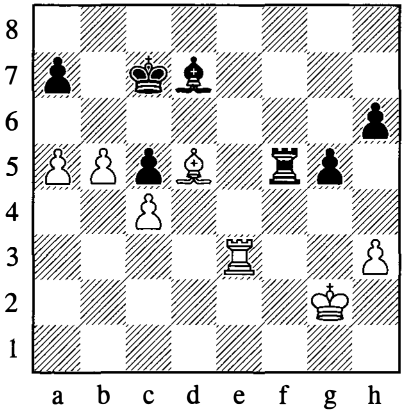
a b c d e f g h

➤**Ex. 18-11**◀ ★★ △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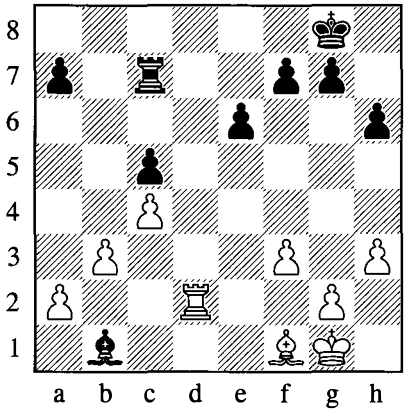
➤**Ex. 18-9**◀ ★★ △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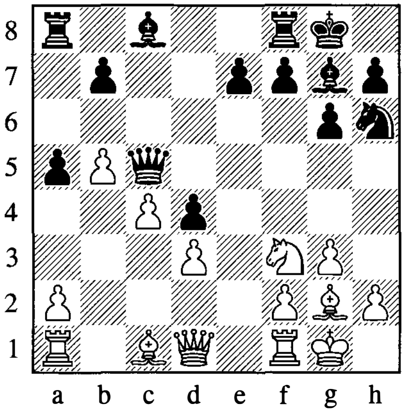
a b c d e f g h

➤**Ex. 18-12**◀ ★★ △


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

Solutions

Ex. 18-1

J.Ehlvest – A.Karpov

Linares 1991

38...f4!

(2 points)

With this move, Black activates all his pieces (the light-squared bishop can now use the f5-square) and also weakens White's pawn formation on the kingside (the h4-pawn will be isolated).

38...♖e8 (1 point) is not so accurate: 39.♔f2! ♖e3 40.♖xd4 ♖c3 41.♖d2∓ and White may continue with ♖e2-e3.

39.♔f2 fxg3† 40.♔xg3 ♖e8 41.♖xd4 ♗f5∓

41...♖e2 42.♖e4=

42.♔f2 ♔f6 43.♗f3

See Ex. 18-2.

Ex. 18-2

J.Ehlvest – A.Karpov

Linares 1991

43...g5!

(2 points)

A standard idea. White has defended the h4-pawn well. So there is nothing left for Black to do other than to create a passed pawn.

Preparing ...g5 with 43...♖e7!?∓ (1 point) is also possible, but unnecessary.

44.hxg5†

The tactical point is 44.♗xh5 ♖h8! 45.hxg5† ♔e5 46.♖h4 ♗g6!∓.

(another 1 point for this variation)

44...♔xg5 45.♖d1 ♖f8! 46.♔e3

Better is 46.♔g3 h4†.

46...♗g4!–+ 47.♗xg4 hxg4 48.♖h1 ♖f6

48...g3 also wins: 49.♖h3 ♔g4 50.♖h6 g2 51.♖g6† ♔h3 52.♖h6† ♔g3 53.♖g6† ♔h2 54.♖h6† ♔g1 55.♔e2 ♖f2† 56.♔e1 ♖xa2 57.♖xd6 ♔h2 58.♖h6† ♔g3 59.♖g6† ♔f3–+

49.♔e2 g3 50.♖f1 ♖f4! 51.a3 ♔g4 52.b4 axb4 53.axb4 g2 54.♖xf4† ♔xf4 55.♔f2 ♔e5 56.♔xg2 ♔d4 57.c5 bxc5 58.bxc5 ♔xc5 59.♔f3 ♔xd5 60.♔e3 ♔c4

0–1

Ex. 18-3

A.Yusupov – J.Ehlvest

USSR Ch, Minsk 1987

23.♔f2!

(1 point)

White provokes the move ...d3.

23...d3

23...♗c4? 24.b3+–

24.a5

(another 1 point)

24...h4?

Other moves set White more difficult problems:

a) 24...♗d4† 25.♗e3! (25.♔e1 ♖e8 26.♔d2 ♗f2⇄) 25...♗xb2 26.♖a4! ♗f6 27.a6±

b) 24...d2 25.♗xd2 ♗xb5 26.♖b3! (26.♗c3 ♗xc3 27.♖xc3 c5! 28.dxc6 bxc6 29.b4! d5 30.♗d3 ♖b8±) 26...♗d4† 27.♔g2 ♗a6 28.♗d3!± The weakness of the b7-pawn is a problem for Black.

25.gxh4 ♗f6 26.♔g3+– ♗e5†

26...♗xb2 27.♗xb2 d2 28.♗c2 d1♕ 29.♗xd1 ♗xd1 30.♔f2!?+–

27.♔g4 d2 28.♗xd2 ♗xb5 29.♗c3!

Or 29.♖b3 ♗d7† 30.♔g5 ♗f6† 31.♔f4+–.

29...♔f6

29...♗d7† 30.♔g5+–

30.♗xe5† dxe5

30...♔xe5 31.♔g5+–

31.b4 ♗d7† 32.♔g3 ♔e7 33.d6†! ♔xd6 34.♗xb7 ♖a7 35.a6 ♗b5

35...♗c6 36.♖d3†+–

36.♔g4 c6 37.♔g5 ♔d5 38.♖a5 ♔c4 39.♔xg6

White can also win with 39.♗xc6 (Chekhov) 39...♗xc6 40.♖c5† ♔xb4 41.♖xc6+–.

39...♔xb4 40.♖xb5†!

1–0

Solutions

Ex. 18-4

V.Inkiov – A.Yusupov

Dubai Olympiad 1986

20...♕xc6!?

(2 points)

In this position Black has good chances of an attack on the queenside, since his knight is already very actively placed. For that reason it is worth creating a passed pawn.

After 20...bxc6 White would be slightly better.

21.e4?

It is more advisable to blockade the passed pawn as quickly as possible: 21.♕b3 ♖fc8 22.♖xa8 ♖xa8 23.♘b5=

21...♖xa1 22.♖xa1 ♘b6!∓ 23.♕b3 ♖c8 24.♘e2!?

If 24.♘xd5 ♘xd5 25.exd5, then 25...♕c1† 26.♕d1 ♕c4 27.♖b1 ♕xd5 28.♕d3 b5!∓.

24...dxe4 25.♘g5 ♖c7

25...♘c4? 26.♕h3! h5 27.d5 followed by 28.♘xe4.

26.h4?

26.♘xf7?! ♖xf7 27.♖c1 can be met by 27...♗xh2† 28.♔xh2 ♕d6†∓.

A better option is 26.♘xe4 ♕xe4 27.♕xb6 ♖c6 28.♕b5∓.

26...♘c4∓ 27.♕h3 h6 28.h5 ♕d5!

28...hxg5 29.♖a8† ♗f8 30.h6 f5 31.h7† ♖xh7 32.♖xf8† ♔xf8 33.♕xh7 would allow White counterplay.

29.♖a8† ♔g7 30.hxg6 ♕xg5 31.gxf7 ♔xf7–+ 32.d5 ♕xd5 33.♘d4 ♘b6! 34.♕xh6 ♘xa8 35.♕h7† ♔e8

0–1

Ex. 18-5

A.Yusupov – V.Korchnoi

Horgen 1994

17.b4!?

(1 point)

White attacks on the queenside.

17...♖ad8 18.♕b3 a6 19.a4

19.♖fd1!?±

19...♗f5 20.♖fd1 e6 21.b5 axb5 22.♘xb5

22.axb5± is also good, with the idea of playing 23.c6 bxc6 24.b6.

22...♕c6

22...♕e7 23.♘d6 (23.♗f4?! ♖xd1† 24.♖xd1 ♘e4⇄) 23...♗e4 24.♗g5 ♗c6 25.♖e1± (or 25.♗b5±)

23.♘d6 ♘e4?!

After 23...♗e4, White should simply play 24.♗b5±, rather then being tempted by: 24.♗xe6 fxe6 25.♕xe6† ♔h8 26.♘f7† ♖xf7 27.♖xd8† ♖f8 28.♖xf8† ♗xf8 29.♕f7 ♗g7 30.♖d1 (30.♗d4!?) 30...♗d5 31.♕e7 ♘g8 32.♕g5±

24.♗b5 ♕c7 25.g4+–

Ex. 18-6

V.Smyslov – L.Szabo

Hastings 1954

13.♖d1

(2 points)

White cannot successfully defend the e5-pawn after 13.♖e1 ♗g4 or 13.♗f4 ♕xe2 14.♘xe2 ♘d3=. So he lets the pawn go and aims to control the open file.

13...♕xe2 14.♘xe2 ♘xe5 15.♘xe5 ♗xe5 16.♗h6 ♖e8 17.♖d2± ♘c6 18.♘f4 ♗f5 19.♖e1 ♗g7

19...f6!?

20.♗xg7 ♔xg7 21.a3 g5?!

Better is 21...♖ad8 22.♗xc6 (22.♖ed1!?) 22...bxc6 23.♖xd8 ♖xd8 24.♖xe7 g5 with counterplay.

22.♘d5 ♖ed8 23.♖ed1 ♗g4

23...a5? 24.♘xe7!+–

24.f3 ♗e6±

See Ex. 18-7.

Solutions

Ex. 18-7

V.Smyslov – L.Szabo

Hastings 1954

25.b4!

(2 points)

Other moves are not so strong:

a) 25.♘c7 ♗b3! 26.♘xa8 ♗xd1=

(another 1 point for this variation)

b) 25.f4? ♗g4!

c) 25.♔f2 a5!?

25...h6

If 25...♖d7, then 26.♘f4 ♖xd2 27.♘xe6† fxe6 28.♖xd2±.

26.♔f2 ♖d7 27.♘c3

Of course not 27.♘f4?? ♖xd2†.

27...♖xd2† 28.♖xd2 ♖d8

28...a5?! is followed by 29.b5 ♘e5 30.f4 ♘c4 31.♖d4± and White threatens both ♗xb7 and f5.

29.♖xd8 ♘xd8 30.f4! gxf4 31.gxf4 ♗b3 32.♔e3 ♔f6±

See Ex. 18-8.

Ex. 18-8

V.Smyslov – L.Szabo

Hastings 1954

33.b5!

(1 point)

33...e5

33...♔e6 34.c6 ♔d6 (or 34...bxc6 35.bxc6 ♔d6 36.♘b5†+– followed by c7) 35.b6!

(another 1 point)

35...♘xc6 36.♗xc6+–

34.♘e4† ♔e6 35.c6! exf4†

35...bxc6 36.♘c5†+–

36.♔xf4 bxc6

36...♔e7 37.♘c5+–

37.♘c5† ♔d6 38.♘xb3 cxb5 39.h4 ♘c6 40.♗xc6 ♔xc6 41.♔g4!+– b4 42.axb4 ♔b5 43.♘d4†

Now 43...♔xb4 is met by 44.♘c6† and 45.♘xa7+–, so Black resigned.

The notes are based on analysis by Smyslov.

Ex. 18-9

M.Botvinnik – I.Rabinovich

Leningrad 1934

33.a3!

(2 points)

Activating the pawns on the queenside and preparing b3-b4.

33...♖b7

If 33...a5, then 34.♖d8† followed by ♖b8 and ♖b5.

34.♖b2 ♗g6 35.b4 ♔f8

35...a5 36.b5±

36.♔f2 ♔e7 37.♔e3 ♔d7 38.♗e2 ♔c7 39.b5 ♖b8

After 39...a6 40.a4 axb5 41.axb5, White would continue with ♖a2.

40.a4 f6

40...♔b6 41.♖d2!

41.a5 e5 42.♖d2 ♗f7±

See Ex. 18-10.

Ex. 18-10

M.Botvinnik – I.Rabinovich

Leningrad 1934

43.f4!

(2 points)

White prepares ♗f3 to support the further advance of his queenside pawns.

43...exf4† 44.♔xf4 ♖e8 45.♗f3! ♗e6

This is too passive. First 45...g5†± would have been correct.

If 45...♗xc4, then 46.♖c2 ♗d3 47.♖xc5† ♔b8 48.♗c6 ♖d8 49.♖c1± followed by ♖e1.

46.♗c6

46.b6† is an alternative. Black would have to reply 46...♔b8±, since 46...axb6? loses to 47.a6 ♗c8 48.a7 ♗b7 49.♖d7†!+–.

46...g5† 47.♔f3

The difference to 45...g5† is that this square is now available to the king.

47...♖f8 48.♗d5 ♖d8 49.♔e3 ♗c8

After 49...♗xd5 50.♖xd5 ♖xd5 51.cxd5 f5, White can win the pawn ending with either

52.b6† axb6 53.a6 or 52.a6 followed by 53.d6† ♔xd6 54.b6.

50.♖a2 ♗b7 51.♖d2 ♖e8†

After 51...f5!? Botvinnik intended to implement the following plan: 52.♖d3! followed by ♔d2-c3, h3-h4, hxg5, then finally a5-a6 and ♖h3.

52.♔f2 ♖d8 53.g4! ♗c8 54.♖d3 ♖f8 55.♖e3 f5 56.gxf5 ♖xf5† 57.♔g2

57.♔g3+– is better.

57...♗d7±

See Ex. 18-11.

Ex. 18-11

M.Botvinnik – I.Rabinovich

Leningrad 1934

58.b6†!

(1 point)

58...axb6 59.a6 ♔b8

59...♗c6 60.♖e7† ♔d8 61.♖h7 ♖xd5 62.cxd5 ♗xd5† 63.♔f2 ♔c8 64.♖h8†+–

(another 1 point for this variation)

60.♖e7 ♔a7 61.♗b7 ♗c6†! 62.♗xc6† ♔xa6 63.♗e4 ♖f4 64.♗d3+–

The annotations are based on analysis by Botvinnik.

Ex. 18-12

M.Euwe – A.Alekhine

Amsterdam match (8) 1926

14.a4!

(2 points)

In this way White activates his pawns on the queenside.

14.♖e1 (1 point) is slightly less accurate, as after it we also have to reckon with 14...a4.

14...♖e8

If 14...♕h5 15.♘g5 ♗g4 16.f3 ♗d7, then 17.♕e1!+– followed by g4.

15.♖e1 ♗f5 16.♗a3 ♕c7 17.c5± ♖ad8

17...♗e6 18.♖xe6! fxe6 19.♘g5!±

18.♘g5 ♗f6 19.♘e4 ♗g7 20.♕d2 ♘g4 21.b6 ♕c8

21...♕c6?? 22.♘d6!+–

22.c6!

22.♕xa5 ♘e5!⇄

22...bxc6

22...♕xc6 23.♘d6 ♕xb6 24.♘xe8 ♖xe8 25.♖ab1 ♕a6 26.♖xb7+– (Euwe)

23.♕xa5 ♘e5 24.♕d2?!

24.♘c5! ♘xd3 25.b7 ♕b8 26.♘xd3 ♗xd3 27.♗xc6+–

24...♕a6 25.a5 ♘xd3

25...♕xd3 26.♕xd3 ♘xd3 27.a6+– (Euwe) 27...♘xe1 28.♖xe1 d3 29.b7 ♗d4 30.♖d1 (30.♘d2 e5∞) 30...♗a7 31.♗c5 ♗xc5 32.♘xc5 d2 33.♗xc6+–

26.♘c5

26.♗f1? ♘xe1 27.♗xa6? ♘f3†–+ (Euwe)

26...♘xc5 27.♗xc5 ♕b5

Better is 27...d3 28.♖a3 ♕b5 29.♗e3 c5 with counterplay.

28.♗xe7 ♖c8 29.♗f1+– ♕b3

29...d3 30.♖ab1 ♕a6 31.b7 ♖b8 32.♗d6+– (Reti)

30.♖a3 ♕d5 31.b7 ♖b8 32.a6 ♗c8 33.bxc8♕ ♖bxc8 34.♗g2 ♕d7 35.♗c5 ♖xe1† 36.♕xe1 h5 37.a7 ♖a8 38.♕e4 d3 39.♖xd3 ♕b7 40.♕xc6 ♕b1† 41.♗f1 ♖xa7 42.♗xa7

1–0

Scoring

Maximum number of points is **25**

22 points and above → **Excellent**
18 points and above → **Good**
13 points → **Pass mark**

*If you scored less than **13** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 19

Contents

- ✓ Advantage of central pawns in the middlegame
- ✓ Typical breakthrough operations in the centre
- ✓ Importance of open files
- ✓ Some guidelines
- ✓ Attacking with the e- and f-pawns

Central pawn majority

The various exchanges during a game can lead to an asymmetrical situation, in which one side has four pawns against three on the kingside (the opposing side being without the e-pawn). The opponent then naturally has a pawn majority on the queenside. In the previous chapter, we analysed the advantages which can result from a superiority on the queenside.

But a pawn superiority in the centre can also be an advantage, **especially in the middlegame**, if we are able use our e- and f-pawns for an attack on the king. These pawns can force the opposing pieces away from the best defensive squares and, in a later phase of the attack, they can destroy the opponent's castled position. Of course, for the evaluation of the position, it makes all the difference if this invasion can be supported by the other pieces.

M.Euwe – Nestler

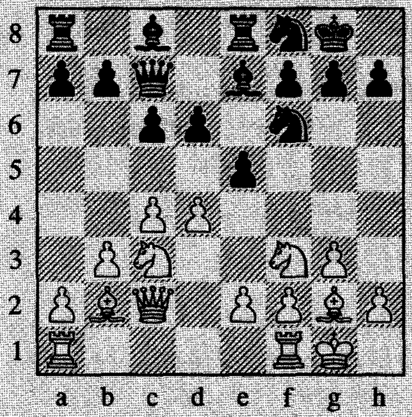
Lenzerheide 1956

1.d4 ♘f6 2.c4 d6 3.g3 ♘bd7 4.♗g2 e5 5.♘f3 c6 6.0–0 ♗e7 7.♘c3 0–0 8.♕c2 ♕c7 9.b3 ♖e8 10.♗b2 ♘f8

What Black is doing in this opening looks quite similar to the Philidor Defence. This knight retreat allows White to carry out a typical operation in the centre.

Diagram 19-1

Diagram 19-1 △



11.c5!? ♘g6?!

After this, White obtains a pawn superiority in the centre, without Black getting any compensation.

A more principled move would be 11...dxc5!? 12.dxe5 ♘6d7 (or 12...♘d5!?) 13.♘e4 ♘g6 14.♕c3 (14.e6!?) 14...♗f8 15.♘d6 ♖e7 and the e5-pawn is under attack.

If 11...exd4!? 12.cxd6 ♕xd6, then after 13.♖ad1 c5 14.e3 White has the initiative.

12.cxd6 ♗xd6 13.♖ac1

Threatening ♘b5. The immediate 13.dxe5 also looks good.

13...♕e7 14.dxe5 ♘xe5 15.♘xe5 ♗xe5

Diagram 19-2

16.e4!

"A very instructive position, which plays an important role in many lines of games which started with 1.d4. White possesses the 4:3 majority on the kingside and intends to turn this into the basis of an attack on the king by means of f2-f4 and e4-e5. There is little Black can do about this..." – Euwe

16...♗d7

16...♗e6!? is possible here, but Black is afraid that White will later attack the bishop with f4-f5 and gain another tempo. However, there is a reasonable defensive idea which Black could try – ...♘d7 and then ...f6.

17.h3

It is important for White to control the g4-square. Weaker is 17.f4 ♗d4† 18.♔h1 ♘g4.

17...h6?!

Although this move frees a square for the f6-knight, it will be very passive on h7.

Better is 17...♖ad8!? 18.f4 ♗d4† 19.♔h2 ♗b6 (or 19...♗c8±) 20.e5 ♘d5±.

18.f4 ♗d4† 19.♔h2 ♗b6 20.e5 ♘h7±

Diagram 19-3

White has reached his first goal and is clearly better. Euwe now prepares the further advance of his central pawns.

21.♖ce1

Another good option would be 21.♘a4!? followed by either ♘xb6 or ♘c5.

21...♗a5 22.f5

"The logical continuation of the white attack. White can now rip open the black king position with f5-f6 at any time, and e5-e6 is also permanently on the cards." – Euwe

22...♗c7

The bishop manoeuvres are anything but convincing.

23.♘a4

White could also play 23.♘e4 ♗xe5 24.♘c5 f6 25.♕c4† ♔h8 26.♘xb7±.

And 23.♘d5 looks good too.

23...♖ad8 24.♘c5 ♗c8 25.♘d3

25.♕c3!?

25...♕d7 26.♖d1 ♕e7

Diagram 19-2 △

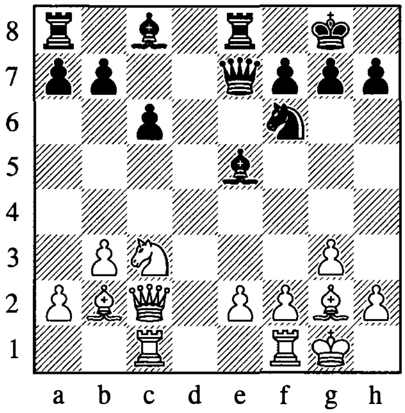


Diagram 19-3 △

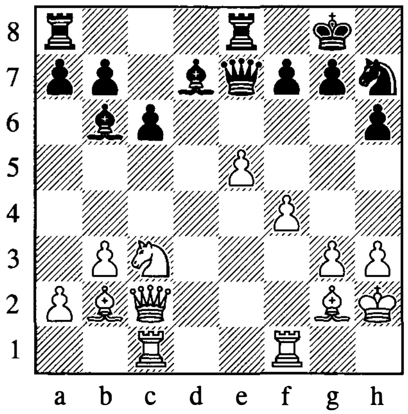


Diagram 19-4 △

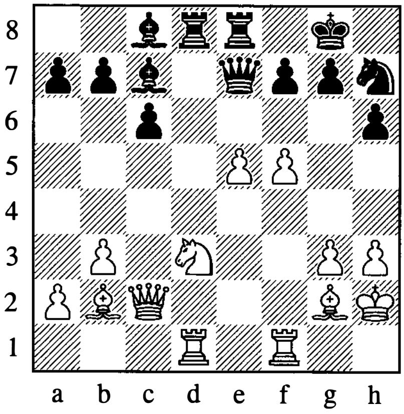


Diagram 19-4

We can see that Black cannot exploit his pawns on the queenside; nor does he have any luck with the counterplay on the open d-file. White will prepare f5-f6.

27.h4!

Taking control of the g5-square.

27...g6?

A panic reaction, but Black couldn't find a plan. Even so, he should not voluntarily weaken his position.

28.fxg6 fxg6 29.♘f4 ♗f5 30.♕c4† ♗e6

30...♕f7 31.e6 ♗xe6 32.♕c3+–

31.♘xg6+–

White has won a pawn.

31...♕g7

Slightly better is 31...♗xc4 32.♘xe7† ♖xe7 33.♖xd8† ♗xd8 34.bxc4+–.

32.♖xd8 ♗xd8 33.♕c2 ♗c7 34.♘f4 ♗xe5?

This loses the game on the spot, since the exchange on e5 will simply be followed by 36.♕g6†.

35.♗xe5

1–0

The above annotations are based on analysis by Euwe.

A.Alekhine – E.Bogoljubow

Budapest 1921

1.d4 ♘f6 2.♘f3 e6 3.c4 ♗b4† 4.♗d2 ♗xd2† 5.♕xd2 d5 6.e3 0–0 7.♘c3 ♘bd7 8.♗d3 c6 9.0–0 dxc4 10.♗xc4 e5 11.♗b3 ♕e7

Better is 11...exd4 12.♕xd4 ♘b6.

Diagram 19-5 △

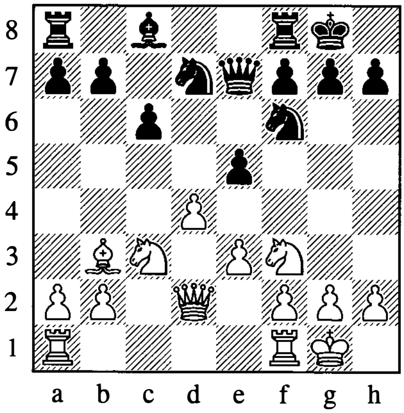


Diagram 19-5

12.e4!

White improves his position in the centre.

12...exd4 13.♘xd4 ♘c5

13...♘xe4 is bad, on account of the pin after 14.♕e3 ♘df6 15.f3+–.

14.♗c2 ♖d8

14...♘cxe4 15.♕e3 ♖e8 16.♖ae1±

15.♖ad1 ♗g4 16.f3 ♘e6 17.♕f2 ♘xd4 18.♖xd4 ♗e6

"Black was forced to surrender the only open file in order to develop his queen's bishop and no longer has any satisfactory defence against the subsequent advance of the extra pawns. The infamous queenside pawn majority plays absolutely no part, since its advance in the middlegame simply creates new weaknesses." – Alekhine

19.♖fd1 b6 20.h3!

Preparing f3-f4.

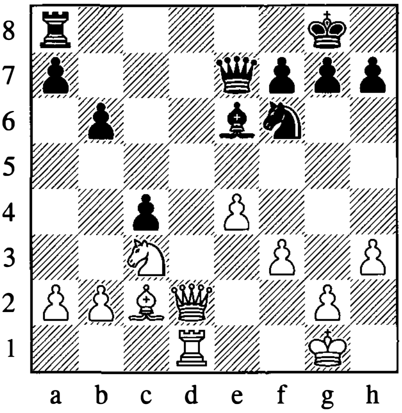
20...c5 21.♖4d2 ♖xd2

21...♘e8!? followed by ...f6 would be a better defence.

22.♕xd2 c4?

Diagram 19-6

Diagram 19-6 △



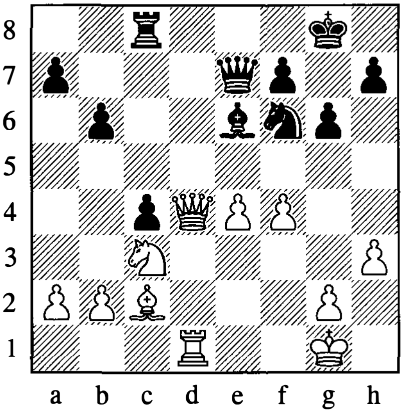
23.f4

It is important to note that here the reason why White has such a great advantage here is his control of the only open file and the centre.

23...g6 24.♕d4 ♖c8

Diagram 19-7

Diagram 19-7 △



25.g4!

White prepares f4-f5.

25...♗xg4

This unprepared counter-attack was easily beaten off in the game.

26.hxg4 ♘xg4 27.♔g2! h5

27...♕h4 28.♖h1+–

28.♘d5 ♕h4 29.♖h1 ♕d8 30.♗d1

Black resigned. After 30...♘h6 there is a quick win by 31.♗xh5 gxh5 32.♖xh5 ♔h7 33.♖g5.

As we have already emphasized in the previous chapter, in these situations other factors, such as the control of an open file or piece activity, often play an even more important role than the pawn structure on its own. These elements absolutely have to be taken into account when you are evaluating a position in which there is a pawn majority in the centre.

Some guidelines

The pawn majority in the centre is an advantage if:

1) your pawns are mobile and the opposing majority on the queenside is either immobile or has not yet advanced far enough;

2) you control the only open file (this is normally the d-file);

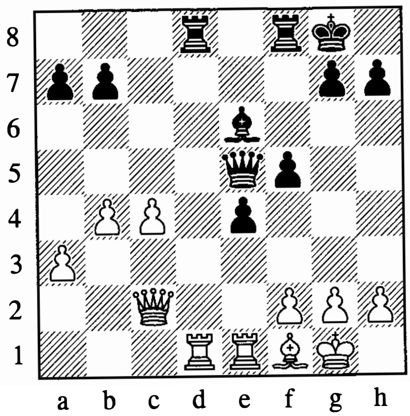
3) your pieces support the advance of the pawns.

In the endgame too, these factors can influence the evaluation in favour of the pawn majority in the centre. We shall see that in some of the positions in the test.

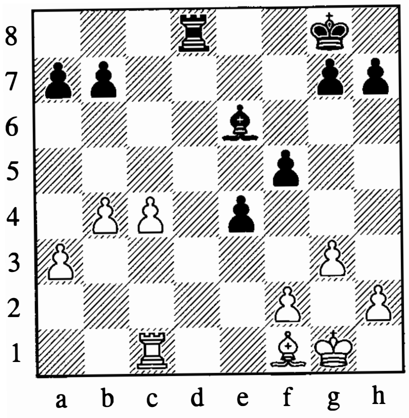
The side with the pawn superiority in the centre is well advised to **advance the central (e- and f-)pawns**. But you should be very cautious about moving the other pawns, so as not to weaken your own castled position. It is important to **fight for the d-file** and place your pieces in **active positions** behind the central pawns. That will then give you good attacking chances with the breakthroughs f5-f6 or e5-e6.

Exercises

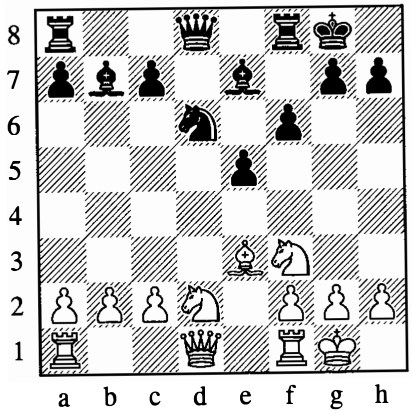
➤Ex. 19-1◀ ★★★ ▼



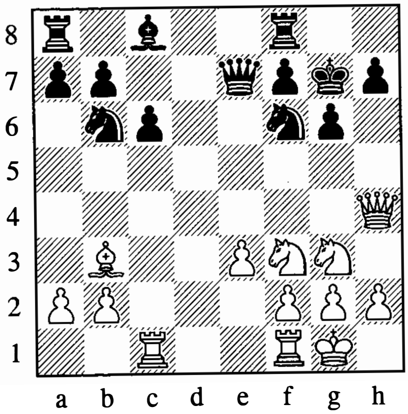
➤Ex. 19-2◀ ★ ▼



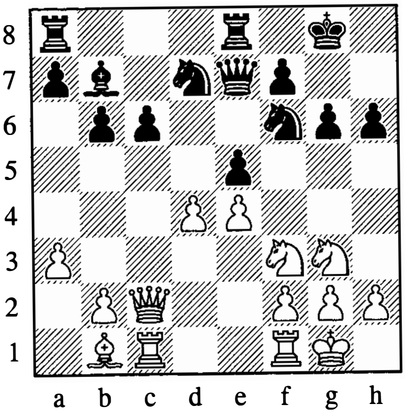
➤Ex. 19-3◀ ★★★ ▼



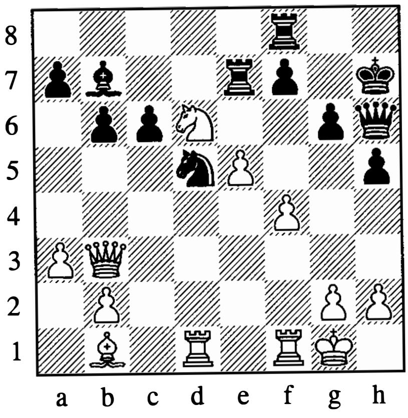
➤Ex. 19-4◀ ★★ △



➤Ex. 19-5◀ ★★★ △

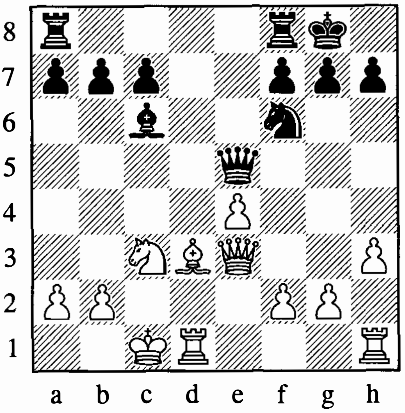


➤Ex. 19-6◀ ★ △

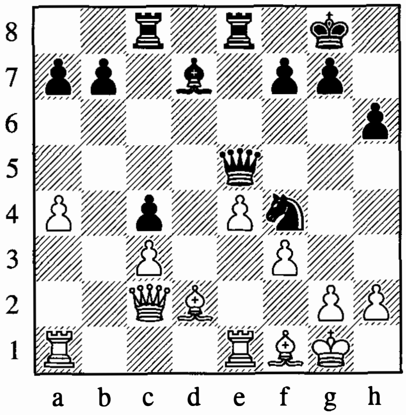


Exercises

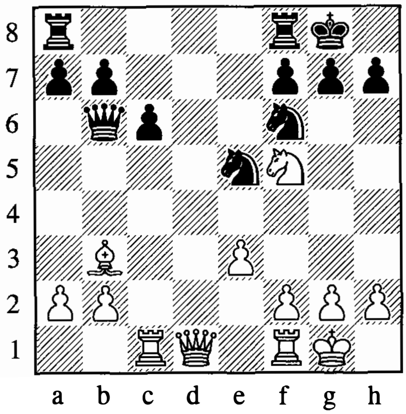
➤**Ex. 19-7**◀ ★★ △



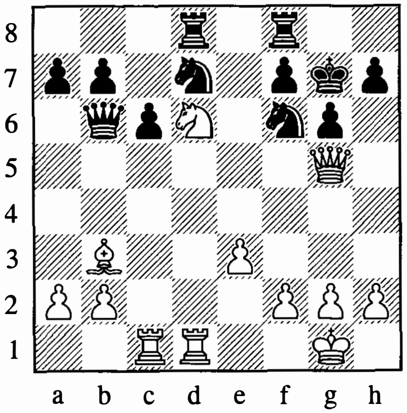
➤**Ex. 19-8**◀ ★★ △



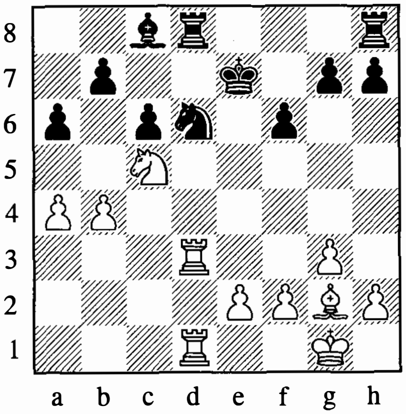
➤**Ex. 19-9**◀ ★★ △



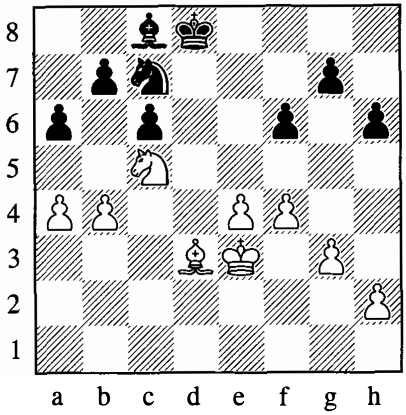
➤**Ex. 19-10**◀ ★★ △



➤**Ex. 19-11** ★★ △



➤**Ex. 19-12**◀ ★★ △



Solutions

Ex. 19-1

F.Yates – A.Alekhine

The Hague 1921

22...♖xd1!

