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“Excellent.”

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“An entertaining romp through more than 1,100 examples of endgame tricks and traps.”

Douglas Bryson, Scotland on Sunday

“A wonderful book.”

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“Did the theme ‘endings’ always seem a bit dusty to you? Thanks to Van Perlo it really starts (perhaps for you for the first time?) to shine.”

Peter Doggers, ChessVibes

“This book has several tactical twists and turns on each page, which should convince you that the endgame is definitely more interesting than you probably imagined, and it is a phase where many half points can be picked up – or thrown away.”

Tim Harding, The Kibitzer

“The most enjoyable endgame book I’ve ever read. I’ve always loved tactics books, and this is the first endgame book I’ve ever encountered with this approach. Middlegame tactics books like this helped me reach master level; I wonder how far an endgame tactics book could have helped me go? I never found endgames as much fun to study (till now).”

Hal Bogner, Chess Magnet School

“There are 1,105 examples of endgame tricks and clever traps that prove it’s worth staying alert, even in the late stages of the game.”

Mark Donlan, Chess Horizons

“During three years (1999-2002) I spent four afternoons a week as a chess instructor in the ‘Penitenciária’, the convict prison in Lisbon. As you can imagine, the atmosphere in there is not like paradise, but all I can remember is that many times the prisoners and I laughed our heads off while playing through the positions of Van Perlo’s collection.”

Rini Luyks, chess coach, Lisbon, Portugal

VAN PERLO'S ENDGAME TACTICS

A Comprehensive Guide to the Sunny Side of Chess Endgames

THIRD, IMPROVED EDITION

2008

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Foreword by the author

'Endgame Tactics' is the result of approximately 30 years of collecting, analysing and categorising. It has grown into a collection of endgames that have a particular charm for me on account of their special character. I have cast them into a framework and little by little, a course of instruction developed, treating many varieties of tactical possibilities that occur in endgame practice. I have drawn on every source I could find. Original analyses I have often rewritten or placed in a different context.

I have used the original manuscript for a series on the endgame in the Dutch correspondence chess magazine *Schaakschakeringen*. Relevant reactions by readers I have later incorporated in this book.

Many players consider the study of the endgame a necessary evil. Resignedly, they plough their way through one or more standard works, restricting themselves to basic positions or, on the contrary, a few exceptionally ingenious studies. Most of them do not find it very exciting.

Actually this is a pity, for in the endgame, too, there is a lot to be enjoyed and a thorough study of a great number of practical fragments has taught me that even this phase of the chess struggle can produce many different types of drama. Clever tactical tricks, gruesome blunders and other tragicomic scenes, it's all possible. When after many hours of toil the end of the game is nigh, it is a difficult task for many to keep a clear head, to control their nerves and to make optimal use of the opportunities that present themselves.

Especially a well-developed feeling for the multitude of tactical possibilities contained in the endgame often signifies the difference between a full point and an annoying zero!

Of course, an investigation like this can always be continued, supplied and extended with new and previously undiscovered older material. I don't know if I will be able to do this, or if others will take over. But it is clear to me that it is important that the entire field of tactical possibilities is charted and will be in the future.

I owe many thanks to the New In Chess staff, who have cooperated with me, screened my work scrupulously and moulded it into a form which suited my purposes perfectly.

I sincerely hope that the reader will derive as much pleasure from studying the presented material as I have derived from writing it.

G.C. van Perlo

Preface to the third edition

In his Preface to the first edition of Van Perlo's Endgame Tactics, W.F. Andriessen announced that we might use readers' comments in 'a future edition'. About twenty months ago we couldn't imagine that the fruits of Dutch correspondence grandmaster G.C. van Perlo's life's work would have such an enormous appeal to chess players all over the world.

In 2006, the author earned the English Chess Federation's as well as the Chess Café's Book of the Year Award for this remarkable, painstakingly researched and analysed work. Van Perlo took an original approach to a subject matter hitherto often considered 'dull', displaying 'wicked glee' (the ECF judges' words) at the wealth of endgame tricks and traps he collected. And his wish that readers would derive as much pleasure from studying the material as he had had from writing it, has come true.

After the first edition, many readers started to provide us with feedback, ranging from useful additions to outright refutations of sometimes well-known examples. This process continued after the second edition. Van Perlo's Endgame Tactics is indeed a 'living organism'!

GM Karsten Müller's comments have been very useful and for this third edition, we'd like to thank Dutch IM and chess tutor Cor van Wijgerden especially.

Additionally, for this third edition René Olthof has run all positions with 6 pieces or less through the endgame tablebases. This useful check has provided us with still more new insights. For instance, the famous queen endgame Ribli-Spassky (position 75) turns out to be a theoretical draw after all, Distler should have beaten Brown anyway in the B + 2P vs B endgame in example 885 – and the same goes for Jones vs Edmonson (position 913)! Moreover, closer research has finally provided us with what we now assume is the truth about Söderborg-Drimer (position 3) and Helmertz-Wernbro (position 835).

So once again, our sincere thanks go out to everyone who has contributed to the further growth of this wonderful project. A project which will remain vibrantly alive as long as 'endgame fun' exists.

Peter Boel
New In Chess
December 2007

Preface

Ten, twenty years ago it was not yet common usage to check data from chess games or positions with the help of databases or chess computers. So it was with this publication, which appeared in the Dutch-speaking regions in the 1990s. Van Perlo, a strong over-the-board player who gained the title of correspondence chess grandmaster at a later age, was one of those chess enthusiasts who built up a collection of positions for pleasure. His interest was in the endgame and as there were no databases at the time, his collection grew by the gentle art of cutting and pasting, analysing and classifying, during a period of more than thirty years. What was so special about his collection was not the purely technical aspect as we know it from many standard works, but the myriad of tactical possibilities as they occurred in practice, which Van Perlo has classified according to theme.

As the four-part Dutch publication was a success, in the year 2005 the decision was made to publish the collection in one volume in the English language. Van Perlo co-operated enthusiastically and even supplied some new material. Unfortunately, before the work came to its conclusion, he suffered a severe stroke which did not allow him to continue the work during the final phase.

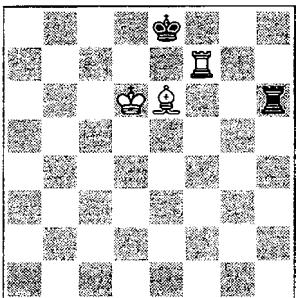
As indicated in the opening lines, the original work had not been checked with the aids we dispose of nowadays. Of course, for the new version the need for this did exist and with the author's consent the editorial staff of New In Chess started with the job. Each position was checked with NICBase and/or ChessBase, and with the chess programme Fritz 8.

First of all we should express our admiration for Van Perlo, who turned out to have produced high-quality material. There were preciously few positions that could not be maintained.

Riddles

Thanks to present-day databases, many riddles could be solved. In the past, analyses would sometimes be confused with the actual course of the game. In many cases the truth could be found, sometimes with not so favourable consequences for the players in question. In the Dutch edition, for example, Position 790, derived from the game Zukertort-Steinitz, Vienna 1882, was presented as won by Steinitz in an elegant manner. In fact, the winning line was all analysis. The future World Champion had missed it in the actual game and had had to content himself with a draw.

A riddle that, at first, seemed to be unsolvable was contained in Position 724, derived from a game between Klaman and Kholmov, played in the semi-final of the 1949 Soviet Championship. Originally, the following position was what it was all about.



original diagram Klaman-Kholmov

In NICBase, a game between these two was found and, curiously enough, this game even featured an endgame of Rook + Bishop versus Rook, but this position did not occur in it. Would it be possible that this endgame had appeared on the board twice in the same year, between the same players? Of course, anything is possible, but this did not seem very probable. So we searched. The diagram position was mirrored and again compared to the game. Again, no match, until we mirrored the position as well as tilted it. That did the trick! Now the position turned out to match the one in the game after 61... $\mathbb{B}f8$.

Some cases still remained unsolved. Position 966 is de-

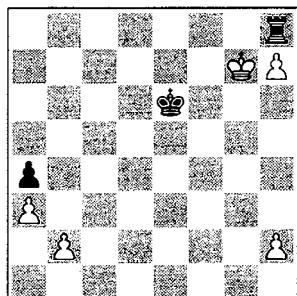
rived from a Keres-Lengyel game, Luhacovice 1969. Van Perlo discussed the game starting with the move 1. $\mathbb{Q}e3$. But NICBase as well as Chessbase give as White's first (and last!) move 1. $\mathbb{Q}e2$. Which source should we believe? Games in databases can very well be taken from one and the same source and it is well-known that the last (unchecked) moves of a game are a weak spot in databases. Until further notice we will maintain Van Perlo's version.

Position 616, supposed to be from a game Bird-Janowski, Hastings 1895, also remains an unsolved problem. Although both players did compete in this historic event, this position did not occur in their game. After the tournament, a number of participants went on to play some free games and a few consultation games, but these do not include a game Bird-Janowski either, and neither does the game in question feature in the recently published Janowski biography.

What's more, many of the positions are not featured in today's databases. A lot of them are taken from chess magazines, which means that the complete score may

not be available. An example is Position 839. In the Dutch edition this position is mentioned as taken from Welling-Pachman, London 1973. At first, we assumed that the Dutch master Gerard Welling was meant, but the latter told us that he had not been in London at that time and moreover, he had never even played Pachman. But he was able to tell us that we were looking for the Dutch journalist Jules Welling here. A modest player himself, he turned out to be the one that had invented the elegant move 3... $\mathbb{B}h8$ and not Pachman!

The game was played during a simultaneous exhibition and it seems fair to add that Jules Welling himself had organized it. Shortly before, Pachman had found refuge in the West and Welling had made himself quite useful by organizing exhibitions for him in Holland and, as in this case, London. He had simply seized the opportunity to join in for a game.



Pachman-Welling

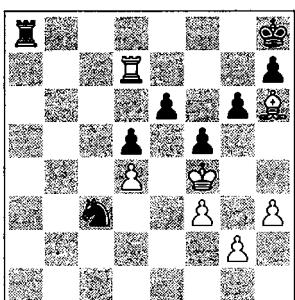
8

Chess computer

The human chess player is as sloppy as he is inventive and nowadays, we have the chess computer to point out his failures to him. For the present publication, Fritz 8 was consulted. By the way, this wasn't simply a matter of pushing the button and letting Fritz do all the calculating. A certain amount of guidance remains necessary at all times. For instance, Fritz is especially poorly geared to stalemate situations and fortresses. Still, it is curious to watch how the apparatus keeps producing alternatives or even outright refutations, often in record time as well.

In many cases, Fritz helped us to make useful additions to the original fragments without damaging them. An example is Mieses-Gunsberg, Hanover 1902, Position 865, where Fritz immediately came up with a drawing line for Black. This is just one of the many improvements we have included in this edition, and they are not only to be found in games by the ancient masters.

A classic is Position 566 from Tarrasch-Réti, Vienna 1922. We wouldn't want to state that this magnificent example of a 'wandering king' contains a flaw, would we? The position after 8.♕f4 is critical.



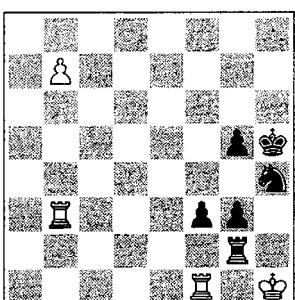
Tarrasch-Réti

If Black plays 8...♝e2+ 9.♕e5 ♜g8 instead of the game continuation, how can White make progress? Black keeps the possibility of ...♜g8 at hand to prevent White's ♔f7. Is this correct? This is something for the reader to sink his teeth into. For the time being, we have drawn a veil over this episode.

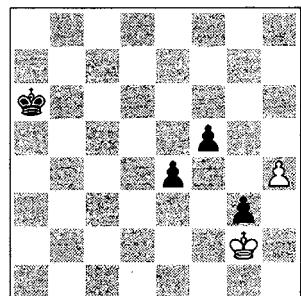
Finally, there are three quite beautiful discoveries by Fritz that we don't want to keep from you. The first is to be found in the final position of the

Shikova-Krumova game, Position 53.

In the original edition, this fragment ended with 'Black resigned', without further variations. Which was understandable, for how does Black intend to stop the h-pawn? Well, Fritz has found a way, as you can discover on page 39!



Jovcic-Rajkovic

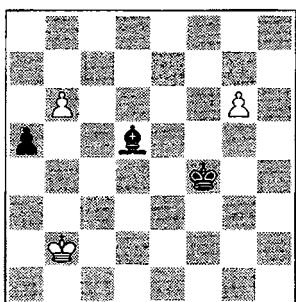


Shikova-Krumova

Very subtle was the discovery in Position 688, derived from the game Jovcic-Rajkovic, Belgrade 1977, in the analysis after 1.♖f1 ♜g2+ 2.♔h1.

The original analysis went 2...♜h2+ 3.♗g1 f2+ 4.♖xf2 gxf2+ 5.♔f1 ♜f3 6.♖xf3 ♜h1+ 7.♗xf2 ♜b1 with a draw. But in just a fraction of a second, Fritz gives the winning 2...♜e2!. Why does this rook have to be on e2 of all squares? This becomes clear at the end of the following line: 3.♗g1 g2 4.♖bb1 (4.♖bxf3 ♜b2 5.♖f7

$\text{gxf1}\blacksquare + 6. \text{Qxf1 g5}$ and White wins) $4... \text{gxf1}\blacksquare + 5. \text{Qxf1 Qf5!} 6. \text{b8}\blacksquare \text{Qe3+} 7. \text{g1f2+} 8. \text{Qh1 Ee1+}$ and after $9. \text{Qh2 Qg4+} 10. \text{Qg3 f1}\blacksquare$ White is mated. Impressive!



Volosin-Tarasov

And finally, in the last example, Position 853 (Volosin-Tarasov, Soviet Union 1968) we were wondering why Fritz stubbornly kept evaluating the position as '0.00', as it was crystal-clear that one of White's pawns would queen, as had been claimed in the original version.

Until we finally saw that on the 7th move, the black king would switch to the other direction like in the famous 1921 study by Richard Réti... here put into practice to great effect.

Van Perlo has weaved an exceptionally rich tapestry of endgame tricks and traps in this book. It is clear, though, that even the most famous of positions are still worth having a closer look at. We have tried to do this in this new and, hopefully, enriched version. But we are quite aware that there is still a lot to be discovered also in the material presented here. We would, therefore, be indebted to readers who can supply us with additional information about the examples or with new analysis. We may include them in a future edition.

W.F. Andriessen

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Part I

Pawn Endgames

Chapter 1

More than Meets the Eye

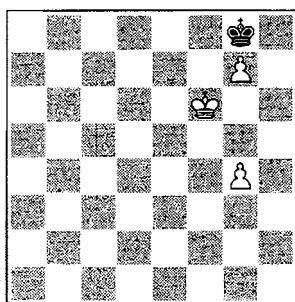
As the material is considerably reduced, many tend to underestimate this type of endgame, or think that it is merely a matter of good calculation.

Nothing could be further from the truth. This seemingly simple subject matter bristles with pitfalls and incredible beauty may lie hidden just below the surface. And things can get extremely complicated!

For starters, however, we shall keep it simple. We shall call the first paragraph:

A) Is it really all that simple?

We shall deal with a few positions with minimal material, where it seems at first glance that not much can go wrong.



1

The position of diagram 1 occurred in the game Sajtar-Benko, played in Budapest, 1954. Despite the reduced material, there is much to enjoy here. Black does not resign yet and plays

1... Qh7

followed by

2. Qf7

Thematic would have been 2.g8 \blacksquare Qxg8 3. Qg6 and White wins, as he has the opposition.

2... Qh6

Now, if White is too confident and naively plays 3.g8 \blacksquare immediately, it's stalemate. It could happen to you in time-trouble! But White decides on an underpromotion.

3.g8 \blacksquare !

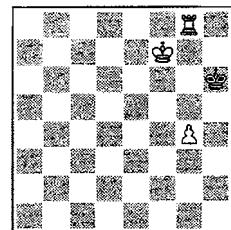
A little joke, perhaps out of irritation because Black has played on for so long. 3.g5+ would also have won simply. Now Black finally resigned. However, he could have checked if White was still awake with

3... Qh7

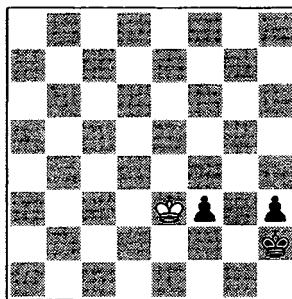
Of course, White does not fall for the second stalemate trick 4.g5?

4. Qg5

followed by mate on h5!



3.g8 \blacksquare !

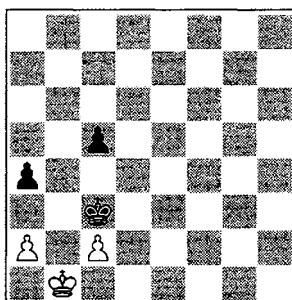


□

2

Diagram 2 is from the game Antsigin-Zhuravlev, played in Russia in 1952. As White saw only 1. $\mathbb{Q}xf3 \mathbb{Q}g1$ and curtains, he decided to resign.

What the poor wretch did not see was 1. $\mathbb{Q}f2!$, drawing. He probably didn't sleep much that night.



■

3

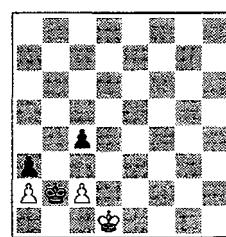
Diagram 3 stems from Söderborg-Drimer, Reykjavik 1957. There followed

1... $\mathbb{Q}d2$

1...a3 and 2...c4 looks like a simple winning method, for example:

1...a3 2. $\mathbb{Q}c1$ c4 3. $\mathbb{Q}b1$ $\mathbb{Q}d2$ 4. $\mathbb{Q}a1$ $\mathbb{Q}c1$
5.c3 $\mathbb{Q}d2$ 6. $\mathbb{Q}b1$ $\mathbb{Q}d3!$ 7. $\mathbb{Q}c1$ $\mathbb{Q}xc3$
8. $\mathbb{Q}b1$ $\mathbb{Q}d2$ 9. $\mathbb{Q}a1$ c3 10. $\mathbb{Q}b1$ c2+.

However, as Stephen Falk and Fernando Semprun have pointed out, this line yields no more than a draw either, as White can play 3. $\mathbb{Q}d1!$ instead of 3. $\mathbb{Q}b1$, and now 3... $\mathbb{Q}b2$ (*see diagram*) 4.c3!, after which neither 4... $\mathbb{Q}xc3$ 5. $\mathbb{Q}c1$ nor 4... $\mathbb{Q}xa2$ 5. $\mathbb{Q}c2$ brings Black anything.



analysis after 3... $\mathbb{Q}b2$

2.c4!

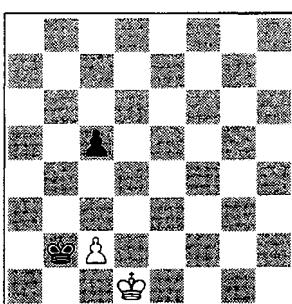
This is something to memorize, as is the follow-up!

2... $\mathbb{Q}c3$ 3. $\mathbb{Q}c1$ $\mathbb{Q}xc4$ 4. $\mathbb{Q}c2!$ $\mathbb{Q}d4$ 5. $\mathbb{Q}d2$ c4

5...a3 6. $\mathbb{Q}c2$ $\mathbb{Q}e3$ 7. $\mathbb{Q}c3$ $\mathbb{Q}e2$ 8. $\mathbb{Q}c2$ holds the opposition, too.

6. $\mathbb{Q}c2$ $\mathbb{Q}c5$ 7. $\mathbb{Q}c3$ $\mathbb{Q}b5$ 8. $\mathbb{Q}c2$

and Black settled for a draw after many more moves.



□

4

Now that we know this, diagram 4 is easy. After 1.c4! it's a draw in the same way. If Black goes after this pawn, White gains the opposition and draws. In l'Hermet-Johnsteyn 1877 – a correspondence game! – there followed

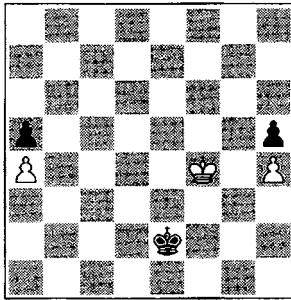
1. $\mathbb{Q}d2?$

and after

1...c4

White resigned.

They weren't quite so far in those days!