(2 points)

This sets White some difficult problems. Either Black gets a chance for ...f5-f4 or White loses the struggle for the open file.

23.♕xd1

23.♖xd1 is answered by 23...f4! with attacking chances.

23...♕c3!

(another 1 point)

24.♕c1

If 24.♖e3, then 24...♕f6!∓ followed by ...♖d8.

24...♕xc1 25.♖xc1 ♖d8

"In this endgame, the value of the two pawn majorities is heavily influenced in Black's favour by two additional factors. Firstly, the black king has much greater freedom of action, and secondly the black rook is occupying the only open file." – Samarian

26.g3∓

See Ex. 19-2.

Ex. 19-2

F.Yates – A.Alekhine

The Hague 1921

26...♔f7!

(1 point)

Centralizing the king is a standard idea in the endgame.

27.c5 ♔f6 28.♗c4 ♗c8!?

White would have better drawing chances in the rook ending.

29.a4 g5 30.b5 f4 31.♔f1 ♖d2!?

31...♖d4!?

32.♔e1 ♖b2 33.gxf4 gxf4 34.♗e2 ♔e5 35.c6 bxc6 36.♖xc6?

This natural move is possibly the decisive mistake.

36.bxc6 was better, and if 36...f3 37.♗d1 e3 (Alekhine), then 38.♖c2! ♖b1 39.fxe3 ♗g4 40.♖f2 ♖c1 41.c7 with good drawing chances.

Also worth considering was 36. ♖c5† ♔d4 37.♖c4† ♔d5 38.♖xc6∓.

36...♗e6∓ 37.♗d1?! ♖b1 38.♖c5† ♔d4 39.♖c2 e3–+ 40.fxe3† fxe3 41.♖c6 ♗g4 42.♖d6† ♔e5 43.h3 ♗h5

0-1

Ex. 19-3

M.Chigorin – J.Zukertort

London 1883

11...♘f7!

(3 points)

Black is well placed and has a whole series of good options:

a) 11...♘f5 followed by ...♘xe3.
b) 11...♕c8 followed by ...♕e6.
c) 11...♕e8 followed by ...♕g6.
d) 11...♕d7 12.♘b3 ♕g4 13.h3 ♕g6∓

You get 2 points for suggesting any of these.

The move in the game is very strong and prepares the thematic ...f6-f5.

12.♕e2

If 12.♘h4 ♕d7 13.♕h5, then 13...g6! 14.♘xg6 hxg6 15.♕xg6† ♔h8∓.

12...f5 13.♘b3 f4 14.♗c5 e4 15.♘fd4 f3

First 15...♗xc5 16.♘e6 and only then 16...f3!–+ is also very good.

16.♕b5

16.gxf3? loses after 16...♗xc5 17.♘e6 exf3 18.♕c4 ♕f6–+.

16...♕c8!

Threatening both ...♗a6 and ...♕g4.

17.♖fd1 ♗a6

But not 17...♕g4 18.g3 ♕h3, because of 19.♕f1.

18.♕a4 ♘g5

18...♕g4? 19.♘xf3!

19.♘xf3

19.♗xe7 ♘h3† 20.gxh3 (20.♔h1 fxg2† 21.♔xg2 ♕g4† 22.♔h1 ♘xf2#) 20...♕xh3–+

19...exf3–+ 20.♖d7

20.♗xe7 ♘h3† 21.♔h1 fxg2† 22.♔xg2 ♕b7† 23.♔xh3 ♕f3† 24.♔h4 ♖f4†–+

20...fxg2 21.♖xe7

21.♗xe7 ♘h3† 22.♔xg2 ♕b7†–+

21...♘h3† 22.♔xg2 ♘f4† 23.♔f3

23.♔h1 ♗b7†–+

23...♕h3† 24.♔e4 ♗b7†

Or 24...♗d3† 25.♔d4 (25.cxd3 ♕xd3†–+) 25...♖ad8† 26.♔c3 ♗b5† 27.♖e3 ♘d5†–+.

25.♔d4 ♘e6† 26.♔c4 ♖f4† 27.♘d4 ♘xc5 28.♔xc5 ♕h5† 29.♔c4 ♖xd4†

0–1

Zukertort's central strategy creates a strong impression.

Ex. 19-4

V.Smyslov – B.Rabar

Helsinki Olympiad 1952

17.e4!

(1 point)

White activates his pawn majority in the centre.

17...♘g8

17...♗e6 18.e5! (or 18.♘d4!? ♗xb3?? 19.♘gf5†+–) 18...♘fd5 19.♕xe7 ♘xe7 20.♗xe6 fxe6 21.♘g5+–

(another 1 point for this variation)

18.♕f4 ♗e6 19.♘d4 ♖ae8 20.♘xe6†! fxe6 21.♕e5† ♕f6 22.♕a5! ♘c8 23.e5 ♕f4 24.♖c4 ♕f7 25.♖d4 b6 26.♕d2 c5 27.♖d7 ♖e7 28.♖d1

White dominates the d-file. 28.♖d3!? is also possible.

28...b5 29.♘e4 ♘b6 30.♖d6 c4 31.♗c2 h6 32.♕d4 ♘d5?

32...♔h7 33.h4 ♘d5 34.h5 ♘f4 35.hxg6† ♘xg6 36.♖e1 and White will continue his attack with 37.♖e3 (Smyslov).

33.♖xd5

1–0

Ex. 19-5

V.Smyslov – V.Hort

Leipzig Olympiad 1960

18.♕d2!

(3 points)

Before exchanging on e5 and then playing f4, it is important to control the d4-square.

After 18.dxe5 (18.♘xe5 dxe5 19.dxe5 transposes) 18...♘xe5 19.♘xe5 ♕xe5 20.f4 (1 consolation point), Black obtains counterplay with 20...♕d4† 21.♔h1 c5.

18...♕f8

If 18...exd4, then 19.♕xh6 c5 20.♗a2! ♘f8 21.♘g5+–.

19.dxe5 ♘xe5 20.♘xe5 ♖xe5 21.f4± ♖e7 22.e5 ♖d8 23.♕c3

23.♕f2!? ♘d5 24.♘e4±

23...♘d5 24.♕b3 h5?!

24...f5!? 25.exf6 ♕xf6 26.♕d3 c5 27.♕xg6† ♕xg6 28.♗xg6 ♘e3 29.♖fe1 ♖d2 30.♖c2 ♖xc2 (30...♘xc2 31.♖xe7 ♖xg2† 32.♔f1 ♗f3 33.f5! followed by 34.f6+–) 31.♗xc2 ♔f8 32.♖e2± (Smyslov)

25.♘e4 ♕h6 26.♖cd1 ♖f8 27.♘d6 ♔h7

See Ex. 19-6.

27...♘xf4 would lose to 28.♕e3 g5 29.♘f5.

Ex. 19-6

V.Smyslov – V.Hort

Leipzig Olympiad 1960

28.f5!

(1 point)

A typical attacking idea.

28...♗a6

28...♕e3† is followed by 29.♕xe3 ♘xe3 30.fxg6† fxg6 (30...♔g7 31.♖d3 ♘xf1 32.♘f5† ♔xg6 33.♘xe7† ♔g5 34.h4†+–) 31.♖xf8 ♘xd1 32.♖f6+– (Smyslov).

29.♖fe1 ♘f4 30.♕f3 ♖d8 31.♘xf7! ♖xd1 32.♖xd1 ♗e2

32...♖xf7 33.fxg6†+–

33.fxg6† ♘xg6 34.♘xh6

Solutions

Or 34.♕f6+–.

34...♗xf3 35.gxf3 ♔xh6 36.♖d6
1–0

Ex. 19-7

A.Alekhine – F.Marshall

Baden-Baden 1925

16.f4!

(1 point)

16...♕e6

16...♕a5 17.e5 ♘d5 18.♘xd5 ♗xd5 19.♗xh7† ♔xh7 20.♕d3†±

(another 1 point for this variation)

17.e5 ♖fe8 18.♖he1 ♖ad8

18...♘d7 is an improvement, although White still has good attacking chances after 19.g4.

19.f5 ♕e7 20.♕g5± ♘d5

Black could try 20...♕f8!?±, since 21.exf6 would be met by 21...♖xe1 22.♖xe1 ♖xd3.

21.f6 ♕f8 22.♗c4! ♘xc3

22...h6 23.fxg7!+–

23.♖xd8 ♖xd8 24.fxg7!

24.e6 ♖d5!

24...♘xa2†

24...♕e8 25.♗xf7† ♔xf7 26.♖f1† ♔e6 27.♖f6† ♔d5 28.e6 ♔c4 29.bxc3+–

25.♔b1!

25.♗xa2 ♕c5†!

25...♕e8 26.e6!

26.♗xf7† also wins.

26...♗e4† 27.♔a1

Or 27.♖xe4 ♖d1† 28.♔c2 ♕a4† 29.b3 ♘b4† 30.♔xd1+–.

27...f5

27...fxe6 28.♗xe6† ♕xe6 29.♕xd8† ♔xg7 30.♕d4†+–

28.e7† ♖d5 29.♕f6 ♕f7 30.e8♕†
1–0

The annotations are based on analysis by Alekhine.

Ex. 19-8

A.Yusupov – L.Ljubojevic

Belgrade 1991

21.♗e3!±

(2 points)

Generating various threats: ♗xa7, ♗d4 and ♕d2.

21...♕c7

21...♘d3 22.♗xd3 (22.♖eb1 b6 23.♗d4± is also good) 22...cxd3 23.♕xd3 ♖xc3 24.♕xd7 ♖xe3 25.♕xe8† ♕xe8 26.♖xe3 ♕e5 27.♖ee1±

22.♕d2 ♘e6 23.♗xc4 ♕xc4 24.♕xd7 ♘c5 25.♕b5 ♘d3 26.♖ed1 ♕xb5 27.axb5 ♖xc3 28.♗xa7 ♖a8 29.♗d4 ♖xa1 30.♖xa1 ♖b3 31.b6+–

Ex. 19-9

A.Alekhine – Em.Lasker

Zürich 1934

18.♕d6!

(2 points)

The queen transfers to the kingside via the centre and supports the efforts of the active knight on f5.

18...♘ed7

18...♘g6 19.♘h6† gxh6 20.♕xf6 ♕d8 21.♕c3±

19.♖fd1 ♖ad8 20.♕g3 g6 21.♕g5!

Threatening ♖d6.

21...♔h8 22.♘d6 ♔g7±

See Ex. 19-10.

Ex. 19-10

A.Alekhine – Em.Lasker

Zürich 1934

23.e4!

(2 points)

A standard idea. White activates his pawn majority in the centre. The knight on f6 is driven away from its good defensive position.

Solutions

The alternatives 23.♖c4 (intending ♖h4) or 23.♖d2, planning to double on the d-file, each earn 1 point.

23...♘g8 24.♖d3 f6

24...h6 25.♘f5† ♔h7 26.♘xh6! f6 27.♘f5 fxg5 28.♖h3† leads to mate (Alekhine).

25.♘f5† ♔h8 26.♕xg6!

1–0

Ex. 19-11

G.Levenfish – S.Flohr

Moscow 1936

28.f4!

(2 points)

28.a5 (1 point) is not bad either. But it is logical to play on the side where you have more pawns.

28...♘c4 29.♔f2 ♖xd3 30.♖xd3 ♖d8 31.♖xd8 ♔xd8 32.♗e4 h6

32...f5 33.♗d3 ♘b2 (33...♘b6 34.e4 fxe4 35.♗xe4±) 34.a5! ♘xd3† 35.exd3±

33.♗d3 ♘b6

33...♘b2 34.a5 ♔c7 (34...♘d1† 35.♔f3 ♘c3 36.♗c4 ♔c7 37.e4 b6 38.axb6† ♔xb6 39.e5 fxe5 40.fxe5 ♘d5 41.♗xd5 cxd5 42.♔e3 and then 43.♔d4±) 35.♔e3 ♘xd3 36.♔xd3 b6 37.♘a4! bxa5 38.bxa5 ♔d6 39.♔d4+–

34.e4! ♘a8 35.♔e3 ♘c7±

See Ex. 19-12.

Ex. 19-12

G.Levenfish – S.Flohr

Moscow 1936

36.a5!

(2 points)

Blockading the black pawns on the queenside.

36...♔e7

After 36...♘e6 37.♘xe6† ♗xe6 38.♔d4+– White has a winning plan of ♔c5 followed by ♗c4 and e4-e5-e6.

37.♗c4 ♔d6 38.♔d4 ♘e8 39.e5† fxe5† 40.fxe5† ♔e7 41.h4 ♘c7

After 41...g5 42.hxg5 hxg5 43.♘e4 g4 44.♔c5+– White will continue with either ♘d6 or ♔b6.

The most resilient defence is 41...g6!? 42.♗d3 ♔f7 43.e6† (or 43.g4!?) 43...♔f6 44.♘d7†! ♔xe6 45.♘b6 ♘d6 46.♗xg6±.

42.♘e4 ♗e6 43.♘d6 ♗xc4 44.♔xc4 ♔e6 45.♘xb7

1–0

The annotations are based on analysis by Levenfish.

Scoring

Maximum number of points is **25**

21 points and above → **Excellent**
16 points and above → **Good**
12 points → **Pass mark**

*If you scored less than **12** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 20

Contents

✓ Kings on different sides
✓ Aims of pawn storms
✓ Guidelines for positions with castling on opposite sides

Pawn storms

The pawn storm is an important method of attack. In this lesson we shall concentrate on situations in which **the kings are on different sides of the board**. In such positions it is possible to advance several pawns without endangering your own castled position.

The aims of pawn storms are:

1) to drive opposing pieces away from good defensive positions;

2) to destroy the opposing castled position by means of exchanging or sacrificing one or more pawns;

3) to open up lines against the opposing castled position in order to attack with the major pieces.

M.Botvinnik – V.Alatortsev

Leningrad 1934

1.d4 e6 2.c4 d5 3.♘f3 ♗e7 4.♘c3 ♘f6 5.♗g5 0–0 6.e3 a6?! 7.cxd5 exd5 8.♗d3 c6?!

Better is 8...♘bd7 followed by ...♖e8 and ...♘f8.

9.♕c2 ♘bd7

As a result of his slightly inaccurate play (making the move a7-a6 too soon), Black provokes his opponent into attacking.

10.g4!

Diagram 20-1 ▼

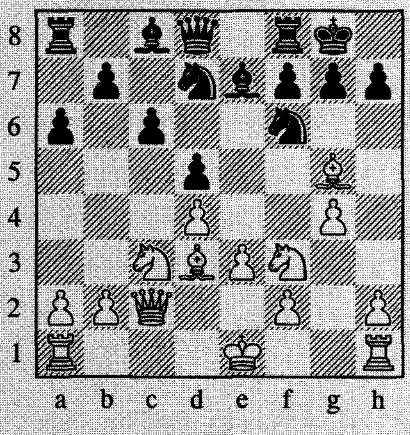


Diagram 20-1

"The plan of playing g2-g4-g5, so as to drive the black knight away from f6, where it is playing a key role in the control of the central squares and the defence of its king, fits equally well into the Queen's Gambit and the Nimzo-Indian. Sometimes this sharp move, followed by h2-h4, can also drive away the other black pieces to create more space for White on the kingside. A pioneer of these ideas was Mikhail Botvinnik, who developed long term strategic plans for their implementation." – Kasparov

There is already the threat of 11.♗xf6 ♘xf6 12.g5.

10...♘xg4?

With this move Black unnecessarily opens a file leading to his king.

Also not good is 10...h6?! 11.♗f4 (intending g4-g5) and if 11...♘xg4? then 12.♖g1.

10...g6 would be somewhat better (Botvinnik) and White still has some work to do to open files on the kingside. Nevertheless, this pawn move also weakens the castled position.

It is worth considering the pawn sacrifice 10...♖e8!?. After 11.♗xf6 ♘xf6 12.g5 ♘e4 13.♘xe4 dxe4 14.♗xe4 ♗b4† 15.♔e2 g6, Black has a degree of compensation – the bishop pair and some tactical chances against the exposed white king. The following variation shows that White has to play very carefully: 16.♖ag1 ♗d6 17.h4?? ♖xe4! 18.♕xe4 ♗f5–+

11.♗xh7† ♔h8 12.♗f4± ♘df6

Or 12...g6 13.♗xg6 fxg6 14.♕xg6 ♘gf6 and now:

a) 15.♘g5 ♕e8 16.♕h6† ♔g8 17.♘e6 (17.♖g1 is less precise, on account of 17...♕h5) 17...♔f7 18.♘c7 ♖h8 19.♘xe8 ♖xh6 20.♘c7±

b) 15.♘e5! ♘xe5 (15...♘h7 16.♖g1 ♗f6 17.♕g8†! ♖xg8 18.♘f7#) 16.♗xe5 ♕e8 17.♕h6† ♔g8 18.♖g1† ♔f7 19.♖g7† ♔e6 20.♕h3†+–

13.♗d3 ♘h5 14.h3 ♘gf6 15.♗e5 ♘g8 16.0–0–0 ♘h6 17.♖dg1

“White’s attack flows simply and naturally.” – Kasparov

17...♗e6 18.♕e2 ♗f5?

Diagram 20-2

A blunder which decides the game immediately. Better is 18...♘f6 19.♘g5±.

19.♗xf5 ♘xf5 20.♘h4!

1–0

Guidelines for positions with castling on opposite sides

1) You have to **play very energetically**. Your opponent will also have chances to throw his pawns forward. The side which is first to begin a direct attack usually has the advantage.

Diagram 20-3

‘Moskovsky Komsolmoletz’ – E.Vasuikov

In this game, the readers of a Moscow newspaper are playing White. The black pawns are far advanced and the pieces are behind the pawns, ready to attack.

23...b3!

With this typical breakthrough, Black opens the

Diagram 20-2 △

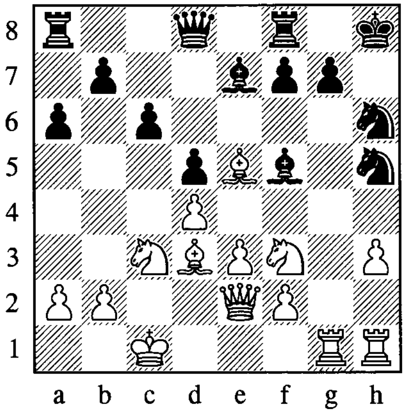
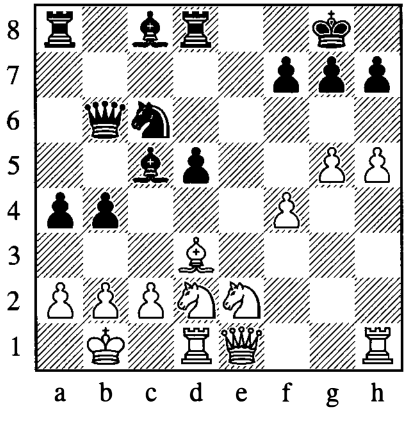


Diagram 20-3 ▼



game on the queenside and is the first to attack. White, for his part, does not get a chance to become active on the kingside.

24.cxb3 ♘b4! 25.♘c1

25.♗xh7† ♔xh7 26.g6† ♔g8–+ does not lead to success, because the white pieces are not occupying active positions.

25...♘xd3 26.♘xd3 ♗f5–+ 27.♕g3 ♕a6

White gets no peace.

28.♖h3 axb3

Black is not interested in the exchange; he wants to attack.

29.axb3

Or 29.a3 ♗xa3!–+.

29...♖dc8!

White resigned. He cannot fend off all the mating threats.

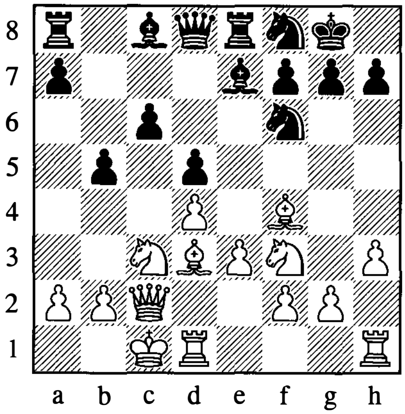
2) It is often possible to **sacrifice a pawn to open up lines** against the opposing king. The speed of the attack may be more important than the material balance.

Y.Averbakh – Sarvarov

USSR Team Ch, Moscow 1959

1.c4 e6 2.d4 d5 3.♘f3 ♘f6 4.♘c3 ♘bd7 5.cxd5 exd5 6.♗f4 c6 7.♕c2 ♗e7 8.e3 0–0 9.♗d3 ♖e8 10.h3 ♘f8 11.0–0–0 b5?!

Diagram 20-4 △



Better is 11...♗e6, intending ...♖c8, ...a6 and then ...c5.

White now starts to strengthen his position in the centre and on the kingside.

12.♘e5! ♗b7 13.g4! a5 14.♖dg1 a4

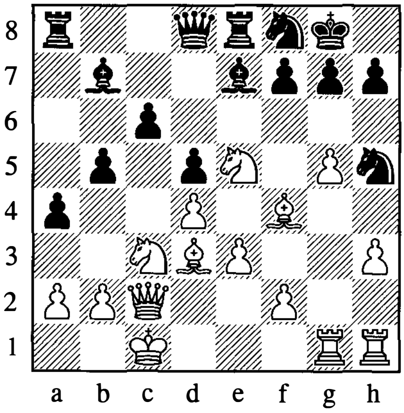
Black's attack proceeds somewhat more slowly.

15.g5

Forcing the good knight away from f6.

15...♘h5

Diagram 20-5 △



16.♗xh7†!

A striking combination, which destroys the castled position and opens lines against the black king.

16...♘xh7 17.g6! fxg6 18.♕xg6 ♘7f6 19.♕f7† ♔h8 20.♖xg7!

White continues to play energetically. But the simpler 20.♗h6! ♖g8 21.♕g6 would also be good enough.

20...♘xg7 21.♖g1 ♘fh5

If 21...♖g8, then 22.♘g6† ♔h7 23.♘xe7 ♕e8 24.♖g6!+–.

22.♖g6

Threatening mate; Black must surrender his queen.

22...♕d6 23.♖xd6 ♗xd6 24.♘g6† ♔h7 25.♗xd6+– ♖e6 26.♘f8† ♖xf8 27.♗xf8 ♖f6 28.♕e7

1–0

3) The pawns on the flank on which you are castled are best positioned side by side. The safest position for these pawns is the starting position on the second rank. **Each small weakness in the castled position**, such as the moves ...g6 or ...h6, **can speed up the opposing attack**. A pawn storm will then lead much more quickly to an opening of lines, and that may be enough to decide the result of the game.

E.Gufeld – A.Zamikhovsky

Ukrainian Ch, Kiev 1963

1.c4 ♘f6 2.d4 e6 3.♘c3 d5 4.cxd5 exd5 5.♗g5 c6 6.e3 ♗e7 7.♗d3 0–0 8.♕c2 h6?!

White still has the opportunity to castle long, so Black should not weaken his castled position! The correct move is 8...♘bd7.

9.♗h4 ♖e8 10.♘ge2 ♘bd7 11.0–0–0 ♘f8

Diagram 20-6

12.h3!

White prepares a pawn storm with his g-pawn. After g4-g5 he will rapidly open the g-file.

12...♗e6 13.g4

Here a typical prophylactic operation would be 13.♔b1!?, so as to protect the a2-pawn.

13...a6 14.f4 ♖c8

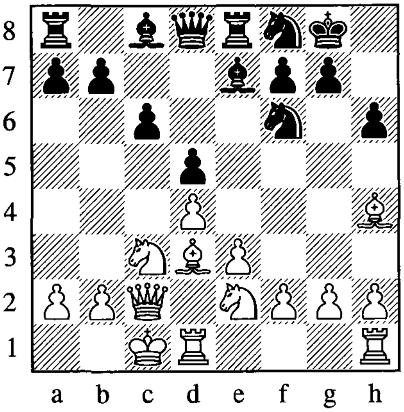
Black prepares ...c5.

15.g5 hxg5?

15...♘e4! is the correct way for Black to organize some counterplay, after either 16.♘xe4 dxe4 17.♗xe4 ♗xa2 or 16.♗xe4 dxe4 17.♘g3 ♕a5 (or 17...hxg5).

16.♗xg5 c5 17.♖hg1

Diagram 20-6 △



White has a lead on the kingside. The g-file is very dangerous.

17...c4?!

17...cxd4 18.♘xd4 b5 is also too slow, on account of 19.♗h6+–.

It is worth considering 17...♔h8!?.

18.♗f5 ♗xf5!

If 18...♕d7, then 19.♗xe6 ♘xe6 (19...♕xe6 20.f5 ♕d6 21.♗xf6 ♗xf6 22.♘f4+–) 20.♗xf6 ♗xf6 21.♕f5 with a double attack on f6 and d5.

19.♕xf5 ♕d7 20.♕c2

20. ♘g3!?

20...b5

20...♔h8!?

Diagram 20-7 △

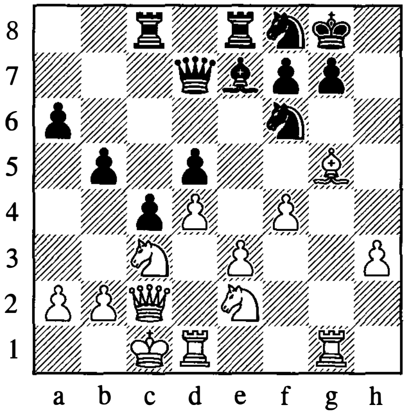


Diagram 20-7

21.♗h6 g6

White has enticed another pawn onto the 6th rank and can further weaken his opponent's castled position.

21...♘h5 is no better: 22.♘g3 ♘xg3 23.♖xg3 ♘g6 24.♖dg1 b4 25.♗xg7 bxc3 26.♖xg6+–

22.f5! b4 23.fxg6!

Here the speed of the attack plays a decisive role.

23...bxc3

23...fxg6 loses after 24.♖xg6† ♔f7 25.♘f4!+–.

24.gxf7† ♔xf7 25.♘f4!

The threat is ♖g7#.

25...cxb2†

Diagram 20-8 △

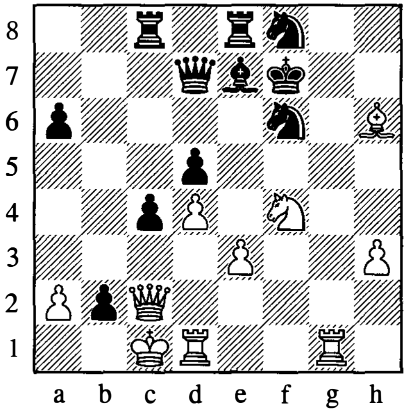


Diagram 20-8

26.♔b1!

The white king is protected by the opposing pawn!

26...♘e4

26...♖ed8 is followed by 27.♖g7† ♔e8 28.♘g6+–.

27.♖g7† ♔f6 28.♖f1!+–

White wins by force.

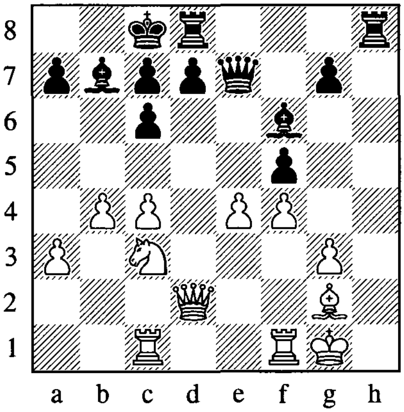
28...♘d2†!? 29.♕xd2 ♕f5† 30.♔xb2 c3† 31.♕xc3! ♖xc3 32.♘xd5† ♔e6 33.♖xf5

1–0

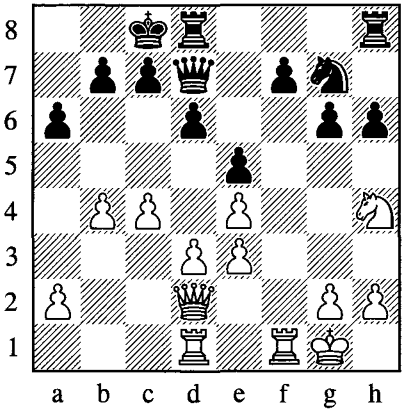
Try to follow these guidelines in the test and carry out or prepare a pawn storm. Not all the solutions are of a tactical nature, but all the examples illustrate the power of pawn storms.

Exercises

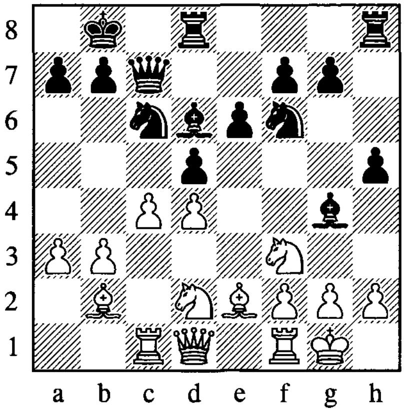
➤Ex. 20-1◄ ★★ ▼


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

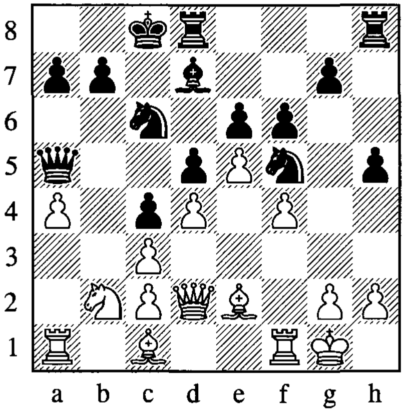
➤Ex. 20-2◄ ★★ △


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

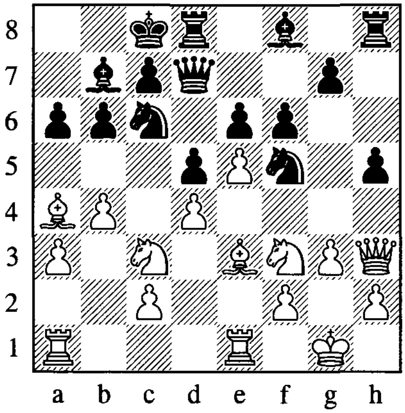
➤Ex. 20-3◄ ★★★ ▼


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

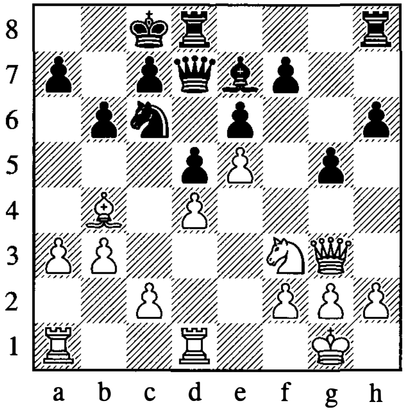
➤Ex. 20-4◄ ★★ ▼


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

➤Ex. 20-5◄ ★★ ▼

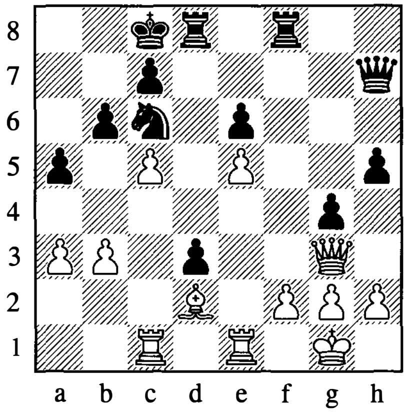

8 7 6 5 4 3 2 1
a b c d e f g h

➤Ex. 20-6◄ ★★★ ▼


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

Exercises

➤Ex. 20-7◀ ★★ ▼


8
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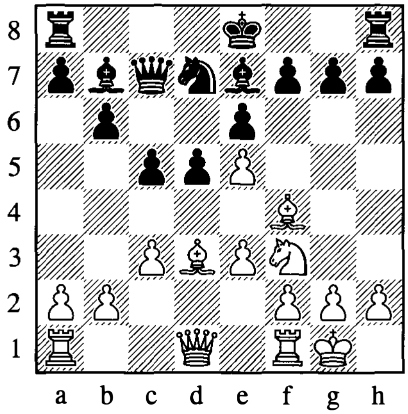
a b c d e f g h

➤Ex. 20-8◀ ★★ ▼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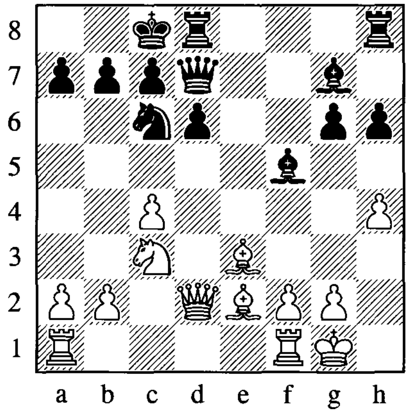
a b c d e f g h

➤Ex. 20-9◀ ★★★ △


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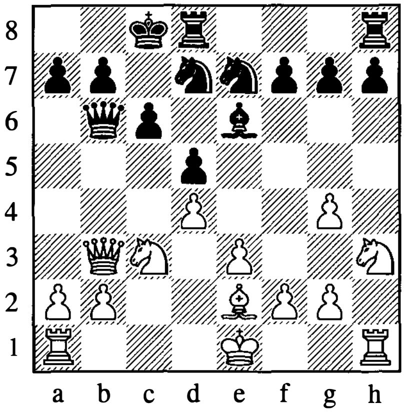
4
3
2
1
a b c d e f g h

➤Ex. 20-10◀ ★★ △


8
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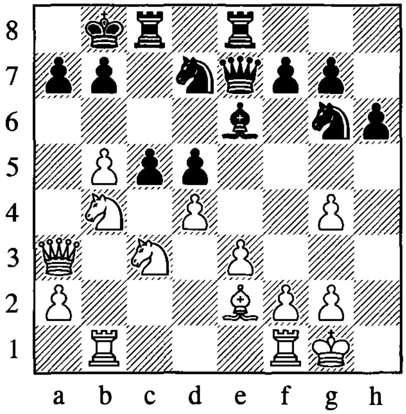
a b c d e f g h

➤Ex. 20-11 ★★★ △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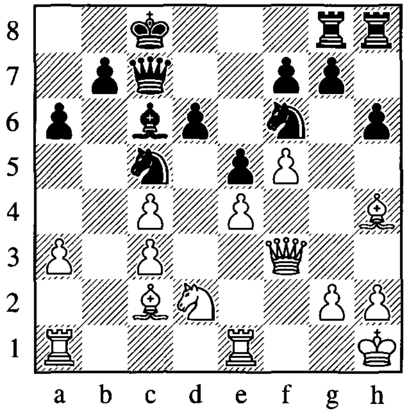
a b c d e f g h

➤Ex. 20-12◀ ★★ ▼


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

Solutions

Ex. 20-1

L.Pachman – P.Keres

Bled 1961

19...g5!

(2 points)

Black opens another file against the white king.

19...♗xc3 20.♖xc3 fxe4 is not so strong, due to 21.♕d4.

20.e5 ♗g7

Black threatens 21...gxf4 22.gxf4 ♕h4.

21.♕f2 gxf4 22.gxf4 ♖dg8 23.b5 ♗f8! 24.bxc6 ♗xc6 25.♘d5 ♕h7

0–1

Ex. 20-2

J.Blackburne & Steel – J.Zukertort & Hoffer

London 1851

22.b5!

(2 points)

22...axb5 23.♕a5

23.cxb5 is also good.

23...♔b8 24.♖b1!± ♘e6

24...bxc4?? 25.♖xb7† ♔xb7 26.♖b1† ♔c6 27.♕b5#

25.♖xb5 c6 26.♖b6 ♕c7 27.♖fb1 ♖d7?

Or 27...♘c5 28.♕a3± and d3-d4 is a strong threat.

28.♕a3 ♕c8

28...♘c5 29.d4+–

29.♖a6 ♘c7 30.♖xc6 ♖g8 31.♘f3!+– f5 32.♘d2 ♖f7 33.c5 dxc5 34.♘c4 ♖d8 35.♘b6 bxc6 36.♘d7#

Ex. 20-3

F.Dus Chotimirsky – A.Rubinstein

Lodz 1907

13...g5!?

(3 points)

Now we know who truly discovered the plan with g2-g4! Rubinstein provided brilliant strategic ideas for more than just his own generation. Certainly Botvinnik knew almost all of Rubinstein's games!

However, here Black has an alternative which may be even better: 13...♘e4! (also 3 points) 14.cxd5 (14.h3 ♗f4∓ or 14.♖c2!? ♗f4 15.g3∓) 14...♘xd2! 15.♕xd2 ♗xf3 16.♗xf3 ♗xh2† 17.♔h1 ♗f4 18.♖xc6 ♗xd2 19.♖xc7 ♔xc7∓

14.b4?!

If 14.cxd5 ♘xd5 15.b4, then 15...♗xf3 16.♘xf3 g4 17.♘e5 ♗xe5 18.dxe5 ♘e3 19.♕a4 ♘xf1∓.

The correct response is 14.♘e5!? ♘e4! (not 14...♘xe5? 15.dxe5 ♗xe5 16.cxd5±) and now:

a) 15.f3 ♘xd4! 16.♗xd4 ♗xe5 17.♗xe5 ♕xe5∓

b) 15.♘xe4!? ♗xe5 16.dxe5 dxe4 17.♕e1 ♘d4 18.♗xd4 ♖xd4∓

c) 15.♘xc6† bxc6 16.h3 ♗xe2 17.♕xe2 ♘xd2 18.♕xd2 ♗h2† 19.♔h1 ♗f4 20.♕b4† ♕b6∓

14...♗xf3 15.♘xf3 g4 16.♘e5

16.c5 ♗f4∓

16...♘xe5 17.dxe5 ♗xe5 18.cxd5 ♕d6 19.♗xe5 ♕xe5 20.♖e1 ♘xd5!∓

21.♗xg4 is met by 21...♘e3!–+.

Ex. 20-4

I.Pogrebissky – M.Botvinnik

USSR Ch, Leningrad 1939

18...g5!∓

(2 points)

A typical idea.

19.♘d1

19.exf6 is answered by 19...g4∓ and the light-squared bishop on e2 is restricted.

19.fxg5? is bad, in view of 19...fxe5 20.dxe5 ♕c5† 21.♔h1 ♘xe5–+ (21...h4 22.♗g4! is not so clear).

19...g4 20.exf6 ♖df8 21.♗a3 ♖xf6 22.♗b4 ♘xb4?!

Better is 22...♕c7∓.

23.cxb4 ♕b6 24.c3 ♕c7 25.♘b2?

25.♘e3 is more sensible.

Solutions

25...♖hf8 26.♗d1 ♘e7

Or 26...g3!.

27.g3 ♖h8! 28.♗c2 h4 29.♔g2 ♘f5 30.♗xf5 ♖xf5 31.♕e2 ♖fh5 32.♖h1 e5!–+ 33.dxe5 ♗f5 34.♖ag1 hxg3 35.♔f1 ♖xh2 36.♖xh2 ♖xh2

0–1

Ex. 20-5

A.Chistiakov – T.Petrosian

Moscow 1956

15...g5!∓

(1 point)

16.g4 hxg4!

(another 1 point)

This exchange sacrifice leads to a decisive attack.

17.♕xh8 gxf3! 18.♕h5

18.♗xc6 ♗xc6 19.♕xf6 ♕h7! 20.♕xe6† ♔b7 21.h4 ♖e8 22.♕f6 ♗e7 23.♕e6 ♖h8–+

18.♕xf6 ♕h7! 19.♕xe6† ♔b8 20.h4 ♗c8 21.♕xc6 ♕xh4–+

18...b5 19.♘xb5 axb5 20.♗xb5 fxe5 21.♔h1 ♕g7 22.♗xc6 ♗xc6 23.dxe5 ♗e7 24.b5

24.♕xf3 ♘h4 25.♕h3 d4†–+

24...♗b7!–+ 25.♕g4 ♖h8 26.♕g1 d4 27.♗d2 g4 28.♗f4 g3! 29.♗xg3 ♘xg3†

0–1

Ex. 20-6

A.Matanovic – V.Korchnoi

Uppsala 1956

19...f5!

(3 points)

A subtle move. If White exchanges his dark-squared bishop, the three connected pawns will roll on down the kingside. But if he takes en passant, he can no longer exchange his bad bishop.

20.exf6 ♗xf6 21.♖ac1 h5 22.c4 g4 23.♘e5 ♗xe5 24.dxe5 d4!∓ 25.♕f4 a5 26.♗d2 ♕h7! 27.♖e1 ♖hf8 28.♕g3 d3 29.c5∓

See Ex. 20-7.

Ex. 20-7

A.Matanovic – V.Korchnoi

Uppsala 1956

29...b5!

(2 points)

Black absolutely must avoid the opening of the file leading to his king.

30.♕e3 ♖d5 31.♗c3 b4 32.axb4 axb4 33.♗d2 ♕f5 34.♖f1 ♖xe5 35.♕h6 ♔b7 36.♖c4 ♖f7 37.♗xb4 ♖e2 38.♗d2 e5

Or 38...♖xf2 39.♖f4 ♖xf4 40.♖xf4 ♕xc5†–+.

39.♗e3 d2 40.♖a4

40.♗xd2 ♖xf2–+

40...♖xf2!

0–1

Ex. 20-8

B.Spassky – T.Petrosian

World Ch (7), Moscow 1966

12...h6!

(2 points)

Preparing ...g5.

The immediate 12...g5 is not so good, on account of 13.♘xg5. Then, for example, 13...♗xg5 14.♗xg5 ♕xe5 15.♗f4 ♕g7 16.♗b5 0–0–0 17.♕a4 gives White good counterplay.

13.b4 g5! 14.♗g3 h5

Of course not 14...cxb4? 15.cxb4 ♗xb4 16.♘d4.

15.h4 gxh4!

15...g4 16.♘g5!?

16.♗f4

16.♘xh4 c4 17.♗c2 ♗xh4 18.♗xh4 ♕xe5∓

16...0–0–0! 17.a4?

17.bxc5!? bxc5 18.♖b1∞

17...c4! 18.♗e2

18.♗f5!? exf5 19.e6 ♗d6 20.exd7† ♕xd7∓

18...a6! 19.♔h1 ♖dg8 20.♖g1 ♖g4 21.♕d2

21.♘h2!? ♖g6 22.♘f3 ♖hg8 23.♕d2∓

21...♖hg8 22.a5 b5 23.♖ad1 ♗f8!

Intending 24...f6 25.exf6 e5.

24.♘h2

Solutions

24.♕d4 ♗g7!–+

24...♘xe5! 25.♘xg4 hxg4 26.e4 ♗d6

26...dxe4?? 27.♗xe5+–

27.♕e3 ♘d7

27...g3!? 28.f3 ♘g4–+

28.♗xd6 ♕xd6 29.♖d4?!

29.f4!? gxf3 30.♗xf3 ♕g3 31.exd5 h3–+ (Marin)

29...e5! 30.♖d2

30.♖xd5!? ♗xd5 31.♖d1 ♘f6 32.exd5 ♔b7∓

30...f5!–+ 31.exd5

31.exf5 ♘f6! 32.f3 ♘h5 33.fxg4 ♘g3† 34.♔h2 d4!–+

31...f4! 32.♕e4

32.♕a7 e4–+

32...♘f6 33.♕f5† ♔b8 34.f3

34.♕e6 ♕xe6 35.dxe6 ♘e4!–+

34...♗c8 35.♕b1 g3 36.♖e1 h3 37.♗f1

37.gxh3 g2† 38.♔g1 ♕d7!–+

37...♖h8 38.gxh3 ♗xh3 39.♔g1

39.♗xh3 ♕d7!–+

39...♗xf1 40.♔xf1

40.♖xf1 ♕d7–+

40...e4! 41.♕d1

41.fxe4 f3!–+

41...♘g4!

Or 41...♕d7!–+.

42.fxg4 f3 43.♖g2 fxg2†

White resigned. 44.♔xg2 is followed by 44...♖h2† 45.♔g1 ♕h6 with a quick mate.

Ex. 20-9

G.Kasparov – J.Speelman

Barcelona 1989

14.b4!

(2 points)

14...♘xb4?!

14...♔b8!? 15.b5 ♘e5 16.♘d5 ♘g4 17.♗xg4 ♗xg4 18.♖ab1 followed by ♖b3 and White retains an initiative.

15.♘b5!

(another 1 point)

15...♘c2

The alternatives are:

a) 15...♗xa1 16.♕xb4 ♗e5 17.♘xa7† ♔b8 18.♗f3 c5 19.♕a3 ♕c7 20.g4 ♗c2 21.♖c1 ♖hf8 22.♗d5 ♕b6 23.♘b5+–

b) 15...c5 16.♖ad1±

c) 15...♘c6 16.♗f3 with an attack.

16.♗f3! d5

Nor can other moves save Black:

a) 16...♗xa1 17.♘xa7† ♔b8 18.♖b1! c5 19.♘c6† ♔c8 20.♕a5 ♘b4 21.♖xb4 cxb4 22.♕a8† ♔c7 23.♗b6†! ♔xb6 24.♕a5#

b) 16...♘xe3 17.♕xe3 ♗xa1 18.♕xa7 ♕g7 19.♕xb7† ♔d7 20.♖e1! ♖c8 21.♘xd6+–

c) 16...♘xa1 17.♘xa7† ♔b8 18.♕a5 c6 19.♘b5!+–

d) 16...c5 17.♖ab1 ♘b4 18.♖xb4 cxb4 19.♕xb4+–

17.♗xd5 ♘xa1 18.♘xa7† ♔b8 19.♕b4 ♕xd5

19...c5 20.♗f4†! ♔a8 21.♕b6+–

20.cxd5 ♘c2 21.♕a5 ♘xe3 22.fxe3 ♖he8 23.♘b5

Or 23.♘c6† bxc6 24.dxc6 ♖d6 25.♕a6+–.

23...♖xd5 24.♕xc7† ♔a8 25.♕a5†

1–0

The annotations are based on analysis by Kasparov.

Ex. 20-10

E.Bareev – A.Khalifman

USSR Ch, Leningrad 1990

14.♕a3!

(2 points)

Since White can attack on the queenside, he should not exchange the queens.

14...♖he8 15.♘f4 h6 16.b4

16.♖c1!? (followed by either ♘b5 or ♘h5) is also good.

16...♔b8 17.♖b1 ♘g6 18.♘d3!±

18.♘xe6?! ♖xe6±

18...♖c8 19.0–0 ♕d8 20.b5 ♕e7 21.♘b4 c5

See Ex. 20-11.

No better are:

a) 21...cxb5 22.♘xb5 a6 23.♘xa6† bxa6 24.♘d6†+–

b) 21...♔a8 22.bxc6 bxc6 23.♖fc1 followed by ♘a4+–.

Ex. 20-11

E.Bareev – A.Khalifman

Leningrad 1990

22.b6!

(3 points)

The strongest continuation. But other moves are possible:

a) 22.♘c6† (1 point) 22...bxc6 23.bxc6† ♘b6 24.dxc5 ♖xc6 25.♘a4!± (another 1 point for this variation)

b) 22.♘bxd5 (1 point) ♗xd5 23.♘xd5 ♕e6 24.b6± (another 1 point for this variation)

22...♘xb6

22...axb6 is followed by 23.♘b5 ♖cd8 24.♘c6†!+–.

23.♘b5 a6 24.dxc5 ♕xc5

24...♖xc5 25.♘xa6† bxa6 26.♕xa6 ♕b7 27.♕xb7† ♔xb7 28.♘d6†+–

25.♘d6! a5

25...♕xd6 26.♘xa6†+–

26.♘a6† bxa6 27.♕xc5 ♖xc5 28.♘xe8 ♔a7 29.♘xg7+–

Or 29.♖fc1+–.

Ex. 20-12

J.Ehlvest – G.Kasparov

Linares 1991

23...♘fd7!

(2 points)

Black already had some positional advantages (for example, the better pawn structure). Now he prepares ...g5 to activate his pawns on the kingside.

24.♘f1 g5 25.♗f2 h5 26.♕d1 h4 27.♕b1 ♘f6 28.♗xc5 dxc5 29.♘e3 ♕a5 30.♕b2

30.♘d5!? ♗xd5 31.exd5 ♕xc3∓

30...h3 31.g3 ♘xe4∓ 32.♗xe4 ♗xe4† 33.♔g1 ♖d8 34.♘g4

34.f6!?∓

34...♗xf5 35.♘xe5 ♕c7 36.♕f2 ♗e6 37.♖ab1 ♖d6!–+ 38.♖b2 ♖hd8 39.♖be2 f6! 40.♘g6 ♗xc4

0–1

Scoring

Maximum number of points is **28**

24 points and above → **Excellent**
19 points and above → **Good**
14 points → **Pass mark**

*If you scored less than **14** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 21

Contents

✓ Initiative and attack
✓ What is the initiative?
✓ Dynamic advantage
✓ Exploiting the initiative
✓ Initiative or material
✓ Pawn sacrifice for the initiative

The initiative

Unlike an attack, which either targets the king or the other pieces, the initiative does not absolutely have to have a specific aim. The initiative is like "feeling out the opposing position before the start of the battle" (Euwe). It is the phase of the game which precedes the actual attack, the phase in which "the balance of forces has not yet been seriously disrupted" (Euwe). Of course it does not always make sense to strictly separate the concepts of 'initiative' and 'attack'.

The initiative can be the result of a lead in development stemming from the opening, or simply the consequence of a more active placing of the pieces. The initiative can be defined as **the ability to create threats and to force the opponent into a reaction**. The side which has the initiative can dictate the course of the game.

The initiative is a dynamic advantage. It can simply disappear after a few moves, the opponent can neutralize it, or, if we are not playing energetically enough, he can even take over the initiative.

S.Lputian – A.Yusupov

USSR Ch, Minsk 1987

1.d4 ♘f6 2.♘f3 e6 3.c4 d5 4.♘c3 dxc4 5.e4 ♗b4

In the Vienna Variation, Black tries to respond very energetically in the centre.

6.♗g5 c5 7.♗xc4

7.e5 is the alternative.

7...cxd4 8.♘xd4 ♗xc3† 9.bxc3 ♘bd7

9...♕a5 is the main variation.

10.0–0 ♕a5

Diagram 21-1

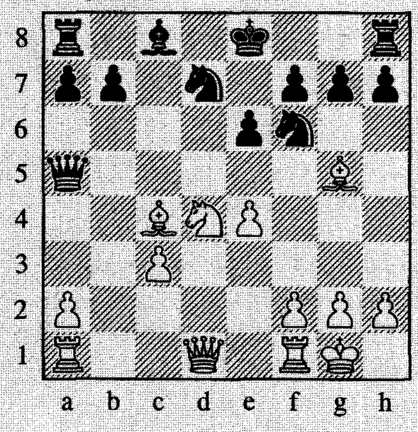
11.♗xf6

This move helps Black to develop his pieces. As later praxis showed, 11.♗h4!? is better, e.g. 11...♘xe4 (11...0–0 12.♖e1±) 12.♖e1 (or 12.♕g4!?) and if 12...♘dc5? then 13.♗b5† ♗d7 14.♗xd7†+–.

11.♘b5!? intending 11...♘xe4? 12.♕d4! is also worth considering.

11...♘xf6 12.♗b5† ♗d7 13.♖b1

Diagram 21-1 △



White has some pawn weaknesses in his position. So he has to fight all the more energetically for the initiative.

Diagram 21-2

13...♖d8!

Black develops his rook and tries to stabilize his position.

Other moves are not so good:

a) 13...0–0? is wrong, because of 14.♗xd7 (or 14.e5 ♘d5? [14...a6!±] 15.♗xd7 ♘xc3 16.♕d2+–) 14...♘xd7 15.♘xe6!+–.

b) 13...♘xe4? 14.♗xd7† ♔xd7 15.♖xb7†+–

c) 13...♕xc3? 14.♗xd7† ♘xd7 15.♖xb7+–

d) 13...0–0–0?! 14.♕b3 (14.♕f3!? and 14.e5!? are also dangerous) 14...♘xe4 15.♗c6 ♘c5?! 16.♗xb7† ♔c7 17.♕c4+–

e) 13...♗xb5 14.♘xb5 0–0 15.e5 ♘d5 16.c4±

14.e5

White has the initiative. But if Black finishes his development, the white pawns on the queenside will come under attack.

14...♘d5!

14...♗xb5 15.♖xb5 ♕xc3!? (15...♕xb5 16.♘xb5 ♖xd1 17.♖xd1 ♘e4±) 16.exf6 is very dangerous for Black.

14...♘e4? is wrong, on account of 15.♕g4 ♘d2 16.♕xg7 (or 16.♘xe6!?) 16...♖f8 17.♖fd1 ♘xb1 18.♘xe6!!+–.

15.c4

If 15.♕g4 0–0 16.♗xd7?! ♖xd7 17.♘xe6? then 17...fxe6 18.♕xe6† ♖df7–+.

15...♘e7

By means of accurate defence, Black manages to keep the position level without making any compromises.

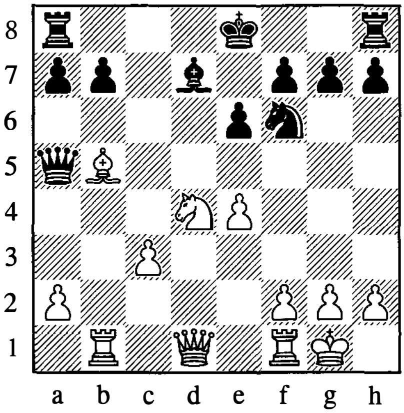
15...♘c3? leads to a win for White after 16.♕e1! b6 17.♘b3! ♕b4 18.a3+–.

16.♕g4

White is still playing for a win. But perhaps he should instead be looking for a way to simplify to a level position.

After 16.♘b3 ♕c7 (16...♕b6 is interesting, e.g. 17.♕e1!? ♗xb5 18.♘a5 ♗a6! 19.♖xb6 axb6 20.♘xb7 ♗xb7 21.♕b4 ♖d7∞) 17.♕d6 ♕xd6 18.exd6 ♘c8! 19.♗xd7† ♖xd7 20.c5 the position remains balanced.

Diagram 21-2 ▼



The immediate 16.♕e1!? would be relatively straightforward; after 16...♕xe1 17.♖fxe1= White's initiative compensates for the pawn weaknesses on the queenside.

16...♗xb5!

The simplest solution.

If 16...a6? then 17.♘b3!± followed by ♕xg7.

16...0–0? is still premature, on account of 17.♗xd7 ♖xd7 18.♘xe6!+–.

After 16...♘g6 too, Black must reckon with 17.♘xe6.

Diagram 21-3 △

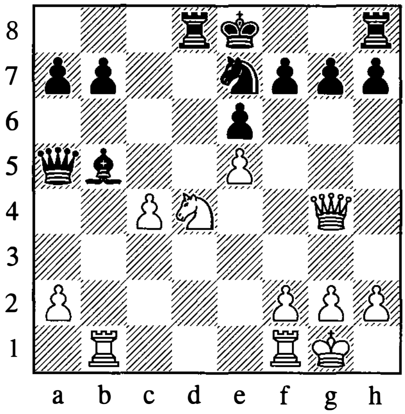


Diagram 21-3

17.♖xb5?

This mistake leads to the loss of the initiative, after which White is left with various pawn weaknesses (c4, e5). The knight should make use of the b5-square to head towards d6. Hence 17.♘xb5 0–0 18.♕e4 ♘c6 19.♖fe1= (or 19.f4!?) would have been the correct continuation.

17...♕c7∓ 18.♘e2

Because of the hanging position of the knight, White cannot take the g7-pawn: 18.♕xg7?? ♖g8–+

After 18.♘f3 0–0 19.♕e4 ♖d7 (or 19...b6!?) 20.♘g5 (20.♖b3!?), there follows 20...♘g6 21.h4 a6! 22.♖b4 (22.h5 axb5 23.hxg6 fxg6! 24.♘xe6 ♕xc4–+) 22...♕xe5∓.

18...0–0 19.♘g3

19.♕e4∓ would be better, but White is still hoping to get an attack on the kingside. However, his forces are not strong enough to achieve that.

19...a6!

Now Black starts playing actively, since his knight can protect the kingside by going to g6.

20.♖b3 ♘g6 21.♕e4

White is already forced onto the defensive. But he cannot protect all his weaknesses, e.g. 21.f4? ♕xc4–+.

21...♘xe5 22.♖xb7 ♕c5 23.h3

Diagram 21-4 ▼

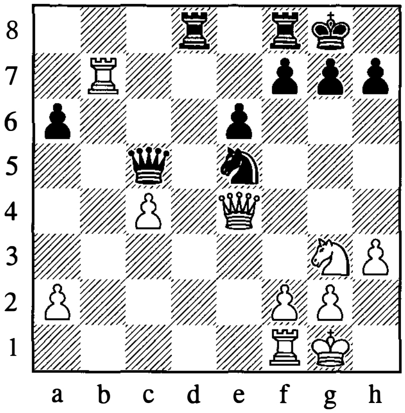


Diagram 21-4

23...h6!?

A useful procedure in the open position; the king may later need an escape square.

23...♖d4 is not so clear after 24.♖c7!∓.

It is also too early to take material. After 23...♘xc4 24.♖c1 White gets counterplay.

24.♖e1?

Just encouraging the knight to move to an even better position.

24...♘d3 25.♖f1

25.♖e3 is no better: 25...♖d4 26.♕f3 ♖f4 27.♕h5 ♕xc4–+

25...♖d4 26.♕e3 ♕xc4

Black has not only won a pawn, but in addition he is now controlling the centre. The white pieces remain uncoordinated. It is little wonder that the game comes to a rapid end.

27.♘h5?!

Attacks of this sort would only have a chance against an extremely inattentive opponent.

27...♕d5 28.♖a7

The combination 28.♖d7 ♕xd7 29.♕g3 is very easily refuted: 29...f5 and Black wins.

28...♖d8

Bringing all the black pieces into play.

29.♘g3 ♘f4

Black moves over to a direct attack. Here White resigned, in view of 30.f3 ♘xg2! (or 30...♕xa2–+) 31.♔xg2 ♕c5–+ with the double threat of ...♕xa7 and ...♖d2†.

The side which has the initiative must try to **turn it into something tangible**: you either have to win material, provoke some static weaknesses in the opposing position or mount a direct attack on the opposing king.

It is often difficult to find the correct moment to win material. Sometimes, after one side loses material, it can take over the initiative. The passive pieces, which were for example protecting a pawn, may return to active play after the loss of the pawn.

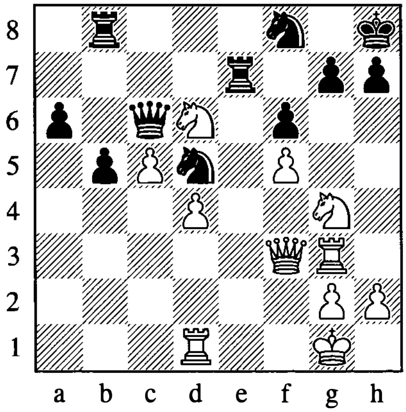
Diagram 21-5

A.Yusupov – E.Magerramov

Leningrad 1977

The position is very complicated. Black has blockaded the white pawns in the centre, and has his own passed pawns on the queenside. White can force perpetual check with a little combination: 30.♘e3!? ♖xe3 (30...♘b4? 31.♕h5 is risky for Black) 31.♘f7† ♔g8 32.♘h6† ♔h8=

Diagram 21-5 △



But he prefers to play for a win and strengthens his position on the kingside.

30.h4!?

It is also interesting for White to break Black's blockade with either 30.♖d3!? a5 31.♘e3 or 30.♕b3!? a5 31.♘e3.

30...b4 31.♔h2 a5?

Black has not understood White's threats. He should have played 31...h6!? or 31...♘d7!?.

32.♘xf6!

32.♖e1! ♘d7 (32...♖xe1 33.♘f7† ♔g8 34.♘gh6#) 33.♖xe7 ♘xe7 34.♘h6!!+– would also be strong.

32...gxf6 33.♕g4

Both sides were already in time trouble. First 33.♖e1! would be stronger.

33...♘g6

Why did White take his king off the first rank? The answer can be found in the variation 33...♘d7 34.♖e1! ♘e5 35.dxe5 ♕xc5 36.exf6 ♘xf6 37.♕f4!+– with a decisive attack.

34.fxg6 ♕d7 35.♕f3 ♕e6

Diagram 21-6 △

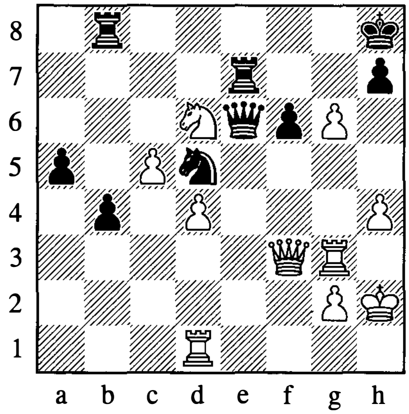


Diagram 21-6

36.♘f7†?

White sees the opportunity to obtain a material advantage and grabs it. But breaking the blockade is more important that winning material. 36.♘f5! even combines both ideas; White wins the exchange and loosens the blockade. After 36...hxg6 37.♘xe7 ♘xe7 38.♕f4! ♖e8 (38...♖d8 39.♖e3+–) 39.d5 ♕e5 40.♕xe5 fxe5 41.d6 ♘c6 42.d7 ♖d8 43.♖xg6+– Black can no longer stop the white pawns.

36...♖xf7 37.gxf7 ♕xf7

The passed pawns ensure counterplay for Black.