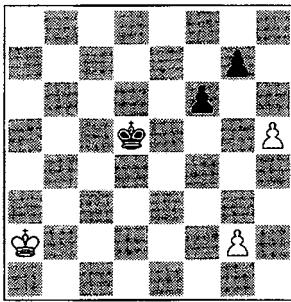


■

5

B) Trompe l'oeil

If any approach lends itself for bad mistakes, it is superficial calculation or judgment of pawn endgames. They may look simple at first sight, but they are not!



□

6

A very eloquent example of what may still be possible in seemingly hopeless positions is Taimanov-Cuellar, Leningrad Interzonal 1973.

With his faraway king, White does not seem to have any perspectives left. But look what followed and keep it in mind! Taimanov finds the following way out:

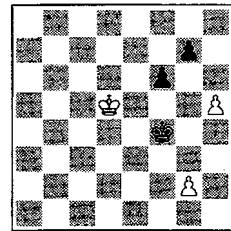
1. ♕b3 ♔d4

Neither does 1... ♕e4 win, see 2. ♕c4 ♕f4 3. ♕d5 (*see diagram*) and now:

- A) 3... ♕g3 4. ♕e6 ♕xg2 5. ♕f7 f5 6. ♕xg7;
- B) 3... ♕g4 4. ♕e6 ♕xh5 5. ♕f5! ♕h6 (or 5... ♕h4 6. ♕g6 ♕g3 7. ♕xg7 f5 8. ♕g6 f4 9. ♕g5) 6. g4 ♕h7 7. g5.

2. ♕b4 f5 3. ♕b5 ♔d5

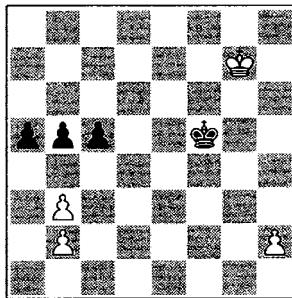
3... ♕e3 is wasted trouble as well, viz.
4. ♕c5 ♕f2 5. ♕d5 ♕xg2 6. ♕e5.



analysis after 3. ♕d5

4. ♕b6 f4 5. ♕c7 ♕e6 6. ♕d8 ♕f7 7. ♕d7 ♕f6 8. ♕e8

and a draw was agreed.



□

7

Deservedly famous for his ability to save his skin in hopeless situations was Emanuel Lasker. The following amazing escape occurred in Lasker-Tarrasch, St Petersburg 1914. Black threatens 1...c4 2.bxc4 bxc4, followed by a4 and c3. The white king again seems too far off and the h-pawn can be stopped easily. But Lasker once again lives up to his reputation as an escape artist.

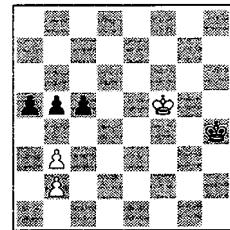
1.h4 ♜g4 2.♗g6!

There's the rub. Tarrasch has calculated that after 2.♗f6 c4 3.bxc4 bxc4 4.♗e5 c3! 5.bxc3 a4, the a-pawn will decide the issue. With 2.♗g6, however, White gains a decisive tempo, because Black must take on h4 first. But then the white king rushes to the queenside, using the b1-h7 diagonal instead of the a1-h8 diagonal. What difference does it make? We will find out!

2...♜xh4 3.♗f5 ♜g3!

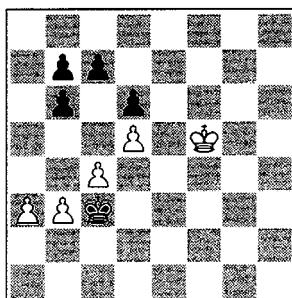
Tarrasch sees the danger. On 3...c4 follows 4.bxc4 bxc4 5.♗e4 c3 6.bxc3 a4? (6...♜g3 or 6...♜g5 still draws) 7.♗d3 and now Black is in a right mess. After all, the white c3-pawn is not in the way now that its king is on the b1-h7 diagonal!

**4.♗e4 ♜f2 5.♗d5 ♜e3 6.♗xc5
♗d3 7.♗xb5 ♜c2 8.♗xa5 ♜xb3**



3.♗f5

Draw.



□

8

We see something similar in an even older game: Schlechter-Marco, Vienna match, 1893. Here White also appears lost, since the black king is closer to the fray than his. But it's not as bad as it seems. There followed:

1.♗e6 ♜xb3 2.♗d7 ♜xc4

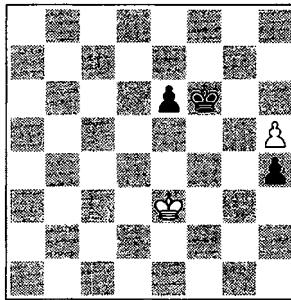
Of course, Black cannot take on a3, as then White would arrive first with his d-pawn.

3.♗xc7 ♜xd5 4.♗xb6!

White would have been fooled after 4.♗xb7? ♜c5.

4...♜c4 5.♗xb7 d5 6.a4 ♜b4 7.♗b6

And as Black must lose time again to take the a-pawn, it's a draw.



□

9

A few more examples of trompe l'oeil. First we cast our eyes on a game Julia Horvath-Sandor Horvath, Hungary 1988. After

1.♔f4

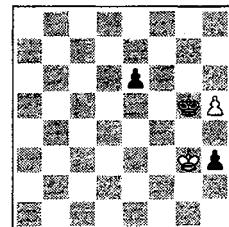
Black, doubtlessly optimistic about his chances, continued

1...h3 2.♕g3 ♔g5

counting on 3.♕xh3? ♔xh5 4.♕g3 ♔g5 5.♕f3 ♔f5 6.♕e3 ♔e5. But he was brought down to earth with a bump by White's reply:

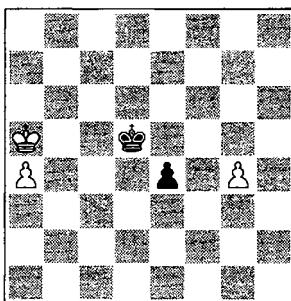
3.♔h2! ♔h6

3...e5 4.h6 is also a draw.



2...♔g5

Draw!

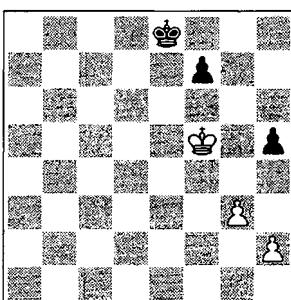


□

10

In a worse ending, sooner or later a player will be confronted with the question if the time to resign has not come yet. White decided that it had in the position given in diagram 10, from Van Mil-Peelen, Nijmegen 1985. When I saw this position in print, I agreed with the commentator that White's capitulation was a tad premature in view of the possible continuation 1.♔b4 ♕d4 2.♔b3 ♕d3 3.g5 e3 4.g6 e2 5.g7 with a drawn queen ending.

Later, however, it was found that Black meets 1.♔b4 with the simple 1...e3!, winning in all lines (2.♔c3 ♕e4 3.g5 ♔f3 4.g6 e2). Van Mil must have seen this, so his resignation was correct. Nevertheless, more tenacious characters would have waited and seen if their opponent found the move 1...e3.



■

11

Black did despair too quickly in Szabo-Füster, Budapest 1937. Black was apparently at a loss here. Against the great master-to-be, he timidly played

1...♔f8?

Naturally, Szabo did not let this chance slip and with

2.♕g5 ♕g7 3.♕xh5 f6 4.♕g4 ♕g6 5.♔f4 ♕g7 6.♔f5 ♕f7 7.g4 ♕g7 8.h4 ♕f7 9.h5 ♕g7 10.♔e6

he finished the job efficiently.

But he should have got half a point less!

In the endgame we must be extremely wary of small details. Black missed the possibility 1...h4!! Capturing on h4 yields White nothing, but after 2.g4 it is a draw, too, because then Black has 2...h3. There may follow 3.♕g5 ♕e7 4.♔h4 ♕f6! 5.♕xh3 ♕g6! 6.♔h4 (6.♔g3 is also answered by 6...f5!) and now Black has the trump 6...f5 and there is no credit left to be gained by White.

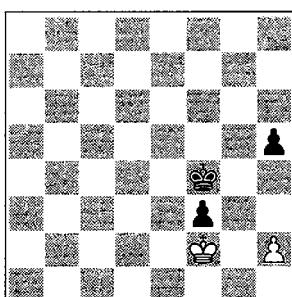
Chapter 2

Typical Motifs

In this chapter we introduce a number of tactical motifs that we will see returning throughout the book. These motifs, you might say, are the blood and bone of endgame tactics. Without them, this tome would be considerably thinner.

A) Zugzwang

In between events, we have been able to spot quite a few tempo moves. This paragraph specifically deals with that subject, which we could also classify under the heading ‘Trouble and Affliction’. After all it’s a harrowing experience to find yourself in a position where any move will only make things worse. Or imagine that in time-trouble, you have your opponent by the short and curlies, but after one slight carelessness all your work has been in vain.



□

12

Diagram 12 is a good example. After a long game, the young Swinkels (White) had managed to reach a drawn pawn endgame in his game against Erenburg, Dieren 2006. He starts off well:

1.♔f1 ♔e3 2.♔e1 ♔e4

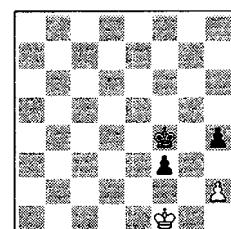
Waiting tactics. An important point in this type of endgame is that 2...f2 3.♔f1 ♔f3 does not win on account of the tempo move 4.h3!.

3.♔f2 ♔f4 4.♔f1 h4 5.♔f2 ♔g4 6.♔f1 ♔f5 7.♔f2 ♔f4 8.♔f1??

In this war of nerves the young Dutchman goes astray. Necessary was 8.♔e1! ♔e3 9.♔f1 and after 9...f2 again 10.h3!.

8...♔e5??

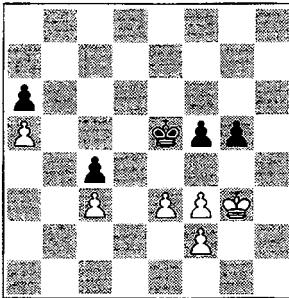
But Erenburg fails to grab his only chance! 8...♔e3 would have been winning: 9.♔e1 f2 10.♔f1 ♔f3 (10...h3 stalemate is another stalemate that’s easy to overlook!) 11.h3 ♔g3 etc. Now the game ends ‘normally’ as the Israeli grandmaster does not get a second chance.



8.♔f1??

**97.♔f2 ♔e4 98.♔e1! ♔e3 99.♔f1 ♔d4 100.♔f2 ♔e4
101.♔e1 ♔f5 102.♔f2 ♔g4 103.♔g1 ♔h3 104.♔h1
♔g4 105.♔g1 ♔f4 106.♔f2 h3 107.♔f1 ♔e4
108.♔f2 ♔f4 109.♔f1 ♔e3 110.♔e1 ♔d3 111.♔f2
♔e4 112.♔f1 ♔e3 113.♔e1 f2 114.♔f1 ♔f3**

Stalemate.



□

13

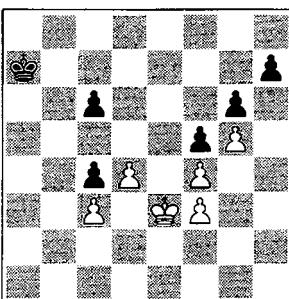
That's how accurate these endgames have to be treated. That a little knowledge is no luxury is proved by the following example from Yermolinsky-Komarov, also played in Russia, in 1986. White can enter a phase of intricate tempo play with 1. $\mathbb{Q}g2$ $\mathbb{Q}d5$ 2. $\mathbb{Q}h3$ $\mathbb{Q}e6$, with a queen endgame resulting after 3. e4! fxe4 4. fxe4 $\mathbb{Q}e5$ 5. f3! $\mathbb{Q}f4$ 6. e5 $\mathbb{Q}xf3$ (6... $\mathbb{Q}xe5$ 7. $\mathbb{Q}g4$ $\mathbb{Q}f6$ 8. f4) 7. e6 g4+ 8. $\mathbb{Q}h4$ g3 9. e7 g2 10. e8 \mathbb{Q} g1 11. $\mathbb{Q}c6$ $\mathbb{Q}f4$ 12. $\mathbb{Q}xc4+$ which is very hard to win, if at all. He finds an easier winning method.

1.f4+!

Sacrificing a pawn to reach a zugzwang position like the one in the preceding diagram, but now on the opposite side of the board. Again, Black has no choice:

1...gxf4+ 2. $\mathbb{Q}f3!$ fxe3 3. fxe3 $\mathbb{Q}d5$ 4. $\mathbb{Q}f4$ $\mathbb{Q}e6$ 5. e4 $\mathbb{Q}xe4$ 6. $\mathbb{Q}xe4$

and there is no salvation.



□

14

In diagram 14, we see Bob Wade at work as White against Kaderi, Siegen Olympiad 1970. Wade also tosses off a pawn sac to bring Black in fatal zugzwang. The instructive continuation is:

1.d5! c5 2. $\mathbb{Q}d2$

2. d6 does not work because of 2... $\mathbb{Q}b8$, 2... $\mathbb{Q}b7$ or 2... $\mathbb{Q}b6$. This is downright deep-sea diving, but the assessment seems to be correct. Let's stick to the game.

2... $\mathbb{Q}b7$ 3. $\mathbb{Q}c2$ $\mathbb{Q}c7$ 4. $\mathbb{Q}b2$ $\mathbb{Q}d6$ 5. $\mathbb{Q}a3$ $\mathbb{Q}xd5$

As a result of all this hocus-pocus White is a pawn down. But in compensation he has conquered possession of the key squares on the queenside and that's what counts here.

6. $\mathbb{Q}a4$ $\mathbb{Q}d6$

As 6... $\mathbb{Q}c6$ loses to 7. $\mathbb{Q}a5$ $\mathbb{Q}d5$ 8. $\mathbb{Q}b5$ $\mathbb{Q}d6$ 9. $\mathbb{Q}b6$ etc.

7. $\mathbb{Q}b5$ $\mathbb{Q}d5$ 8. $\mathbb{Q}a5$ $\mathbb{Q}e6!$ 9. $\mathbb{Q}a6!$

Now White has gained the so-called distant opposition.

9... $\mathbb{Q}d6$

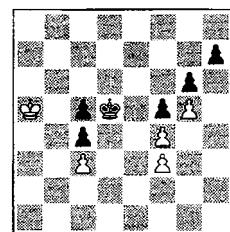
Now this is forced, as 9... $\mathbb{Q}e7$ meets with 10. $\mathbb{Q}b5$ $\mathbb{Q}d6$ 11. $\mathbb{Q}b6$ and Black must give up material.

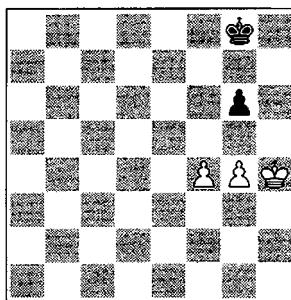
10. $\mathbb{Q}b6$ $\mathbb{Q}d5$ 11. $\mathbb{Q}c7!$

What a way to crush your opponent's ego!

11... $\mathbb{Q}e6$ 12. $\mathbb{Q}c6$ $\mathbb{Q}e7$ 13. $\mathbb{Q}xc5$ $\mathbb{Q}d7$ 14. $\mathbb{Q}xc4$ $\mathbb{Q}c6$ 15. $\mathbb{Q}d4$

and Black resigned, in desperate need of a rest day.

8. $\mathbb{Q}a5$



□

15

Despite heroic attempts to head for the hills, the second player did not manage to escape either in Istvan Polgar-Ciocaltea, Asztalos Memorial, Baja 1971.

1.♔g3!

That's fine. With 1.♔g5 ♔g7 2.♔h4 ♔g8 White wouldn't make any progress.

1...♔f7 2.♔f3 ♔e7 3.♔e3 ♔d7 4.♔e4 ♔e6 5.g5!

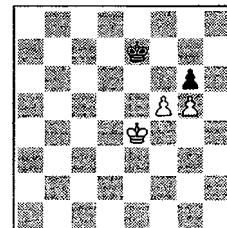
Depriving the black king of some vital squares in the tempo battle.

5...♔d6 6.f5 ♔e7!

Black can still hope: 7.fxg6? ♔f8! is looming after which half a point would be saved! But...

7.f6+ ♔f7

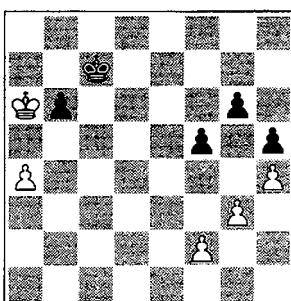
Another bitter pill to swallow. 7...♔e6 meets with 8.f7! ♔xf7 9.♔d5! and Black remains in zugzwang. One more trick to memorize!



6...♔e7!

8.♔e5 ♔f8 9.f7!

Black has done all he could, but now the end is near. If he plays 9...♔xf7, then 10.♔d6, and after 9...♔e7 comes 10.f8♕+!. In view of this, Black resigned.



■

16

And yet sometimes there is still hope for those who remain alert and act timely. I shall give three examples. The first is the game Andersson-Gheorghiu, Moscow 1981, in which Black gets off the hook like an escape artist with

1...f4!!

Absolutely necessary, as zugzwang inevitably awaits him after 1...♔c6? 2.f4! ♔c7 3.♔a7 ♔c6 4.♔b8! and we don't want to see what's next!

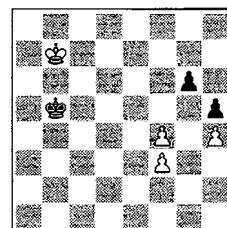
However, after the text Black deserves the draw.

2.gxf4 ♔c6 3.f3 ♔c5 4.♔b7 b5 5.axb5

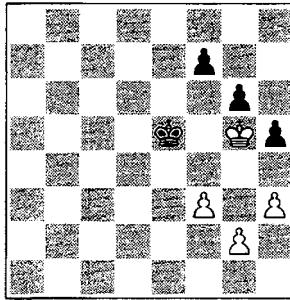
Of course, 5.a5 is met by 5...b4, and if anything, Black is better.

**5...♔xb5 6.♔c7 ♔c5 7.♔d7
♔d4 8.♔e6 ♔e3 9.♔f6 ♔xf3
10.f5 gxf5 11.♔xf5**

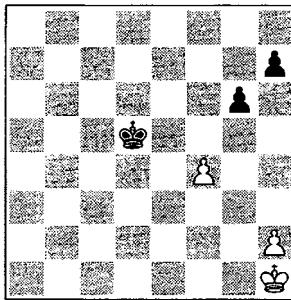
and there is nothing more to be gained.
Draw.



5...♔xb5



17



18

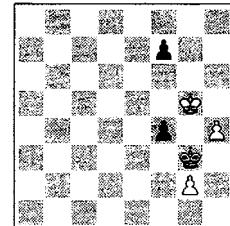
In this position, taken from Pelikian-Tsuboi, Sao Paulo 2002, the black position also looks critical. The threat of zugzwang is hanging over his head. For instance, if he plays 1... $\mathbb{Q}e6$? there may follow 2.h4 $\mathbb{Q}e5$ 3.g3 $\mathbb{Q}e6$ 4.f4 $\mathbb{Q}e7$ 5.f5 and White is winning. However, the black player found an ingenious solution to this problem with the pawn sacrifice

1...h4!!

after which the draw was agreed. The motivation consists of:

- A) 2. $\mathbb{Q}g4$ f6 3. $\mathbb{Q}xh4$ $\mathbb{Q}f4$ 4.g4 (or 4.g3+? $\mathbb{Q}xf3$ 5.g4 $\mathbb{Q}f4$ 6.g5 fxg5 mate, the actual point of Black's pawn sacrifice!) 4... $\mathbb{Q}xf3$ 5.g5 f5 stalemate;
- B) 2.f4+ $\mathbb{Q}e4$ 3.f5 gxf5 4. $\mathbb{Q}xh4$ $\mathbb{Q}f4$! 5. $\mathbb{Q}h5$ $\mathbb{Q}g3$ 6. $\mathbb{Q}g5$ f4 (6... $\mathbb{Q}xg2$ is also sufficient for a draw) 7.h4 (*see diagram*) 7...f6+! 8. $\mathbb{Q}f5$ $\mathbb{Q}xh4$ with equality.

A highly instructive episode.



7.h4

A little less hard to find but still clever was the way White saved his skin in Filep-Mariotti, Reggio Emilia 1969/70.

1. $\mathbb{Q}g2$ $\mathbb{Q}e4$ 2. $\mathbb{Q}g3$ h5

Now is the time to be careful, as 3.h4? $\mathbb{Q}e3$! again leads to zugzwang. But White is not to be discouraged and plays

3.h3!

and after

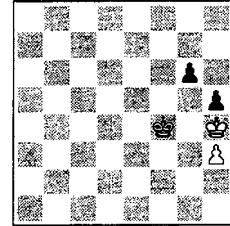
3... $\mathbb{Q}e3$

he continued, grinning broadly, with

4. $\mathbb{Q}h4$!

After

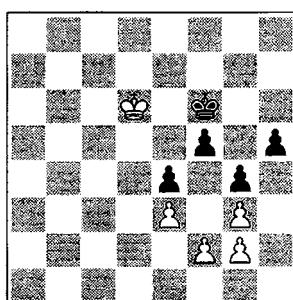
4... $\mathbb{Q}xf4$

4... $\mathbb{Q}xf4$

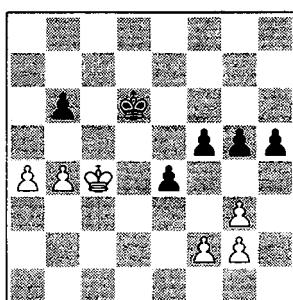
he is stalemated.

B) Breakthrough

Now we arrive at an even more spectacular branch of our chapter on Pawn Endgames. In this paragraph, crude violence and brute force play a starring role, as well as missed opportunities, of course. But we are dealing with an important theme here, as the timely recognition of a possibility to break through may constitute the difference between a full point and a lost one, in other words between great joy and deep sorrow!



19



20

But let's allow the examples to speak for themselves. We start with Pomar-Cuadras, Olot 1974, where Black conjured up the following winning method:

1...f4! 2.♖d5

Probably already despairing, as 2.exf4 is met by 2...h4! 3.gxh4 g3!. But Black doesn't lose his head.

2...h4! 3.♕xe4

3.gxh4 does not help either on account of 3...g3!, but now came

3...f3 4.gxf3 h3 0-1

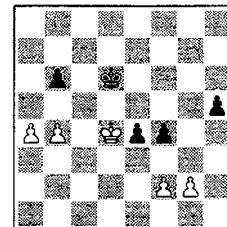
Next, let's have a look at Weinstein-Rohde, Lone Pine 1977. In all probability, the black player will not enjoy being reminded of this position, in which he came up with the unfortunate thought

1...h4?

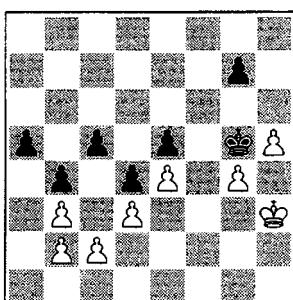
and White thankfully grabbed his chance to haul away the loot, and perhaps a fistful of dollars, with

2.gxh4 gxh4 3.♔d4 ♕e6 4.a5

and wins. Looking at the preceding diagram, you had doubtlessly already seen that Black had victory for the taking with 1...f4! 2.gxf4 gxf4 3.♔d4 (*see diagram*) and now the punch line: 3...e3! 4.fxe3 f3! 5.gxf3 and after 5...h4!, the road to h1 lies open and Black wins.



analysis after 3.♔d4



21

Sometimes it is indeed difficult to recognize such a breakthrough opportunity, especially if there are more pawns on the board, hiding the motif. A nice example is Havasi-Reko, Budapest 1976, where Black could not find a way out and resigned.

The entire playing hall must have fallen over him, because every horseman on his feet, not hindered by nerves and other discomforts, had doubtlessly seen the entire winning line that Black could have forced with the breakthrough

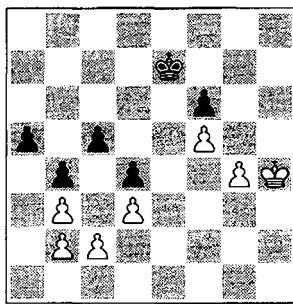
1...c4! 2.bxc4

Other ways to lose are 2.dxc4 a4 and 2.♗g3 a4.

2...a4 3.c5 a3 4.bxa3 bxa3 5.c6 a2 6.c7 a1 \mathbb{W} 7.c8 \mathbb{W}
 $\mathbb{W}f1+$ 8. $\mathbb{W}g3$ $\mathbb{W}f4+$ 9. $\mathbb{W}h3$ $\mathbb{W}f3+$ 10. $\mathbb{W}h2$ $\mathbb{W}f2+$
 11. $\mathbb{W}h3$ $\mathbb{W}h4+$ 12. $\mathbb{W}g2$ $\mathbb{W}xg4+$

and wins.

We can safely assume that Reko did not sleep so well that night!



■ 22

Things were still more complicated in Tischbierek-Vorotnikov, Leipzig 1979. Black has the same trick as in diagram 21, but he must reckon with stronger resistance on the opposite wing.

1...c4!

We could have expected this, although it doesn't harm to point out that 1...a4? badly fails to 2.bxa4 c4 3.b3!. Another resource to keep in mind! After the text move White plays his own trump card.

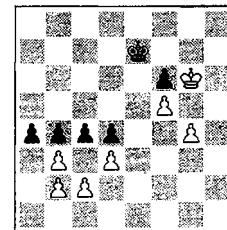
2. $\mathbb{W}h5!$ a4!

Now is the right time. By the way, 2... $\mathbb{W}f7$ also wins.

3. $\mathbb{W}g6$ axb3!

The critical moment. Things can go quite wrong if Black plays the tempting 3...a3?. There follows 4.bxa3 bxa3 5. $\mathbb{W}g7$ a2 6.g5 a1 \mathbb{W} ? (6...fxg5! 7.f6+ $\mathbb{W}d7$ 8.f7 a1 \mathbb{W} 9.f8 \mathbb{W} is still a draw) 7.gxf6+ $\mathbb{W}d7$ 8.f7 $\mathbb{W}g1+$ 9. $\mathbb{W}f6$ and Black has screwed up!

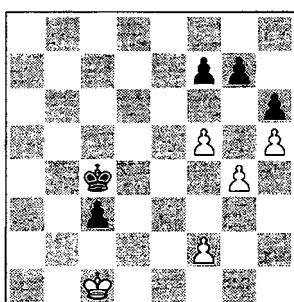
After 3...axb3 the black pawn promotes on d1 in much more favourable circumstances.



3. $\mathbb{W}g6$

4.cxb3 cxd3 5. $\mathbb{W}g7$ d2 6.g5 d1 \mathbb{W} 7.gxf6+ $\mathbb{W}d6$ 8.f7
 $\mathbb{W}g4+$ 9. $\mathbb{W}f6$ $\mathbb{W}h4+$

and White resigned.

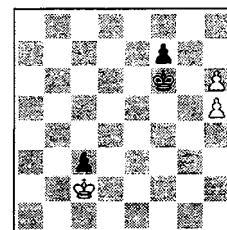


□ 23

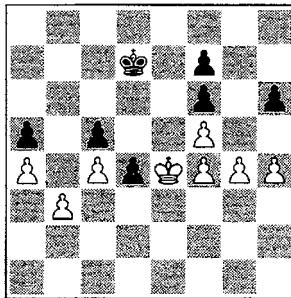
Something completely different was going on in Edward Lasker-Moll, Berlin 1904. White can win here, but first he must create the right conditions for a successful breakthrough with 1.f6! gxf6 2.f4 $\mathbb{W}d5$ 3.g5 fxe5 4.fxe5 $\mathbb{W}e5$ 5.gxh6 $\mathbb{W}f6$ 6. $\mathbb{W}c2$ (see diagram) and wins, because the black king will eventually have to leave the square of the h6 pawn. But White missed this chance. Even worse, he played

1.f4?? f6! 2.g5 $\mathbb{W}d3$

and it was Black who won!



analysis after 6. $\mathbb{W}c2$



□

24

Now we arrive at an entirely different type of breakthrough: the creation of two outside passed pawns, one of which cannot be stopped. The first example is Capablanca-Conde, Hastings 1919. The great Cuban here played one of his famous *petites combinaisons*:

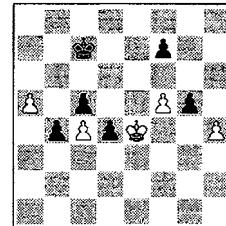
1.b4! axb4 2.a5 ♜c7

and now, on the other side of the board:

3.g5! fxg5 4.fxg5 hxg5 5.hxg5!

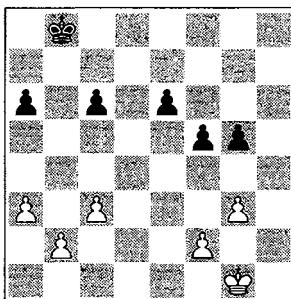
Attention please. With 5.h5? White could still have thrown away the game because of 5...b3 6.♗d3 g4 and White gets a taste of his own medicine: a big zero! But the text does haul in the loot.

**5...b3 6.♗d3 ♛d7 7.g6 fxg6
8.fxg6**



4...hxg5

and Black resigned.



□

25

Yandemirov-Feoktistov, Vladimir 2004, seemed to be heading for a long-winded pawn endgame. Instead, Yandemirov lashed out with a fantastic breakthrough that seemed to appear out of the blue.

1.g4!! ♜c7

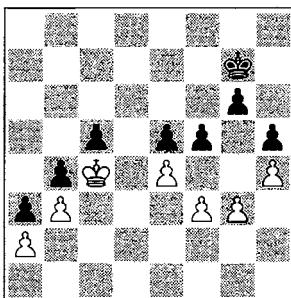
Trying to reach the kingside in time. The alternatives show how much better White's king is placed than Black's: 1...fxg4 2.♗g2 ♜c7 3.♗g3 ♜d6 4.♗xg4 and White wins, or 1...f4 2.♗g2 ♜c7 3.♗f3 ♜d6 4.♗e4 with zugzwang.

2.f4!

Now we have reached familiar ground. The black king can stop the passed pawn on the kingside, but then the trouble starts on the queenside.

**2...gxf4 3.g5 ♜d6 4.b4! e5 5.c4 e4 6.a4 e3 7.g6 ♜e6
8.b5**

The second passed pawn will be lethal. Black resigned.



■

26

Sometimes it's not how many passed pawns you can create, but how far apart they are. A telling example is Mannion-Sareen, played in Port Erin 2005. How many pawns can Black put *en prise*? Exactly:

1...g5! 2.exf5 g4!

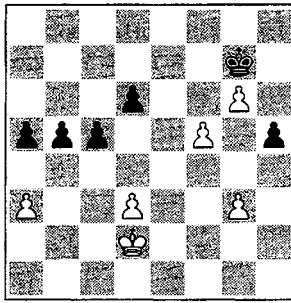
2...gxh4? would not have done, see 3.gxh4 ♜f6 4.♗xc5 ♜xf3 5.♗xb4 ♜f4 and now both 6.♗xa3 ♜xf3 7.b4 and 6.♗c3 ♜xf3 7.♗d2 e4 8.♗e1 ♜e3 9.b4 ♜d4 10.♗e2 ♜c4 11.♗e3 ♜xb4 12.♗xe4 ♜c3 13.♗e3 ♜b2 14.♗d2 are good for a draw.

3.fxg4 e4!

It's important that White does not have a king move now.

4.gxh5 e3 5.♗d3 c4+!

Creating an outside passer! White resigned.



■

27

In Levacic-Janosevic, Yugoslavia 1948, things also went wrong. Black made a last-ditch attempt:

1...a4 2.♖c3 d5

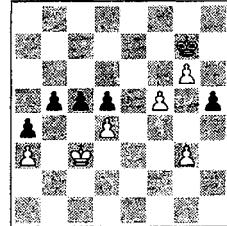
and yes!

3.d4?

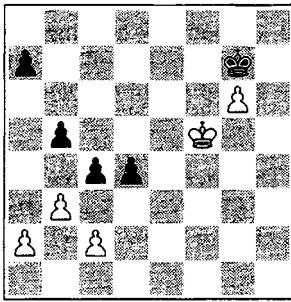
3.♕c2 is a draw. After the text, however, Black hit home with

**3...b4+! 4.axb4 cxd4+ 5.♔xd4
a3**

Finished!



3.d4?



□

28

In diagram 28, we see a big name from chess history in the role of a pupil. In the game Euwe-Schelfhout, Amsterdam 1920, the 19-year-old future World Champion had to hold the draw with 1.bxc4 bxc4 2.♕e4.

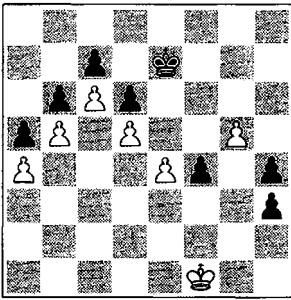
But he saw no danger and allowed a break with

1.♕e4?

Black reacted in a flash!

1...d3! 2.cxd3 c3!

A different version this time. After 3.♕e3, Black creates a protected passed pawn on c3 with 3...b4 and White can resign.



□

29

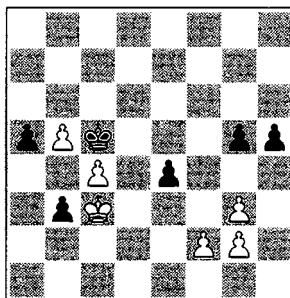
We conclude this subject with a few more high-level examples, starting with Garcia Gonzales-Quinteros, Moscow Interzonal 1982, which saw the pretty continuation

1.g6! f3 2.♔g1! ♔f6

and now the very beautiful

3.e5+! dxe5 4.d6 e4 5.d7

and Black gave up resistance.



30

Also very elegant was the way Black decided the correspondence game Kuznetsov-Selensky in 1971. With a sharp eye for the possibilities in this type of position, he fixed White's kingside pawns with

1...g4!

which was necessary, as after 1...a4 White saves himself neatly with 2.g4! hxg4 3.g3. He was denied this small pleasure with 1...g4. Such postcards do not make a correspondence player happy... White swallowed and continued

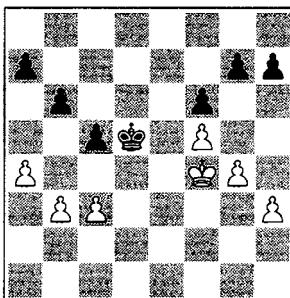
2.♔xb3

but he was counted out with

2...h4 3.gxh4 g3 4.fxg3 e3 5.♔c2 e2 6.♔d2 a4

which is something we have seen before. All the more reason to look for a new subject.

C) Outside passed pawns



31

A passed rook's pawn is one of the most dangerous weapons in a pawn endgame. We start with a basic example from Smirnov-Bernan, Soviet Union 1972. First, Black fixes the queenside with

1...a5

and after

2.♔e3

he continues with

2...h5! 3.♔f3

On 3.♔d3, Black plays 3...hxg4! 4.hxg4 c4+! 5.bxc4+ ♔c5 6.♔d2 ♔xc4 7.♔c2 b5 and wins.

3...c4!

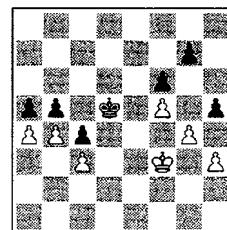
White has no alternative but

4.b4

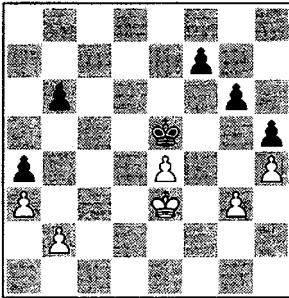
and now comes the point:

4...b5!

and White could resign, because one Black a-pawn or the other queens!



4...b5!



□

32

Something similar, in a different guise, we see in Ree-Ftacnik, Kiev 1978.

1.♔d3 f6 2.♔e3

and instead of 2...f5, with probably good chances due to his more active king and his possibilities to gain tempi after, for instance, 3.exf5 ♔xf5 4.♔f3 g5 5.hxg5 ♔xg5, Black had a catastrophic brainwave:

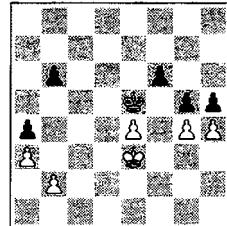
2...g5?

and White immediately hit home with the trick we know from our previous example:

3.g4!

For the books, we give the rest of the moves:

**3...hxg4 4.h5 ♔e6 5.♔f2 ♔f7
6.♔g3 ♔g7 7.♔xg4 ♔h6 8.♔f5
♔xh5**

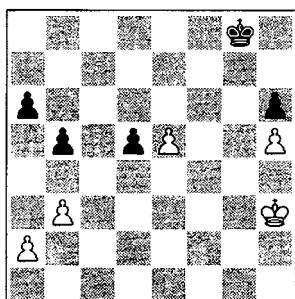


3.g4!

Please take note of 8...♔g7 9.e5.

9.♔xf6 g4 10.e5 g3 11.e6 g2 12.e7 g1♛ 13.e8♛+

and White won the second pawn ending after 13...♔h4 14.♕h8+! swapping on g1.



□

33

Sad was the fate of the white player in Gavrikov-Kharitonov, Sverdlovsk 1984.

1.♔g4 ♔f7 2.♔f5 b4

An important move, fixing White's queenside. Less successful would have been 2...♔e7 3.b4 ♔d7 4.e6+ ♔e7 5.♔e5 d4 6.♔xd4 ♔xe6 (not 6..♔d6 7.e7!) 7.♔c5 ♔f5 8.♔b6 ♔g5 9.♔xa6 ♔xh5 10.♔xb5 ♔g4 11.a4.

**3.e6+ ♔e7 4.♔e5 d4 5.♔xd4
♔xe6 6.♔c4 ♔f5**

6...a5 is, of course, answered by 7.♔b5.

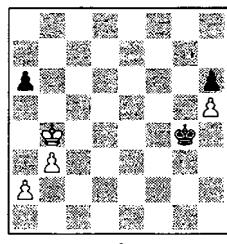
7.♔xb4 ♔g4

and now White completely lost control:

8.♔a5??

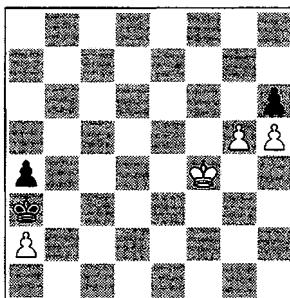
The king moves in the wrong direction, missing a breakthrough opportunity. The win was for the taking with 8.♔c5! ♔xh5 9.b4 ♔g4 10.a4 h5 11.b5 axb5 12.a5! and there it is again, the high-speed passed rook's pawn. In the game, Black gratefully took the draw with

8...♔xh5 9.♔xa6 ♔g4 10.b4 h5



7...♔g4

and the subsequent queen ending resulted in a draw.

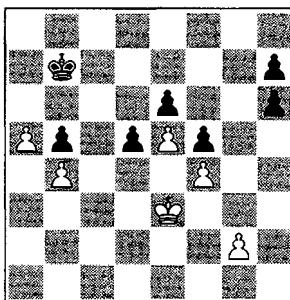


34

In Ivanchuk-Hellers, World Junior Championship, Baguio City 1987, White faced the task of having to prevent the well-known draw that would result after 1...hxg5+ 2.Rxg5 Rxa2 3.h6 Rb1 4.h7 a3 5.h8=Q a2. He found the charming

1...hxg5+ 2.Qe3!

and now Black loses because of his extra g-pawn, making stalemate impossible. Another trick to remember!



35

1.g4!

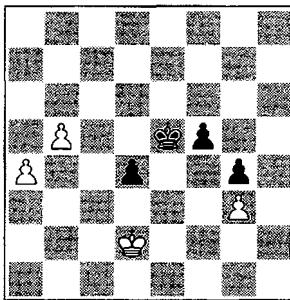
If Black now takes on g4, 2.f5 frees the passage for the white e- and a-pawn. The black king cannot stop both. Black tried

1...d4+ 2.Qxd4 h5 3.gxf5 h4

but resigned after

4.Qe3

because the white king does get back in time!



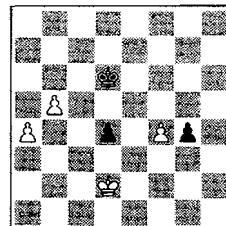
36

Looking at the classics, we recognize this theme in a game Stoltz-Nimzowitsch, Berlin 1928. A superficial look at the position might suggest that White has the advantage with his two connected passed pawns on the queenside. However, Black demonstrates that outside passed pawns are stronger.

1...f4! 2.gxf4+ Qd6!

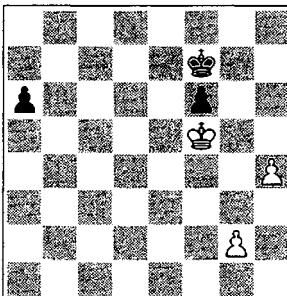
Again this powerful move, which would also have followed if White had tried something like 2.b6 or 2.a5 instead of 2.gxf4+. After the text, the black pawns cannot be stopped by the king, but the white pawns can!