38.h5

38.♖a1! b3 39.♕f5! a4 (39...b2 40.♖b1 a4 41.♖xb2!+–) 40.♖xa4 b2 41.♖a2! h6 42.♕b1 ♕h5 43.♖xb2 ♕xh4† 44.♖h3 ♕f4† 45.g3+– is the computer variation. Of course, White could never find that in time trouble.

38...b3

38...a4!?

39.h6 a4?

A final mistake. 39...♕e6 was required and if 40.♖g7, then 40...f5 and Black attacks the h6-pawn and remains in the game. The computer finds the following incredible variation, but it would have been difficult for White to find it during the game: 41.♕h5 b2 42.♖e1!! ♕xe1 43.♕g5! and the threat of ♖xh7† followed by ♕g7# is decisive.

39...f5 loses after 40.♖e1! b2 41.♖g5 b1♕ 42.♖xb1 ♖xb1 43.♖xf5 ♕c7† 44.g3 ♖b2† 45.♔h3 ♕c8 46.♕xd5+–.

40.♖g7 ♕e6 41.♕g3

Black has only one defence against ♖xh7†, but after 41...♖g8 42.♖e1! ♕c8 43.♖xg8† ♕xg8 44.♖e8! he will be mated.

1–0

In many cases the initiative is so valuable, that you can comfortably sacrifice a pawn.

To better understand the subject of the 'initiative' and to be able to evaluate such unbalanced positions more accurately, you have to study a lot of examples from the games of strong players.

Diagram 21-7

A.Yusupov – D.Roos

Graz 1981

17.f4!?

White offers a typical pawn sacrifice, so as to advance his pawns on the kingside.

17...exd5 18.e5 ♖ae8 19.♕d2

The compensation for White is obvious. He has a clear initiative on the kingside, he is blockading the black pawns and his position in the centre is very stable.

19...f6 20.exf6

Naturally White, who possesses the bishop pair, is happy to open the diagonals and files.

20...♘xf6

Diagram 21-8

21.f5! ♘e4 22.♕h6 ♖xf5 23.♖xf5 gxf5 24.♗f3

The second pawn sacrifice was easily decided on too. Black's king position is completely open, and although White has no specific threats, that will always remain an important factor. The position is reminiscent of those middlegames with opposite-coloured bishops; in such situations the initiative is often more important than the material. Here too,

Diagram 21-7 △

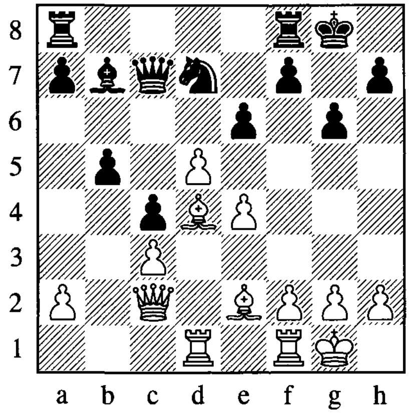


Diagram 21-8 △

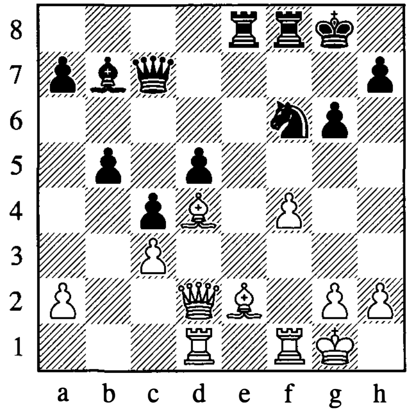
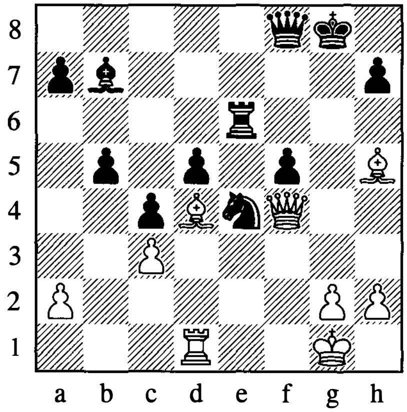


Diagram 21-9 △



White's dark-squared bishop has no direct counterpart to contest the dark squares.

24...♕f7 25.♗h5 ♕f8 26.♕f4 ♖e6

Diagram 21-9

27.g4!

White opens the position even more. This made his opponent nervous and so provoked the decisive error.

27...♕h6??

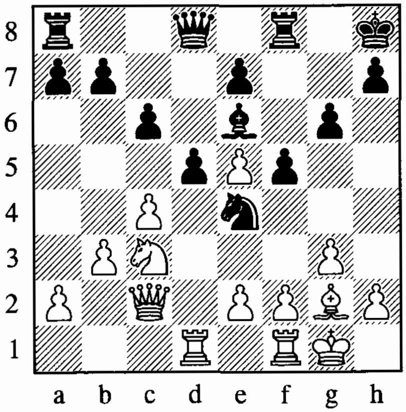
Even after 27...♕d6 28.♕xf5 ♕e7 29.♖f1 ♘d6 30.♕f4, Black's position would have been hard to hold. For example, 30...♖e1? is followed by 31.♗c5! ♖e6 32.♗xd6 ♖xd6 33.♗f7† ♔g7 34.♕d4† ♔h6 35.h4 ♕xh4 36.♕f4† ♔g7 37.♗e6! (37.♕xd6? ♕xg4†=) 37...♖xe6 (37...♕e7 38.♕e5†+–) 38.♕f7† ♔h6 39.♕xe6†+–.

28.♕b8†

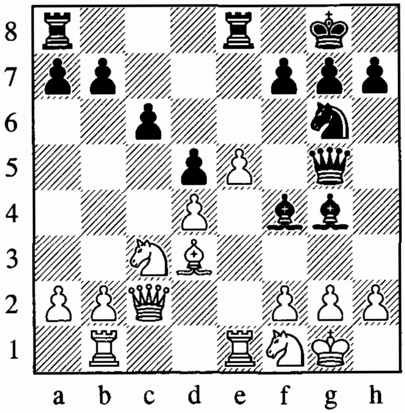
1–0

Exercises

➤**Ex. 21-1**◄ ★★ ▼


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

➤**Ex. 21-2**◄ ★★★ ▼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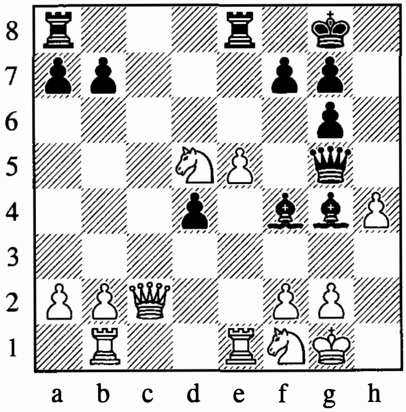
a b c d e f g h

➤**Ex. 21-3**◄ ★★ ▼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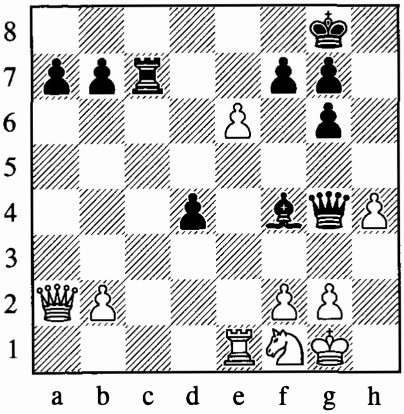
a b c d e f g h

➤**Ex. 21-4**◄ ★★ ▼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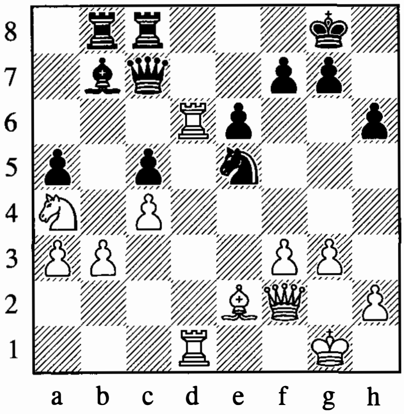
➤**Ex. 21-5**◄ ★★★ ▼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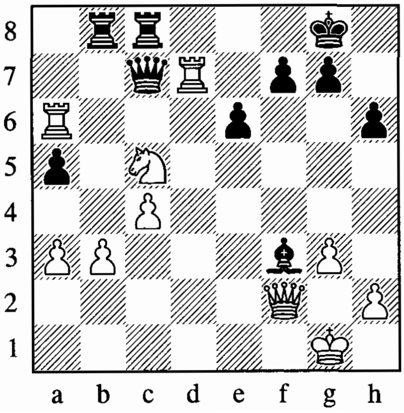
a b c d e f g h

➤**Ex. 21-6**◄ ★★★ ▼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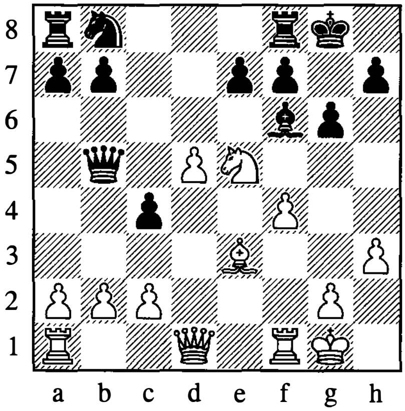
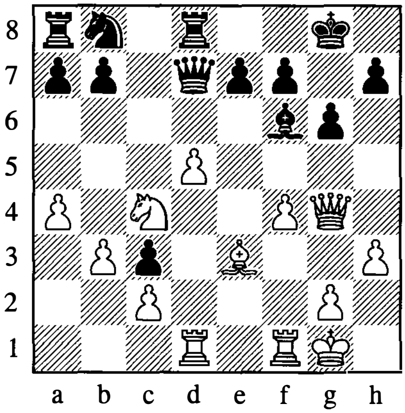
a b c d e f g h

Exercises

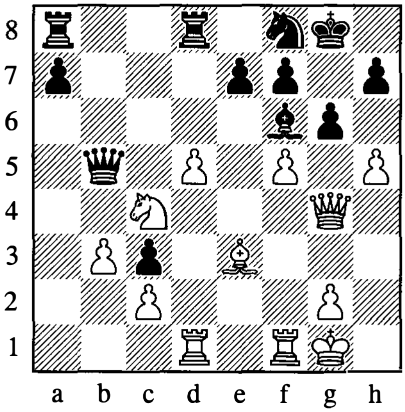
➤Ex. 21-7◀ ★★ △



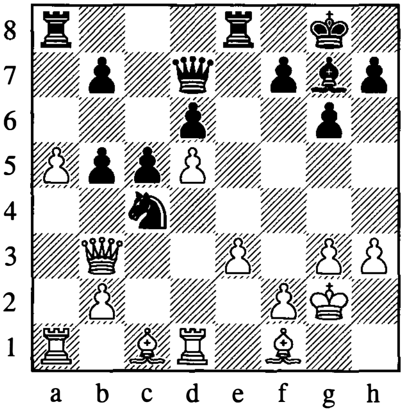
➤Ex. 21-8◀ ★★ △



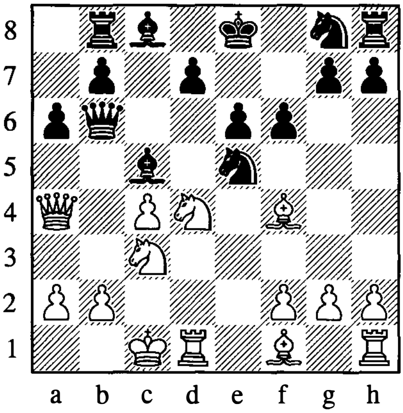
➤Ex. 21-9◀ ★★ △



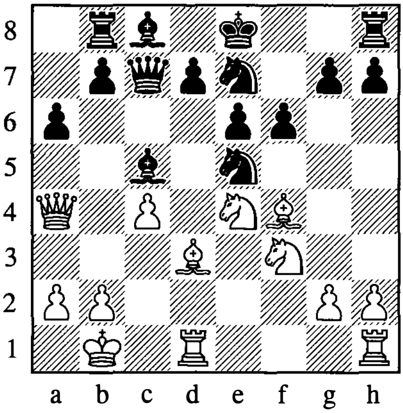
➤Ex. 21-10◀ ★★★ ▼



➤Ex. 21-11◀ ★★ △



➤Ex. 21-12◀ ★★ △



Solutions

Ex. 21-1

A.Beliavsky – A.Yusupov

Reykjavik 1988

15...♕a5!

(2 points)

The queen is very active here.

15...♕b6? is bad: 16.cxd5 cxd5 17.♘xd5 ♗xd5 18.♖xd5 ♖ac8 19.♕d3 e6 20.♖b5+–

16.♘xe4 dxe4 17.f4?!

Better is either 17.c5∓ or 17.♕b2 ♖ad8∓.

17...♕c5† 18.♔h1 b5!∓ 19.♕c3 bxc4 20.b4 ♕b6 21.g4? ♖ad8 22.gxf5 gxf5 23.♗h3?!

23.♖xd8 ♖xd8∓

23...♖xd1 24.♖xd1 ♕f2

0–1

Ex. 21-2

E.Sveshnikov – A.Yusupov

Yerevan 1982

17...c5!?

(3 points)

Black cannot break through on the kingside. Instead he uses the activity of his pieces to destroy the opposing centre.

17...♘h4 (1 point) is not so strong: 18.♘g3⩲

Black could also attack the white centre with 17...f6 (2 points). After 18.g3 there follows: 18...fxe5 19.♗xg6 hxg6 20.gxf4 (20.h4? ♕f5! 21.♕xf5 ♗xf5∓) 20...exf4 21.h4∞

18.♗xg6

18.♘xd5? ♗f3∓

18...hxg6 19.♘xd5 cxd4

19...♗f5?! 20.♕xc5 ♗xb1 21.♖xb1±

20.h4!

See Ex. 21-3.

Ex. 21-3

E.Sveshnikov – A.Yusupov

Yerevan 1982

20...♗f5!

(2 points)

20...♕h6?! (1 point) is less accurate than the game move, on account of: 21.♕e4 ♗f5 22.♕xf4 ♗xb1 23.♖xb1 ♕xf4 24.♘xf4 ♖xe5 24.♘d2 ♖c8 25.♘f3 ♖e4 26.♘d3 ♖c2 27.♔f1±

20...♕f5?! (also 1 point) 21.♕xf5 ♗xf5 22.♘xf4 ♗xb1 23.♖xb1 reaches the same position that occurs in the 20...♕h6?! variation.

21.♕a4?!

Better is 21.hxg5 ♗xc2 22.♘xf4 ♗xb1 23.♖xb1 ♖xe5 24.♘d2 ♖xg5 25.♘f3 ♖f5 26.♘d3 with approximate equality.

21.♕c5 ♕g4 22.♖bd1 d3∓

21...♕g4∓ 22.♘c7

Not 22.♖bd1 ♗xe5∓ nor 22.♕xd4?? ♗h2†–+.

22...♗xb1 23.♘xe8 ♗xa2

23...♗c2!?

24.♘c7 ♖c8 25.♕xa2 ♖xc7 26.e6⇄

See Ex. 21-4.

Ex. 21-4

E.Sveshnikov – A.Yusupov

Yerevan 1982

26...♗d6!

(2 points)

Of course not 26...fxe6? 27.♖xe6 ♔h7 28.♖e8+–.

26...♗e3?? 27.fxe3 ♖c2 is no good: 28.exf7† ♔f8 (28...♔h7 29.♕d5+–) 29.♕a3†+–

27.♕d5 ♗f8 28.♘g3

After 28.exf7† ♖xf7 29.♖e8, Black must certainly avoid 29...♕f5?? 30.♖xf8†!+–, but he can choose between 29...♕xh4∓ or 29...♕d7!?∓.

White could try 28.♖e4 ♕f5 29.♕xd4 fxe6∓.

28...fxe6

After 28...♕xh4 29.exf7† ♖xf7 30.♘e4 ♕f4 31.♕xd4, White has compensation for the pawn.

29.♖xe6 ♔h7 30.♖e4

30.♖e8 ♖e7! 31.♖xe7 (31.♖xf8?? ♖e1†

32.♘f1 ♖xf1†!–+) 31...♗xe7∓

30...♕d7 31.♕g5?

Better is 31.♖xd4 ♕xd5 32.♖xd5∓.

31...♖c5 32.♕f4 ♗d6

32...d3!

33.♖xd4 ♗xf4∓ 34.♖xd7 ♗xg3 35.fxg3 ♖b5 36.♖d2 g5! 37.♔f2 ♖b3!–+ 38.hxg5 ♔g6 39.♔g1 a5 40.♔h2 a4 41.♖d4 b5 42.♖d2 ♔xg5

0–1

Ex. 21-5

J.Bellon – A.Yusupov

Can Picafort 1981

28...♗d5!?

(3 points)

This is the only move to keep the position level.

If 28...♗xf3?! 29.♗xf3 ♖xb3, then 30.♗g2 ♖xa3 31.♘b6±.

28...♗a8? allows 29.♘xc5, with the point 29...♕xc5? 30.♖d8†+–.

29.♖a6

29.♕xc5?! ♕e7 (or 29...♕xc5† 30.♘xc5 ♗xf3!∓) 30.♖6xd5 ♖xc5 31.♖xc5 ♕a7∓

29.f4!? ♕xd6 30.fxe5 ♕xe5 31.cxd5 exd5 32.♗g4 (32.♕f3!?∞) 32...♖c7 33.♘xc5 ♕d6 and Black has some initiative.

29...♗c6 30.♘xc5

30.♕xc5 ♗xf3∓ or 30.f4 ♖xb3 31.♘xc5 ♘f3†!∓.

30...♘xf3† 31.♗xf3 ♗xf3 32.♖d7?

See Ex. 21-6.

Better is: 32.♘xe6! (not 32.♕xf3?! ♕xc5†∓) 32...♕b7 33.♖a7 ♕xb3 34.♖f1 fxe6 35.♕xf3 ♕xf3 36.♖xf3 ♖xc4 37.♖xa5=

Ex. 21-6

J.Bellon – A.Yusupov

Can Picafort 1981

32...♕xc5!

(1 point)

Black takes command.

If 32...♕e5, then 33.♕xf3 ♕xc5† 34.♔g2 ♖f8 35.♖aa7±.

33.♖d8†! ♖xd8!

33...♔h7? 34.♕xc5 ♖xc5 35.♖xb8+–

34.♕xc5 ♖d1† 35.♔f2 ♖xb3

(another 2 points for this variation)

Black has a strong initiative.

36.♕xa5 ♖h1 37.♕d8†

After 37.♖b6 ♖d3! 38.♖b8† ♔h7 39.♖d8 ♖b3! White is defenceless against the threat of ...♖xh2†.

37...♔h7 38.♕h4 ♖a1

And ...♖a2† will lead to mate.

0–1

Ex. 21-7

A.Yusupov – J.Hodgson

Tilburg 1993

16.b3!

(2 points)

A simpler solution than 16.♕d4 (only 1 point) 16...♖d8±.

16...c3

16...cxb3 17.axb3±

17.a4 ♕a6 18.♕g4! ♖d8

18...♕d6 19.♖ad1 ♗xe5 20.fxe5 ♕xe5 21.♕f3!?± followed by either ♗h6 or ♗d4.

19.♖ad1 ♕d6

Black is trying to complete his development with ...♘d7.

20.♘c4 ♕d7

See Ex. 21-8.

Ex. 21-8

A.Yusupov – J.Hodgson

Tilburg 1993

21.f5!±

(2 points)

White's initiative rumbles on like an avalanche.

21...b5

If 21...♘a6!? then 22.♗g5± (Stohl) or 22.♗d4± (C.Hansen) or 22.d6!?±.

22.axb5 ♕xb5 23.h4! ♘d7

23...♖xd5 24.♖xd5 ♕xd5 25.♖d1 ♕xf5 26.♖d8† ♔g7 27.♕xf5 gxf5 28.♗f4 e5 29.♗xe5 ♗xe5 30.♘xe5+– (Stohl)

24.h5 ♘f8

See Ex. 21-9.

Ex. 21-9

A.Yusupov – J.Hodgson

Tilburg 1993

25.d6!+–

(2 points)

Bringing all his forces into the attack.

25...♕b7

25...exd6 26.fxg6+–

25...♕d7 26.♗d4 ♗xd4† 27.♕xd4 exd6 28.h6 f6 29.♕xf6+– (Stohl)

26.♗h6 ♔h8 27.fxg6

27.♗xf8?! gxh5 28.♕xh5 ♖xf8±

27...fxg6 28.♗g5! gxh5

28...♗xg5 29.♕xg5 exd6 30.♘xd6 ♕b6† 31.♔h1 ♖xd6 32.♕e5†+–

29.♕xh5 ♗xg5 30.♕xg5+– ♘g6 31.♘e5 ♖f8

31...♘xe5 32.♕xe5† ♔g8 33.♕g5† ♔h8 34.♖f7+–

Black now resigned, in view of: 32.♘xg6† hxg6 33.♕h6† ♔g8 34.♕xg6† ♔h8 35.♖xf8† ♖xf8 36.d7 ♖d8 (36...♕b8 37.♖d3+–) 37.♕e8†+–

Ex. 21-10

V.Liberzon – A.Yusupov

Lone Pine 1981

26...♖a7!

(1 point)

Other moves are not so strong:

a) 26...f5?! 27.♗xc4 bxc4 28.♕xc4 ♖e4 29.♕c2 ♖b4 30.♖a2± White will play ♗d2 next.

b) 26...♘xa5 (1 point) 27.♕xb5 ♕xb5 28.♗xb5 ♘b3 29.♖a3!=

c) 26...♖xa5 (1 point) 27.♖xa5 ♘xa5 28.♕xb5 ♕xb5 29.♗xb5 ♖e4 30.♗d2=

27.♗xc4 bxc4 28.♕xc4 ♖ea8 29.♗d2 b5!

(another 2 points)

30.♕c2 b4∓

Ex. 21-11

A.Yusupov – L.Yudasin

USSR Ch, Frunze 1981

13.♘f3!±

(2 points)

White targets the e5-knight. 13.♘b3 (1 point) is less active.

13...♗xf2

13...♕c7 14.♔b1 White will continue with ♘e4.

14.♔b1!

14.♘xe5? fxe5 15.♗xe5?? ♕e3†–+

14.♘e4 ♗e3† 15.♔b1 ♗xf4 16.c5 ♕c7 17.♘d6† ♔f8 18.♕xf4∞

14...♕c7

14...♗e3? 15.♘xe5 ♗xf4 16.♖xd7+–

15.♗d3 ♘e7 16.♘e4!

16.♕c2!?

16...♗c5

See Ex. 21-12.

16...♗a7 17.♗xe5 fxe5 18.♘d6†±

Ex. 21-12

A.Yusupov – L.Yudasin

USSR Ch, Frunze 1981

17.♖he1

(2 points)

White brings the important reserves into play and increases the pressure on the e5-knight.

17.♗xe5 is not so clear after 17...fxe5 18.♘fg5 b5∞.

17.b4!? (1 point) is interesting, but also rather unclear: 17...♗a7 18.♘d6† ♕xd6 19.♗xe5 b5∞

17...0–0

17...♘7g6 18.♘xf6†! gxf6 19.♗xg6† hxg6 20.♘xe5+–

Solutions

18.♘xc5 ♕xc5 19.♘xe5 fxe5 20.♗xe5 b5

20...♖a8 21.♗d6! ♕g5 22.h4 ♕f6 23.♖f1 ♕xh4 24.♖h1+–

21.cxb5+– ♖xb5 22.♗d6 ♕g5 23.♗xe7 ♕xe7 24.♗xb5 axb5 25.♕xb5 ♕h4 26.♖f1! ♖d8 27.♕b6 h6 28.♖d4 ♕g5 29.h4 ♕g6† 30.♔a1 ♖e8 31.g4 ♕c2+–

You can find the end of this game in Chapter 5 of *Boost Your Chess 1*.

Scoring

Maximum number of points is **28**

24 points and above → **Excellent**
19 points and above → **Good**
14 points → **Pass mark**

*If you scored less than **14** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 22

Contents

✓ The struggle against the centre in the Grünfeld
✓ 'Follow my leader'

The Grünfeld Defence

A principal theme in openings is the struggle for the centre. Modern openings have a much wider interpretation of this theme than classical openings, such as the Queen's Gambit. Thus it is not always considered necessary to place your pawns in the centre. You can still get a lot of counterplay by using your pieces and pawns to **put pressure on the centre**.

In the Grünfeld Defence, White usually gets a strong centre. But this big centre has to be supported by his pieces. Black must play very energetically to quickly develop strong pressure on the centre. Attacks on the white centre by the c- or e-pawn, in conjunction with the active work done by the fianchettoed dark-squared bishop, provide the compensation for the opponent's superiority in the centre.

We have already discussed various methods of working on the opening. Anyone who wants to play the Grünfeld Defence should first and foremost study the games of Kasparov. In this chapter, we shall employ the method of 'Follow my leader' (see Chapter 4 of *Boost Your Chess 2*), and will look at Kasparov's games only. Without question, this opening is particularly well suited to the dynamic style of this extraordinary player. But he is also responsible for some interesting ideas with White. The annotations for the following two games are based on analysis by Kasparov.

G.Kasparov – G.Sax

Moscow 1982

1.d4 ♘f6 2.c4 g6 3.♘c3 d5 4.cxd5 ♘xd5 5.e4 ♘xc3 6.bxc3 ♗g7 7.♗c4 0–0

7...c5 8.♘e2 ♘c6 9.♗e3 0–0 is the main variation.

8.♗e3 b6

8...c5 also leads to the main variation. Black should take very energetic action against the white centre in the Grünfeld Defence. The plan with b6 is somewhat slow and gives White the opportunity to attack on the kingside at once.

9.h4!? ♗b7

9...♘c6 10.h5 ♘a5 11.hxg6! ♘xc4 12.♕h5 fxg6 13.♕xh7† ♔f7 14.♘f3+–

10.♕f3 ♕d7

With the threat of ...♕c6.

11.♘e2

White must protect the c3-pawn.

11...h5

Otherwise h4-h5 will follow with a strong attack.

Diagram 22-1

12.♗g5!

Kasparov regroups his forces and brings his dark-squared bishop and then the knight into the attack.

12...♘c6 13.♘f4

Threatening ♘xg6.

13...e6 14.♖d1

White must shore up his centre. The rook is also leaving the dangerous long diagonal.

14...♘a5 15.♗d3 e5!

The best defence, which also illustrates one of the basic ideas behind the Grünfeld Defence – the struggle against the white centre.

Another typical way of breaking up the centre is 15...c5, but that is very dangerous here, because of 16.♘xh5!? gxh5 17.♗f6 ♗xf6 18.♕xf6 and now:

a) 18...♖fd8 19.♖h3 ♔f8 20.♖g3 and White develops a strong attack, for example 20...cxd4 21.♖g5 ♕c6 22.♖xh5 ♕xc3† 23.♔f1 ♔e8 24.♗b5† ♘c6 25.♖h8† ♔d7 26.♖xd4† ♔c7 27.♕xf7† ♔c8 28.♖dxd8† ♘xd8 29.♖xd8† ♔xd8 30.♕d7#.

b) 18...♕d8! 19.♕h6 and White threatens e5 or ♖h3-g3. The only defence is 19...f5, but even then Black's situation remains critical.

If 15...f6, then 16.♘xg6 fxg5 17.♕xh5 ♕f7 18.f3 with a decisive attack.

15...♕c6 16.♗b1 ♗a6 17.♖h3 ♕c4 18.♖g3 is another variation from Kasparov. After 18...♕f1† 19.♔d2 ♕b5 White can either repeat moves or sacrifice by 20.♘xh5 ♘c4† 21.♔e1 ♘b2 22.♖c1 with attacking chances.

16.dxe5 ♗xe5 17.0–0

Diagram 22-2

Although the white centre is partially destroyed, the active and very well coordinated position of his pieces means that White retains a dangerous initiative.

17...♕g4

Diagram 22-1 △

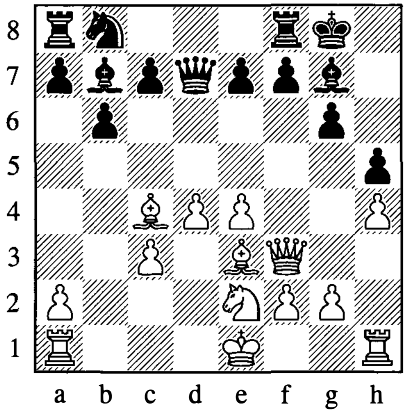
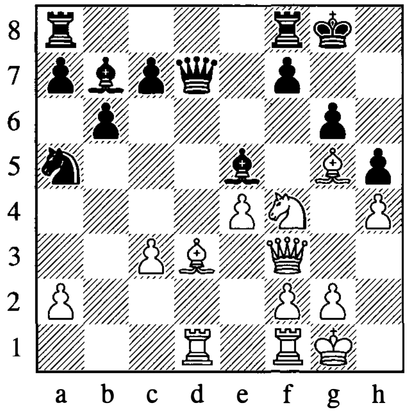


Diagram 22-2 ▼



17...♕a4 18.g4!

18.♕e3

Of course, Kasparov goes for an attack.

18...♖fe8

18...♖ae8 19.♗e2 ♕c8 would be bad, on account of 20.♗h6 ♗g7 21.♗xg7 ♔xg7 22.♘xh5† gxh5 23.♕g5† with a ferocious attack.

19.♗e2! ♗xf4

Sax looks for a tactical defence. Black could accept a modest disadvantage by 19...♕c8 20.♘d5 ♗xd5 21.♖xd5 c6 22.♖d2 ♕e6±.

20.♗xf4 ♘c4?

20...♕xh4 21.e5 ♕e7 was a better solution, although White has outstanding compensation for the pawn here.

21.♗xc4 ♖xe4

Diagram 22-3 △

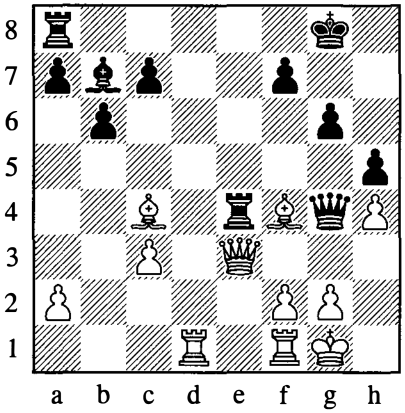


Diagram 22-3

22.f3!

Kasparov finds a concrete refutation.

22...♕xf4 23.♗xf7†! ♔g7

23...♔xf7? 24.fxe4+–

24.♕d3!

The weakness of the g6-pawn forces Black to go into a lost endgame.

24...♕e3† 25.♕xe3 ♖xe3 26.♖d7 ♔h6 27.♖xc7 ♗a6 28.♖d1 ♗d3 29.♖d2! ♗f5 30.♔f2 ♖e5 31.♖d5 ♖xd5 32.♗xd5 ♖d8 33.c4 b5 34.♔e3 a5 35.♔f4 ♗b1

35...bxc4 36.♗xc4 ♖d4† is answered by 37.♔e5! and Black cannot take the h4-pawn: 37...♖xh4? 38.f4! (threatening ♗g8 and then ♖h7#) 38...♗b1 39.♗g8 g5 40.f5 g4 41.♔f6+–

36.g4 hxg4 37.fxg4 ♖f8† 38.♔g3

Black resigned, since the threat of g4-g5† means that he does not have time to save his b5-pawn.

In the following example we can observe how cleverly Kasparov builds up the pressure against the opposing centre.

T.Shaked – G.Kasparov

Tilburg 1997

1.d4 ♘f6 2.c4 g6 3.♘c3 d5 4.cxd5 ♘xd5 5.e4 ♘xc3 6.bxc3 ♗g7 7.♗e3

7.♗c4 intending ♘e2 is the classical variation. But in the 1980s the very natural variations with 7.♘f3 c5 8.♗e3 or 8.♖b1 were rediscovered.

7...c5 8.♕d2

This flexible set-up has some advantages. But in this game Kasparov demonstrates his fantastic opening preparation.

8...♕a5 9.♖b1

9.♘f3 transposes to the 7.♘f3 variation.

Diagram 22-4

9...b6 10.♗b5† ♗d7 11.♗e2

At the time this game was played, this subtle idea of Karpov's was the latest word in fashion. White aims for the ♘f3-♗e2 set-up.

11.♗d3 ♘c6 12.♘e2!? is also possible.