**3.a5 g3 4.a6 Qc7 5.Qe2 d3+
6.Qxd3 g2 7.Qe4 g1=Q**



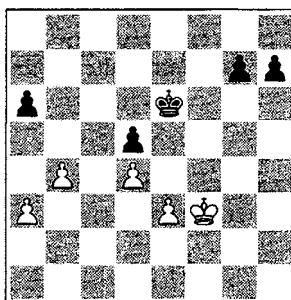
2...Qd6!

and White resigned a few moves later.



■

37



□

38

One more fragment from the ‘good old days’ is Nimzowitsch-Tarrasch, San Sebastian 1911, in which the second player lived up to his fame as the *Praeceptor Germaniae* with

1...a5 2.♔e4

and now the lovely

2...f5+!

and after 3.♔d4, Black decides the issue with 3...f4. That left White no option but to resign.

Another example in which the king cannot stop the outside pawn is Vorotnikov-Chekhov, played in the Soviet Union in 1977. White made use of his possibilities elegantly:

1.a4 h5 2.a5!

Very strong in combination with the next move.

2...♔d7

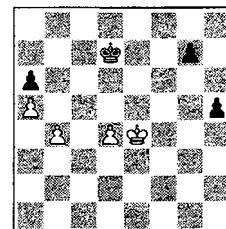
There is no time for 2...g5, which is met by the immediate b4-b5.

3.e4! dxe4+ 4.♔xe4 ♔c6

An important finesse comes to light if Black plays 4...h4. In that case 5.b5! axb5 6.a6 ♔c8 7.d5 h3 8.♔f3 h2 9.♔g2 b4 10.d6 b3 11.a7 ♔b7 12.a8♚+ follows, and the white d-pawn promotes with check.

5.d5+ ♔b5 6.♔f4 g5+

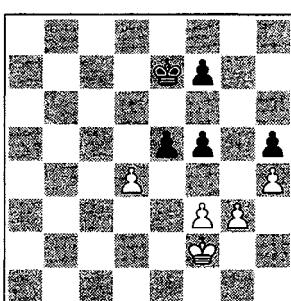
Or 6...g6 7.♔g5, also with zugzwang.



4.♔xe4

7.♔xg5

and Black resigned.



□

39

Diagram 39 is taken from Wohl-Solomon, Australian Championship, Toowoomba 1985.

1.d5!

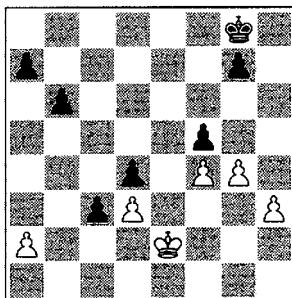
Not the obvious 1.dxe5? ♔e6 2.f4 ♔d5 3.♔e3 ♔c4 and Black holds the draw, as long as he remains alert and keeps preventing the g3-g4 break. After the text Black does not get this chance any more, as after

1...e4

there followed the immediate

2.g4!

which would also have been the answer to 1...♔d6. So, Black resigned. Incidentally, the white finish 1...♔d6 2.g4 fxg4 3.fxg4 ♔xd5 4.gxh5 ♔e6 5.h6 ♔f6 6.h5 deserves attention. The black pawn on f7 blocks its own king, a ‘sub-theme’ which is quite frequent.



■

40

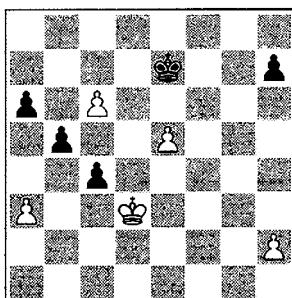
Diagram 40 is another example of beauty and simplicity going hand in hand. The position occurred in the correspondence game Kretschmar-Mohrlok, 1973.

Black came up with the pretty

1...g5!

and White could resign, for against the combined power of the c- and f-pawns there is no remedy.

If the postman deposits such a move in your box, life is surely tough for a correspondence player.



□

41

Things get a lot more complicated in Taborov-Vok, Kiev 1993. White read the position well, judging by his

1.♔e4!

He could have gone quite astray with 1.♔d4?, whereupon Black draws with 1...a5!. The reason for this will be revealed below. If Black, after 1.♔d4, does not play 1...a5 but, for instance, 1...♔e6?, then he has not grasped the situation and will be demolished with 2.♕c5!! c3 3.c7 ♔d7 4.♕b6 c2 and here it comes... 5.e6+! ♔c8 6.e7. Now Black can choose to be mated right away or play without his queen, which is not something a gentleman would do!

So why is it a draw after 1.♔d4 a5, a stubborn reader may ask. In that case the continuation is 2.♕c3 (not 2.♕c5 c3 3.c7 c2!, because the king has remained on the black square e7 and that's what this endgame is all about; 2.a4 b4 3.♕xc4 does not win either after 3...♔e6 4.♕b3 ♔e7) 2...♔e6! (certainly not 2...♔d8?? 3.e6) 3.♔d4 ♔e7 with a draw.

After this instructive and enjoyable elaboration we return to the game.

1...♔e6

Now 1...a5 doesn't help on account of 2.♔d4 and after 2...♔e6 the black king finds itself on the wrong square again.

2.♔d4

Threatening 3.♕c5.

2...♔e7 3.♕c3 ♔e6

At the risk of getting boring: 3...a5 again meets with 4.♔d4.

4.♔b4! ♔e7 5.♔a5!

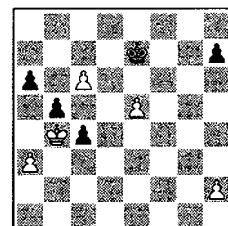
The final point!

5...c3 6.c7 ♔d7 7.♕b6!

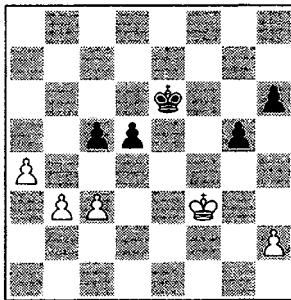
Here we are again: mate or loss of the queen.

7...c2 8.e6+

and, disheartened by all this sadism, Black resigned.



4...♔e7



□

42

Sinclair-Stean, Clacton on Sea 1974, also demonstrated the high degree of complexity of this endgame type. Here, White must do his utmost for a mere halfpoint. The 'simplest' way to achieve this is:

1.a5!

Not 1.b4? cxb4 2.cxb4 h5! and White's connected passed pawns are outweighed by Black's d- and h-pawns.

1... \mathbb{Q} d6 2. \mathbb{Q} g4 \mathbb{Q} c6 3. \mathbb{Q} f5

After 3. \mathbb{Q} h5 d4! Black wins immediately, as our reader Gary Bagstad has pointed out, for example: 4.cxd4 cxd4 5. \mathbb{Q} g4 h5+! and the three pawns are too much for White to cope with.

3... \mathbb{Q} b5 4. \mathbb{Q} e5 d4!

Fine! Black recognizes the danger after 4... \mathbb{Q} xa5 5. \mathbb{Q} xd5 \mathbb{Q} b5 6. \mathbb{Q} e5. Everything revolves around the question whether Black can reach the crucial square f7 in time.

5.cxd4 cxd4 6. \mathbb{Q} xd4 \mathbb{Q} xa5 7. \mathbb{Q} e5

Trying to fix something, seeing that 7. \mathbb{Q} c5 \mathbb{Q} a6! is also a draw.

7... \mathbb{Q} b4 8. \mathbb{Q} f6 \mathbb{Q} xb3 9. \mathbb{Q} g6 \mathbb{Q} c4 10. \mathbb{Q} xh6 g4!

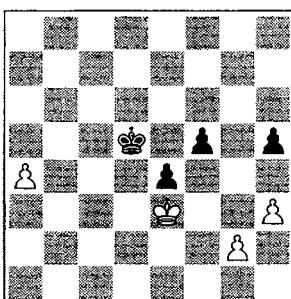
Unfortunately, in spite of all the trouble White has taken, Black can still draw with this finesse because he reaches f7 in time.

White's last hope was 10... \mathbb{Q} d5?. After 11. \mathbb{Q} xg5 \mathbb{Q} e6 12. \mathbb{Q} g6 he would have been able to cut off the black king after all.

D) Pawn sacrifices

If you think that we have exhausted the theme of pawn endgames now I have to disappoint you. I have some more material in reserve, so bear with me a little longer.

The possibilities and tricks that we have outlined in this chapter so far are in practice often introduced by a pawn sacrifice. This requires a sharp awareness of such tricks. It goes without saying that quick action is needed and that any mistake or miscalculation may be fatal. Let the pictures speak for themselves!



■

43

We start with the conclusion of the game Kushnir-Sulim, Soviet Union 1979. Black continued

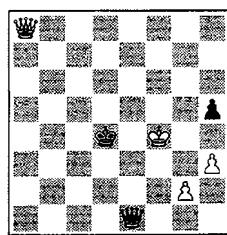
1...f4+!

and the follow-up demonstrated that Black's calculations were accurate:

2. \mathbb{Q} xf4

White cannot escape with 2. \mathbb{Q} d2 because of 2...h4!.

**2... \mathbb{Q} d4 3.a5 e3 4.a6 e2 5.a7
 \mathbb{Q} e1 \mathbb{Q} 6.a8 \mathbb{Q} \mathbb{Q} e5+ 7. \mathbb{Q} f3 \mathbb{Q} e3**

6.a8 \mathbb{Q}

Mate.

This type of mating finish occurs quite frequently.

Mitrovic-Cvetkovic, Bela Crkva 1988, is heavier stuff.

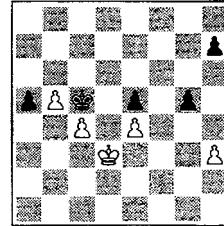
1...a5!

Excellent, as the obvious 1...h5 is met by 2.c4! ♖c7 (or 2...c5 3.b5 ♖c7 4.a5) 3.a5 a6 4.c5! and Black gets nothing out of this.

2.h4

A pretty little return sacrifice. White hopes for 2...g4? 3.h5!, now that he has come to realize that other moves do not help:

- A) 2.b5 cxb5 3.axb5 ♖c5 4.c4 (*see diagram*) 4...h5! and against the combined threats of g4 and a4 (there are those cursed outside passed pawns again!) there is nothing to be done;
- B) 2.♖e3 h5, threatening ...axb4 followed by ...c5;
- C) 2.bxa5 h5! and after 3...♖c7 Black wins with his outside pawns again!



analysis after 4.c4

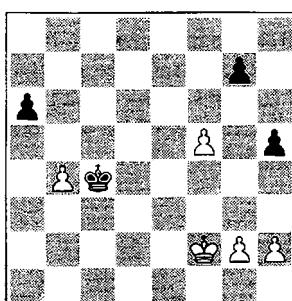
Back to the game, where Black did not rise to the bait.

2...gxh4 3.♖e3 axb4 4.cxb4 c5 5.bxc5+

Or 5.b5 h3, threatening c5-c4.

5...♗xc5 6.♔f3 ♗b4 7.♔g4 ♗xa4

and White resigned.



□

45

White introduced a breakthrough motif in Plaskett-Flear, Hastings 1984/85.

1.h4! ♗xb4

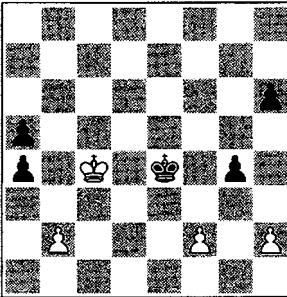
1...♗d4 does not save the game, see 2.♔f3 ♗e5 and here also, 3.g4! decides.

2.g4 a5

To 2...hxg4 White replies 3.f6! and 2...♗c5 does not help either, for example 3.gxh5 ♗d6 4.f6 ♗e6 5.fxg7 ♗f7 6.h6.

3.g5

and Black resigned in view of 3...♗c5 4.f6 gxf6 5.g6.



□

46

The presence of doubled pawns also often offers possibilities to decide a game by means of a pawn sacrifice with well-known motifs. We turn to Muresan-Nieves Garcia, Malta Olympiad 1980.

1. ♔b5

and now the elegant

1...a3!

after which Black wins as follows:

2.bxa3 ♕f3 3.a4 ♕xf2 4.♔xa5

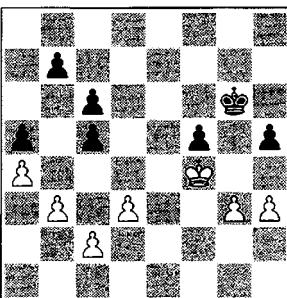
White's a-pawn and her king are well in each other's way now and Black takes advantage of this.

4...h5! 5.♔b6 h4 6.a5 g3 7.hxg3 h3!

Stay awake please! After the careless 7...hxg3 it's a draw.

8.a6 h2 9.♔b7 h1♛+ 10.♔b8 ♛c6 11.a7 ♛b6+ 12.♔a8 ♛c7

and mate follows.



□

47

A very pretty episode was seen in Levitina-Saunina, Soviet Union 1970. This game should have ended in a draw, but White fell victim to one of those devilish tricks, the kind we are already familiar with.

1.♔e5!?

Safer was 1.h4.

1...♕g5 2.c4?

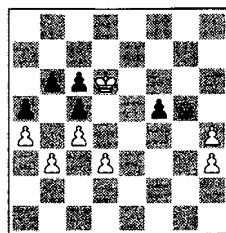
2.c3! b5 (2...b6 3.d4 cxd4 4.cxd4 and Black is in zugzwang, for instance 4...b5 5.d5! cxd5 6.axb5) 3.c4! b4 (3...bxa4 4.bxa4, again with zugzwang) 4.d4 cxd4 5.♔xd4 h4 6.gxh4+ ♔xh4 7.♔e5 ♔g5 8.c5 zugzwang; or 5...f4 6.gxf4+ ♕xf4 7.♔c5 and White wins both of Black's pawns in the arising queen endgame.

2...b6 3.♔d6?

3.d4! cxd4 4.♔xd4 h4 (4...f4 5.gxf4+ ♕xf4 6.c5 and White comes first) 5.gxh4+ ♔xh4 6.♔e5! ♔g5 7.h4+ ♔g4 8.h5 f4 9.h6 still yields White a favourable queen endgame.

3...h4 4.gxh4+ ♔f6!

There it is! Of course, White expected 4...♔xh4 and she would have liked the pretty win 5.♔e5 ♔g5 6.h4+ ♔g4 7.h5

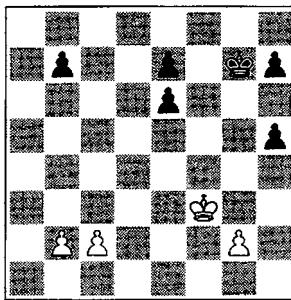


4.gxh4+

etc. After the text, this wonderful dream is over. Mopping up the black forces on the queenside (doubled pawn included) takes too much time and Black's f-pawn decides. In desperation, White played

5.♔xc6 f4 6.♔xb6 f3

and then resigned.



□

48

A quite uncommon position, with two sets doubled pawns, occurred in Pritchett-Kagan, Ybbs 1968. The quite interesting and instructive continuation was:

1.c4 ♜f6 2.♗e4 e5 3.c5 ♜e6

Black could have played 3...h4 allowing 4.♗d5, as then 4...♝f5 5.b4 e4 6.♗d4 ♜f4 7.b5 e3 8.c6 bxc6 9.b6 e2 10.b7 e1♛ 11.b8♛+ e5+ wins.

4.g3! ♜d7!

Without this pawn sacrifice Black cannot make progress, for instance 4...h6 5.b4 and Black still has a long way to go.

5.♗d5 ♜c7! 6.♗xe5

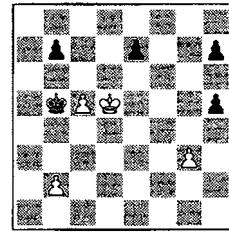
White has to take now, as 6.b4? is met by 6...e4!

**6...♝c6 7.♗d4 ♜b5 8.♗d5
♝b4!**

Black has built his winning plan on his passed e-pawn. By keeping it on e7, he ties the white king to the central squares.

9.c6 bxc6+ 10.♗xc6 ♜c4!

Yet another venomous finesse. If Black plays 10...♝b3, White is fully alive again after 11.♗d5 and draws.



8.♗d5

11.b4 ♜xb4

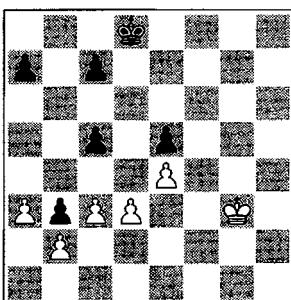
This move yields Black the one tempo that he needs.

**12.♗d5 ♜c3! 13.♗e6 ♜d4 14.♗xe7 ♜e5 15.♗f7 ♜f5
16.♗g7 h4!**

Black must remain on his toes. White's last hope was 16...♝g4? 17.♗h6!. We all know this, but oh, how soon a game is ruined at the last moment and all the hard work has been in vain!

17.gxh4 h5 18.♗f7 ♜g4

and Black triumphantly escorted his h-pawn to the other side.



■

49

We conclude this paragraph with a pretty stalemate motif, introduced by the sacrifice of a doubled pawn. We have derived this from the game Lukany-Smulyan, Taganrog 1938.

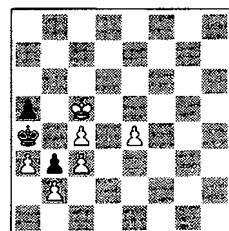
1...c4! 2.dxc4 c5!

Fixing the first pawn.

**3.♗g4 ♜c7 4.♗f5 ♜b6 5.♗xe5
♝a5 6.♗d5 ♜a4 7.♗xc5 a5!**

and the draw cannot be avoided.

A good example of how points can be earned by a player with a keen eye for such tricks.



7...a5!

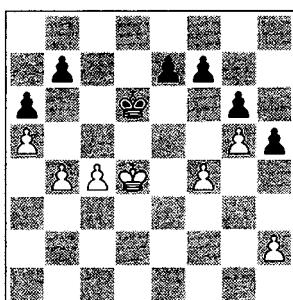
Chapter 3

Upsets

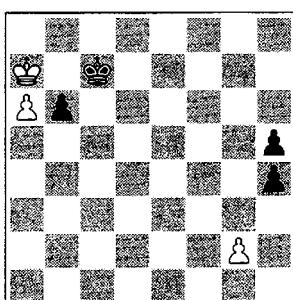
Here we have reserved some space for examples where not everything goes according to plan, either because a clever player throws a spanner in the works with an unexpected trick, or because another falls victim to a fatal oversight.

A) Marvellous tricks

I have a few other tricks in portfolio that cannot be heaped together under one denominator, but do deserve some attention.



50



51

The first of these is a very pretty theme, taken from Hort-Doncevic, which was played in the Germany Bundesliga 1983/84.

1...f6 2.f5!

and Black is in dire straits. On 2...gxf5 comes 3.c5+ ♕d7 4.g6 with a breakthrough on the queenside, White, in a manner well-known to us, creates two passed pawns that cannot be stopped! Black tried

2...e5+

but Hort counted him out professionally as follows:

3.♕e3 gxf5 4.g6 f4+ 5.♕d3 ♔e6 6.b5

and Black resigned.

Now, for a change, a few haunting tales of sadism, starting with the 1927 correspondence game Wagner-Dührssen. White spots a chance at self-stalemate, but for that purpose he must first get rid of his g-pawn.

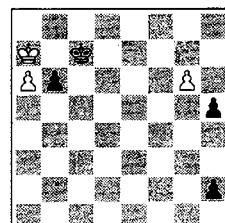
1.g4 hxg4?

Black apparently does not see what's going on and decides not to play the winning 1...hxg3, which queens one move sooner.

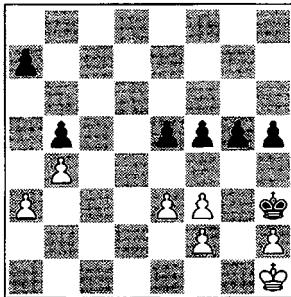
2.♔a8 h3 3.a7

Draw.

A wonderful alternative win is 1...h3(!) 2.g5 h2 3.g6 (*see diagram*) 3...h1♕!! (such an underpromotion really turns the screws on your opponent) 4.g7 ♕d5 5.g8♕ (if I had wanted to play on here, I would have chosen a knight!) 5...♕xg8 (with a queen this would have been stalemate) 6.♔a8 ♕c4.



analysis after 3.g6



■

52

Serious sadism was also demonstrated by the great Rubinstein as Black against Cohn, St Petersburg 1909.