11...♗c6

11...cxd4 12.cxd4 ♕xd2† 13.♔xd2 is slightly better for White, since the black bishop is not so well placed on d7.

The alternative is 11...♘c6 12.♘f3 0–0 13.♖c1 and White intends d4-d5.

12.♗d3 ♘d7!

12...0–0 is natural, but Kasparov had a specific idea of acting very quickly against the white centre.

13.♘e2

In the later game, Timman – Shirov, Wijk aan Zee 1999, White tried a risky plan with 13.h4, but Black countered with: 13...♖d8 14.h5 ♘e5! 15.dxe5 c4 16.♗d4 cxd3 17.♘f3 ♗xe4 18.h6 ♗f8∓

Diagram 22-5

13...♖d8!

A rook is very often well placed on the same file as the opposing queen. Here, this opposition of the major pieces offers Black some tactical options. In particular, it hinders his opponent's castling.

14.f3

14.0–0 is followed by: 14...cxd4 15.cxd4 ♕xd2 16.♗xd2 ♘c5! 17.♖bc1 ♘xd3 (or even 17...♗xd4!? 18.♘xd4 ♖xd4 19.♗c3 ♖xd3 20.♗xh8 ♗xe4∓) 18.♖xc6 0–0 19.♖c7 (19.♗g5 ♖c8∓) 19...♖c8 20.♖c3=

If 14.d5, then 14...♘e5∞.

14...0–0 15.h4 h5

Kasparov pointed out another possibility: 15...cxd4 16.cxd4 ♘e5 17.♕xa5 ♘xd3† 18.♔d2 bxa5 19.♔xd3 a6 20.♘c3 ♗xd4 21.♗xd4 e5 22.♘e2 f5∞

Diagram 22-4 ▼

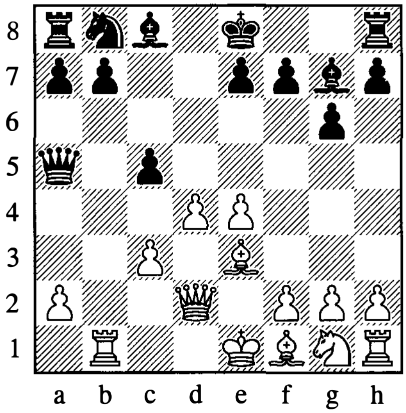
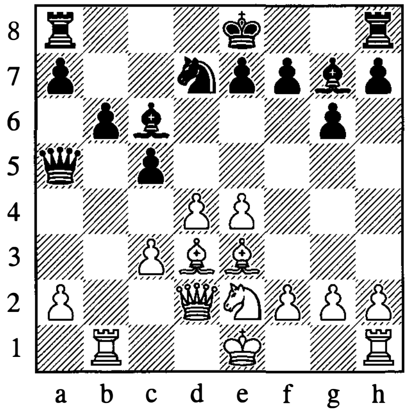


Diagram 22-5 ▼



16.♗g5

Nor do other moves bring White any advantage:

a) 16.♔f2 cxd4 17.cxd4 ♘e5!

b) 16.♖b2!? ♗a4! (or 16...cxd4 17.cxd4 ♘e5!) 17.♔f2 ♘e5 18.dxe5 c4 with good counterplay.

c) 16.d5 ♘e5! 17.0–0 e6! with the initiative.

16...♖fe8 17.♖c1

17.d5 ♘e5 18.♗c2 ♗b5

17...♗b7!

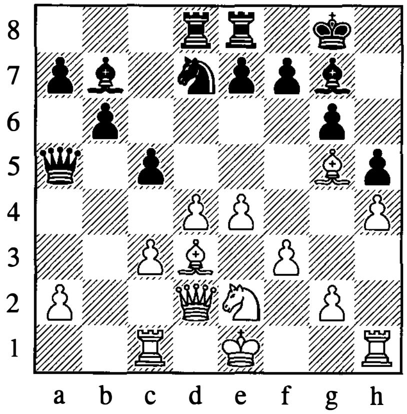


Diagram 22-6 △

Diagram 22-6

Black keeps on improving his position. The bishop is more secure on b7; on c6 it could come under attack (after d4-d5 or in some variations by the knight moving to d4).

18.d5?

White has lost the thread. 18.0–0 is better: 18...♘e5 (18...cxd4 19.cxd4 ♕xd2 20.♗xd2 ♘c5 21.♗b5±) 19.dxe5 c4 20.♘d4 cxd3 21.e6 ♗xd4† 22.cxd4 ♕xd2 23.exf7† ♔xf7 24.♗xd2 ♖xd4 25.♖c7=

18...♘e5 19.♗b1?!

19.0–0 would be met, not with the unclear 19...♗xd5 20.exd5 ♖xd5 21.♘f4∞, but rather by 19...♖d7!∓ (preparing ...e6).

19...♘c4 20.♕f4??

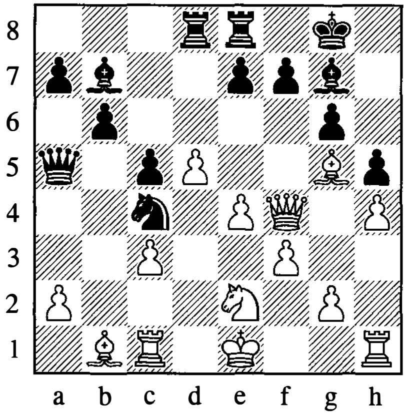


Diagram 22-7 ▼

Diagram 22-7

A blunder, which immediately loses the game.

An interesting variation is given by Kasparov: 20.♕d1 e6!? 21.♗xd8 ♖xd8 22.♗d3 ♘e3 23.♕d2 ♗h6 24.f4 ♘xg2† 25.♔f2 ♘xf4! 26.♘xf4 e5 27.♖cg1 ♗xf4 28.♕b2 c4!–+

There is also the more resilient 20.♕d3 ♗a6 21.0–0 ♘a3 22.♕d2 ♘xb1 23.♖xb1 ♗xe2 24.♕xe2 ♕xc3∓ and Black wins ‘only’ a pawn.

20...♗e5

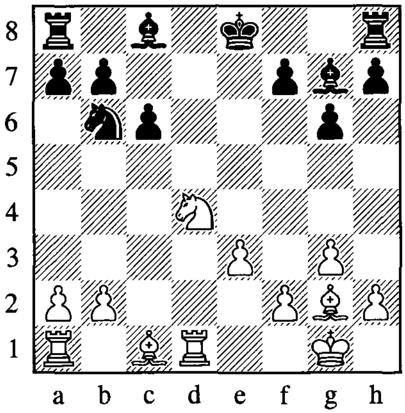
The queen is trapped, so White resigned.

This impressive game had quite an influence on chess fashion, and the ♕d2 variation has not been so popular since.

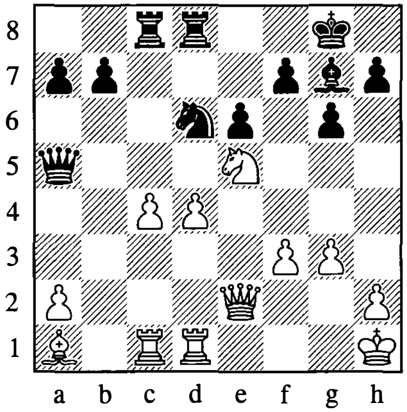
Playing against a classical centre is generally a harder job than supporting such a centre. So in our test we shall try, along with Kasparov, to attack the centre whenever possible, to weaken it or even to break it up! The Grünfeld Defence requires active and dynamic play from us!

Exercises

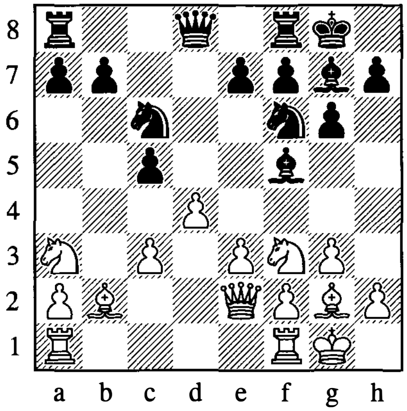
➤**Ex. 22-1**◀ ★★★ ▼



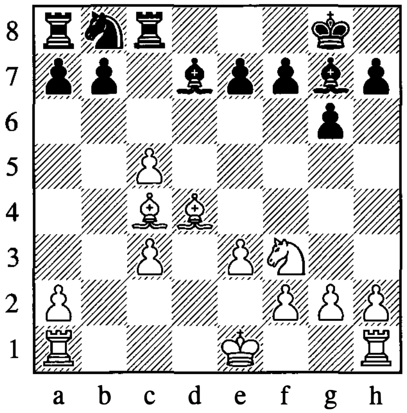
➤**Ex. 22-2**◀ ★★ ▼



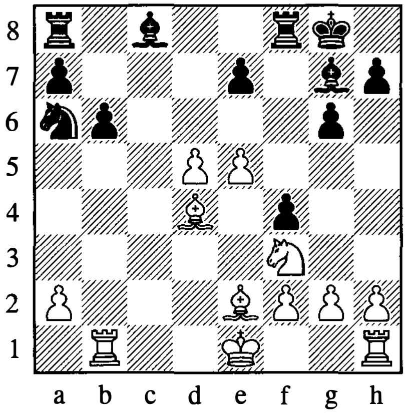
➤**Ex. 22-3**◀ ★★ ▼



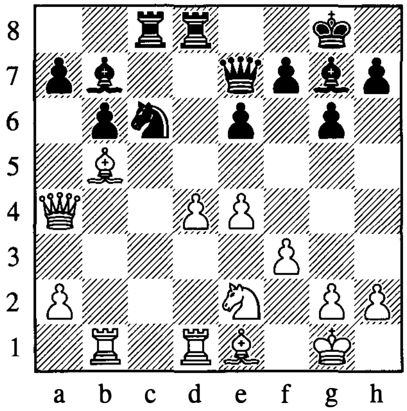
➤**Ex. 22-4**◀ ★★ ▼



➤**Ex. 22-5**◀ ★★ ▼

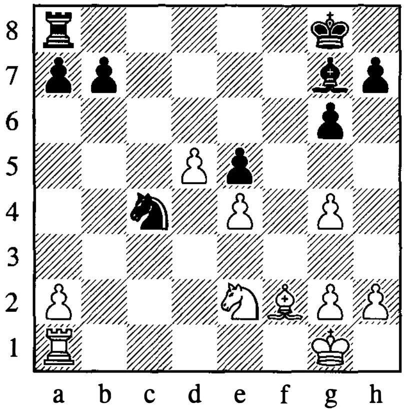


➤**Ex. 22-6**◀ ★★★ ▼



Exercises

➤Ex. 22-7◀ ★★ ▼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7
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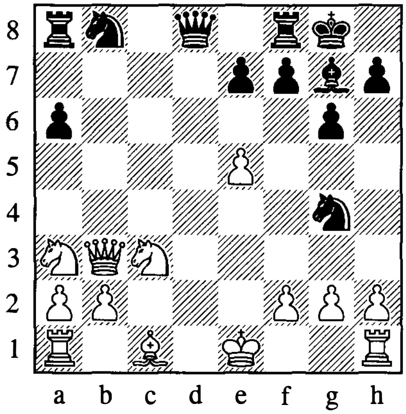
2
1
a b c d e f g h

➤Ex. 22-8◀ ★★ ▼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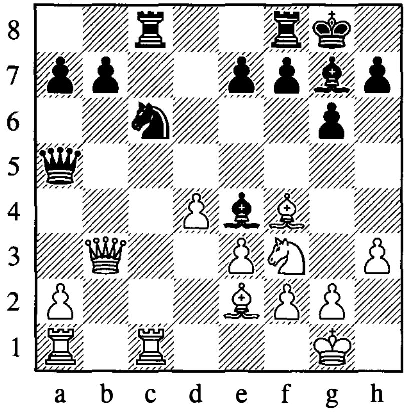
➤Ex. 22-9◀ ★★★ ▼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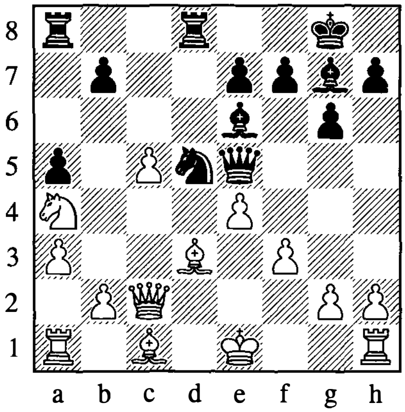
➤Ex. 22-10◀ ★★★ ▼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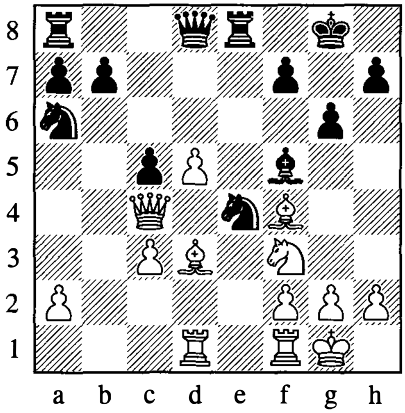
➤Ex. 22-11◀ ★★ ▼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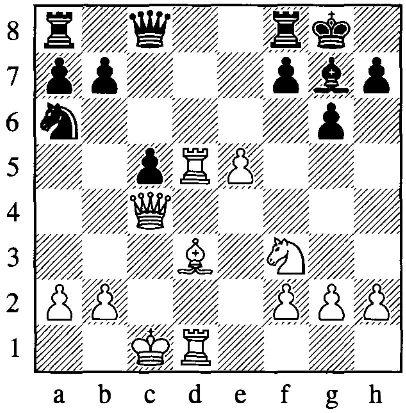
➤Ex. 22-12◀ ★★ ▼


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

Solutions

Ex. 22-1

R.Hübner – G.Kasparov

Cologne (blitz) 1992

1.d4 ♘f6 2.c4 g6 3.g3 ♗g7 4.♗g2 d5 5.cxd5 ♘xd5 6.♘f3 ♘b6 7.0–0 ♘c6 8.e3 e5 9.dxe5 ♕xd1 10.♖xd1 ♘xe5 11.♘xe5 ♗xe5 12.♘d2?! c6 13.♘f3 ♗g7 14.♘d4

Diagram Ex. 22-1

14...♗g4!

(3 points)

Kasparov first weakens the white position.

14...c5 (1 point) is slightly premature: 15.♘b5 0–0 16.♖b1 ♗g4 17.♖e1= and White will continue with e4 and ♗f4.

Also 1 point for 14...♗d7 or 14...0–0.

15.f3

15.♗f3 ♗xf3 16.♘xf3 0–0∓

15...♗d7

15...0–0–0 16.fxg4 c5 is not good: 17.b3! cxd4 18.♗b2±

16.♗d2

16.e4!? c5 17.♘b3 ♗a4!∓

16...c5 17.♘b3 ♘a4

17...♗xb2 18.♖ab1 ♗a3 19.♗c1 ♘c4 20.f4∞

18.♗c3 ♘xc3

Or 18...♗xc3 19.bxc3 ♘xc3 20.♖d3 ♘a4 21.♖c1 ♖c8∓.

19.bxc3 b6 20.♖ac1 0–0–0! 21.♗f1

21.c4 ♖he8∓

21...♗e6 22.c4 f5 23.♔f2 g5! 24.♗e2

24.f4 ♗f6∓

24...f4! 25.gxf4 gxf4 26.exf4 ♗h6∓

Ex. 22-2

H.Schussler – G.Kasparov

Graz 1981

1.♘f3 ♘f6 2.g3 g6 3.♗g2 ♗g7 4.0–0 0–0 5.d4 d5 6.c4 dxc4 7.♘a3 c3 8.bxc3 c5 9.♘c4 ♘c6 10.♘ce5 ♗f5 11.♗b2 ♗e4 12.e3 ♕c7 13.♕e2 ♘xe5 14.♘xe5 ♗xg2 15.♔xg2 ♘e4 16.f3 ♘d6 17.♖ac1 ♖fd8 18.♖fd1 ♕a5 19.♗a1 ♖ac8 20.c4 cxd4 21.exd4 e6 22.♔h1

Diagram Ex. 22-2

22...♗xe5!

(1 point)

This wins a pawn.

23.dxe5

Or 23.♕xe5 ♘xc4 (23...♕xe5 24.dxe5 ♘xc4 25.♖xd8† ♖xd8 26.♖xc4 ♖d1† 27.♔g2 ♖xa1∓) 24.♕xa5 ♘xa5 25.♖xc8 ♖xc8 26.d5 ♖d8 27.d6 ♘c4 28.d7 ♘b6 29.♗f6 ♖xd7 30.♖c1 h6 31.h4 ♔h7–+ and ...♘d5 will push back the white pieces.

23...♘xc4 24.♖xd8† ♕xd8 25.♖xc4 ♖xc4 26.♕xc4 ♕d1†

(another 1 point for this variation)

27.♔g2 ♕xa1 28.♕c8† ♔g7 29.♕xb7 ♕xa2† 30.♔h3 ♕d5! 31.♕xa7 ♕xf3 32.♕a1 g5

0–1

Ex. 22-3

N.Pert – G.Kasparov

Oakham simultaneous 1997

1.d4 ♘f6 2.♘f3 g6 3.g3 ♗g7 4.♗g2 d5 5.0–0 0–0 6.c4 dxc4 7.♘a3 c3 8.bxc3 c5 9.e3 ♘c6 10.♕e2 ♗f5 11.♗b2

Diagram Ex. 22-3

11...e5!

(1 point)

A standard move, which Kasparov had to calculate very deeply.

12.♘xe5 ♘xe5 13.dxe5 ♗d3 14.♕d1 ♗xf1 15.exf6 ♕xd1 16.♖xd1 ♗xg2 17.fxg7 ♖fd8 18.♖xd8† ♖xd8 19.♔xg2 ♖d2

(another 1 point for this variation)

20.♗c1

20.♘c4!? ♖c2 21.a4∓

20...♖xa2 21.e4 ♔xg7 22.♘b5 b6 23.♗f4 a6 24.♘c7 a5 25.♘d5 a4 26.♗e5† ♔g8 27.♘xb6 a3 28.c4 ♖c2 29.♔f3 a2 30.♔e3 ♖c1 31.♔d2 ♖f1∓ 32.f4?! ♖f2† 33.♔d3 ♖xh2 34.♘d7 ♖h3 35.♘xc5 ♖xg3† 36.♔c2 h5 37.f5 f6 38.♗xf6 h4 39.♔b2 h3 40.♗e5 h2 41.♗xg3 h1♕ 42.♔xa2 ♕g2† 43.♔b3 ♕xg3† 44.♔b4

0–1

Solutions

Ex. 22-4

J.Timman – G.Kasparov

Belfort 1988

1.d4 ♘f6 2.c4 g6 3.♘c3 d5 4.♗f4 ♗g7 5.e3 c5 6.dxc5 ♕a5 7.♕a4† ♕xa4 8.♘xa4 0–0!? 9.♘f3 ♘e4 10.♗e5 ♗d7 11.♘c3 ♘xc3 12.bxc3 dxc4 13.♗xc4 ♖c8 14.♗d4

Diagram Ex. 22-4

14...e5!

(2 points)

14...♘c6 (1 consolation point) is not so strong: 15.♖b1! e5 16.♖xb7 ♗e8 17.♖b1 exd4 18.cxd4 ♖ab8 19.♔e2±

15.♗xe5

15.♘xe5 ♗xe5 16.♗xe5 ♖xc5 17.♗xb8 ♖xb8 18.♗b3=

15...♖xc5 16.♗xg7 ♔xg7 17.♗b3

17.♘d2 ♘c6 18.♖c1 ♘e5!=

17...♖xc3=

Ex. 22-5

G.Hertneck – G.Kasparov

Munich (blitz) 1994

1.d4 ♘f6 2.c4 g6 3.♘c3 d5 4.cxd5 ♘xd5 5.e4 ♘xc3 6.bxc3 ♗g7 7.♘f3 c5 8.♖b1 0–0 9.♗e2 cxd4 10.cxd4 ♕a5† 11.♕d2 ♕xd2† 12.♗xd2 b6 13.d5 ♘a6 14.♗e3 f5!? 15.e5 (15.♗c4! fxe4 16.d6† ♔h8 17.dxe7 ♖e8 18.♘g5 ♖xe7 19.♘f7†) 15...f4! 16.♗d4

Diagram Ex. 22-5

16...♗f5!

(2 points)

This simple trick allows Kasparov to take over the initiative. The solid 16...♗b7!?= (1 point) is also not bad.

17.♖c1 ♘b4 18.♗c4 ♘d3†!

18...♘c2† 19.♔d2 ♘xd4 20.♘xd4 ♗xe5 21.d6† ♔g7 22.dxe7=

19.♔d2 ♘xc1 20.♖xc1 ♖fc8∓ 21.d6†?! ♔f8 22.♘g5 exd6 23.♘xh7† ♔e8 24.♗b5† ♔d8–+ 25.♖d1 dxe5 26.♗c3 ♖xc3 27.♔xc3† ♔e7 28.♘g5 ♖c8† 29.♔b3 ♗c2†

0–1

Ex. 22-6

V.Korchnoi – G.Kasparov

Reykjavik 1988

1.d4 ♘f6 2.c4 g6 3.♘c3 d5 4.cxd5 ♘xd5 5.e4 ♘xc3 6.bxc3 ♗g7 7.♗c4 c5 8.♘e2 ♘c6 9.♗e3 0–0 10.♖b1!? ♘a5 11.♗d3 cxd4 12.cxd4 b6 13.0–0 e6 14.♕a4 ♗b7 15.♖fd1 ♖c8 16.♗d2 ♘c6 17.♗c3 ♕h4! 18.♗e1 ♖fd8 19.f3 ♕e7 20.♗b5?! (20.♗f2 ♗h6!? or 20...♘a5=)

Diagram Ex. 22-6

20...a6!

(2 points)

Once again, Kasparov takes command.

21.♗xa6 ♗xa6

21...♖a8 22.♖xb6 ♘b8 23.♗b4 ♕c7 24.♗a5 ♘xa6 25.♖xa6 ♗xa6 26.♗xc7 ♗xe2 27.♕b4 ♗xd1 28.♗xd8 ♖xd8 is not so good, because of 29.d5! with the idea 29...exd5 30.♕d2 ♗a4 31.♕a5+–.

22.♕xa6 ♘xd4

(another 1 point)

23.♗f2??

23.♘xd4 was necessary: 23...♗xd4† 24.♖xd4 (or 24.♔h1!?∓) 24...♕c5 25.♗f2 ♖xd4 26.♕f1∓

23...♖a8!–+ 24.♕d3

24.♕c4 b5–+

24...♖a3 25.♘xd4

25.♖b3 ♘xf3†!–+

25...♖xd3 26.♖xd3 ♕d7! 27.♖bd1 ♕a4–+

Ex. 22-7

A.Karpov – G.Kasparov

World Ch (11), Seville 1987

1.d4 ♘f6 2.c4 g6 3.♘c3 d5 4.cxd5 ♘xd5 5.e4 ♘xc3 6.bxc3 ♗g7 7.♗c4 c5 8.♘e2 ♘c6 9.♗e3 0–0 10.0–0 ♗g4 11.f3 ♘a5 12.♗xf7† ♖xf7 13.fxg4 ♖xf1† 14.♔xf1 ♕d6 15.♔g1 ♕e6 16.♕d3 ♕c4!? 17.♕xc4† ♘xc4 18.♗f2 cxd4 19.cxd4 e5 20.d5

Diagram Ex. 22-7

20...♗h6!

(2 points)

Black activates his bishop and takes control of the important c1-square.

20...♗f8 (1 point) would be met by 21.a4.

21.h4

21.♖d1 ♘d6 22.♘g3 b6 23.a4 ♖c8 24.a5=

21...♗d2 22.♖d1 ♗a5

22...b5!? 23.♘c1!? followed by ♘b3-c5.

23.♖c1 b5

23...♘d6 24.♘g3 ♗b6?! is not good, on account of: 25.♗xb6 axb6 26.♖c7 ♖a4 27.♖e7 ♘xe4 28.♘xe4 ♖xe4 29.d6 ♔f8 30.♖xh7! (30.♖xb7 ♖d4 31.♖xb6±) 30...♔e8 31.h5+–

24.♖c2 ♘d6 25.♘g3 ♘c4

Black has compensation for the pawn minus.

Ex. 22-8

R.Hübner – G.Kasparov

Brussels 1986

1.d4 ♘f6 2.c4 g6 3.♘c3 d5 4.♘f3 ♗g7 5.♕a4†?! ♗d7 6.♕b3 dxc4 7.♕xc4 0–0 8.e4 b5! 9.♕b3 c5 10.e5 ♘g4 11.♗xb5 (11.♕d5 cxd4! [or 11...♘c6!? 12.♕xc5 ♖c8!=∞] 12.♘xd4 [12.♕xa8 dxc3∓] 12...♕b6 13.♗xb5 ♗xe5∓) 11...cxd4 12.♘xd4 ♗xb5 13.♘dxb5 a6 14.♘a3

Diagram Ex. 22-8

14...♕d4!

(2 points)

14...♕d3?! only gives Black the chance of a perpetual check after: 15.♕d5 ♘xe5 16.♕xa8 ♘bc6 17.♕b7 ♘f3† 18.gxf3 ♕xf3 19.♖g1 ♗xc3†

15.♕c2

15.0–0 ♕xe5 16.g3 ♕h5 gives Black an attack.

15...♘c6 16.♕e2 ♕xe5! 17.♕xe5

17.♘c4 ♕xe2† 18.♘xe2 ♘b4 19.0–0 ♖ac8∓

17...♘gxe5 18.0–0 ♘d3 19.♖b1 ♖ab8 20.♖d1 ♖fd8 21.♔f1 f5! 22.♔e2 ♘ce5!∓

The annotations are based on analysis by Kasparov.

Ex. 22-9

B.Gelfand – G.Kasparov

Astana 2001

1.d4 ♘f6 2.♘f3 g6 3.c4 ♗g7 4.♘c3 d5 5.♗g5 ♘e4 6.♗f4 ♘xc3 7.bxc3 c5 8.e3 0–0 9.cxd5 cxd4 10.cxd4 ♕xd5 11.♗e2 ♘c6 12.0–0 ♗f5 13.♕a4 ♕a5 14.♕b3 ♗e4 15.♖fc1 ♖ac8 16.h3

Diagram Ex. 22-9

16...e5!

(2 points)

17.♘xe5

17.♖c5 is followed by 17...♗xf3!

(another 1 point)

18.♗xf3 (18.♖xa5 ♘xa5 19.♕b2 ♗xe2 20.♗xe5 ♗xe5 21.♕xe2 ♗b8∓) 18...♘xd4! 19.♖xa5 ♘xb3 20.axb3 exf4∓.

If 17.dxe5 ♘xe5 18.♖xc8, then: 18...♘xf3† (18...♖xc8 19.♘xe5 ♗xe5 20.♗xe5 ♕xe5 21.♖d1=) 19.gxf3 ♖xc8 20.♖d1 ♗c6 21.e4∓

17...♘xe5 18.♗xe5 ♗xe5 19.dxe5=

Ex. 22-10

H.Wegner – G.Kasparov

Hamburg simultaneous 1987

1.d4 ♘f6 2.c4 g6 3.♘c3 d5 4.♘f3 ♗g7 5.♕b3 dxc4 6.♕xc4 0–0 7.e4 a6 8.♕b3 c5 9.dxc5 ♘bd7 10.♕b4 ♕c7 11.♘a4 a5 12.♕c4 ♘e5 13.♘xe5 ♕xe5 14.♗d3 ♖d8 15.f3 ♗e6 16.♕c2 ♘d5! 17.a3

Diagram Ex. 22-10

17...♗d7!

(3 points)

Now the knight on a4 will be hanging too.

Not so strong is 17...f5 (1 point) 18.♗c4±, nor 17...♘f4 (1 point) 18.♗b5=.

18.♗c4?!

18.f4 would be more resilient: 18...♘xf4 19.♗xf4 ♕xf4 20.♘b6 ♖ab8 21.♘d5 ♕e5∓

18...♗xa4 19.♕xa4 ♘c3! 20.bxc3

20.♕c2 ♖d1†–+

20...♕xc3† 21.♔e2 ♕xa1 22.♕b3 e6 23.♖f1 ♕e5

0–1

Solutions

Ex. 22-11

M.Gurevich – G.Kasparov

USSR Ch, Moscow 1988

1.d4 ♘f6 2.♘f3 g6 3.c4 ♗g7 4.♘c3 d5 5.♕b3 dxc4 6.♕xc4 0–0 7.e4 ♘a6 8.♗e2 c5 9.d5 e6 10.0–0 exd5 11.exd5 ♖e8 12.♗f4 ♗f5 13.♖ad1 ♘e4 14.♗d3 ♗xc3 15.bxc3

Diagram Ex. 22-11

15...b5!

(2 points)

16.♕xb5 ♘xc3 17.♕xa6

17.♕c4 ♘xd1 18.♗xf5 ♕f6 19.♗d7 ♘b2=

17...♗xd3!

Not 17...♘xd1 18.♖xd1 ♕xd5 19.♗e2±.

18.♕xd3 ♘e2† 19.♔h1 ♘xf4 20.♕c4 ♕d6=

Ex. 22-12

A.Beliavsky – G.Kasparov

Belfort 1988

1.d4 ♘f6 2.c4 g6 3.♘c3 d5 4.♘f3 ♗g7 5.♕b3 dxc4 6.♕xc4 0–0 7.e4 ♘a6 8.♗e2 c5 9.d5 e6 10.♗g5 exd5 11.♘xd5 ♗e6 12.0–0–0 ♗xd5 13.♖xd5 ♕b6 14.♗xf6 ♕xf6 15.e5 ♕f5! 16.♗d3 ♕c8 (16...♕e6!? 17.♖d6 ♕e7∞) 17.♖d1

Diagram Ex. 22-12

17...b5!

(2 points)

Black takes over the initiative.

17...♘b4 (1 point) just leads to equality: 18.♖xc5 ♕xc5 19.♕xc5 ♖ac8 20.♕xc8 ♖xc8† 21.♔b1 ♖d8=

18.♕h4

18.♕xb5? ♘c7∓

18...♘b4 19.♗xg6?

Better is 19.♖d6 c4 20.♗e4 c3! 21.♖1d4∞.

19...fxg6

19...hxg6?? 20.♘g5 ♖e8 21.♖d7+–

20.♖d7 ♕e8! 21.♖e7

21.a3 ♘c6 22.e6!? ♖xf3! 23.♖xg7† (23.gxf3 ♕xe6 24.♕e4 ♕f6–+) 23...♔xg7 24.♖d7† ♕xd7 25.exd7 ♖f6–+

21...♗h6†! 22.♔b1 ♖d8! 23.♖d6

23.♖e1 g5!–+

23...♕c6! 24.a3

24.♕xh6 ♕e4†–+

24...♖xd6 25.exd6 ♕xd6 26.axb4 cxb4–+

Scoring

Maximum number of points is **28**

24 points and above → **Excellent**
19 points and above → **Good**
14 points → **Pass mark**

*If you scored less than **14** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 23

Contents

✓ Methods of calculating variations
✓ The heart of the elimination method
✓ The elimination method in defence
✓ The elimination method as a safeguard
✓ The elimination method in better positions

The elimination method

We have already learned a few different methods for the calculation of variations. Just like the ideas of 'candidate moves' or the 'comparison method', the elimination method can save us time and energy (please see Chapter 17 of *Build Up Your Chess 3*).

But here I must emphasize yet again that there is no universal way of calculating variations. Even the elimination method only helps us in specific situations. **You must use the correct method for the appropriate situation!**

Sometimes it is rather difficult to calculate precisely and to evaluate the strongest move. But it is often simpler to be convinced that all the other moves are bad. By using the elimination method – **eliminating all bad moves from any further calculation** – we can come to a correct decision more easily and quickly.

The **elimination method is used mainly in defence.** If, for example, we see that all other moves will lose, then we can, if time is short, play the only remaining move without calculation, in the hope that it can still save us. But in this case it is very important to find **all the candidate moves** and to calculate the variations accurately. Otherwise we can come to a false conclusion.

The elimination method can also be used as a safeguard, in order to confirm that the move we want to play is actually the best one. Then we perhaps do not need to calculate the main variation with quite the same precision, since all we have to do is to establish that the other moves are worse.

Whenever the elimination method is used in a position in which we stand better, then we absolutely have to calculate the main move. Otherwise there is the danger that we may examine and discard a drawing variation, but then go on to make a losing move without checking it! Nevertheless, we can save some energy if we see that the main move does not cause us any problems and is sufficient for at least a draw. After that, there is no need for us to calculate it any further.

The following examples show how the elimination method is used in praxis. Try first of all to solve the problems of these positions for yourself before comparing what you have found with the solutions.

Diagram 23-1 ▼

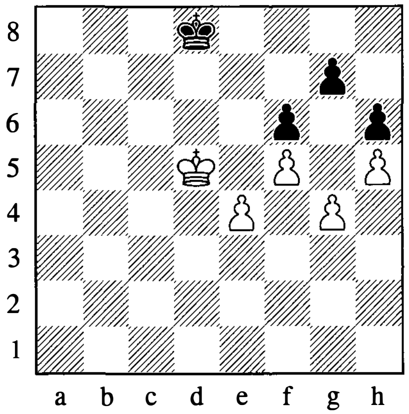


Diagram 23-1

M.Dvoretsky

1968

In this position Black has three reasonable candidate moves: 1...♔d7, 1...♔e7 and 1...♔e8. We first analyse the two 'natural' moves, 1...♔e7 and 1...♔d7.

1...♔e7? loses after 2.e5! fxe5 (otherwise e5-e6 will be played with an easy win) 3.♔xe5⊙. Here it is unfortunately Black to move: 3...♔f7 4.f6! gxf6† 5.♔f5+– and Black is once more in zugzwang. He must abandon one of the key squares (e6 or g6) to the white king.

1...♔d7? is followed by 2.e5 fxe5 3.g5! (not 3.♔xe5? ♔e7=) 3...hxg5. Otherwise White simply exchanges on h6, captures the e5-pawn, then puts his pawn on f6 and wins by the well-known triangulation manoeuvre. 4.f6! ♔e8 (4...gxf6 5.h6+–) 5.fxg7 ♔f7 6.h6 g4 7.♔e4⊙ Here we have a position of mutual zugzwang, with Black to move! 7...♔g8 8.♔f5+– with the double threat of ♔g6 and ♔xg4.

1...♔e8!

Once we have analysed the other two moves precisely, we need waste no time on making this third move, even without calculating any variations, since the other moves lose and can therefore be eliminated!

2.♔e6

2.♔d6 doesn't change anything: 2...♔f7 3.♔d7 ♔f8 4.♔e6 ♔e8 5.e5 fxe5 and now 6.f6?? would even lose to 6...gxf6 7.♔xf6 e4 8.g5 ♔f8!–+.

2...♔f8 3.e5

3.g5? is bad, because of 3...hxg5 4.h6 gxh6 5.♔xf6 g4 6.e5 g3 7.e6 g2 8.e7† ♔e8–+ and White is one tempo short.

3...fxe5 4.♔xe5 ♔e7!=

The squares e7 and e5 are corresponding squares. Black should always ensure that he gets this position with White to move.

Diagram 23-2 △

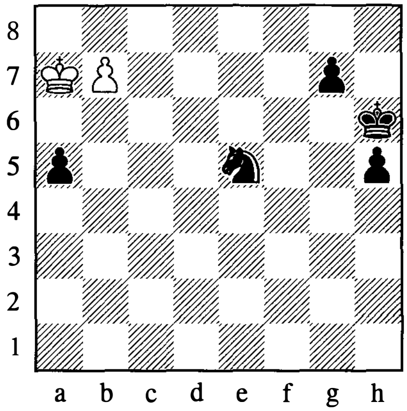


Diagram 23-2

L.Szabo – A.Groszpeter

Kecskemet 1984

Black threatens ...♘d7. White has two candidate moves, 1.♔b6 and 1.♔b8. Let us first examine the 'normal' move.

1.♔b6 loses, on account of 1...♘d7† 2.♔c6 (2.♔c7? ♘c5–+) 2...♘b8† 3.♔c7 a4 4.♔xb8 a3 5.♔c7 (or 5.♔c8 a2 6.b8♕ a1♕ 7.♕f4† ♔h7 8.♕f5† g6 followed by 9...♕g7) 5...a2 6.b8♕ a1♕ 7.♕h8† ♔g5–+.

1.♔b8!!

It is impossible to play such a move if one has not first eliminated the normal move!

1...♘c6†

1...♘d7† is met by 2.♔c8! ♘b6† 3.♔d8+–.

2.♔c7 ♘b4 3.♔b6!

And the white pawn will make it through.

Of course not 3.b8♕?? ♘a6†–+.

3...♘d5† 4.♔xa5 ♘e7 5.♔b5

1–0

Diagram 23-3 ▼

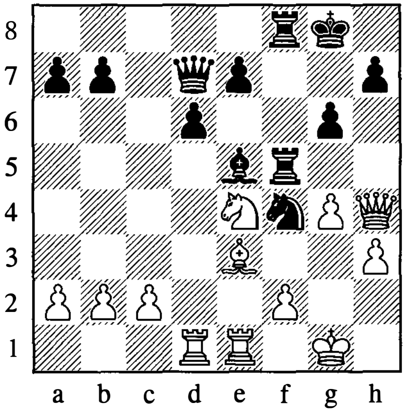


Diagram 23-3

G.Ravinsky – V.Antoshin

Moscow 1958

There are three possibilities: 1...♗f6, 1...♘xh3† and 1...♖5f7.

It is very easy to eliminate the move 1...♗f6?. After 2.♘xf6† ♖5xf6 3.♗xf4 ♖xf4 4.♖xe7, White wins on the spot.

To find the correct solution, you should also calculate accurately the tempting variation 1...♘xh3†. This was the actual game continuation.

1...♘xh3†?! 2.♕xh3 ♖h5

White now has a strong intermediate move.

3.♘c5!

3.♕g2?! would be worse: 3...♖h2 4.♕xh2 ♗xh2† 5.♔xh2 ♕xg4∞

After 3.♕f1? ♗h2† 4.♔h1 ♕xg4 5.♕g2 ♕f5 Black would have a dangerous attack.

3...♕c8

3...dxc5? 4.♕g2+–

4.♕g2 ♖h4 5.♕d5† ♔h8?!

5...♖f7 would be more stubborn, although White is still doing well after 6.♘e6±.

6.f3 ♗h2† 7.♔g2 dxc5 8.♕g5!+– ♕c6 9.♕xh4 ♖xf3 10.♔xh2 ♕c7† 11.♔g2 ♕c6 12.♔g1

1–0

The correct move is:

1...♖5f7!

It would be best to analyse this move too, since it also leads to a loss of material. But if we see that Black obtains some compensation, we can manage without any further consideration.

2.♘g5 ♖g7! 3.♗xf4 ♗xf4 4.♘e6

Diagram 23-4

If we see this position in our calculations and too quickly evaluate it as advantageous to White, then that can lead us to a false conclusion. This example shows that the elimination method must be employed with great care.

4...♖f6 5.♘xg7 g5!

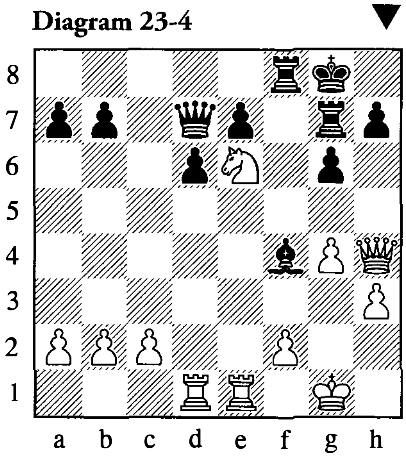
Now the white queen is in danger.

6.♕h5 ♔xg7 7.♖d5 ♖g6 8.♖f5

Or 8.♖e4!?=.

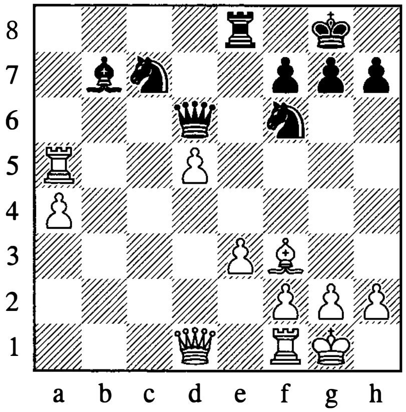
8...e6 9.♖xf4 gxf4 10.♕a5=

Diagram 23-4

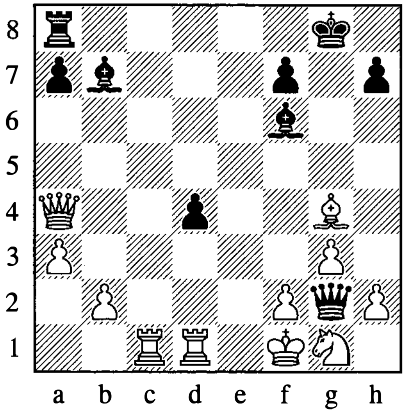


Exercises

➤Ex. 23-1➤ ★★★ ▼


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

➤Ex. 23-2➤ ★★ △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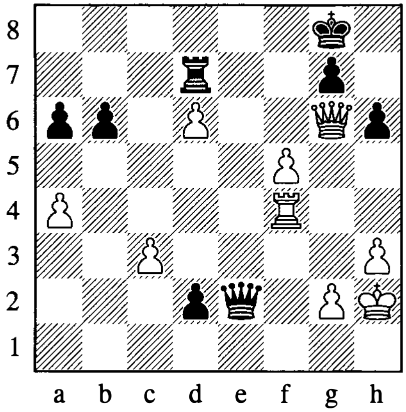
➤Ex. 23-3➤ ★★★★ △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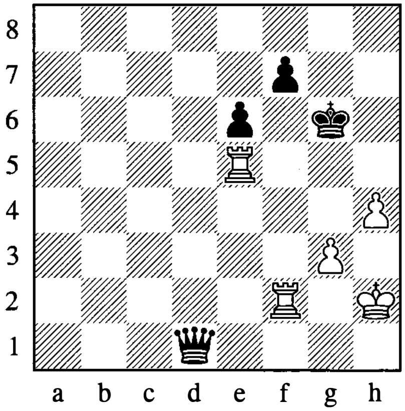
➤Ex. 23-4➤ ★★★ ▼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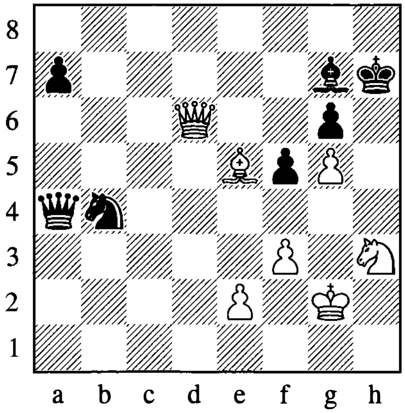
➤Ex. 23-5➤ ★★★ ▼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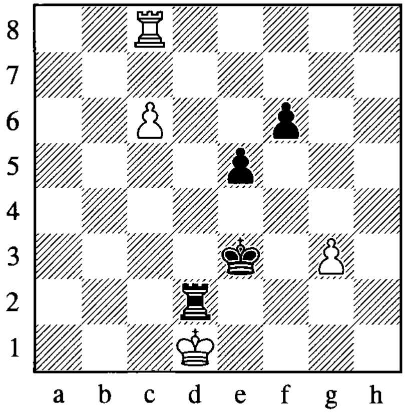
➤Ex. 23-6➤ ★★ △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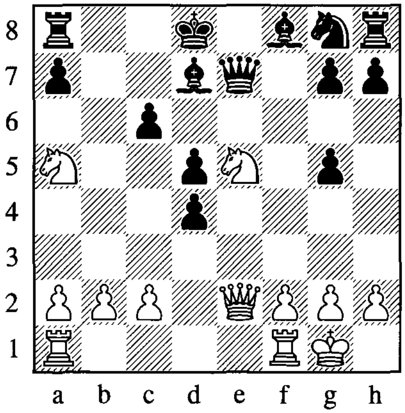
Exercises

➤Ex. 23-7◀ ★★★ ▼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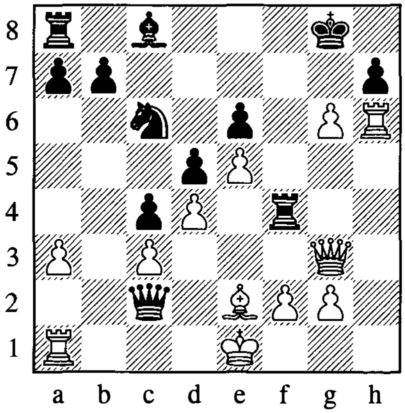
➤Ex. 23-8◀ ★★★ ▼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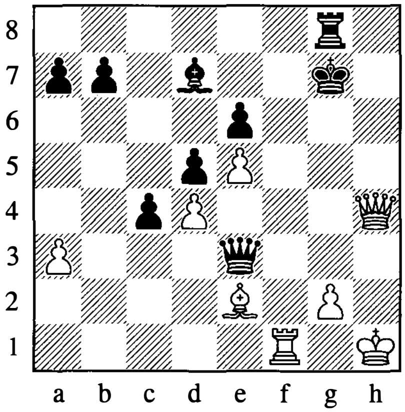
➤Ex. 23-9◀ ★★★★ ▼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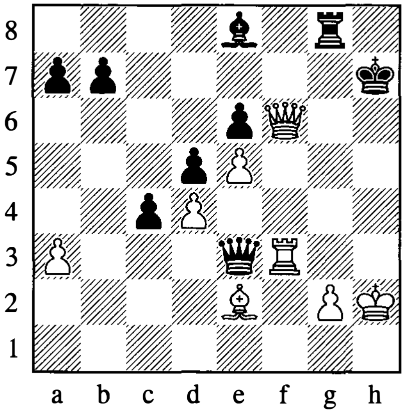
➤Ex. 23-10◀ ★★ ▼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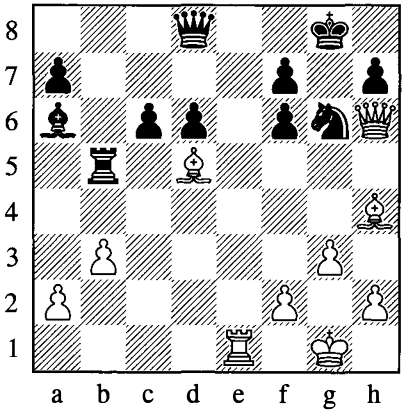
➤Ex. 23-11◀ ★★★★ ▼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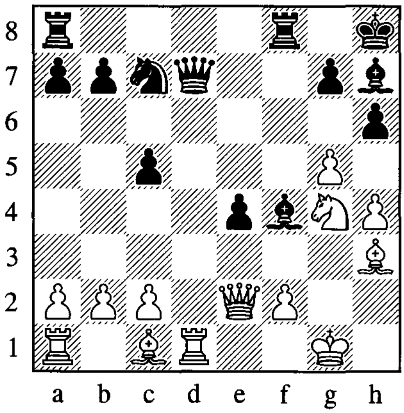
➤Ex. 23-12◀ ★★★ ▼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Solutions

Ex. 23-1

A.Yusupov – L.Ljubojevic

Tilburg 1987

26...♗xd5?

Black could consider several alternatives, but only one of them is any good:

a) 26...♘fxd5? 27.e4 ♕b4 28.♖xd5±

b) 26...♘cxd5? 27.♕b3 ♗c6 28.♖d1 ♕b4 29.♕xb4 ♘xb4 30.♗xc6 ♘xc6±

c) 26...♕b4? 27.♖a7± (or 27.♕e1±)

d) 26...♗a6!

(3 points)

27.♗e2 (27.♖e1 ♕b4!∓) 27...♕b6∓

Both players had overlooked this resource. It is important to find all the candidate moves!

27.♕d4!± ♕e6

27...♘e6? 28.♖xd5+–

28.♗xd5 ♘cxd5 29.♖d1 ♖c8 30.♖c5! ♖xc5 31.♕xc5 h5 32.a5 ♕e4 33.h3 g6 34.♕c6 ♕b4 35.a6 ♕a5 36.♕b7

Or 36.e4 ♘c3 37.a7 ♕xa7 38.♖d8†+–.

36...♕a4

36...♘c7 37.a7 ♘fe8 38.♖d8+–

37.♖b1

1–0

Ex. 23-2

A.Yusupov – L.Ljubojevic

Bugojno 1986

25.♔e1?

White refuses the offer of a draw and loses! Correct is the modest 25.♔e2 ♕e4† 26.♔f1=

(1 point)

(but not 26.♔d2?? ♗g5† 27.f4 ♕e3† 28.♔c2 ♗e4†–+).

25...♕xg1† 26.♔e2 d3†!

(another 1 point for spotting this idea)

27.♔xd3

27.♔e3 ♗g5†

27...♕xf2 28.♖c7 ♕xb2?!

Stronger is 28...♕xh2! 29.♖xb7 ♕xg3† 30.♔c2 ♕g2† 31.♔b1 ♕xb7∓.

29.♖d2?

White loses after 29.♕b4 ♖d8† 30.♖d7 ♗a6† 31.♔e3 ♖e8† 32.♔f4 ♕e5† 33.♔f3 ♕e2† 34.♔f4 ♕e3† 35.♔f5 ♕e5#.

However, 29.♗c8!∞ (Δ29...♖xc8 30.♕g4†) would put White right back in the game.

29...♕b6 30.♖xb7

30.♖d7 loses to 30...♖e8–+, but with 30.♖dc2!? ♖d8† 31.♔e2 White could struggle on.

30...♕xb7 31.♕b4 ♕c6 32.♔e2 ♗c3

0–1

Ex. 23-3

Variation from the game

A.Yusupov – V.Ivanchuk

Candidates Match (10), Brussels 1991

37.♕e6†!

(1 point)

37.f6? loses to 37...♕e5!–+.

(1 point for this variation)

But note that 37...d1♕? only draws: 38.f7† ♔f8 39.♕h7 (or 39.♕xg7† ♔xg7 40.f8♕† ♔h7 41.♕f5†=) 39...♕xg2† 40.♔xg2 ♕d5†=

37.♖d4? is also bad, because of: 37...♕e5† 38.♔h1 (38.♕g3 ♕xd4 39.cxd4 d1♕ 40.♕e5 ♕h5–+) 38...♔f8! (but not 38...♖f7 39.♕g4= and if 39...♖xf5? then 40.♕xf5! ♕xf5 41.d7 ♕f1† 42.♔h2 ♕f4† 43.♖xf4 d1♕ 44.♖d4+– Dvoretsky) 39.♕e6 (39.♕g4 ♖xd6–+) 39...♕xd4 40.cxd4 d1♕† 41.♔h2 ♕xa4–+

(another 1 point for this variation)

37...♕xe6 38.fxe6 d1♕

38...♖xd6 39.e7 ♖e6 40.♖d4 ♖xe7 41.♖xd2=

39.e7!!=

(another 1 point)

Ex. 23-4

A.Yermolinsky – G.Kaidanov

USA Ch, Bloomington 1993

44...♔g7?

This loses. Black should play: 44...♕d7

(1 point)

45.♖g5† ♔h7! (45...♔h6? 46.♖f6† ♔h7 47.♖g4 e5 48.♖g5±) 46.♖f6 ♕e7=

Solutions

45.♖g5† ♔f8 46.♖g6!+–

(another 2 points for this variation)

White threatens both ♖xe6 and ♖gf6.

46...e5

46...♕d7 47.♖gf6+–

47.♖gf6 e4 48.♖xf7† ♔g8 49.♖e7 ♕d3 50.♖f4 e3 51.♖fe4 ♕c2† 52.♔h3 ♕c8† 53.g4 ♕c1 54.♖xe3 ♕h1† 55.♔g3 ♕g1† 56.♔f4 ♕f2† 57.♔g5 ♕d2 58.♔g6

1–0

Ex. 23-5

V.Korchnoi – H.Spangenberg

Buenos Aires 1993

41...♕a6!

(3 points)

The exchange of queens solves all Black's problems.

Other moves are weaker:

a) 41...♗xe5 42.♕xe5 ♕d7 (1 consolation point) 43.♘f4±

b) 41...♕b5 (1 point) is followed by: 42.♗xg7 ♕xe2† 43.♘f2 ♘c2 (43...♔xg7 44.♕xb4+–) 44.♗d4 ♘e1† 45.♔h2 ♘xf3† 46.♔g3 ♘xd4 47.♕xd4±

c) 41...♕e8 (1 point) 42.♗xg7 ♕xe2† transposes into line 'b'.

42.♕xa6 ♘xa6 43.♗d6 ♗c3

The knight is immediately freed.

44.e4 fxe4 45.fxe4 ♗b4 46.e5 ♔g7 47.♔f3 ♗xd6 48.exd6 ♘c5 49.♔e3 ♔f7

½–½

Ex. 23-6

C.Schubert – S.Dolmatov

Groningen 1977

51.♔c1?

It is not at all easy to calculate that White can draw with 51.♔e1!:

(1 point)

a) 51...♖g2 52.♔f1 ♖xg3 53.♖f8=

b) 51...♖c2 52.♔d1 (52.♔f1? ♔f3!–+) 52...♖c5 53.c7 e4 54.♖f8 (or 54.g4=) 54...♖xc7 55.♖xf6=

But it is somewhat easier to establish that the other king move loses!

51...♖d6!

(another 1 point for this variation)

The white king is cut off.

52.c7 ♖d7–+ 53.♔b2 e4 54.♖f8

Or 54.g4 ♖f7!–+ (but not 54...♔f4 55.g5!) intending 55...♔f3.

54...♖xc7 55.♖xf6 ♖g7 56.♖c6?!

56.♔c2!? gives Black the chance to go wrong with 56...♖xg3? 57.♖e6! ♖g1 58.♖e8 ♖e1 59.♖h8!=, but instead 56...♔e2! wins.

56...♖xg3 57.♖c3† ♔f4 58.♖c8 ♖d3 59.♔c2 ♖d7 60.♖h8 e3

0–1

Ex. 23-7

P.Svidler – S.Dolmatov

Haifa 1995

13...♕e8!

(3 points)

The strongest solution. Black protects the c6-pawn and prepares the development of the dark-squared bishop.

Both 13...♔c7? 14.♕a6 and 13...♖c8 14.♖fe1 give White attacking chances.

13...♕f6!? (1 point) is not as strong as the game move, due to 14.♖fe1 (14.♘xd7 ♔xd7 15.♕a6 ♖c8∓) 14...a6!? (14...♗b4 15.♕a6!) 15.♘xd7 ♔xd7 16.♕g4† ♔d6 17.♕g3†=.

13...♕e6!? (2 points) is quite good too, as 14.♘exc6†? is strongly met by 14...♔c7.

14.♖fe1 ♔c7∓

14...♗b4?! 15.♕a6 ♗xe1 16.♖xe1 is rather dangerous for Black.

15.♕f3 ♗b4 16.♕g3 ♗d6 17.c4 ♘f6

17...dxc3 is not so clear after 18.♕xc3 ♗xe5 19.♖xe5 ♕f7 20.♖c1.

18.♘axc6?!

18.c5! ♗xe5 19.♖xe5 ♘h5 20.♖xe8† (20.♕xg5 h6 21.♕xh5 ♕xh5 22.♖xh5 g5–+) 20...♘xg3 21.♖xh8 ♖xh8 22.hxg3 ♖b8 23.♘b3 a5∓ (Dolmatov)

Solutions

18...♘e4 19.♖xe4 dxe4 20.c5 ♗xe5 21.♘xe5 ♔c8?! 22.♘c4?!

22.c6 ♗e6 23.♕a3 a5∓

22...♕e7 23.♘d6† ♔d8–+ 24.♕b3 ♗c6 25.♕c4 ♕f6

0–1

Ex. 23-8

V.Heuer – M.Dvoretsky

Viljandi 1972

18...♗d7!

(2 points)

Everything else loses:

a) 18...♘e7? 19.gxh7† ♔h8 20.♕g7†!! ♔xg7 21.h8♕†+– ♔f7 22.♗h5† ♕g6 23.♖h7#

(another 1 point for this variation)

b) 18...♖f8? 19.♖xh7+– and Black is defenceless, e.g. 19...♕f5 20.♖h5 ♕f4 21.♕h3 ♕xf2† 22.♔d1 ♔g7 23.♖h7†+–.

c) 18...hxg6? 19.♖xg6† ♔f7 20.♖g7† ♔f8 21.♖g8† ♔e7 22.♕g5† ♔d7 23.♖g7†+–

19.♔f1

Or 19.♖xh7 ♖e4 and now:

a) 20.♔f1 ♕xe2† 21.♔g1 ♕g4 22.♕h2 ♕xg6 23.♖h8† ♔f7 24.♖xa8∞

b) 20.♕f3? ♖xe2† 21.♔f1 ♕xg6! 22.♖xd7 (22.♖h3 ♖a2–+) 22...♖xe5–+

c) 20.♖h8†! ♔g7! 21.♖h7† ♔g8=

19...♖af8 20.gxh7†?!

20.♖xh7!=

20...♔h8 21.♖g6 ♖xf2† 22.♔g1 ♘e7?

22...♖2f7! 23.♖g8† ♔xh7 24.♖g4 ♔h8! 25.♖f1 ♖xf1† 26.♗xf1 ♖xf1†! 27.♔xf1 ♕d3†∓

23.♖g8† ♘xg8 24.hxg8♕† ♖xg8 25.♕xf2 ♕xc3!

25...♕g6 26...♕h4†±

26.♕h4†

26.♖f1? ♕g3

26...♔g7 27.♖f1 ♕e3† 28.♔h1

See Ex. 23-9.

For 28.♔h2 ♗e8 29.♕f6† ♔h7 30.♖f3, see Ex. 23-10.

After 28.♖f2 ♗e8 29.♕f6† ♔h7= White should take the perpetual check.

Ex. 23-9

V.Heuer – M.Dvoretsky

Viljandi 1972

28...♗e8!

(1 point)

The only move. All the alternatives lose:

a) 28...♕xe2? 29.♕g5†!+–

(1 point for this variation)

b) 28...♕h6? 29.♖f7†!+–

(another 1 point for this variation)

c) 28...♖h8? 29.♗h5!

(another 1 point for this variation)

29...♗e8 (29...♖xh5 30.♕xh5 ♗e8 31.♕xe8 ♕h6† 32.♔g1 ♕e3† 33.♔h2 ♕h6† 34.♔g3 ♕g5† 35.♔h3 ♕h6† 36.♔g4+–) 30.♕e7† (or 30.♖f7†! ♗xf7 31.♕f6†+–) 30...♔h6 31.♗xe8+–

29.♖f3??

29.♕f6† is correct: 29...♔h7 30.♖f3 ♕xe2 31.♖h3† ♗h5 32.♕f7† ♔h6 33.♕xg8 ♕f1† 34.♔h2 ♕f4† 35.♕g3 (35.♖g3 ♕h4† 36.♔g1 ♕xd4†=) 35...♕xg3† (35...♕xd4? 36.♖h4+–) 36.♖xg3 (36.♔xg3 ♔g5⇄) 36...♗g6 and Black has counterplay in the ending.

29...♕h6

29...♕xf3 30.♗xf3 (or 30.♕g5† ♔f7–+) 30...♖h8–+ would have been simpler.

30.♖g3† ♗g6 31.♗h5 ♔h7 32.♖g5 c3!

White resigned, in view of 33.♗xg6† (or 33.♔g1 c2) 33...♖xg6 34.♖h5 ♕xh5 35.♕xh5† ♖h6–+.

The notes are based on analysis by Dvoretsky.

Ex. 23-10

Variation from the game

V.Heuer – M.Dvoretsky

Viljandi 1972

30...♖xg2†!!

30...♕xe2? is hopeless here, because of 31.♖h3† ♗h5 32.♕f7† ♔h6 33.♕xg8+–.

(1 point for this variation)

31.♔xg2 ♕xe2†=

(another 1 point)

Solutions

There is no need to calculate any further, since the alternative 30...♕xe2? clearly loses.

Ex. 23-11

Variation from the game

V.Smyslov – A.Mestel

Hastings 1972

Black has a lot of bad moves at his disposal:

a) 22...cxd5? 23.♗xf6 ♕f8 24.♖e8+–

(1 point for this variation)

b) 22...♖b8? (or 22...♖c5?) 23.♗xf7†! ♔xf7 24.♕xh7† ♔f8 25.♕xg6+–

c) 22...♘xh4? 23.♗xf7†

(another 1 point for this variation)

23...♔xf7 24.♕xh7† ♔f8 25.♕h8† ♔f7 26.♕xd8 ♘f3† 27.♔h1 ♘xe1 28.♕d7† ♔f8 29.♕xd6† ♔f7 30.♕d7† ♔f8 31.♕e6+–

d) The situation is somewhat more complicated after 22...♖xd5? 23.♗xf6 ♕f8 24.♖e8 ♖d1† 25.♔g2 ♗f1† 26.♔f3.

(another 1 point for this variation)

Black can fight on with 26...♗e2†! (26...♖d3†? 27.♔g4 ♗e2† 28.f3 ♗xf3† 29.♔h3+–) 27.♔xe2 ♕xe8† 28.♔xd1 ♕f8±.

That only leaves:

22...♕f8!

(1 point)

23.♕xf8† ♔xf8 24.♗xc6 ♖c5=

Black will play ...♘xh4 next.

Ex. 23-12

L.Gutman – M.Dvoretsky

Tbilisi 1979

22...♕f5?

It is wrong to unpin the g4-knight with 22...♕e7? 23.♘f6!

(1 point for this variation)

23...gxf6 (23...♗xc1!? 24.♘xh7∞) 24.♗xf4 ♘e6 25.♗d6±.

So Black is right to maintain the pin, but he chose the wrong square for his queen! Correct is 22...♕e6!

(1 point)

23.gxh6 (the difference between 22...♕e6! and 22...♕f5? can be seen in the variation 23.♗xf4 ♖xf4!) 23...gxh6 24.♗d2 ♗xd2 25.♕xd2 ♖f3!–+.

23.gxh6 ♕g6

23...gxh6 24.♗xf4 ♕xf4 25.♕e3!=

(another 1 point for this variation)

23...♖g8 24.♗xf4 ♕xf4 25.♕e3!=

24.♖d7! ♘e6 25.hxg7† ♘xg7 26.♗d2! ♗xd2 27.♕xd2 ♖f3 28.♔h2∞

½–½

Scoring

Maximum number of points is 36

30 points and above ➤ **Excellent**

24 points and above ➤ **Good**

18 points ➤ **Pass mark**

*If you scored less than **18** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 24

Contents

- ✓ Peculiarities of the knight
- ✓ Role of the pawn structure
- ✓ Correct pawn formations
- ✓ Knight and pawn against bishop
- ✓ Advantages of the knight over the bishop
  - Barriers
  - Closed positions and agile knights
  - Play on one flank

Knight against bishop

In this chapter we shall study endings in which the knight is at an advantage compared to the bishop.

The subject of bishop against knight is of great strategic importance and has already been discussed in my previous books (*Build Up Your Chess 2*, Chapter 6 and *Boost Your Chess 2*, Chapter 17), as well as in Chapter 13 of this volume.

We established that a knight needs **protected squares** and must get up close to the opposing pieces; it is better when the struggle is on a **single flank** or in a **closed position**. The knight is very effective at setting up a **barrier** to the opposing king, or in constructing a **fortress**.

In contrast to the bishop, a knight is a much more agile piece and can attack in turn squares of both colours.

For the evaluation of these endings, the pawn structure plays a very important role, because **pawns are able to limit the activity of minor pieces** quite considerably.

A safe pawn set-up in the struggle against a bishop is, of course, achieved by placing the pawns on the opposite colour of squares to that of the bishop. However, it is sometimes also possible to restrict the activity of the bishop with pawns positioned on the 'wrong' squares.

The ending of knight and pawn against bishop

In some cases the bishop can successfully prevent the promotion of the pawn, even without the help of its king.

Diagram 24-1 △

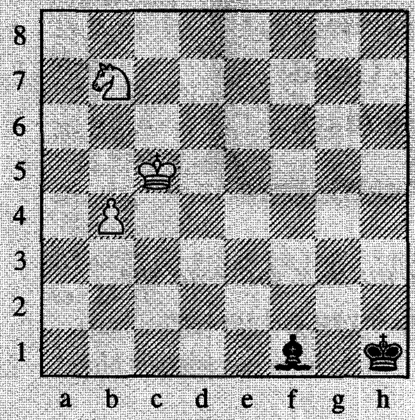


Diagram 24-1

J.Nunn

1995

1.♘d6

Threatening ♘c4.