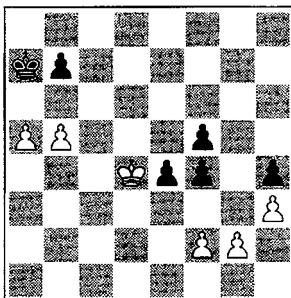
1...g4! 2.e4

You may calculate for yourself how Black wins after 2.fxg4.

2...fxe4 3.fxe4 h4 4.♔g1 g3 5.hxg3 hxg3

and in his misery, White resigned, because he will be taken in with 6.f4 exf4 7.e5 g2 8.e6 ♔g3 9.e7 (almost, but...) 9...f3 10.e8♚ f2 mate.

It's a sheer delight to do this to someone!



□

53

A pretty endgame with pleasing features and a dramatic finish we see in Shikova-Krumova, Bulgaria 1972. Black possesses an ugly doubled pawn, but under the right circumstances she may threaten to push her e-pawn. White decides to prevent this once and for all.

1.♔c3 ♔b8 2.♔d2 ♔c7 3.♔e2 ♔d6

An alternative was 3...♔c8?! 4.a6 bxa6 5.bxa6 ♔b8 6.♔f1 ♔a7 7.g3 fxg3 8.fxg3 hxg3 9.♔g2 ♔xa6 10.h4 ♔b5 11.h5 ♔c4 12.h6 e3! and Black is doing fine.

4.♔f1!

This looks somewhat strange, but the follow-up makes everything clear. Moreover, White doesn't want any problems like 4.g3 fxg3 5.fxg3 hxg3 6.h4 f4 7.h5 f3+! 8.♔e3 g2 9.♔f2 e3+ 10.♔g1 e2, when she would meet an inglorious end.

4...♔c5 5.a6 bxa6 6.bxa6 ♔b6 7.g3! fxg3 8.fxg3 hxg3 9.♔g2!

and now the white king acts as a kind of sweeper! After 9.h4? e3! 10.h5 f4! 11.h6 f3 it would be too late again.

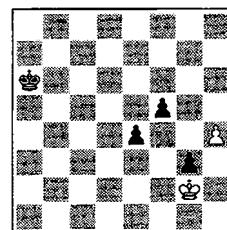
9...♔xa6

After 9...f4 10.h4 e3 11.♔f3 it's all over.

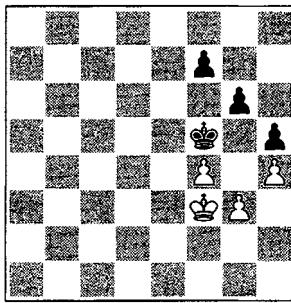
10.h4

and Black resigned – in a better position! She had probably only looked at 10...f4, which loses as explained in the previous note. But there is no win for White after 10...♔b5! 11.h5 (or 11.♔xg3 ♔c4 12.h5 (12.♔f2? ♔d5 and Black even wins) 12...e3 13.h6 ♔d3 14.h7 e2 15.h8♚ e1♚+ with winning chances for Black) 11...♔c4 12.h6 e3 13.♔f3 ♔d3 14.h7 e2 12.h8♚ e1♚ 13.♔d8+ and White is the one who will have to fight for the draw.

A perfect illustration of the treacherousness of pawn endgames!



10.h4



■

54

Now we take a look at positions with f-, g- and h-pawns, or a-, b- and c-pawns, on both sides. It turns out that such positions may also contain some nice possibilities, as we shall see in three examples.

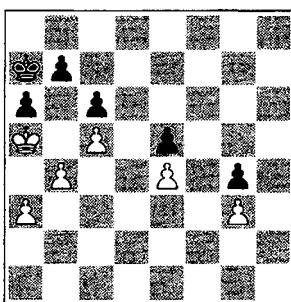
We start with a game Duistermaat-Dekker from the Dutch Team Championship 1978. Full of confidence, Black played

1...f6

but the shrewd white player pulled a rabbit out of his hat:

**2.g4+! hxg4+ 3.Qg3 g5 4.fxg5 fxg5 5.h5 Qe6
6.Qxg4 Qf6 7.h6 Qg6 8.h7 Qxh7 9.Qxg5**

Draw.



□

55

Even worse did a game in a Dutch Junior Championship end in 1975.

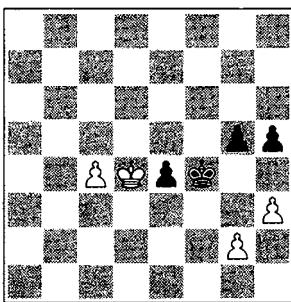
White optimistically played

1.a4?

But to his shock and amazement – and to the *schadenfreude* of the witnesses, there followed

1...b6+! 2.cxb6+ Qb7 3.b5 axb5 4.axb5 c5

and Black won.



■

56

We shall quickly leave these tragedies behind us. Let's move on swiftly to another theme. This position, from Andres-Vilela, Havana 1992, looks simple, but it contains some vicious pitfalls, like 1...e3? 2.Qd3 g4 3.hxg4 h4 (3...hxg4 4.c5!) 4.Qe2 and it's all over. No time to waste, the black player must have thought.

1...g4! 2.hxg4

Certainly not 2.c5? gxh3 3.gxh3 e3 and things get completely out of hand. And after 2.h4? e3 3.Qd3 Qg3 4.Qxe3 (4.Qe2!?) 4...Qxg2 5.c5 Qh2 6.c6 g3 7.c7 g2 8.c8Q g1Q+ it is White who must fight for the draw.

2...h4!

Black had to stay awake. If he unsuspectingly captures on g4, 3.c5 will follow (3...e3 4.Qd3).

3.g5!

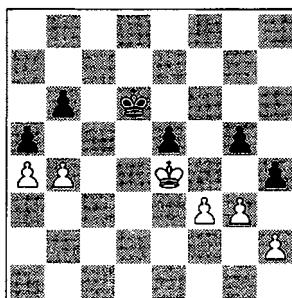
And now it was White's turn to mind his P's and Q's. He could have gone wrong with 3.c5 e3? 4.Qd3 h3 and he would have been in for it!

3...e3 4.Qd3 h3! 5.gxh3 Qf3

and the queen endgame was drawn.

B) A few more blunders

The previous paragraph more or less wrapped up my observations on pawn endgames, but I cannot resist giving a few more examples in a final paragraph, to illustrate how the careless can come to a tragic end.



57

We start with Sorm-Jurcka, Czechoslovakia 1976. You wouldn't expect it at first sight, but Black is winning. He started well with

1...hxg3 2.hxg3 b5!?

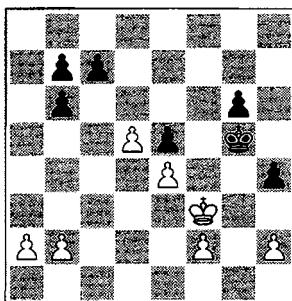
Reader, you can start paying attention already. 4.♔d3 g4! is what this is about!

4...♕c7 5.a7 ♕b7 6.a8♕+ ♕xa8 7.♔d3 ♕b7

He doesn't see it!

8.♔c4 ♕c6?

He still doesn't see ...g4, he didn't see it at all and in the end, the poor wretch had to content himself with a draw, although even the final position is still winning for Black.



58

In our grand finale, watch how the great Kortchnoi slipped up with Black against Wade, Buenos Aires 1960. Instead of the stronger 1.h3!, Wade made an attempt at a breakthrough we know well.

1.a4 ♕h5 2.b4

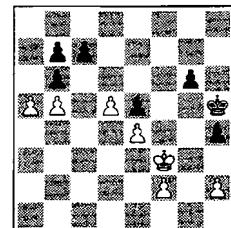
Black didn't get the punch line, unsuspectingly played

2...♕g5?

and to his horror, White finished him off with

3.b5! ♕h5 4.a5!

Black resigned.



4.a5!

What should Black have done? For us, dear reader, the answer is easy. After 2...b5! 3.axb5 (3.a5? g5 4.h3 g4+! 5.hxg4 ♕g5 even loses) 3...b6! there would have been no breakthrough. Fortunately, even for the very great the game sometimes remains too difficult. And with this happy observation, I conclude this chapter.

Part II

Queen Endgames

Chapter 1

Pure Queen Endgames

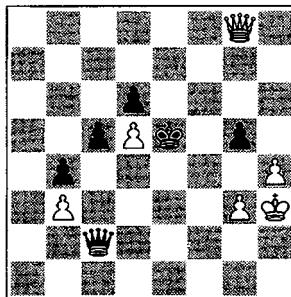
Together we have made it through Part I: Pawn Endgames. Now it's time to move on. My choice has fallen on the so-called 'pure queen endgames' first. By this, I mean endgames with queens and pawns only. I can imagine many readers fluttering their eyelids and wondering how this can be any fun at all!

So it was with me in 1960, when I landed in the notorious endgame queen + b-pawn versus queen in a correspondence game against a Dane, Rasmussen. As I was the owner of the extra pawn, of course I badly wanted to win. But how long would that take? My theoretical stock-in-trade in those days consisted of a single Botvinnik-Minev endgame from the Amsterdam Olympiad 1954, in which Botvinnik demonstrated how to handle this endgame. But this example also illustrated how long the win takes and how far off it is. Stuff for nightmares.

My opponent and I, however, bravely got ourselves immersed in this job for several years and we even managed to reach exactly 100 moves! Then apparently, Rasmussen was fed up as he allowed a sudden mate, admittedly in a lost position.

The point was gained and patience was rewarded, but was it fun? No, it wasn't. There are more depressing examples like this. I vividly remember an adjourned game from the Dutch team championships that our correspondence chess friend Gerben van Maanen had to slog out with Leon Pliester during a match between Philidor Leeuwarden and VAS Amsterdam. Pliester faced the task of converting a bishop's pawn, in which he succeeded after several sessions and weeks of broken down cars, train delays and other misfortunes. Was it fun? It wasn't.

However, we can boost the negative imago of this endgame type. Surprising as it may seem, here, too, chess history features several miraculous stories. I would like to show you some of those in this chapter to demonstrate how captivating the game of chess is in all its aspects, and will remain until its last throes.



■

59

Let me start with Tatai-Mariotti, Rome 1972. A fitting transition from the Pawn Endgames part, as the breakthrough motif again plays an important role.

1...g4+

An attractive start, as $2.\mathbb{Q}xg4$ meets with $2...\mathbb{W}f5$ mate. Therefore, White played

2. $\mathbb{W}xg4$

only to be surprised by

2... $\mathbb{W}f5!$

and suddenly, the exchange of queens followed by c5-c4 is threatened. Duly disappointed, White replied

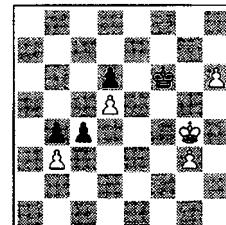
3.h5

but after

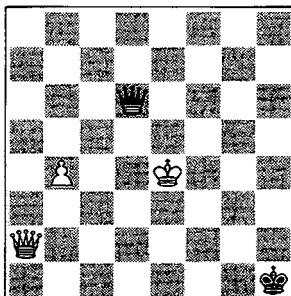
3...c4 4.h6 $\mathbb{W}xg4+$ 5. $\mathbb{Q}xg4 \mathbb{W}f6$

he resigned anyway.

Not bad, what?



5... $\mathbb{Q}f6$



□

60

To liven up this introduction further I follow up with the ancient classic Neumann-NN from 1887, in which White, in spite of the reduced material, managed to set off the following firework display:

1. $\mathbb{W}d5!$

Sacrificing the only pawn he has left!

1... $\mathbb{W}xb4+$

Unfortunately Black is mated now.

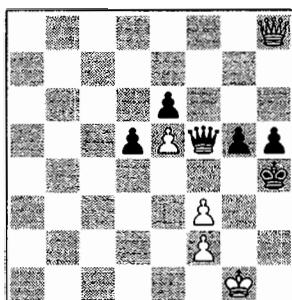
2. $\mathbb{Q}f3 \mathbb{W}e1 3.\mathbb{W}h5+ \mathbb{Q}g1 4.\mathbb{W}g4+$

and mate on g2.

Let me show you how White must finish after $1...\mathbb{W}g6+$ (instead of $1...\mathbb{W}xb4+$): $2.\mathbb{Q}f4+! \mathbb{Q}h2 3.\mathbb{W}e5$ (again, several deadly discovered checks are threatened) $3...\mathbb{W}d3 4.b5!$ (White plays his other trump card, the passed b-pawn) $4...\mathbb{W}d1 5.b6 \mathbb{Q}h1 6.\mathbb{W}e4+ \mathbb{Q}h2 7.b7$ and White wins.

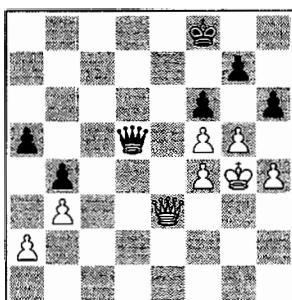
After these introductory skirmishes, in the next two paragraphs several motifs will be treated that we already know from the Pawn Endgames part.

A) Zugzwang



□

61



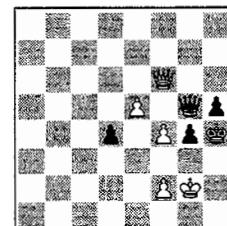
■

62

Diagram 61 is from a game Loughran-Harrison, Victoria 1916. White was a pawn down and lost the game. However, he could have won in subtle fashion with 1. $\mathbb{Q}f6!$, after which nothing can save Black.

Here are two variations:

- A) 1... $\mathbb{Q}h3$ 2. $\mathbb{Q}f7$ d4 3. $\mathbb{Q}f8$ d3 4. $\mathbb{Q}b4+$ g4 5. $\mathbb{Q}e7$ mate.
- B) 1... $\mathbb{Q}f4$ 2. $\mathbb{Q}g2$ d4 3. $\mathbb{Q}xe6$ g4 4. $\mathbb{Q}f6+$ $\mathbb{Q}g5$ 5. f4 (see diagram) and it's all over.



analysis after 5.f4

Terrible things happened in Gusev-Yudovich, Soviet Union 1970.

1...h5+

Now White believed he could permit himself to gobble up the h-pawn, instead of resigning himself to a draw with 2. $\mathbb{Q}g3$.

2. $\mathbb{Q}xh5$ $\mathbb{Q}xf5$ 3. $\mathbb{Q}f3?$

Salvation was to be found in two other lines: 3. $\mathbb{Q}a7$ $\mathbb{Q}g8$ 4. $\mathbb{Q}e7$ $\mathbb{Q}fxg5$ 5. $\mathbb{Q}xg5$, or 3. $\mathbb{Q}e2!$? $\mathbb{Q}xf4$ 4. $\mathbb{Q}d3$.

3... $\mathbb{Q}g8!$ 4. $\mathbb{Q}b7$ $\mathbb{Q}fxg5$ 5. $\mathbb{Q}fxg5$ $\mathbb{Q}h7$

and again, the zugzwang is fatal, because the mate threats ... $\mathbb{Q}f3$ and ... g7-g6 cannot be parried at the same time.

Such blindness with fatal outcome was also suffered once by Larsen. In his game against Keres, San Antonio 1972, he would have been wise to aim for a draw with 1. $\mathbb{Q}h3$, but, being the optimist that he is, he fearlessly played

1. $\mathbb{Q}f4?$ $\mathbb{Q}h2+$ 2. $\mathbb{Q}g5?$

Perhaps White would have had more chances to save himself after 2. $\mathbb{Q}e4$, but then 2... $\mathbb{Q}xh4$ wins. Larsen is dreaming sweet dreams of victory, but he is rudely awakened:

2... $\mathbb{Q}g3$

Suddenly White is in fatal zugzwang, as his queen has to keep covering square e5 as well as the pawn on f3, which is totally impossible.

There followed:

3. $\mathbb{Q}e3$

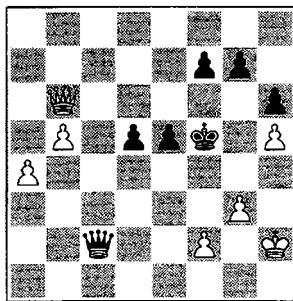
Or 3. $\mathbb{Q}c5$ $\mathbb{Q}xf3$ 4. $\mathbb{Q}d4$ $\mathbb{Q}e2$.

**3... $\mathbb{Q}h4$ 4. $\mathbb{Q}f4$ $\mathbb{Q}xf3$ 5. $\mathbb{Q}xg4$ $\mathbb{Q}e3+$ 6. $\mathbb{Q}f4$ $\mathbb{Q}e2!$
7. $\mathbb{Q}g3$ $\mathbb{Q}b5+$ 8. $\mathbb{Q}f4$ $\mathbb{Q}f5+$ 9. $\mathbb{Q}e3$ $\mathbb{Q}xf6$**

and White lost, lamenting and gnashing his teeth.

B) The march of the passed pawn

The march of the passed pawn is another frequent motif in this type of queen endgame. With the support of a heavy battery – the queen – such a passed pawn is obviously a very dangerous weapon. The following examples will make this clear.



□

64

Firstly, we give the floor over to Larsen again. He was more successful in his 7th match game against Andersson, Stockholm 1975. Larsen again started a reckless attack. After

1.a5 d4

he ignored the threat to his f-pawn:

2.♕b7! ♜xf2+ 3.♕g2 ♜e3 4.b6 ♜b3

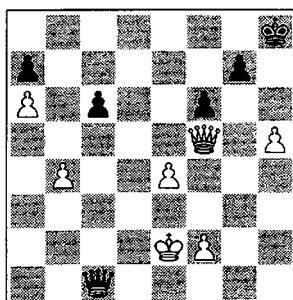
4...d3! was a better try: 5.b7 d2 (5...♜a7 cannot save Black because of 6.♕f3+ ♜e6 7.♕c6+ and 8.♕c8) 6.b8♛ d1♛ and now a charming finish with four queens on the board: 7.♕h3+ ♜f6 8.♕h4+ ♜g5 9.♕b6+ ♜e7 10.♕hb4+ ♜e8 11.♕c6+! (11.♕b8+ ♜dd8! and there is no win in sight) 11...♜d7 12.♕b8+ ♜d8 13.♕xe5+ retaining winning chances thanks to the passed a-pawn.

5.a6!

Throwing a second pawn into the fray to continue the march.

5...♜xb6 6.♕b7 ♜a5 7.a7

Black resigned.



□

65

In Mikhalkishin-Cvetkovic, Trnava 1988, White continued in aggressive fashion with:

1.h6! ♜c4+

Not 1...♜xh6, after which follows 2.♕c8+ ♜h7 3.♕xc6 and via b5, b6 etc., the decision will take place on the queenside.

2.♔f3 ♜xa6

2...♜xb4 does not help either on account of 3.hxg7+ ♜xg7 4.♕d7+ ♜g6 5.♕xc6.

3.e5!!

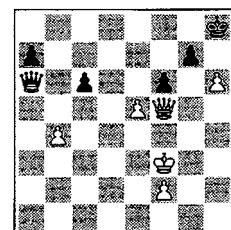
A beauty!

3...♜a3+

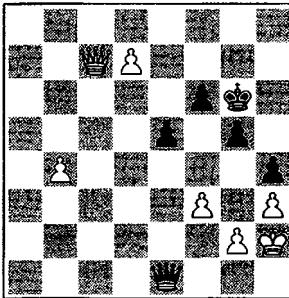
Or 3...gxh6 4.♕xf6+ ♜h7 5.♕f5+ ♜g7 6.♕d7+ ♜g6 7.e6 and now the decision will fall in the centre!

4.♔g2 ♜xb4 5.exf6 gxh6 6.♕c8+ ♜h7 7.♕d7+

and Black resigned because of the possible 7...♜g6 8.♕g7+ ♜h5 9.f7 and now the game is decided on the right wing! After 9...♜e4+ 10.♔h2 ♜f4+ 11.♔g1 ♜c1+ 12.♔g2 the game ends.



3.e5!!



□

66

We conclude this paragraph with Glek-Kishnev, Dortmund 1992.

1. $\mathbb{Q}c2+$ $\mathbb{Q}g7$

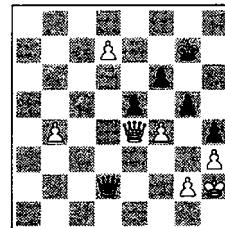
Impossible is 1...f5 in view of 2. $\mathbb{Q}c5!$ $\mathbb{Q}g3+$ 3. $\mathbb{Q}h1$ $\mathbb{Q}e1+$ 4. $\mathbb{Q}g1$ $\mathbb{Q}d2$ 5. $\mathbb{Q}b6+$ threatening 6. d8 \mathbb{Q} .