1...♗a6

The bishop can stop the b-pawn on b4 by taking up a position on the f1-a6 or the a4-e8 diagonal.

2.♘b5

After 2.♘c4 Black makes a waiting move, such as 2...♔g1=.

2...♔g1 3.♔b6 ♗c8 4.♘d4 ♗d7 5.♘c6

The only idea for White is to block the diagonal.

5...♗h3 6.♔c5

6.b5 is simply met by 6...♗f1=.

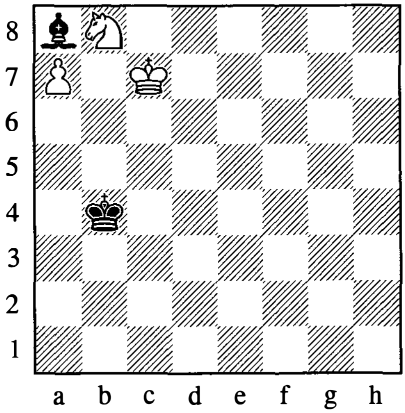
6...♗f1 7.♘e5 ♗a6=

Diagram 24-2

B.Horwitz

1885

Diagram 24-2 △



The chances of a win increase when the pawn is further advanced and the bishop can only operate on a single diagonal. But here White has greater difficulties to overcome, because Black is aiming to construct a known fortress.

1.♔b6!!

It is necessary to prevent the black king getting close to the pawn.

1...♔c4 2.♘a6 ♔d4

2...♗h1 3.♘c5 ♗a8 4.♘b7 ♔d5 5.♔c7 ♔e6 6.♘a5!+– transposes to the main line.

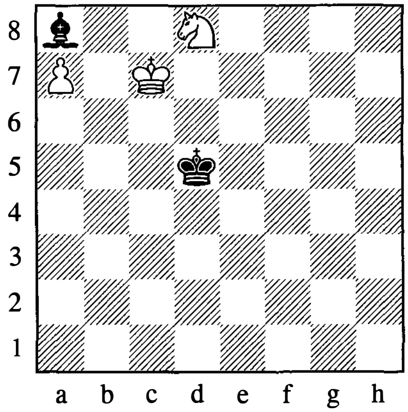
3.♘c7 ♗g2 4.♘e6† ♔e5 5.♘d8

Threatening to block the diagonal by 6.♘b7.

5...♗a8 6.♔c7 ♔d5!

Diagram 24-3

Diagram 24-3 △



7.♘b7

7.♔b8? would be wrong, on account of 7...♔d6! 8.♔xa8 ♔c7= with a fortress (see *Boost Your Chess 1*, Diagram 6-9).

7...♔e6 8.♘a5!

8.♔b8? ♔d7!=

8...♔e7 9.♔c8!

The black king is ideally placed on e7. So White simply waits!

9.♔b8? ♔d8 10.♘b7† ♔d7⊙=

9...♔e8

If 9...♔d6, then 10.♔b8 ♔d7 11.♘b7⊙. This is an important position of mutual zugzwang.

10.♘c4! ♔e7

10...♗h1 is followed by 11.♘d6† and then 12.♘b7+–.

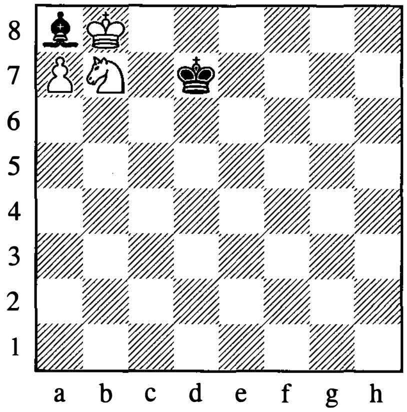
11.♔b8 ♔d8

11...♔d7 loses to 12.♘b6†.

12.♘a5 ♔d7 13.♘b7!

Diagram 24-4

Diagram 24-4 ▼



A position of mutual zugzwang, with which we are already acquainted.

13...♔c6 14.♔xa8 ♔c7 15.♘d6+–

Advantages of the knight over the bishop

In the following, we take a look at some of the typical advantages and ideas for the stronger side, as well as some defensive options for the side with the bishop.

Barriers

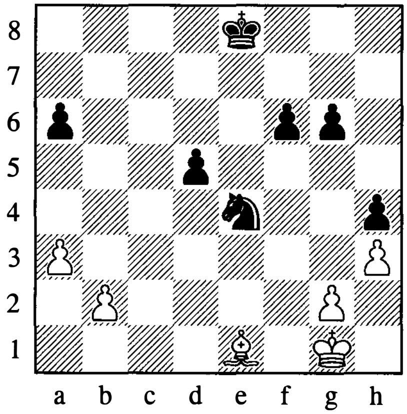
The barrier is an important method to keep the opposing king out of the game. Barriers are useful not only in defence, but also in better positions.

Diagram 24-5

D.Bernstein – A.Yusupov

European Team Ch, Skara 1980

Diagram 24-5 ▼



Black sets up a barrier against the white king.

42...d4 43.♔f1 d3–+

The white king now cannot get into the game.

44.♗a5

White cannot take the h-pawn: 44.♗xh4 d2 45.♔e2 g5–+

44...♔d7 45.♔e1 ♔c6 46.♔d1 ♔c5

Black can activate his king and White cannot.

47.♗d8 ♔c4 48.♗b6 g5!? 49.♗e3 ♔b3 50.♗d4 a5

Black simply plays for zugzwang, since the white bishop has no moves on the long diagonal. White resigned, in view of 51.♔c1 d2† 52.♔d1 a4⊙.

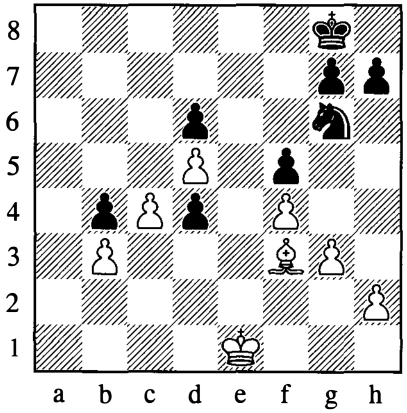
Closed positions and agile knights

Diagram 24-6

E.Bricard – A.Yusupov

Kaufbeuren 1993

Diagram 24-6 ▼



White has a bad bishop.

35...♘f8∓

Black wants to play ...♘d7-c5, in order to create a barrier to protect his d4-pawn, as well as attacking the white b-pawn. In time trouble, White reacts too frantically and sacrifices a pawn to activate his bishop.

36.c5? dxc5 37.d6 ♔f7 38.♗d5† ♔e8 39.♗c6† ♔f7 40.♗d5† ♔e8 41.♗c6† ♔d8!

Black plays for a win, of course.

42.♔d2 ♘d7 43.♔d3 ♘b6

In this way Black hinders the move ♔c4, and he is ready to play ...♘c8 at the right moment to attack the white pawn on d6.

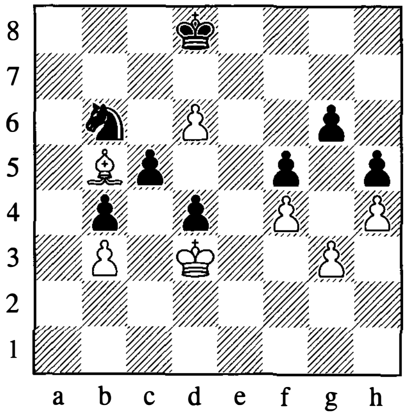
44.h3 h5!

Black is playing for zugzwang. White cannot easily attack the black pawns on the kingside.

45.h4 g6⊙ 46.♗b5

Diagram 24-7

Diagram 24-7 ▼



46...♘c8!

White cannot now reply 47.♔c4, due to 47...♘xd6†–+.

47.d7 ♘b6 48.♗c6 ♔e7 49.♗b5 ♘xd7–+

Black gets rid of the important passed pawn, and the knight will be ready in a few moves to look for other targets.

50.♔c4 ♔d6 51.♗a6 ♘f6 52.♗b5 ♘e4 53.♗e8 ♘f2!

This is even better than taking the g-pawn. The only way White can stop the d-pawn is by sacrificing his bishop.

54.♗xg6 d3

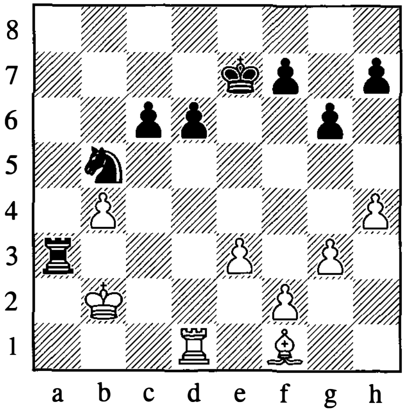
White resigned, on account of 55.♗xh5 d2 56.♗f3 d1♕ 57.♗xd1 ♘xd1 58.h5 ♘e3† 59.♔d3 ♘g4–+.

Diagram 24-8

J.Banas – A.Yusupov

Austrian Team Ch 1997

Diagram 24-8 ▼



Black wins a pawn with a little combination.

38...♖a2†! 39.♔xa2 ♘c3† 40.♔b3 ♘xd1 41.♗g2 ♔d7 42.♗f3 ♘xf2 43.♔c4 d5†

Black must still improve his position.

44.♔d4

44.♔c5 ♘d3†–+

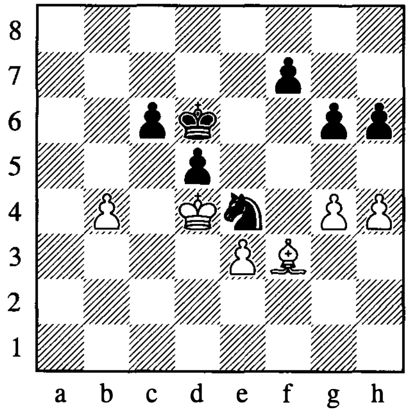
44...♔d6 45.g4

The g-pawn could otherwise come under attack (after, for example, ...f5 and ...♘e4).

45...h6 46.♗e2

46.g5? hxg5 47.hxg5 ♘h3–+

Diagram 24-9 ▼



46...♘e4 47.♗f3

Diagram 24-9

47...♘g3!

Black prepares the move ...f7-f5.

48.♔d3

If 48.♗d1, then 48...f5 49.♗f3 fxg4 50.♗xg4 h5!? 51.♗h3 ♘f5†–+.

48...♔e5

Black takes the chance to improve the position of his king.

49.♗d1 ♘e4 50.♗a4 ♔d6!

The threat is simply 51...♘f2†.

It is possible to play 50...c5 51.b5 c4†∓, but why should Black give his opponent a passed pawn?

51.♔d4

51.♔e2 ♘c3†–+

51...♘f2

Black wins a second pawn.

52.♗b3 ♘xg4 53.e4!? dxe4 54.♗xf7 ♘e5 55.♗b3 ♘f3† 56.♔e3

56.♔xe4 is simply met by 56...♘d2†–+.

56...♔e5 57.♗c2 ♘xh4 58.♗xe4 ♘f5† 59.♔d3 ♘e7 60.♗f3 g5 61.♔c4 ♔f4 62.♗h1 g4 63.♔c5 g3

White resigned, as 64.♔d6 ♘d5–+ is convincing enough.

Play on one flank

Diagram 24-10 △

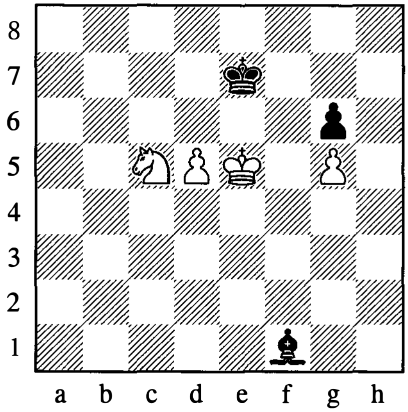


Diagram 24-10

M.Sultan Khan – S.Tartakower

Semmering 1931

White delays playing the obvious move d5-d6†, because it is not yet clear how he would make further progress.

71.♘e6

71.d6† ♔f7 72.♔d5 ♗g2†

71...♗b5 72.♘c5 ♗f1 73.♘e4 ♗d3 74.♘f6 ♗b5 75.♘g8†

A good idea. Black is forced to make a decision.

75...♔f7

75...♔d7 76.d6 ♗c4 (or 76...♔e8 77.♘e7 ♔f7 78.♔d5 ♗d7 79.♘c6 and then ♘e5+–) 77.♘f6† ♔c6 is followed by 78.♘h7! (Δ♘f8) 78...♗d3 79.♔e6+–.

Diagram 24-11

76.♔d6! ♗a4

76...♔xg8 is answered by 77.♔e7. Black will have to give up his bishop for the d-pawn, after which White wins the pawn ending (see *Build Up Your Chess 1*, Diagram 4-7).

77.♘h6† ♔e8 78.♘g4 ♗c2 79.♘e5

79.♔c7!+– is also good.

79...♗e4 80.♔e6 ♗f5† 81.♔f6 ♗e4 82.d6+–

Very good technique. White does not play d6 until his other pieces, the king and the knight, have reached their optimal positions.

82...♗c2

82...♔d8 83.d7 ♗f5 84.♔f7⊙

83.d7† ♔d8 84.♔e6 ♗f5† 85.♔d6 ♗xd7 86.♘xd7 ♔e8 87.♘e5

1–0

Diagram 24-11 △

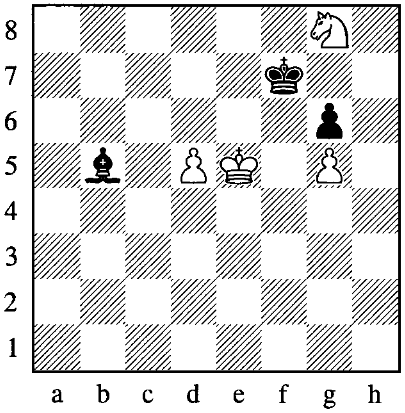


Diagram 24-12

Variation from the game

O.Romanishin – E.Sveshnikov

Yerevan 1982

1.♗f7!

To save the game, White must defend the critical squares d3 and d2 to prevent the infiltration of the black king.

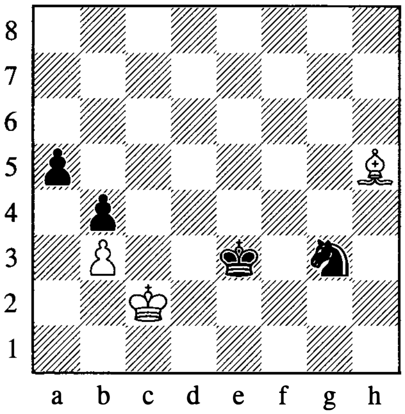
After 1.♗g6? ♘e2 2.♗h7 ♘d4† 3.♔b2 ♔d2 4.♗g8, White will eventually lose his b-pawn. Black first wins the c3-square by 4...♘e2 5.♗c4 ♘f4 6.♗f7 ♘d3† 7.♔b1 ♔c3 8.♗g8. Then he also makes use of the c2-square to ruin the coordination of the defence: 8...♘c5 9.♔a2 ♔c2! 10.♗h7† ♘d3 11.♗g6 ♔c3 12.♗f7 (12.♔b1 ♘c5–+) 12...♘c1†–+ and White loses the second pawn.

1...♘e2 2.♗c4! ♘d4† 3.♔d1= (or 3.♔c1=)

Black can make no further progress.

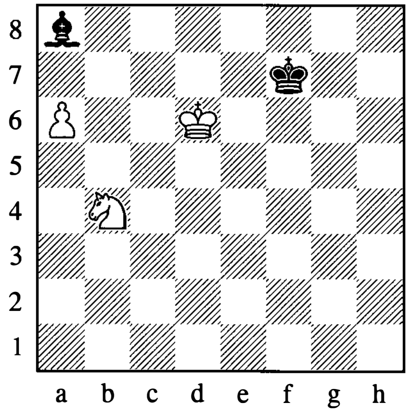
The annotations are based on analysis by Dvoretsky.

Diagram 24-12 △

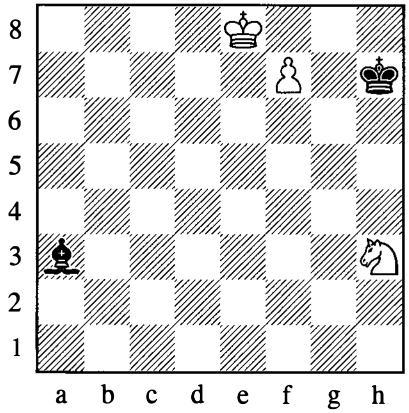


Exercises

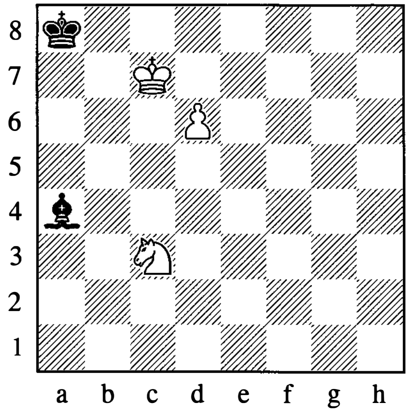
➤Ex. 24-1◀ ★★ △



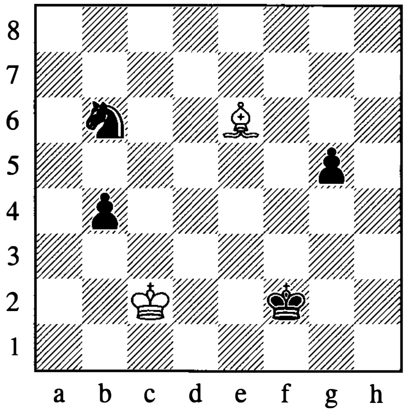
➤Ex. 24-2◀ ★★ △



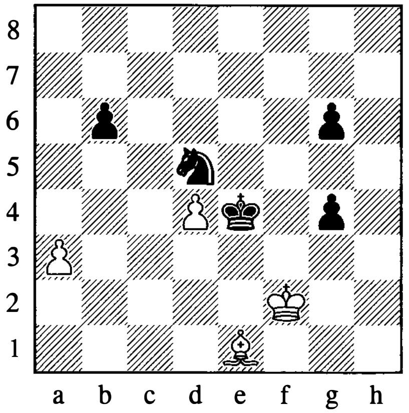
➤Ex. 24-3◀ ★★★ ▼



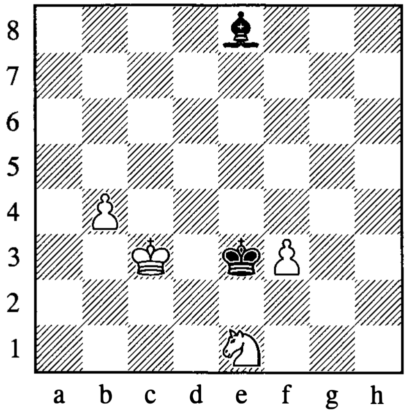
➤Ex. 24-4◀ ★ ▼



➤Ex. 24-5◀ ★ ▼

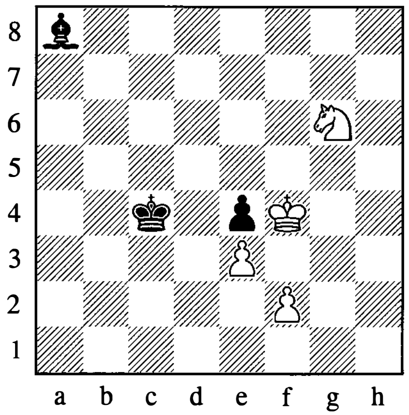


➤Ex. 24-6◀ ★★ ▼



Exercises

➤Ex. 24-7◀ ★★★ △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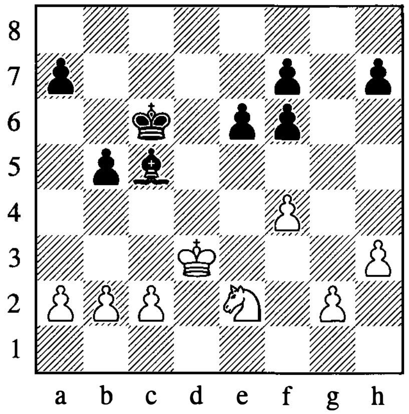
a b c d e f g h

➤Ex. 24-8◀ ★★ △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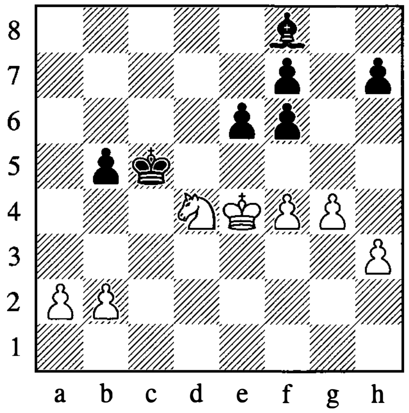
a b c d e f g h

➤Ex. 24-9◀ ★★ △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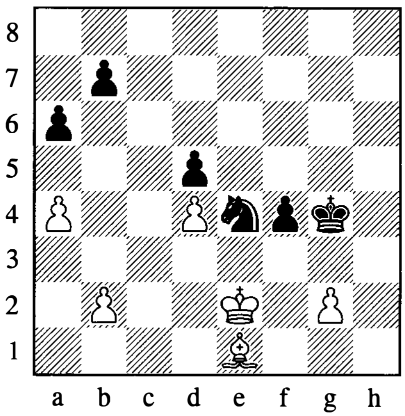
➤Ex. 24-10◀ ★★★ ▼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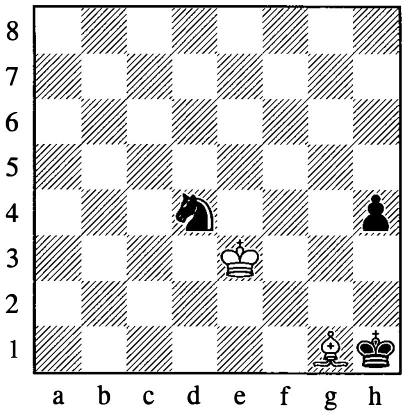
➤Ex. 24-11◀ ★★★ △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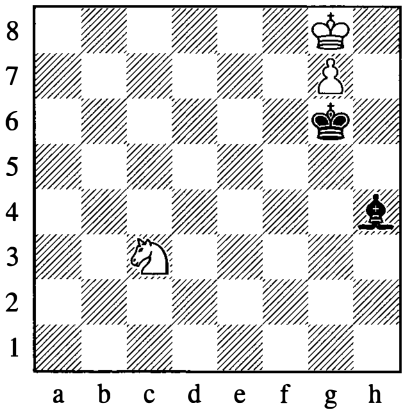
a b c d e f g h

➤Ex. 24-12◀ ★★★ △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a b c d e f g h

Solutions

Ex. 24-1

1.♘d5!?

(1 point)

The simplest solution.

1.a7 and 1.♔d7 also win, but White can make use of the pawn's control of the b7-square to force away the black bishop.

1...♔f8 2.♘c7 ♗h1 3.♘d5+–

(another 1 point)

Ex. 24-2

1.♘f4!

(1 point)

The knight heads for the e7-square.

1...♔g7 2.♘d5 ♗f8 3.♘e7⊙+–

(another 1 point)

Ex. 24-3

J.Kling & B.Horwitz

1851

1...♗b5!!

(2 points)

Mutual zugzwang.

1...♗e8? 2.♘d5 ♔a7 (2...♗b5 3.♘b4 ♗e8 4.♘c6⊙+–) 3.♘b4! ♔a8 4.♘c6⊙+–

(another 1 point for this variation)

2.♘d5

2.♘xb5 stalemate

2...♔a7

Or 2...♗e8 3.♘b4 ♔a7 4.♘c6† ♔a6=.

3.♘b4 ♗e8! 4.♘c6† ♔a6=

Or 4...♔a8⊙=.

Ex. 24-4

Based on the game

A.Yusupov – G.Kasparov

Linares 1992

1...♘a4!

(1 point)

Black is setting up a barrier.

2.♗c8

2.♔b3 ♘c5†–+

2...♘c5–+

Ex. 24-5

M.Gerusel – H.Kestler

Mannheim 1975

47...b5!–+

(1 point)

The correct pawn set-up.

Otherwise White would play 48.a4, and he might later be able to exchange pawns with a4-a5.

48.♔g3 ♔f5 49.♗d2 ♘f6 50.♗c1 ♘h5† 51.♔h4 ♘f4 52.♗d2 g5† 53.♔g3 ♘e2† 54.♔f2 ♘xd4 55.♗c1 ♘b3

Or 55...g3†–+.

56.♗e3 ♘a5 57.♔g3 ♘c4 58.♗c1 ♘d6 59.♔f2 ♔g6 60.♔g2 ♘c4 61.♔f2 ♔h5 62.♔g3 ♘d6! 63.♗b2 ♘f5† 64.♔g2 ♔h4 65.♗e5 g3 66.♔f3 ♔h3 67.♗c7 ♘d4† 68.♔e3 g2 69.♔f2 ♘f3

0–1

Ex. 24-6

S.Flohr – O.Bernstein

Zürich 1934

58...♗b5!

(1 point)

Black constructs a fortress.

58...♔e2? loses after 59.♔c4 ♔xe1 60.b5 (or 60.f4+–) 60...♔e2 61.b6 ♗c6 62.f4+–.

(another 1 point for this variation)

59.♘c2† ♔f4! 60.♔d2

Or 60.♘d4 ♗a6 61.♔d2 ♗c4 62.♔e1 ♔e3=.

60.♔d4 ♔xf3 is also drawn, as we saw in Diagram 24-1.

60...♗c4 61.♘e1 ♗a6 62.♔c2 ♔e3 63.♔b3 ♗b5 64.♘c2† ♔f4 65.♔c3 ♗a6 66.♘d4 ♔e3 67.b5

½–½

Solutions

Ex. 24-7

Variation from the game

A.Yusupov – Li Zunian

World Team Ch, Lucerne 1985

67.♘e5†!

(1 point)

67...♔c3

If 67...♔d5, then 68.♘d7 ♔d6 (68...♔e6 69.♘c5†+–) 69.♘f6+–.

(another 1 point for this variation)

68.♘d7! ♔d3

68...♔b4 69.♘f6+– or 68...♔c4 69.♘b6†+–.

69.♘c5† ♔e2 70.♘xe4–+

(another 1 point)

Ex. 24-8

S.Reshevsky – P.Woliston

USA Ch, New York 1940

29.g4!

(2 points)

The correct way to position the pawns.

29.♘d4† ♔b6 30.g4! (also 2 points) is equally good.

29...a6 30.♔e4 ♗f8 31.♘d4† ♔d6 32.♘b3 ♗e7 33.♘d2 ♗f8 34.c4! ♔c5 35.cxb5 axb5 36.♘b3† ♔d6

36...♔c4 is followed by 37.f5 e5 38.♘d2† ♔c5 39.♘f3, intending g4-g5.

37.♘d4! ♔c5±

See Ex. 24-9.

Ex. 24-9

S.Reshevsky – P.Woliston

USA Ch, New York 1940

38.f5!?

(2 points)

The correct way to position the pawns.

38...e5

38...exf5† is followed by: 39.♘xf5 ♔c6 40.a3 ♔c5 41.♘e3 (41.b3 ♔c6 42.b4 ♔b6 43.♔d5 ♔c7±) 41...♗e7 42.♘d5 ♗d8 43.b3 ♔d6 44.♔d4 ♔c6 45.a4+–

39.♘f3 h6 40.h4 ♗e7 41.h5!

41.g5 is not so good: 41...hxg5 42.hxg5 fxg5 43.♘xe5 f6

41...♗d6 42.a3 b4

Or 42...♔c4 43.♘d2† ♔c5 44.b4† ♔c6 45.♘f3 ♗f8 46.g5! hxg5 47.♘h2 ♗g7 48.♘g4 ♔d6 49.h6 ♗h8 50.h7 ♗g7 51.♘h6 ♔e7 52.♔d5!+–.

43.a4 b3 44.♘d2 ♔b4 45.a5 ♔xa5? 46.♘c4†

1–0

Ex. 24-10

A.Saidy – R.Fischer

USA Ch, New York 1964

49...♘g3†!

(2 points)

50.♔d3

After 50.♔f2, Fischer's idea was 50...♔f5 51.♔f3 ♘e4 (threatening ...♘g5†) 52.♗h4 ♘d2† 53.♔e2 ♘c4 54.b3 ♘a5–+. But White has a better defence in 52.♔e2!∓ and things are not so clear-cut.

For that reason, it is better to meet 50.♔f2 with: 50...♘f5! 51.♗c3 ♘e3! 52.a5 ♘d1† 53.♔e1 ♘xc3 54.bxc3 ♔g3–+ (Takacs) 55.♔f1 f3 56.gxf3 ♔xf3 57.c4 ♔e4!–+

50...♘f5–+ 51.♗f2 ♘h4

(another 1 point)

52.a5 ♘xg2 53.♔c3 ♔f3 54.♗g1 ♔e2 55.♗h2 f3 56.♗g3 ♘e3

0–1

Ex. 24-11

L.Falk

1990

1.♔f2!!

(1 point)

1.♗f2? loses after: 1...h3 2.♗g3 (2.♔xd4 ♔g2–+) 2...♔g2! (2...♘f5†? 3.♔f2 ♘xg3 4.♔xg3 h2 5.♔f2=) 3.♗b8 ♘f5† 4.♔e2 ♘g3† 5.♗xg3 ♔xg3 6.♔f1 h2–+

(another 1 point for this variation)

Solutions

1...♘f5

1...h3 2.♔g3=

1...♘e2 transposes to the main line.

2.♔f1 ♘g3†

2...h3 3.♗b6=

3.♔f2 ♘e2

Or 3...♘e4† 4.♔f1 ♘d2† 5.♔f2=.

4.♔f3!

(another 1 point)

4...♘xg1†

4...♔xg1 5.♔g4=

5.♔g4 h3 6.♔g3 h2 7.♔f2 ♘h3† 8.♔f1=

Ex. 24-12

V.Halberstadt

1933

1.♘e4!

(1 point)

But not 1.♘d5? ♗g5! (threatening ...♗h6) 2.♔h8 ♔h6! 3.g8♕(or♖) 3...♗f6†! 4.♘xf6 stalemate.

(another 1 point for this variation)

1.♔f8? is no good, because of 1...♗e7†=.

1...♗d8

Or 1...♗e7 2.♔h8+−.

2.♔h8! ♔h6 3.♘f2!