2. $\mathbb{Q}e4!$ $\mathbb{Q}d2$ 3. f4!!

Plenty of violence again.

3...gxf4

Declining does not help, for instance 3... $\mathbb{Q}xd7$ 4. fxe5 fxe5 5. $\mathbb{Q}xe5+$ and b4-b5-b6, but the text does not provide any consolation either.



3.f4!!

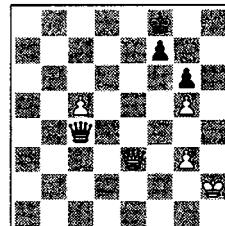
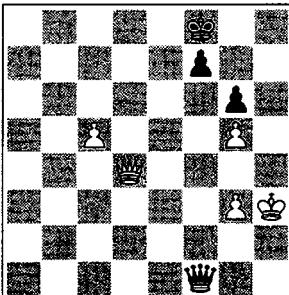
4. $\mathbb{Q}b7$ $\mathbb{Q}g6$ 5. $\mathbb{Q}c8$ f3 6. $\mathbb{Q}g8+$ $\mathbb{Q}h6$ 7. d8 \mathbb{Q}

Black resigned.

C) Mating attacks

In the preceding paragraphs, little joy was to be found for the underdog. It gets worse from here. It will be clear to all that with this interplay of forces, it is also possible that a queen supported by her footmen enters the attack with full force.

So, to arms!

analysis after 6. $\mathbb{Q}e3$!

□

67

We break the ice with Borisenko-Simakin, Soviet Championship, Moscow 1955. If White still wants to win, he must try 1. $\mathbb{Q}h2$ and manoeuvre extremely carefully with 1... $\mathbb{Q}e2+$ 2. $\mathbb{Q}g1$ $\mathbb{Q}e1+$ 3. $\mathbb{Q}g2$ $\mathbb{Q}e2+$ 4. $\mathbb{Q}f2$ $\mathbb{Q}e4+$ 5. $\mathbb{Q}h2$ $\mathbb{Q}c4$ 6. $\mathbb{Q}e3!$ (see diagram) etc.

1. $\mathbb{Q}h4$ amounts to the same after 1... $\mathbb{Q}e2$ (threatening 2.... $\mathbb{Q}h5$ mate), as now 2. $\mathbb{Q}h3$ $\mathbb{Q}f1+$ 3. $\mathbb{Q}h2$ is forced and after 3... $\mathbb{Q}e2+$ we have the same variation.

But White had let the win slip before and was not enthusiastic about this at all. In such situations, objectivity tends to suffer and this is what happened to Borisenko here. He decided on

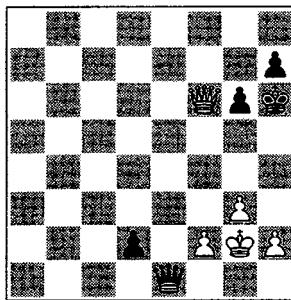
1. $\mathbb{Q}g4??$

was rudely awakened with

1...f5+!

and suffered a humiliating defeat.

After 2. gxf6 $\mathbb{Q}f5+$ 3. $\mathbb{Q}h4$ $\mathbb{Q}h5$ he will be mated!



□

68

A good example of the combined attacking forces of queen and pawns we see in Kartanaite versus Kutawiciene, Vilnius 1983. White conducted the attack very instructively:

1. $\mathbb{W}f8+$ $\mathbb{Q}h5$ 2. $\mathbb{W}f4!$ $g5$

On 2... $\mathbb{W}e7$ there follows 3. $g4+$ $\mathbb{Q}h4$ 4. $h3!$.

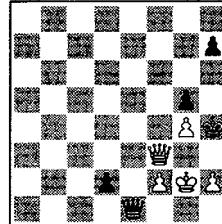
**3. $\mathbb{W}f7+$ $\mathbb{Q}h6$ 4. $\mathbb{W}f6+$ $\mathbb{Q}h5$
5. $g4!+\mathbb{Q}h4$**

Sadly, after 5... $\mathbb{Q}xg4$ comes 6. $\mathbb{W}f3+$ and 7. $\mathbb{W}h3$ mate.

6. $\mathbb{W}f3$ $\mathbb{W}e4$ 7. $\mathbb{W}xe4$ $d1\mathbb{W}$ 8. $h3!$

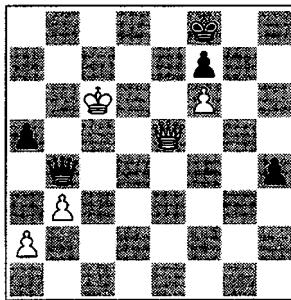
This little move again!

8... $\mathbb{W}d7$ 9. $\mathbb{W}f3$



6. $\mathbb{W}f3$

Black resigned.



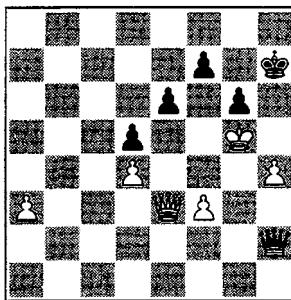
□

69

Diagram 69 from Tiviakov-Arbakov, Belgorod 1989, is a simple but attractive exercise: White to win in one move. The answer is

1. $a3!$

and Black gets mated: 1... $\mathbb{W}xb3$ 2. $\mathbb{W}c5+$ $\mathbb{Q}g8$ 3. $\mathbb{W}g5+$ $\mathbb{Q}f8$ 4. $\mathbb{W}g7+\mathbb{Q}e8$ 5. $\mathbb{W}g8$ mate.



□

70

Just like Borisenco in diagram 67, in the game Matokhin-Kuzmin, Soviet Union 1970, White could not resist stubbornly playing on for a win. He designed the self-destructive

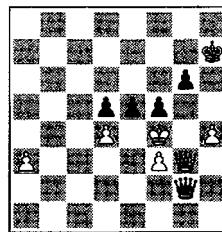
1. $\mathbb{W}f4??$

and Black eagerly accepted with the spectacular variation

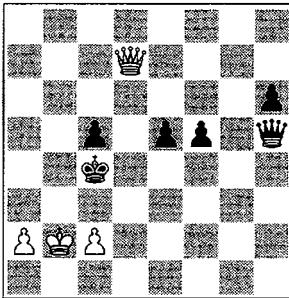
**1... $f6+$ 2. $\mathbb{Q}g4$ $\mathbb{W}g2+$ 3. $\mathbb{W}g3$ $f5+$
4. $\mathbb{Q}f4$ $e5!+$ 5. $dxe5$ $\mathbb{W}d2$**

Mate.

This fragment features in the famous 1978 motion picture *Schwarz und Weiß wie Tage und Nächte* by Wolfgang Pederessen.



4... $e5!$



□

71

In Brodsky-Toradze, Kazan 1981, there was nothing to be done anyway, as White liquidated flawlessly with:

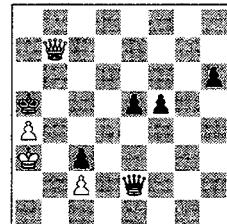
1. $\mathbb{Q}d3+$ $\mathbb{K}b4$
2. $\mathbb{Q}a6!$ $c4$
3. $\mathbb{Q}b6+$ $\mathbb{K}a4$
4. $\mathbb{Q}c6+!$ $\mathbb{K}a5$

4... $\mathbb{K}b4$ 5. $c3+$ $\mathbb{K}a5$ 6. $a4$ and 7. $\mathbb{K}a3$ also leads to mate.

5. $a4$ $c3+$
6. $\mathbb{K}a3!$ $\mathbb{Q}e2$
7. $\mathbb{Q}b7!$

Black resigned.

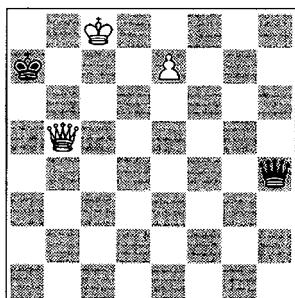
Sadism from beginning to end. 7.. $\mathbb{Q}c4$ 8. $\mathbb{Q}a7+$ $\mathbb{K}a6$ 9. $\mathbb{Q}c5+$ is end of story.

7. $\mathbb{Q}b7!$

D) Stalemate tricks

Usually, the weaker side faces a hopeless task when it has to compete with the combined power of queen and pawn(s).

But sometimes, there is hope. To illustrate this, I shall now proceed to the most spectacular branch of this type of endgame: stalemate tricks. Often we see demonstrations of escapes that would not shame a Houdini. I shall break the ice with a few simple examples with only one pawn on the board, to paint a simple picture of this theme.



■

72

We focus on Vaisman-Marovici, Romania 1975.
With a dull gaze, Black played

- 1... $\mathbb{Q}h8+$

White must have thought that his was a kind of spite check and carelessly promoted to a second queen.

2. $e8\mathbb{Q}?$

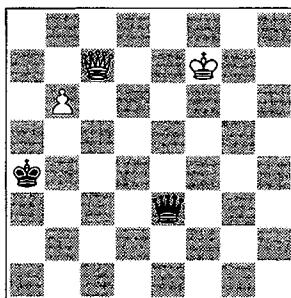
2. $\mathbb{Q}d7$ wins as easily as 2. $\mathbb{Q}c7$. Great must have been Vaisman's disenchantment during the following.

- 2... $\mathbb{Q}c3+$
3. $\mathbb{Q}d8$

Still sadder is 3. $\mathbb{Q}d7$ $\mathbb{Q}c6+!$, but now came

- 3... $\mathbb{Q}c7+!$

Draw!



The extra pawn didn't yield White a win either in Podgaets-Klovans, Soviet Union 1969. Black cleverly saved his skin with:

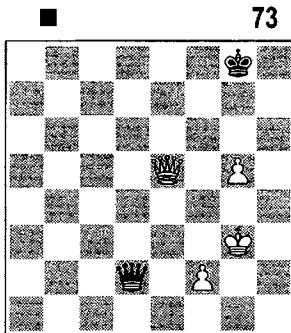
1... ♕a5 2.b7+ ♕a6

and now White had no better than

3.b8♕+

after which he could not win.

He must have nursed higher hopes for this pawn, but 3.b8♛ is met by 3... ♛e6+ and after 4.♔g7 ♛h6+ 5.♔g8 ♛h8+ it's really a draw.



In Lehmann-Pfeiffer, Germany 1958, we add another pawn.

1.g6 ♛d3+

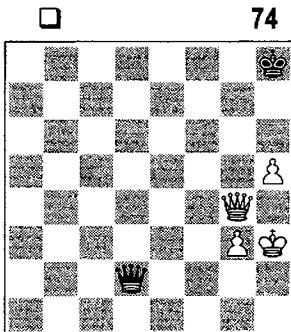
And here, White unsuspectingly played

2.♔g4?

Instead of the winning 2.♔h4. Black jumped to his feet with

2... ♛xg6+ 3.♕g5 ♔h8!

and again, the masterpiece is completed. White still tried for a win with 4.♔f4, but he didn't succeed.



White was also extremely unfortunate in Ribli-Spassky, Montpellier 1985. He played the 'attractive'

1.h6

as even 1.♕e4, followed by 2.g4, appears to be a theoretical draw. The intention of the text is to win after 1... ♛xh6+? with 2.♕h4 ♛h7 3.♔g4! and that would have been no mean feat against a player like Spassky. But the latter was on his guard and played

1... ♛b2

with the nice point that 2.♕g7+ ♛xg7 3.hxg7+ ♔xg7 4.♔h4 ♔h6 draws. White didn't fall for that one and played

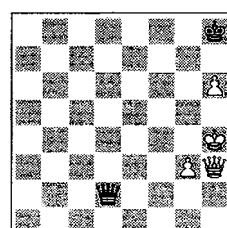
2.♔h4

Here 2.♕f5 was another try, but the position remains drawn after 2... ♛d4 3.♕f4 ♛a1.

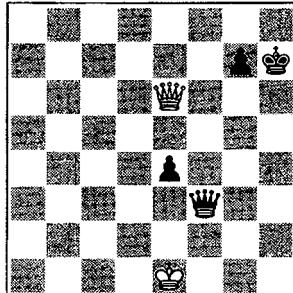
2... ♛h2+ 3.♔g5? ♛xh6+!

Draw. If Ribli had foreseen this catastrophe, he might well have tried 3.♕h3. But he himself indicates in his analysis that the white win remains questionable. Indeed, it is even impossible. Black should not play 3... ♛d2? (see diagram).

Now, 4.♕e6 already wins, for example: 4... ♔h7 5.♕f7+ ♔xh6 6.♕h5+ ♔g7 7.♕g5+. After 4... ♛d2+ or 4... ♛h2+ Black will soon run out of checks.



analysis after 3... ♛d2?



76

Even more convincing is another liquidation to a winning pawn endgame: 4. $\mathbb{W}c8+$! $\mathbb{G}h7$ 5. $\mathbb{W}f5+$ $\mathbb{G}xh6$ 6. $\mathbb{W}h5+$ $\mathbb{G}g7$ 7. $\mathbb{W}g5+$. So, after 3. $\mathbb{W}h3$ Black should play either 3... $\mathbb{W}c2$ or 3... $\mathbb{W}f2$, when according to the tablebases we have a draw again! Incredible how much venom a seemingly elementary position can contain.

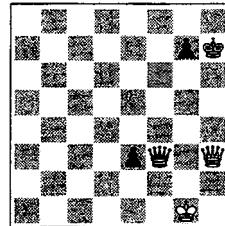
Very tragic was Black's case in Adams-Dimitrov, Burgas 1993, starting from an adjourned position. To everyone who wanted to hear, Adams predicted a draw after 1...e3? 2. $\mathbb{W}h6+$, but no man could hope for such a miracle. Indeed, Black had not sealed 1...e3. His move was

1... $\mathbb{W}e3+$

But look... The miracle happened after all, as to everyone's astonishment there followed:

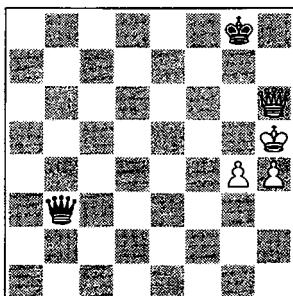
2. $\mathbb{G}f1$ $\mathbb{W}f3+$ 3. $\mathbb{G}g1$ e3?

Surely this is possible now? Nay!!



4. $\mathbb{W}h3+$!

with a draw after all.



77

Now look what happened in Atanasov versus Spiridonov, Kamen Piskov Memorial, Ruse 1978.

We meet an old acquaintance. You can guess what happened.

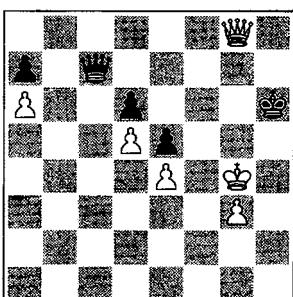
1... $\mathbb{W}f7+$ 2. $\mathbb{W}g6+$

White cannot prevent this disappointing conclusion, seeing that after 2. $\mathbb{G}g5$ $\mathbb{W}d5+$ his king cannot go to f4 on account of 3... $\mathbb{W}d2+$.

2... $\mathbb{G}h8!$ 3. $\mathbb{G}g5$ $\mathbb{W}f4+!$

Of course. Again, White cannot avoid stalemate.

Draw.



78

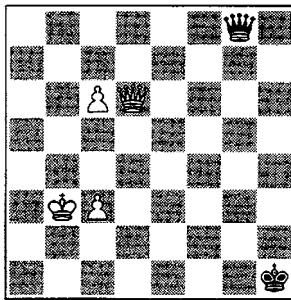
From a game Halkias-Dambacher, Amsterdam 2002, we add a drama on f7 in a position that White could have won as he liked, but not with what Halkias, without thinking or perhaps in time-trouble, produced:

1. $\mathbb{G}f5??$

Filled with gratitude, Dambacher grabbed this chance of a lifetime:

1... $\mathbb{W}f7+$ 2. $\mathbb{W}xf7$

Stalemate.



□

79

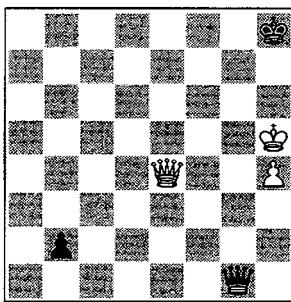
Blood, sweat and tears had already been shed in the game Bilek-Heidenfeld, Lugano Olympiad 1968. It had all been in vain when White forgot to pay attention for an instant with

1.c4

which, to the joy of the entire Irish chess community, was punished mercilessly with

1...♛g3+

Life could have been so much sweeter for White if only he had played something like 1.♔a3 or 1.♔b4.



■

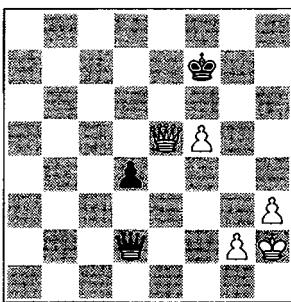
80

A very handsome theme with reduced material we encounter in a sideline of Dikarev-Pelts, Ukrainian Championship, Kiev 1964.

1...b1♛? 2.♛a8+? ♛g8

and Black was winning. Fair enough. But there is a fly in the soup. 2.♛e5+! would have shattered Black's illusion, because 2...♚g8 fails to 3.♛g7+ and stalemate is reached again. Still prettier is 2...♛g7 3.♛b8+! and even two queens do not suffice for Black to win!!

In the initial position Black should have started giving checks. 1...♛c5+ or 1...♛d1+ both keep Black on the right track.



□

81

With still more material on the board it remains vital to tread carefully, as an old hand like Matanovic had to learn to his cost as White against Lengyel, Budapest 1964. To win, he only had to keep occupying the b8-h2 diagonal, in order to avoid irritating checks. However, he played

1.♛e6+ ♚f8 2.f6?

2.♛d6+ or 2.♛e5 would still have won. Black gratefully jumped to the opportunity and adroitly forced the draw with

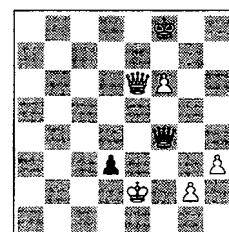
2...♛f4+ 3.♔g1 ♛c1+ 4.♔f2 ♛f4+ 5.♔e2

and now the pretty

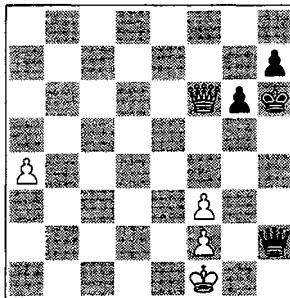
5...d3+! 6.♔xd3 ♛d4+!

Draw.

Stalemate couldn't have been avoided anyway: 6.♔d1 ♛d2+!.



5...d3+!



■

82

A famous example is Keres-Kholmov from the Soviet Championship, Moscow 1948. I remember this one well, as it was the first time I saw this trick.

In despair Black tries one more check and lo and behold, Keres falls for the trap.

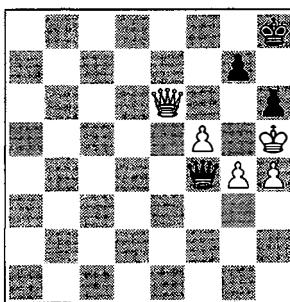
1... $\mathbb{W}h3+$ 2. $\mathbb{Q}g1??$

2. $\mathbb{Q}e2$ would have been curtains. But now follows the incredible

2... $\mathbb{W}g4+!!$

winning the a-pawn or forcing stalemate!!

The game ended in a draw.



□

83

A very beautiful alternation of attack and counterattack developed in Scherbakov-Arlazarov, Soviet Union 1972. White started well with

1.f6! $\mathbb{Q}h7$

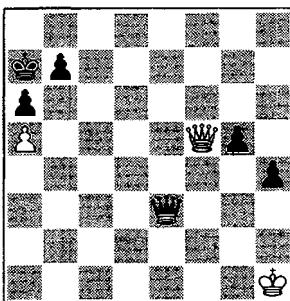
but then went terribly astray with

2.fxg7??

We cannot give enough question marks here, because with

2... $\mathbb{W}f7+$

Black jumped to the opportunity to draw. It could have been so wonderful if White had only played 2.f7 and Black would have countered with the witty 2... $\mathbb{W}e5+$. After 3. $\mathbb{W}xe5$, 3...g6+ even mates, but White has a no less attractive reply, namely 3.g5! $\mathbb{W}xe6$ 4.f8 \mathcal{Q} + and this underpromotion brings an immediate win! And this guy plays 2.fxg7?? It's enough to lie awake for weeks!!



■

84

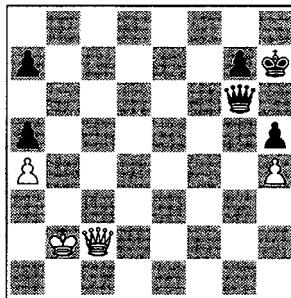
That even the very great fall for it over and over again, we see once more in Pilnick-Reshevsky, US Championship, New York 1942. Reshevsky thought he could decide the game neatly with

1...g4?

Carl Pilnick – not to be confused with the great Argentinian grandmaster Herman Pilnik – struck immediately:

2. $\mathbb{W}f2!$

and Black may give stalemate!



□

85

That the ancient masters knew how to make use of this type of tricks may become clear from the next example from the game Von Gottschall-Neumann, 1882(!!). White continued with the excellent

1.♔a3!

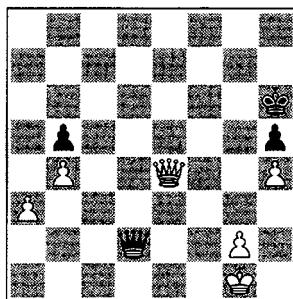
Not 1.♔a1 a6! and White cannot play the planned 2.♕b1 then, as Black can take on b1 with check and win with 3...g5!. After the text move, however, taking the white queen would mean stalemate.

1...a6

1...♔h6 does not win either because of 2.♕c1+ ♔h7 3.♕b1.

2.♕b1!

Draw.



■

86

A quite different type of stalemate we find in Boljos-Maric, Yugoslavia 1970.

1...♕d1+ 2.♔h2 ♕d6+ 3.♔h3

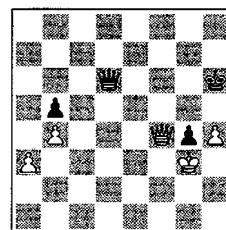
3.g3 also wins easily, but White does not suspect anything. Why should he?

**3...♕d7+ 4.g4 hxg4+ 5.♔g3
♕d6+**

and instead of the simple 6.♔xg4 White played

6.♕f4+?

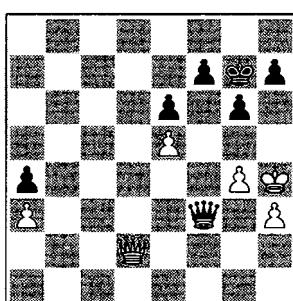
falling for a terrible stalemate trap that snapped shut with



6.♕f4+?

6...♔h5

It could happen to you!



■

87

Another masterly example we see in Friedmann-Paterson, Johannesburg 1962. With 1...♕xa3 Black would have been calling the shots, but he thought he saw something more devastating.

1...h6?

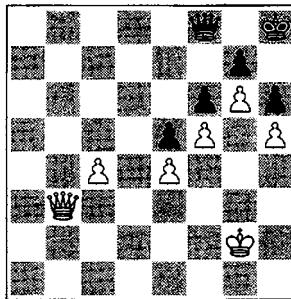
Great was his disillusion... do you see it?

2.♕xh6+! ♔xh6 3.g5+

and yes!

3...♔g7

Stalemate!



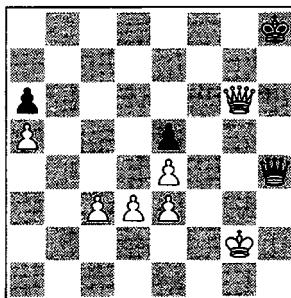
Correspondence chess players Nesis and Kolker put their oar in with diagram 88 (1975).

1... $\mathbb{W}g8!$

And against the threat of 2... $\mathbb{W}xc4$ and stalemate no remedy can be found. So Nesis had to content himself with the draw, which probably did not content him at all.

■

88



Even a surplus of three pawns sometimes does not suffice to escape the draw, as in Browne-Planinc, Wijk aan Zee 1974. Black continued

1... $\mathbb{W}h2+$

1... $\mathbb{W}f2+$ was simple enough, but after the text move we can learn something!

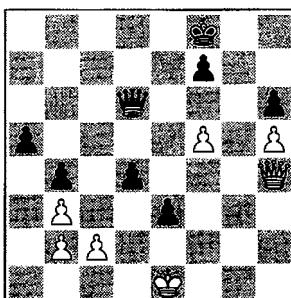
2. $\mathbb{Q}f3$

Now Black can keep giving checks with 2... $\mathbb{W}f2+$ 3. $\mathbb{Q}g4$ $\mathbb{W}f3+$. Planinc played the even cooler

■

89

and thanked Browne for handing him the half point!



Another tour de force in correspondence chess, from Lecroq-Oechslein, 1977/80.

Black could have virtually clinched victory with 1... $\mathbb{W}d5$, but he went for

1...d3?

Now, the Frenchman, slippery as an eel, neatly escaped with

2.cxd3 $\mathbb{W}xd3$

And you probably see it coming.

3. $\mathbb{W}e7+$ $\mathbb{Q}xe7$

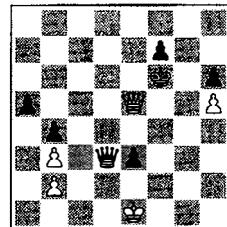
With 3... $\mathbb{Q}g8$ nothing is to be gained either, as White then has 4. $\mathbb{W}e8+$ $\mathbb{Q}g7$ 5.f6+ $\mathbb{Q}xf6$ 6. $\mathbb{W}e5+$! (see diagram). In the game, of course, there followed

4.f6+

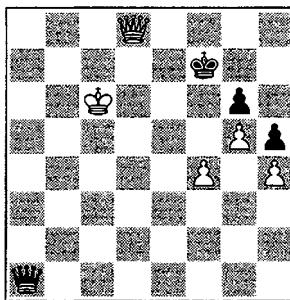
with a draw.

■

90



analysis after 6. $\mathbb{W}e5+$!



□

91

A nice sequence we also find in the game Saunina-Semina, Soviet Union 1987.

1. ♕d5+

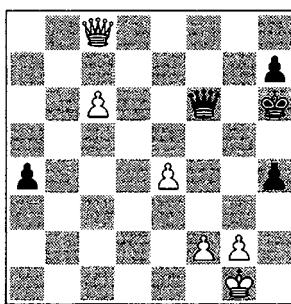
After 1. ♕d7+ ♔f8 2. ♔d6 ♕d1+! White must try 3. ♔c7, since after 3. ♔e6 ♕g4+ the win, if there is one, is extremely hard to find. After the text, Black cleverly took her chance with

1... ♔f8 2. ♔d6

2.f5!? may be worth a try.

2... ♕a6+ 3. ♔e5 ♕e2+ 4. ♔f6? ♕e7+ 5. ♔xg6 ♕e6+!

again with stalemate as a result.



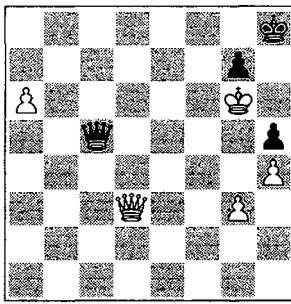
□

92

How important it is to be mindful of such treachery we may learn from a game between Geller and Simagin (Moscow 1961). Here the stalemate trick 1.c7? a3 2.e5 a2 3.exf6 a1♕+ 4.♔h2 ♕e5+ 5.♔h3? (5.g3! still wins: 5...hxg3+ 6.♔g2 ♕e4+ 7.f3 ♕e2+ 8.♔h3 ♕h2+ 9.♔g4 ♕h5+ 10.♔f4 ♕g5+ 11.♔e4 ♕g6 12.♔f5) 5... ♕f5+! (see diagram) was hanging over Geller's head. However, he spotted it in time and simply turned things around with

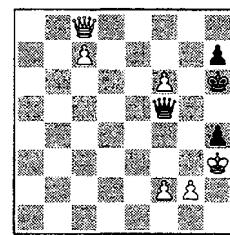
1.e5 ♕xe5 2.c7

and with the aid of a queen check, the c-pawn promotes, guaranteeing White the win!



■

93



analysis after 5... ♕f5+!

Some people may go too far to prevent stalemate, as we see in the next 'slice of life' from Efimov-Fedoruk, Soviet Union 1978. The unlucky white player, who was threatening 2. ♕d8+ so subtly, saw his noble ambitions thwarted by a clever defence:

1... ♕d5!

Of course, he saw that he was now threatened by various stalemates such as 2. ♕e2 ♕e6+, to name but one.

Therefore, feverishly, desperately and perhaps plagued by time-trouble, he started calculating and, as happens so often in our game, he was promptly struck by blindness. See what happened. He played

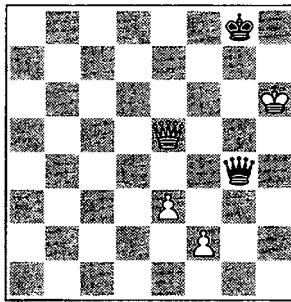
2. ♕a3??

to maintain his a-pawn and to put a definite end to all those stalemate threats. The text takes care of all that, but not of

2... ♕e6+ 3. ♔xh5 ♕f5

Mate.

Enough to make you never touch a chess board again!



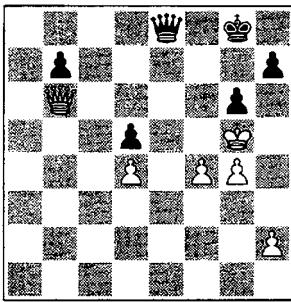
94

We conclude this paragraph with a nasty example of double-dealing.

The position of which we shall now speak with abhorrence occurred in the game Gereben-Ardijansyah from the Siegen Olympiad, 1970, during the match Switzerland-Indonesia.

The second player could of course have resigned here, but this swindler spotted a possibility that hardly anyone could have conceived of.

Triumphantly he grabbed his queen, planted it on g6 crying 'Stalemate' and threw the pieces back in the box. Flabbergasted, Gereben accepted the draw, only to discover later how he had been bamboozled. The moral of this story: always check if the stalemate is genuine when it happens on your board!



95

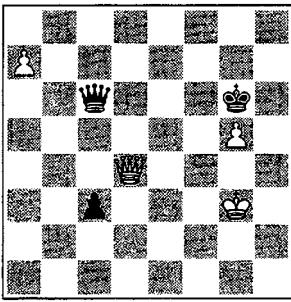
Let me show you some examples. We start with Howell-Zakic, Vienna 1989, in which Black was able to speed up the end with a pawn sacrifice, as follows:

1... ♕e7+ 2. ♔f6 h6+!

That's it. After 2... ♕xf6+ 3. ♔xf6 b5 4. ♔e7! (threatening f4-f5) Black can forget it.

3. ♔xg6 ♕h7+ 4. ♔h5 ♕f7+ 5. ♕xf7+ ♔xf7 6. ♔xh6 ♔g8!

and Black wins with his b-pawn. If 7. ♔g6 b5 8. ♔f6 ♔f8!.



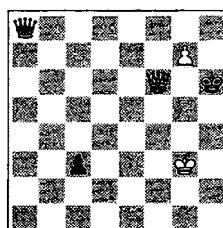
96

Every chess player knows how fatally loss of concentration, slackening in the fifth hour, time-trouble and the like can affect a game. We can find a nice example in the game Becker-Moritz, Breslau 1925.

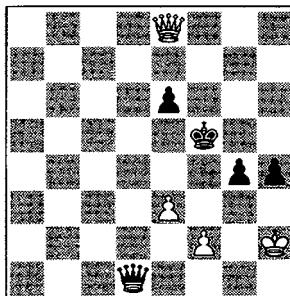
White could not find anything better than

1. ♕h8? ♕d6+ 2. ♔g4 ♕e6+

Draw. How much brighter his chess life would have looked that day, had he discovered the elegant win that was close at hand: 1. a8♕!! ♕xa8 2. ♕f6+ ♔h7 3. g6+ ♔h6 4. g7+! (see diagram) 4... ♔h7 (please take note of the charming finesse 4... ♔h5 5. ♕f7+ ♔h6 6. g8♕+! and this underpromotion closes the case) 5. ♕f8! ♕d5 6. ♕h8+ ♔g6 7. g8♕+ and wins.



analysis after 4. g7+!



97

Black was more alert in Schmidt-Pytel, Poland 1975. Like a flash, he did grab the point with

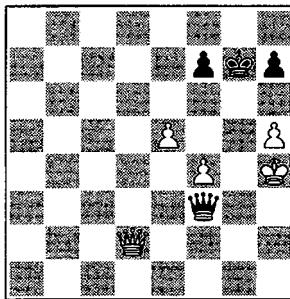
1...g3+! 2.♔g2

This flight does not help, but there is no salvation either in 2.fxg3 ♜e2+ 3.♔h1 (or 3.♔h3 ♜g4+ 4.♔g2 ♜xg3+ 5.♔f1 ♜f3+) 3...♜f3+ 4.♔h2 ♜xg3+ 5.♔h1 ♜h3+.

2...♜d5+ 3.♔g1 ♜g4!

Threatening 4...♔h3. White resigned.

■



98

And another pretty pawn sacrifice was demonstrated in Kirpo-Bengtsson, Sweden 1983:

1.h6+ ♜g6

Black cannot accept the sacrifice, see 1...♔xh6 2.f5+ ♜g7 3.f6+.

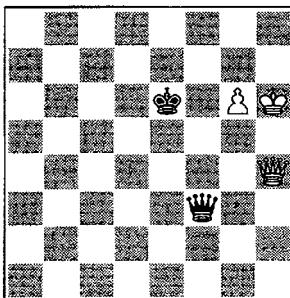
2.♜d6+ ♔f5 3.♜f6+ ♔e4 4.♜c6+ ♔xf4 5.♜xf3+

The decisive liquidation.

5...♜xf3 6.♔g5 ♔e4 7.♔f6 ♔d5 8.♔g7!

Black resigned.

□



99

Things can get even more violent. In the following two examples, a trick is shown that occurs in practice more often than you would think.

The first is Pihajlic-Ivanka, Subotica 1976. That one went like this:

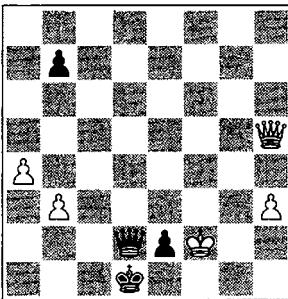
1.g7 ♜e3+ 2.♔h7 ♜d3+ 3.♔h8 ♜c3

That's settled, you might think. Indeed.

4.♜c4+!

wins the queen.

□



■

100

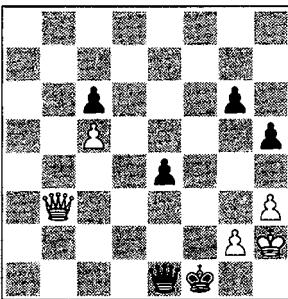
That was the archetype of this theme, which we recognize in Iskov-Huss, Menorca 1974.

1... ♕d4+ 2. ♔g2 ♕e4+ 3. ♔f2

and, armed with the knowledge of the previous example, we immediately see what follows.

3... ♕h4+!

Finished!



■

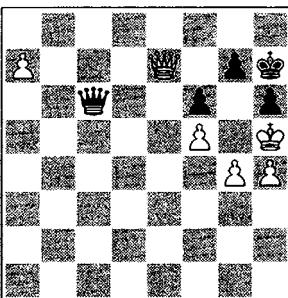
101

We have seen before that nice things can be done with underpromotions. In this example, from Szily-Ozsvath, Budapest 1954. Black did not see things so clearly anymore and resigned himself to

1... ♕c1

After 2. ♕f7+ ♔e1 3. ♕xg6 ♕f4+ 4. ♔g1 e3! Black may still win, but Ozsvath didn't find it.

With a clear mind, he could have made a better profit with the immediate 1...e3! in view of the following resource: 2. ♕c4+ e2 3. ♕f4+ ♕f2 4. ♕c1+ e1!?. We can all guess what comes next: 5. ♕c4+ ♕e2 6. ♕f4+ ♕f3+! 7. ♕xf3+ ♕xf3 8. gxf3 ♔f2.



■

102

Another beauty is Reshko-Kaminsky, Leningrad Championship 1972, in which Black should have fought for the draw with 1... ♕a4! (1... ♕a8? 2. ♕e3! ♕b7/c6 3. g5), which prevents 2.g5 because of the check on the d1-h5 diagonal. Instead, he thought he had discovered a pretty stalemate trick.

1... ♕d5?

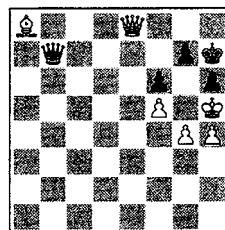
An attractive thought in itself, as 2. ♕f8? g6+ is mate and after 2. ♕e8 ♕b7 3. a8♕? he saw the stalemate with 3... ♕f7+ on the horizon.

But as so often, this chess player's fate was sad and miserable, as this attractive thought contained a fatal flaw. To Black's astonishment, White did not play 3.a8♕ but 'contented himself' with

2. ♕e8 ♕b7 3. a8♕!

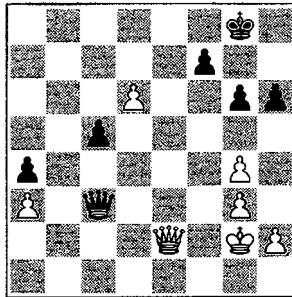
On the principle that modesty is a good virtue. After

3... ♕b3 4. ♕d7 ♕g8 5. ♕d5



3.a8♕!

he could cash in the full point!



103

We conclude this paragraph with an impressive piece of analysis from the AVRO 1938 tournament book. This position could have occurred in the game Alekhine-Reshevsky. Later, it was found that Black could have saved himself as follows:

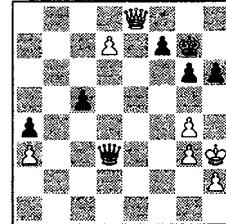
1... $\mathbb{Q}d4!$ 2. $\mathbb{Q}e8+$ $\mathbb{Q}g7$ 3. $d7$

This looks decisive, but see:

3... $\mathbb{Q}d2+$ 4. $\mathbb{Q}h3$ $\mathbb{Q}d3!!$

This way Black escapes, because White is forced to play 5. $\mathbb{Q}g2$ $\mathbb{Q}d2+$ 6. $\mathbb{Q}h3$ $\mathbb{Q}d3$ and back again. Just in case White would lose self-control:

**5. $d8\mathbb{Q}??$ $\mathbb{Q}f1+$ 6. $\mathbb{Q}h4$ $g5+$
7. $\mathbb{Q}xg5+$ $hxg5+$ 8. $\mathbb{Q}h5$**



4... $\mathbb{Q}d3!!$

Or 8. $\mathbb{Q}xg5$ $\mathbb{Q}f6+!!$.

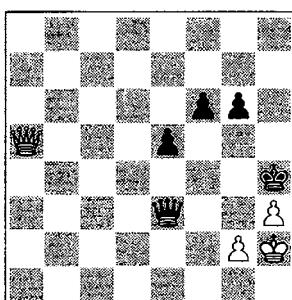
8... $\mathbb{Q}f6$

And the mate cannot be parried.

F) Some more blunders to round off

I conclude this chapter – like the previous one – with some horrible cases of short-circuiting.

We must confess to a certain amount of *schadenfreude*, but we may also console ourselves with the thought that even the greatest players cannot avoid blunders. After all, we are all mere mortals. I learned this long ago at school and this knowledge can keep a man on his feet even under the roughest circumstances.



104

It remains highly doubtful, however, if this knowledge would have been sufficient consolation for Black in our next example. In Boidman-Siniavsky, Soviet Union 1979, Black was confronted with the move

1. $\mathbb{Q}b4+$

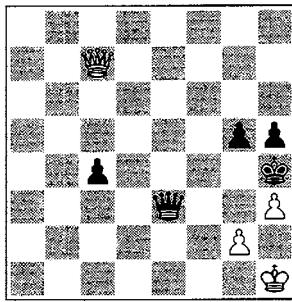
That's fine, he must have thought; exchange queens and that's that. So...

1... $\mathbb{Q}f4+$

Indeed, that was that:

2. $g3+$

and the pieces could be put back in the box.



■ 105

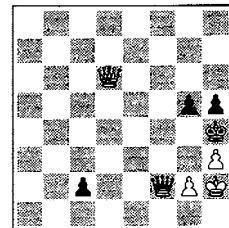
We see something similar in Levenfish-Romanovsky, Soviet Championship, Leningrad 1933.