(another 1 point)

3...♗h4

3...♗a5 4.♘g4† ♔g6 5.g8♕†+−

4.♘g4†+−

Scoring

Maximum number of points is **27**

23 points and above ➤ **Excellent**

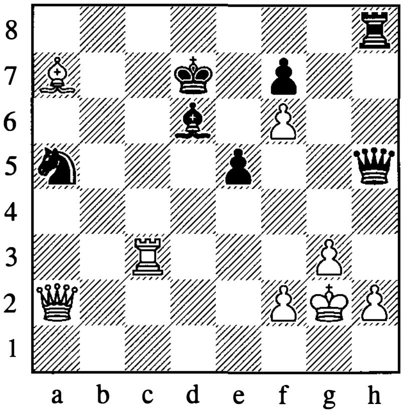
18 points and above ➤ **Good**

13 points ➤ **Pass mark**

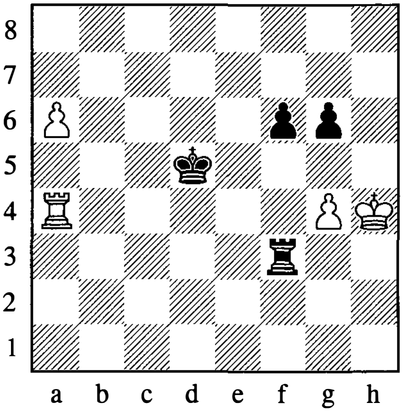
*If you scored less than **13** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

Final test

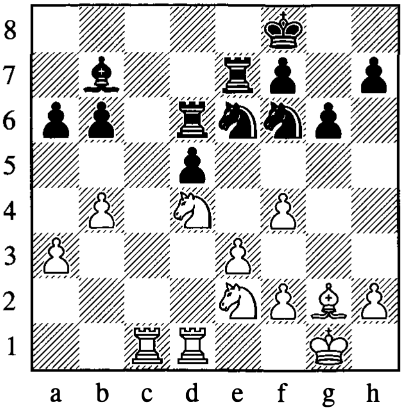
F-1 ★★★ △



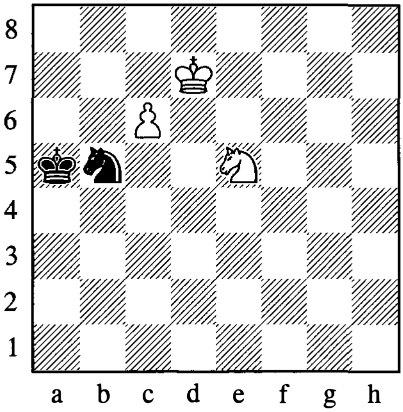
F-2 ★★ ▼



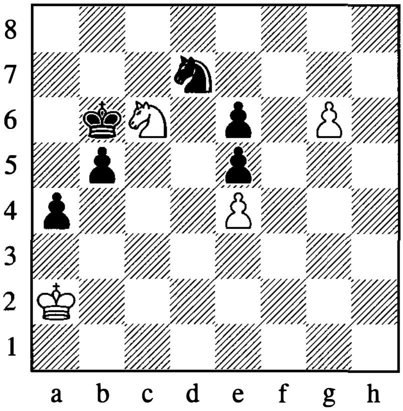
F-3 ★★★★ △



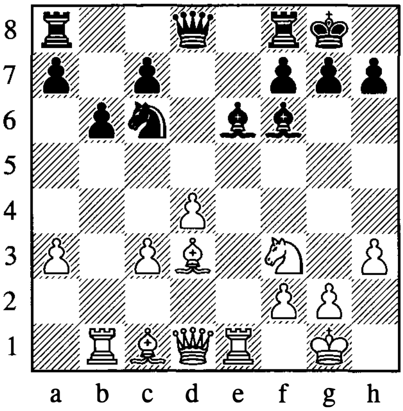
F-4 ★★ ▼



F-5 ★★ △

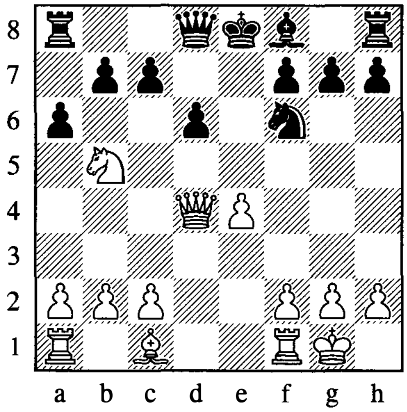


F-6 ★★ △



Final test

➤F-7⮜ ★★ △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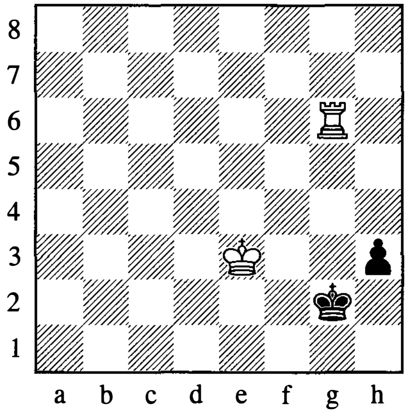
➤F-8⮜ ★ ▼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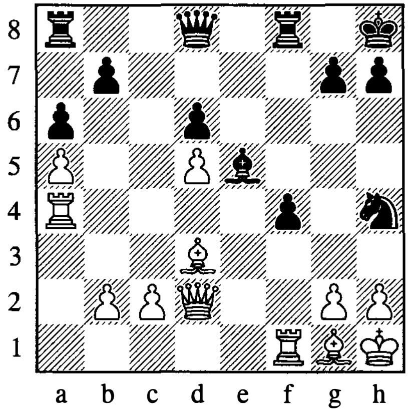
➤F-9⮜ ★★ △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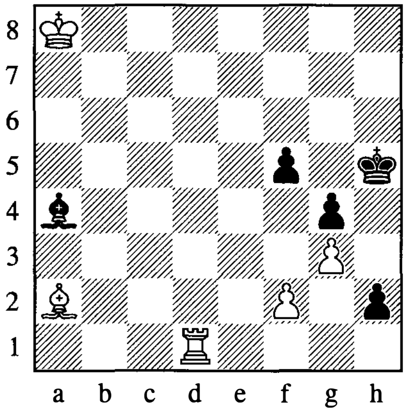
➤F-10⮜ ★★★ △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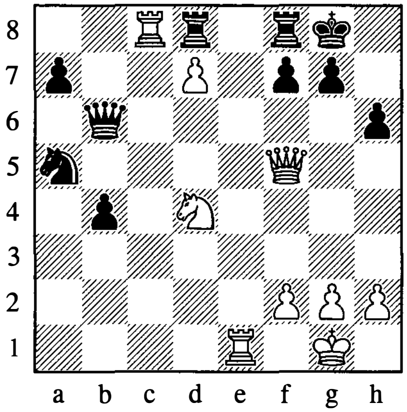
➤F-11⮜ ★★ △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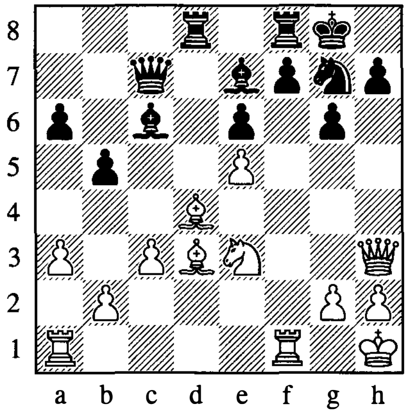
➤F-12⮜ ★★★ ▼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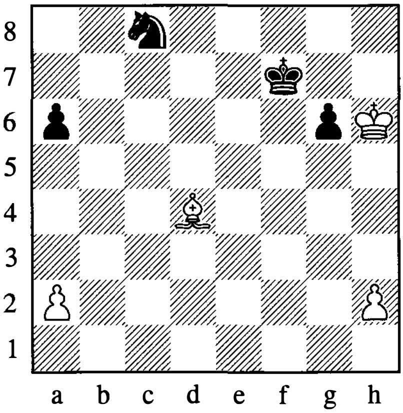
Final test

➤F-13◄ ★ △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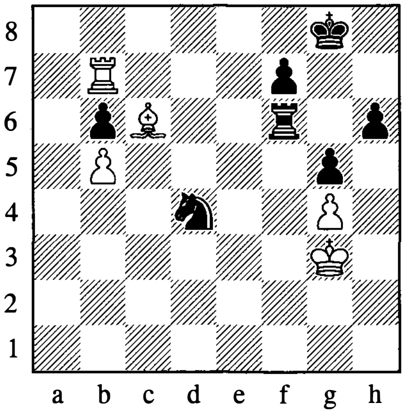
➤F-14◄ ★★ ▼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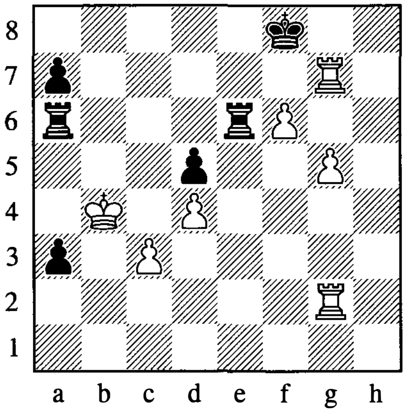
➤F-15◄ ★★★ △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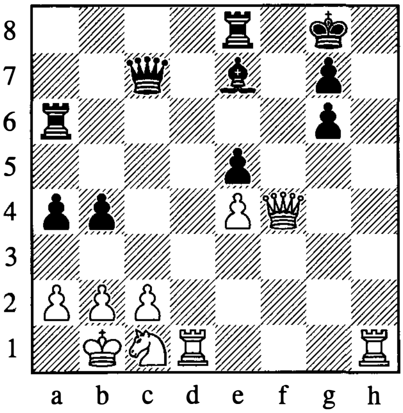
➤F-16◄ ★★ △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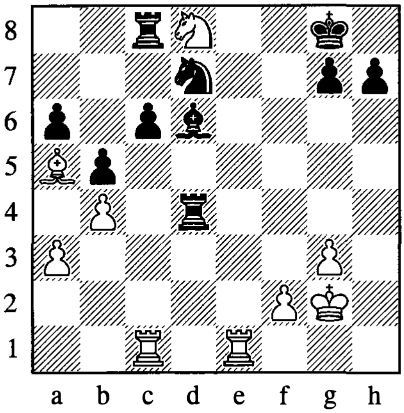
➤F-17◄ ★★★★ △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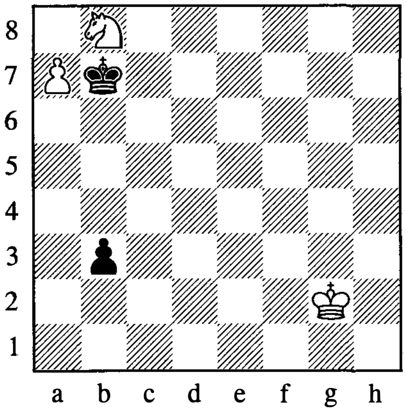
➤F-18◄ ★★ △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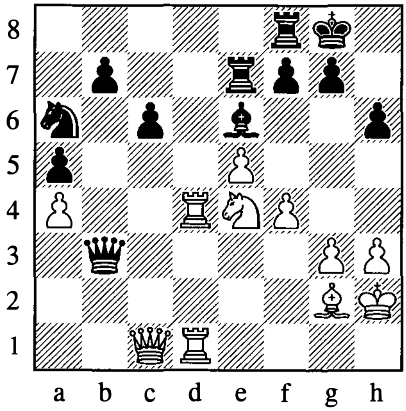
➤F-19◀ ★★ △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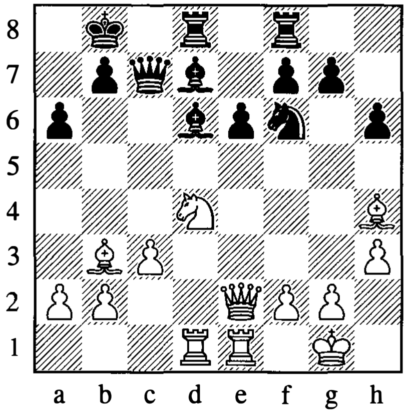
➤F-20◀ ★★ ▼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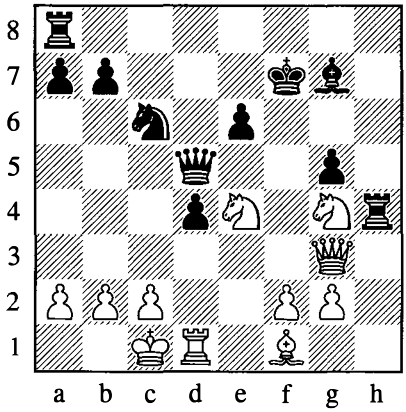
➤F-21◀ ★★★ △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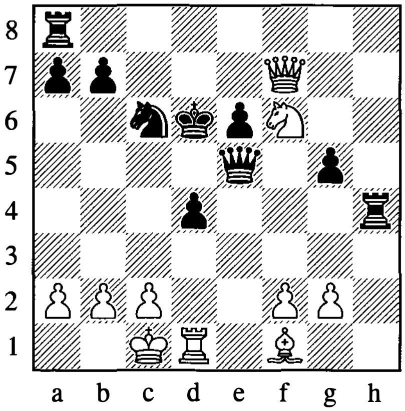
➤F-22◀ ★★★ △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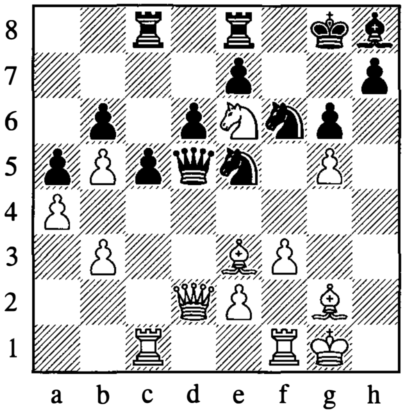
➤F-23◀ ★★★ △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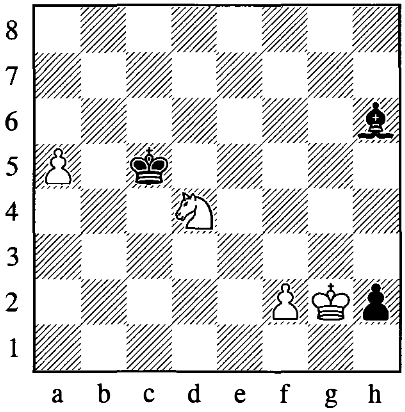
➤F-24◀ ★★ △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Solutions

F-1

Tactics /Chapter 1

G.Kasparov – G.Timoscenko

USSR Ch, Frunze 1981

34.♕a4†!

(1 point)

Not so promising are:

a) 34.h4?! (1 consolation point) 34...♘c6! (34...e4? 35.♕a4†+–) 35.♕a4 ♖c8=

b) 34.♕xa5?! (1 consolation point) 34...♕xh2† 35.♔f1 ♕h1† 36.♔e2 ♕e4† 37.♗e3 (37.♔d2? ♗b4–+) 37...♖a8 38.♕b5† ♔e6=

34...♔e6 35.h4!+–

(another 2 points)

35...♕e2

35...e4 is followed by 36.♕xe4† ♕e5 (36...♔xf6 37.♗d4† ♗e5 38.♖c5+–) 37.♕g4† ♕f5 38.♖e3† ♗e5 39.♕e2!+– (Kasparov).

36.♕xa5 ♖a8?!

36...♕e4† is more stubborn, although White is still winning after 37.♔h2 or 37.♖f3.

37.♕a4! ♔xf6 38.♕d7 ♔g7 39.♖f3 ♕c4 40.♕xd6 ♖xa7 41.♕xe5† ♔h7 42.♖f5 ♕c6† 43.♔h2

1–0

F-2

Calculating variations /Chapter 3

M.Dvoretsky – V.Kupreichik

Minsk 1976

56...♔e6!!

(1 point)

Of course not 56...g5†? 57.♔h5 ♖h3† 58.♔g6 ♖h8 59.a7 ♖a8 60.♔xf6+–.

57.g5

57.a7? loses to 57...g5† 58.♔h5 ♔f7.

(another 1 point for this variation)

57...fxg5† 58.♔xg5 ♖f8

½–½

F-3

Positional play /Chapter 2

B.Gelfand – A.Karpov

Vienna 1996

23.a4!

(4 points)

White still has to create a second weakness. The a6-pawn is a good target, since it can also be attacked by the light-squared bishop. With the move in the game White is preparing a4-a5 to fix the pawn on a6.

If 23.♖d2 (2 points) 23...♘e8 24.♖dc2 ♖d8 25.♘c6 ♗xc6 26.♖xc6, then 26...d4 27.♘xd4 (27.♖xb6 d3⇄) 27...♘xd4 28.exd4 ♖xd4 29.♖xb6 ♖xf4 30.♖xa6 ♖e2 gives Black counterplay.

23.f5 (2 points) doesn't really change the position; White may be getting rid of his doubled pawns, but he still has three pawn islands. The f4-pawn is quite active, so he should wait before undertaking this operation.

Either 23.♗h3 or 23.♖c2 also earns 2 points. But only 1 point for 23.b5, letting Black get rid of the potential weakness on a6.

23...♘d8 24.a5 ♗c6

Weaker is 24...b5, because Black can then get absolutely no counterplay.

25.♘c3 ♗e8 26.♗f1 bxa5 27.bxa5±

F-4

Endgame /Chapter 4

L.Psakhis – D.Sermek

Groningen 1993

71...♔b6?

71...♘a7? is also bad, because of 72.c7 ♔b6 73.♘c6+–.

The correct move is 71...♔b4!.

(2 points)

It is important to deny the c4-square to the white knight. After 72.♘f7 ♔c5= Black succeeds in drawing.

72.♘c4†! ♔a7

Or 72...♔c5 73.♘a3! ♘xa3 (73...♘a7 74.c7 ♔b6 75.♘c4† ♔c5 76.♘d6 ♔d5 77.♘c8 ♘b5 78.♘e7†+–) 74.c7 ♘c4 75.c8♕†+–.

73.♘d6 ♘c3 74.c7 ♘d5 75.♘b5†!

1–0

F-5

Endgame /Chapter 4

The end of a study by

H.Rinck

1920

1.♘xe5!

(1 point)

1...♘f6

1...♘xe5 2.g7+–

2.♘d7†!

2.g7 ♔c7=

2...♘xd7 3.e5!+–

(another 1 point)

The g-pawn will promote.

F-6

Strategy /Chapter 6

A.Gipslis – O.Rothfuss

Schwäbisch Gmünd 1996

White has a lot of good moves: 16.♗e4, 16.♗f4, 16.♘d2, 16.♕c2, 16.h4!? You get 1 point for suggesting any of these.

The move in the game is aggressive and typical for this pawn structure.

16.♖b5!

(2 points)

16...a6

White is also doing well after 16...♗d5 17.♘g5 ♗xg5 18.♕h5!± or 16...g6 17.♘g5! a6?! 18.♘xe6+–.

17.♖h5

17.♘g5!? axb5 18.♗xh7† ♔h8 19.♘xe6 fxe6 20.♕h5+–

17...g6 18.♘g5 ♗xg5 19.♗xg5

White has a ferocious attack.

F-7

Tactics /Chapter 7

G.Lisitzin – Birnov

Kalinin 1950

10.e5!

(2 points)

10...axb5

10...c5 would be better: 11.♕f4!? (11.♘xd6† ♕xd6 12.♕xd6 ♗xd6 13.exd6 ♔d7±) 11...axb5 (11...♘d5 12.♕e4±) 12.exf6 ♕xf6 13.♕e4† ♗e7! 14.♕xb7 (14.♖e1 ♕e5!=) 14...0–0 15.♕xb5 d5±

11.exf6 gxf6?

11...♕xf6 12.♕e4† ♗e7 13.♕xb7±

12.♕e4† ♔d7 13.♕xb7 ♖b8 14.♕f3 ♗e7 15.♖e1 ♔c8 16.♕h3† ♔b7

16...♕d7 17.♖xe7+–

17.♕b3 ♕d7 18.a4 ♖hg8 19.axb5+–

F-8

Endgame /Chapter 8

1...♔f1!

(1 point)

'Bodycheck'.

1...♔h1?? 2.♔f2 h2 3.♔g3 ♔g1 4.♔h3† (or 4.♖b6+–) 4...♔h1 5.♖b6+–

2.♔f3 h2 3.♖h6 ♔g1=

F-9

Calculating variations /Chapter 9

A.Ivanov – S.Dolmatov

Frunze 1979

24.g3!

(1 point)

'Candidate moves'.

This is much stronger than 24.♖axf4?! ♗xf4 25.♖xf4 ♖xf4 26.♕xf4 ♕f6 (26...♘g6) 27.♕e4 ♘g6 28.♗d4 ♕f4∞.

24...♕d7

24...fxg3 loses after 25.♖xf8† ♕xf8 26.♖xh4 ♕f3† 27.♕g2+–.

(another 1 point for this variation)

24...♘g6 25.gxf4 ♕h4 26.♗xg6 hxg6 27.♖b4+–

25.♖b4 ♘f5

25...♘g6 26.gxf4+–

26.gxf4 ♗f6 27.♖e1±

F-10

Calculating variations /Chapter 9

The end of a study by

F.Bondarenko & A.P.Kuznetsov

1977

1.♖c1

(1 point)

1.♗f7† achieves nothing: 1...♔g5 2.♖c1 h1♕† 3.♖xh1 ♗c6†=

1...♗c6† 2.♖xc6! h1♕ 3.♗f7† ♔g5 4.f4†!

(another 2 points)

All active moves must be calculated...

4...gxf3 5.♖g6† ♔h5 6.♖g8† ♔h6 7.♖h8†+–

F-11

Strategy /Chapter 11

Variation from the game

B.Spassky – T.Petrosian

World Ch (5), Moscow 1969

28.♖e8!

(1 point)

The quickest route to victory.

28...♕xd4

28...♘b7 is met by 29.♕e5+– (threatening 30.♖xf8† ♔xf8 31.♕e8†) or 29.♘c6+–.

29.♖xf8† ♖xf8 30.♖xf8† ♔xf8 31.♕c5†!!+–

(another 1 point)

F-12

Positional play /Chapter 12

S.Garcia Martinez – G.Sigurjonsson

Cienfuegos 1975

White threatens either 22.♘g4 or 22.♕h6.

21...h5!∞

(2 points)

21...♘f5? is followed by 22.♗xf5 exf5 23.♘xf5! gxf5 24.♕g3† ♔h8 25.e6† ♖xd4 26.♕xc7+–.

If 21...♗g5 (1 point), then: 22.♘g4 ♘f5 23.♗xf5 exf5 24.♘f6† ♗xf6 25.exf6 ♔h8 (25...h5 26.♕e3) 26.♕h6 ♖g8 27.♖f4 (threatening ♕xh7†) 27...g5 28.♖xf5±

22.♖f2?!

White should employ prophylactic thinking too! But it is easy to miss the idea 22...♕b7 followed by ...♗e4.

22.♖f4 is not accurate, due to 22...♗g5.

So correct was: 22.♕g3! ♕b7 23.♖f4∞

(another 1 point for this variation)

22...♕b7! 23.♕g3 ♗e4!?∓ 24.♗xe4 ♕xe4 25.♖f4 ♕c6 26.♖af1 ♖d7 27.h3 a5 28.♖1f2 b4 29.axb4 axb4 30.cxb4? ♗xb4∓ (30...g5!–+) **31.♖c2 ♕b5 32.♕f3 ♖fd8 33.♖c4 ♗d2 34.♗c3 ♗xc3 35.bxc3 ♕xe5–+ 36.♖fe4 ♕a5 37.♔h2 ♖d3 38.♕f4 ♖xc3 39.♖xc3 ♕xc3 40.♖c4 ♕d2 41.♕f6 ♕d6† 42.♔g1**

0–1

F-13

Endgame /Chapter 13

Variation from the game

Z.Krnic – G.Flear

Wijk aan Zee 1988

44.♗c5!

(1 point)

44...♔f6 45.h4 ♔f5

45...♔f7 46.♔h7 a5 47.a4 ♔f6 48.♔g8 ♔f5 49.♔f7 ♔g4 50.♔e8 ♔xh4 51.♔d7+–

46.♔g7 ♔g4 47.♔f7!?

47.♔xg6 also wins: 47...♔xh4 48.♔f5 a5 49.♔e6+–

47...♔xh4 48.♔e6 ♔g4 49.♔d7 ♔f5 50.♔xc8 ♔e6 51.♔b7 ♔d5 52.♗e7 a5

52...♔e6 53.♗b4+–

53.a4+– g5 54.♔b6 g4 55.♔xa5 g3 56.♔b6 g2 57.♗c5+–

Analysis by Flear.

F-14

Positional play /Chapter 14

Komarov – Shumilin

Moscow 1939

1...♔g7!

(2 points)

In this way, Black defends his b6-pawn.

1...♘xc6?! 2.♖xb6 gives White counterplay.

1...♔f8?! 2.♖xb6 ♘xb5? would be rather careless: 3.♖b8† ♔g7 4.♗xb5±

2.♖xb6

If 2.♗e8, then 2...♘f3 3.♗c6 ♘e5 4.♖xb6 ♖f4–+.

2...♘xb5! 3.♖xb5 ♖xc6–+

F-15

Calculating variations /Chapter 15

P.Leko – A.Khalifman

Istanbul Olympiad 2000

65.♖b7!+–

(1 point)

You have to remain on your guard: 65.♖h2?? would be mated by 65...♖eb6† 66.♔c5 ♖a5#.

(another 1 point for this variation)

65.♔c5 loses to 65...♖a5† 66.♔b4 a2–+.

65...a2

65...♖e1 66.♔c5 (66.♖h2? ♖b1†) 66...♖a5† 67.♔d6 ♖a6† 68.♔xd5 ♖a5† 69.♔c4+–

66.g6 ♖a4†

66...♖eb6† 67.♖xb6 ♖xb6† 68.♔c5 ♖xf6 (68...a1♕ 69.g7†+–) 69.♖xa2+–

67.♔b3

(another 1 point)

Black resigned, on account of 67...♖a3† 68.♔c2! ♖xc3† 69.♔b2!+–.

F-16

Tactics /Chapter 16

L.Dominguez – E.Mortensen

Copenhagen 2002

28.♖h8†!

(1 point)

28...♔xh8 29.♕f7

White threatens ♖h1† as well as ♕xe8†.

29...g5 30.♕xe8† ♔h7 31.♖d7

1–0

(another 1 point)

F-17

Calculating variations /Chapter 15

B.Gelfand – C.Lutz

Dortmund Candidates 2002

32.♖ed1!

(1 point)

Other moves do not achieve much:

a) 32.♘xc6 ♖c4=

b) 32.♖xc6 ♖xc6 33.♖e8† ♗f8 34.♘xc6±

c) 32.♖cd1 ♖d5!=

32...♗e5

32...♖xd1 33.♖xd1+–

33.♖xd4 ♗xd4 34.♖d1

(another 1 point)

Is everything clear now? Not yet, since Black has a defensive resource.

34...c5 35.bxc5 ♘xc5 36.♖xd4 ♘b3 37.♖e4!

(another 2 points)

Black resigned, since 37...♘xa5 is met by 38.♖e8#.

F-18

Tactics /Chapter 16

The end of a study by

D.Gurgenidze

1999

1.♘a6!

(1 point)

1.♘c6? b2 would leave White helpless.

1...b2

Or 1...♔xa7 2.♘c7 b2 3.♘b5† and 4.♘c3=.

2.♘c7!

(another 1 point)

2...♔xa7 3.♘b5†

And 4.♘c3 will stop the b-pawn and secure the draw.

F-19

Strategy /Chapter 19

A.Yusupov – V.Kovacevic

Indonesia 1983

37.♘f6†!

(1 point)

This combination leads very quickly to victory.

37.♘d6 would not be so convincing after 37...♘b4 38.f5 ♗d5∞, nor would 37.♘c5 ♘xc5 38.♕xc5 ♖ee8±.

However, 37.f5! also wins: 37...♗xf5 38.♘f6† gxf6 39.exf6 ♖e3 40.♖1d3!+– (2 points for the whole variation)

37...gxf6

37...♔h8 38.♖d8+–

38.exf6 ♖d7 39.f5

1–0

(another 1 point)

F-20

Tactics /Chapter 20

A.Zapata – V.Ivanchuk

Manila 1990

18...g5!

(2 points)

Black attacks on the kingside and in the centre.

18...e5?! is not so good, as after 19.♘f3 Black cannot play 19...e4? 20.♖xd6!+–.

19.♕f3?

19.♗g3! would be more resilient: 19...♗xg3 20.fxg3 ♕xg3 21.♖f1 ♘d5 22.♗xd5 exd5 23.♖f6 and White has some compensation for the pawn.

19...♗h2†!?

Or 19...♗f4 20.♗g3 e5.

20.♔h1 ♗f4! 21.♗g3 e5 22.♘c2

22.♗xf4 gxf4 23.♘c2∓

22...g4 23.♕e2 gxh3 24.gxh3 ♖g8 25.♔h2 ♖g5

25...e4!?

26.♗xf7 e4!–+ 27.♖g1 ♖f8 28.♕c4 ♗c6 29.♗e6 ♘h5 30.♘b4 ♗xg3† 31.fxg3 ♖f2† 32.♔h1 ♘xg3† 33.♖xg3 ♖h2†

0–1

F-21

Positional play /Chapter 21

A.Yusupov – R.Meulders

Amsterdam 1982

20.♕f3†!

(1 point)

20.♕c7† ♘e7 21.♘d6?† is not so strong, because of 21...♔f8 22.f3 ♕xa2.

20...♔e7

20...♔g6 21.♗d3

21.♕a3†

(another 1 point)

Of course not 21.♘gf6? ♕xa2–+.

21...♔d8

21...♔f7 22.♘d6† followed by 23.♗c4±.

22.♘ef6!

(another 1 point)

If 22.♘gf6? then 22...♕e5–+.

22...♗xf6 23.♘xf6 ♕e5 24.♕f8† ♔c7 25.♕f7† ♔d6

See F-22.

F-22

Positional play /Chapter 21

A.Yusupov – R.Meulders

Amsterdam 1982

26.g3!!

(3 points)

White prepares to bring his bishop into the attack.

26.♕d7† (1 consolation point) would not be so clear-cut: 26...♔c5 27.♕xb7 (27.b4† ♔b6 28.♕g7 ♖d8!∓) 27...♕xf6∞

26.♕xb7 (1 point) 26...♕xf6 27.♕xa8 ♖h1 gives Black counterplay.

26...♖h1

26...♖hh8 27.♗g2 ♘e7 28.♘e4† (not 28.♘g4? ♕c5 29.♖e1 ♕f5!) 28...♔d7 29.f4 gxf4 30.gxf4+–

26...♖h2 27.♕d7† ♔c5 28.♘g4+–

27.♕d7†

27.f3 ♘e7 28.♘e4† ♔d7 29.♗b5† ♕xb5 30.♖xh1 ♖c8 31.♖d1±

27...♔c5 28.♕xb7 ♕xf6 29.♗g2! ♖xd1† 30.♔xd1+– ♘b4 31.♕c7†! ♔b5 32.a3

More clinical is 32.c4†! dxc3 33.♗f1† ♔a4 34.♕d7†+–.

32...♕d8

32...♘d5 33.♗f1†!+–

33.♕b7† ♕b6 34.♕xa8 ♘a6 35.♕g8

1–0

F-23

Calculating variations /Chapter 23

A.Yusupov – F.Rossler

Dresden (rapid) 2008

In the game White made a bad move:

23.gxf6? ♕xe6 24.f4

Now Black should have found 24...♘f7!–+.

(1 point for this variation)

But instead there followed:

24...♘g4?? 25.♗d5

1–0

The correct continuation is 23.f4! ♕xe6 24.fxe5+–

(2 points)

24...♕xe5 25.♖c4! (25.gxf6 ♗xf6±) 25...♘h5 (25...d5 26.gxf6+–) 26.♖e4 ♕b2 27.♕d5† e6 28.♖xe6+–.

23.♗h3∞ (1 consolation point) would also have been better than the game move.

F-24

Endgame /Chapter 24

The end of a study by

R.Reti

1922

1.♔h1!!+–⊙

(2 points)

Other moves only draw:

a) 1.♔xh2? ♗f4† 2.♔h3 ♔xd4 3.a6 ♗b8=

b) 1.♘b3†? ♔b5 2.♔xh2 ♗f4† 3.♔h3 ♗b8 4.♔g4 ♔b4=

1...♗c1

The bishop is dominated by the knight:

a) 1...♗f4 2.♘e6†+–

b) 1...♗f8 2.♘e6†+–

c) 1...♔xd4 2.a6+–

d) 1...♔d6 2.♘f5†+–

2.♘b3†+–

Scoring

Maximum number of points is 57

50 points and above ➤ **Excellent**

43 points and above ➤ **Good**

30 points ➤ **Pass mark**

*If you scored less than **30** points, we recommend that you read again those chapters dealing with the areas where you made a lot of mistakes and repeat the exercises which you got wrong.*

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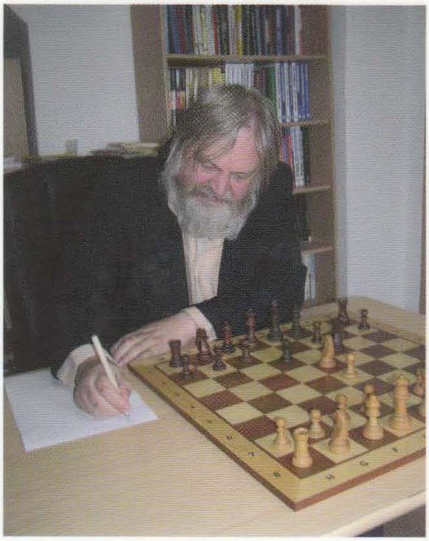

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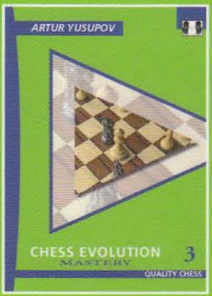

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