There followed:

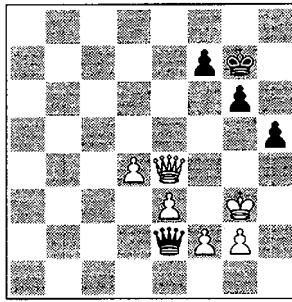
1... $\mathbb{Q}c1+$ 2. $\mathbb{Q}h2 \mathbb{Q}f4+$ 3.g3+

with the same effect. It is less easy to see, however, that 1... $\mathbb{Q}c1+$ already was a blunder, as Black has no defence on the second move. Correct would have been 1... $\mathbb{Q}f4$, in order to draw after 2. $\mathbb{Q}e7$ with, for instance, 2... $\mathbb{Q}g3$. The mortal danger that threatens Black in this position is also illustrated by the little line 1...c3? 2. $\mathbb{Q}h2 \mathbb{Q}f2$ 3. $\mathbb{Q}d6!$ c2 (see diagram) 4. $\mathbb{Q}d4+!$ $\mathbb{Q}xd4$ 5.g3 mate.

Did I hear someone say that queen endgames are boring!?



analysis after 3...c2



■ 106

We hang on just a little longer and cast a glance on Daan Smit-Arp, Hilversum 1984. Here also, terrible things are about to happen. Black tried

1...g5 2. $\mathbb{Q}f3$ h4+

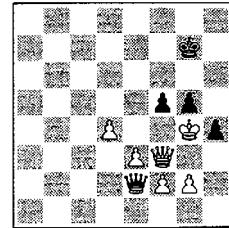
and now something happened that you can only dream of.

3. $\mathbb{Q}g4??$

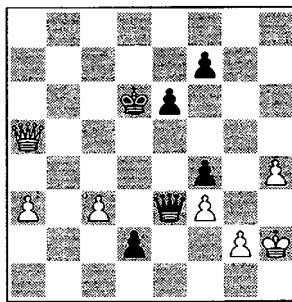
Of course, the king had to go to h3.

3...f5+! 4. $\mathbb{Q}xf5 \mathbb{Q}xf3+$ 5.gxf3 h3

and Black will win this without knowledge of any endgame whatsoever!



3...f5+!



□

107

Finally, I present to you two highly prominent victims. First Rogers-Kortchnoi, Biel 1986. White is in trouble in view of Black's strong passed pawn.

He defends bravely with

1.c4

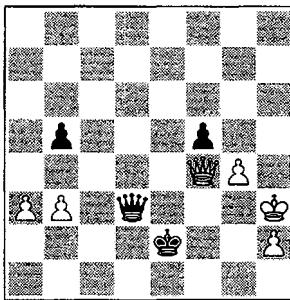
keeping a queen check on d8 in reserve. Now Kortchnoi loses patience:

1... $\mathbb{Q}d4$ 2. $\mathbb{Q}d8+$ $\mathbb{Q}c5??$

Incredible...

3. $\mathbb{Q}c7$

Mate!



□

108

Toon van Lanen-Chiel van Oosterom, Dieren 2005, was also turned around by a tragic blunder.

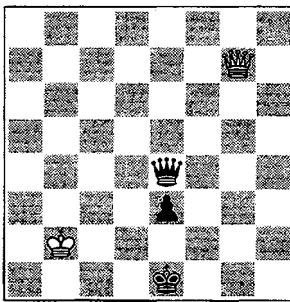
White is in check. 1. $\mathbb{Q}h4$ $\mathbb{W}d8+$ (1...fxg4 2. $\mathbb{W}xg4+$) 2. $\mathbb{W}g5$ $\mathbb{W}h8+$ 3. $\mathbb{W}h5$ leaves little doubt about the result of this game. Van Lanen thought he saw something better.

1. $\mathbb{W}g3??$

What can possibly be wrong with such a multi-purpose move? White covers his king and the queenside pawns.

1...f4!

Van Oosterom, not the chess maecenas but a Dutch junior player, is quick to show the defects of White's scheme. After the forced queen swap 2. $\mathbb{W}xd3+$ $\mathbb{Q}xd3$ little hope is left: 3. $\mathbb{Q}g2$ $\mathbb{Q}e2$ and the f-pawn marches on. Therefore, White resigned.



■

109

No less miserable was Simagin's plight as Black against Batuev, Riga 1954. He thought his future was rosy:

1...e2??

but how cruel was his fate...

2. $\mathbb{W}g1+$ $\mathbb{Q}d2$ 3. $\mathbb{W}c1+$ $\mathbb{Q}d3$ 4. $\mathbb{W}c3$

Mate.

I suggest we forget these misfortunes as soon as possible, conclude this chapter and move on to another story.

Chapter 2

Queen + Minor Piece versus Queen + Minor Piece

In the previous chapter, we have dallied with solo queens surrounded by simple pawns. It's time to give our lonely she-warrior some more powerful support!

We start with a single minor piece. That allows us to distinguish between four possibilities, each with its own, rather particular types of hostilities:

- A) Queens with Bishops of opposite colour
- B) Queens with Bishops of same colour
- C) Queen + Knight versus Queen + Knight
- D) Queen + Bishop versus Queen + Knight

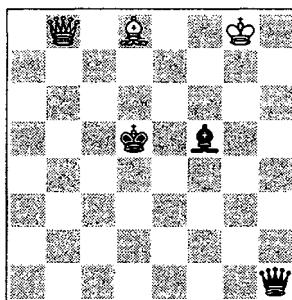
It's interesting that not so much systematic research, let alone comprehensive theory is available on these subjects, which leaves us all the more scope for our own inventiveness, reflections and conceptions!

The technical difficulty of this type of endgame often lies in the possibility to liquidate into other endgame types (a pure queen endgame or an endgame with minor pieces without queens). This often requires accurate calculation and a sharp eye for the best chance.

However, we shall leave these possibilities to liquidate aside in most cases, as in this chapter I want to restrict myself to the subject at hand and above all, I want to call attention to the many treacherous tactical possibilities that can occur precisely there.

A) Queens with Bishops of opposite colour

This endgame type is infamous for its opportunities to play for mate. Actually, that's quite logical. After all, the player who is attacking, having managed good cooperation between queen and bishop, is not hampered by a danger of simplification by the exchange of bishops into the queen endgame, which is abhorred by so many. This player has obtained free rein, so to speak, and this may lead to surprisingly fascinating material, which I hope to illustrate with the examples on the next pages.



110

We start with a quite clear image without pawns, a genuine archetype.

We are dealing with an old one, the game Kolb-Schroder, Nuremberg 1895.

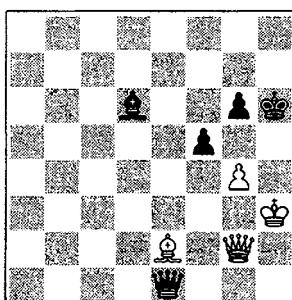
Black did the job skilfully:

1... ♕h7+ 2. ♔f8 ♕h6+ 3. ♔e8

and as so often in this type of position, a handsome combination is possible now.

3... ♜d7+! 4. ♔xd7 ♕e6+ 5. ♔c7 ♕c6

Mate. Simple, but you still have to find it!



111

The conclusion of the correspondence game Berggreen-Mayr, 1988/90, was also completely forced.

1... g5

Threatening mate.

2. ♜f3 ♕g1

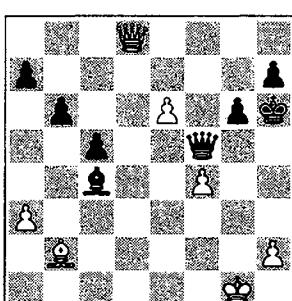
Threatening mate again.

3. ♕g2 ♕e3+ 4. ♜f3

The bishop cannot defend effectively and 4. ♜f3 fails to 4...fxg4+ 5. ♜xg4 ♕e6+ 6. ♜f5 ♕xe2+. But now Black played

4... ♕e1!

and White resigned.



112

Just as forced was the finish of the correspondence game Tarnai-Penakov, 1983/84.

1. ♕h4+ ♕h5

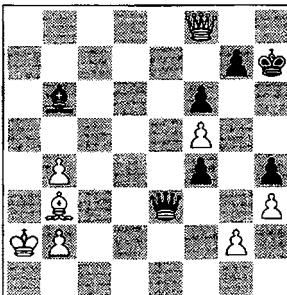
And now the crushing piece sacrifice

2. ♜g7+!!

After

2... ♜xg7 3. ♕e7+

Black suspended further correspondence.



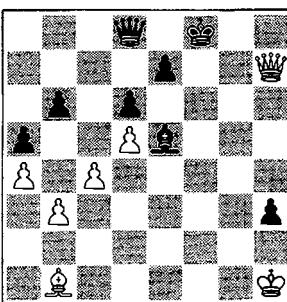
□

113

It is not always so easy to see. In Kholmov-Baikov, Moscow Championship 1988, the first player – not exactly an amateur – made things unnecessarily hard for himself with

1. $\mathbb{W}g8+$?

Admittedly, White won after this, but only after a long time. An elegant and forceful road to victory was 1. $\mathbb{W}f7!$ $\mathbb{W}e2$ (1... $f3$ 2. $\mathbb{W}g6+$ $\mathbb{Q}h8$ 3. $\mathbb{W}h5+!$ $\mathbb{W}h6$ 4. $\mathbb{W}e8+$ $\mathbb{Q}h7$ 5. $\mathbb{W}g8$ mate) 2. $\mathbb{Q}c4!!$ $\mathbb{W}d1$ 3. $\mathbb{W}g6+$ $\mathbb{Q}h8$ 4. $\mathbb{W}e8+$ $\mathbb{Q}h7$ 5. $\mathbb{W}g8+$ $\mathbb{Q}h8$ 6. $\mathbb{W}b3+$, with which Kholmov could have saved himself a lot of technical work.



□

114

A long, entirely forced road to victory was found by White in another correspondence game: Sabinin-Tamarkin, 1974. White clearly has the initiative and uses it to force mate:

1. $\mathbb{W}h6+$

Not the tempting 1. $\mathbb{Q}g6$, as Black can then try 1... $\mathbb{Q}g7$, followed by $e5$. After 1. $\mathbb{W}h6+$ Black does not get this chance.

1... $\mathbb{Q}g7$ 2. $\mathbb{W}e6$ $\mathbb{Q}f6$ 3. $\mathbb{Q}g6$ $\mathbb{Q}g7$ 4. $\mathbb{W}f7+$ $\mathbb{Q}h6$ 5. $\mathbb{Q}f5$ $\mathbb{Q}g5$ 6. $\mathbb{W}g6+$ $\mathbb{Q}f4$ 7. $\mathbb{W}g4+$ $\mathbb{Q}e3$ 8. $\mathbb{W}e4+$ $\mathbb{Q}f2$

Not gladly, but there is no other way, see 8... $\mathbb{Q}d2$ 9. $\mathbb{W}d3+$ $\mathbb{Q}e1$ 10. $\mathbb{Q}g4!$ $\mathbb{Q}f2$ 11. $\mathbb{W}f3+$ $\mathbb{Q}e1$ 12. $\mathbb{W}e2$ mate.

9. $\mathbb{Q}g4$ $\mathbb{Q}g3$ 10. $\mathbb{W}f3+?!$

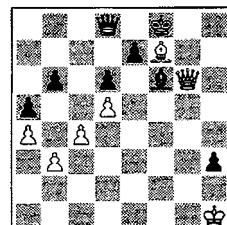
10. $\mathbb{Q}d1!$ $\mathbb{W}g8$ 11. $\mathbb{W}e3+$ $\mathbb{Q}h4$ 12. $\mathbb{W}f4+$ would have forced a quicker mate.

10... $\mathbb{Q}h4$ 11. $\mathbb{Q}e6!$

Preventing all counterplay and threatening mate again.

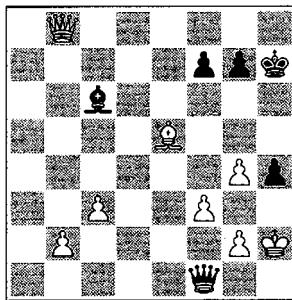
11... $\mathbb{Q}g5$ 12. $\mathbb{W}f5+$ $\mathbb{Q}h6$ 13. $\mathbb{Q}f7$ $\mathbb{Q}g7$ 14. $\mathbb{W}g6+$ $\mathbb{Q}f8$

It is striking when you compare this position with the original one. After marching over the entire board, the black king is back on f8, completely exhausted now and ready for the slaughter...



14... $\mathbb{Q}f8$

Mate.



■

115

After these examples, in which queen and bishop managed to seal the opponent's fate in such harmonious cooperation, we move on to a few examples in which the footmen contribute their mite. In Ivanchuk-Pavel Blatny, World Junior Championship, Sharjah 1985, Black let the spirit out of the bottle with

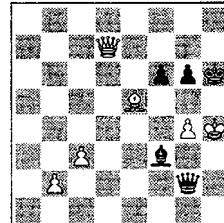
1...h3! 2.Qxh3 Qxf3!

White is in a right fix. On 3.Qh4 there follows 3...Qxg2 4.Qc8 (or 4.Qg3 f6 5.g5 fxg5+ 6.Qxg5 Qh3) 4...f6! 5.Qf5+ g6 6.Qd7+ Qh6 (*see diagram*), Black's *Leitmotiv!* So White tried

3.Qg3

and was defeated as follows:

**3...Qxg2+ 4.Qf4 Qxg4+ 5.Qe3
Qe4+ 6.Qf2 Qe2+ 7.Qg3 f6**

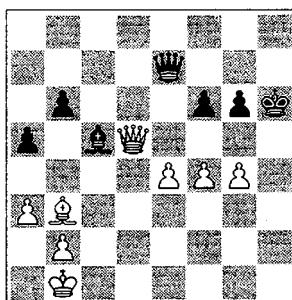


analysis after 6...Qh6

Here also!

8.Qd6 Qe4 9.Qc7 Qf3+ 10.Qh4 Qf5

White resigned.



□

116

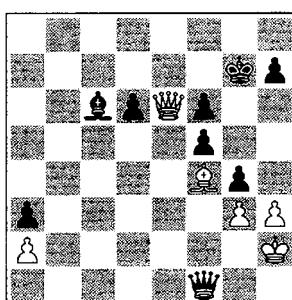
Perhaps somewhat simpler, but rather attractive was the way Black's king position was torn open in Ghitescu-Zuidema, Amsterdam 1971.

1.e5! fxe5

1...Qc7 also meets with Qh1 and g4-g5, but tougher resistance would have been offered by 1...g5! 2.Qh1+ Qg7 3.Qa8 Qf8 4.Qb7+ Qe7 5.Qc8 Qf8 6.exf6+ Qxf6 7.Qf5+ with 'merely' a technical win for White.

2.Qh1+ Qg7 3.g5

Black resigned.



□

117

We haven't got round to the inevitable stalemate combination yet. Here's a pretty example: Gonzalez-Martinez, Cuba 1991.

1.Qh6+ Qg6 2.Qg8+ Qh5

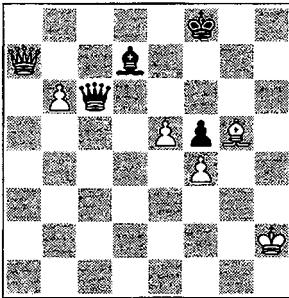
Black tries to elude his fate by declining to take the bishop, but White does not let go of his prey.

3.hxg4+ fxg4 4.Qf7+

Now Black is forced to capture.

4...Qxh6 5.Qg6+

It's worked: a draw.



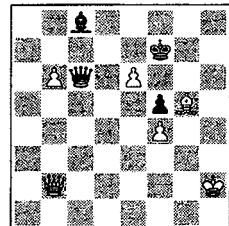
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118

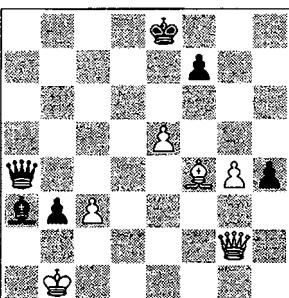
We conclude this paragraph with an intriguing piece of analysis by Ekström as the arbiter of a position in which the game Secchi-Salm from the 3rd World Correspondence Chess Championship in the early 1960s was adjourned. He found the forceful 1. $\mathbb{W}a3+$ $\mathbb{Q}f7$ and now the subtle 2. $\mathbb{W}b2$, with two threats (b6-b7 en e5-e6) that cannot be parried at the same time. 2... $\mathbb{Q}c8$ 3. e6+! (see diagram).

Here come the footmen again! 3... $\mathbb{Q}g8$ (if Black plays 3... $\mathbb{W}xe6$, then on the opposite side 4. b7!) 4. $\mathbb{Q}h6$ $\mathbb{W}b7$ (preventing mate and stopping the b-pawn) 5. $\mathbb{W}f6$ and now it's the e6-e7 threat that decides.

An attractive piece of cooperation, but consultation of our silicon friend Fritz yields some new conclusions. If Black plays 3... $\mathbb{W}xe6$! instead of 3... $\mathbb{Q}g8$, things are not at all clear. However, one move earlier, White has a more convincing win with 2. $\mathbb{Q}f6$! instead of 2. $\mathbb{W}b2$, as pointed out by Colin McNab in 1997. The threat of 3. $\mathbb{W}e7+$ and mate can only be parried by 2... $\mathbb{W}e6$, when 3. b7! wins at once. So we may conclude that at least Ekström's assessment was correct!



analysis after 3.e6+!



■

119

B) Queens with Bishops of the same colour

Here also, we have to search hard for the scarce tactical tricks that can help us avoid heavy technical problems. If such a chance presents itself, it is important to take it without hesitation. Familiarity with the following examples may be of some use!

First we cast our eye on the correspondence game Müllner-Janosi, 1987. Black is okay in this position and 1... $\mathbb{W}a6$ – keeping the a8- and c6-squares covered – should suffice for the win, but it can be attained more quickly and attractively with

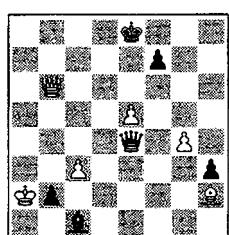
1. ... $\mathbb{Q}c1!$

and who would not prefer to win this way?

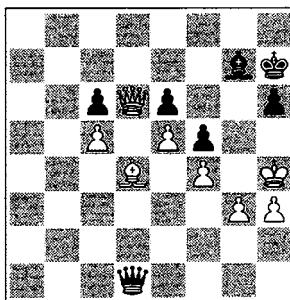
2. $\mathbb{Q}xc1$ h3! 3. $\mathbb{W}e2$ $\mathbb{W}a2+$

White resigned.

If he tries to elude this fate with 2. $\mathbb{Q}h2$, 2... h3 comes anyway, and after 3. $\mathbb{W}f2$ b2 4. $\mathbb{W}b6$ $\mathbb{W}e4+$ 5. $\mathbb{Q}a2$ (see diagram) the thunderbolt 5... b1 $\mathbb{W}+$! 6. $\mathbb{W}xb1$ $\mathbb{W}a4$ forces mate.



analysis after 5.Qa2



■ 120

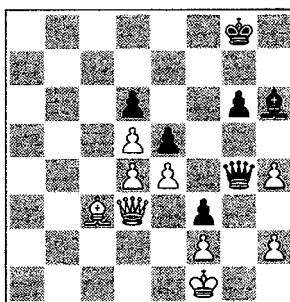
We encounter another bishop sacrifice in Buxa-Kovacs, Hungary 1965.

1...♝f6+! 2.♗xf6

and now Black tightened the mating net with

2...♚g6

White has no checks and is left with the desperate 3.g4, after which Black executes the sentence with 3...♛e1.



■ 121

1...exd4 2.♗b4

Taking on d4 is not to be recommended, see 2.♗xd4 ♔d2! or 2.♗xd4 ♛g2+ 3.♔e1 ♛g1 mate.

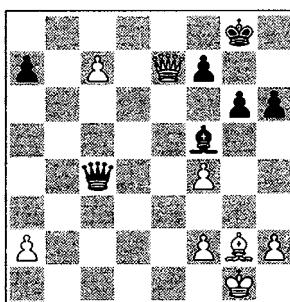
The text was wittily answered by

2...♝e3! 3.♔e1

As 3.fxe3 does not work in view of 3...♛g2+ and 4...f2+.

3...♛g1+ 4.♛f1 ♜xf2+

White resigned.



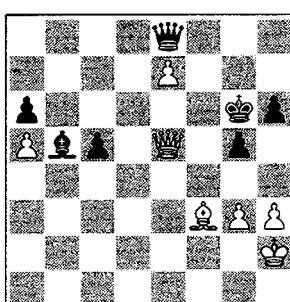
□ 122

Sometimes it is also possible to force a quick decision with a piece sacrifice that serves to create an outside passed pawn. Two examples, starting with Vasiliev-Dolmatov, Soviet Union 1982. White faces the problem of how to get his c-pawn on c8, as Black appears to have a firm grip on the promotion square. With

1.♛d8+ ♚g7 2.♗b7 ♜h3

White even landed into trouble.

There is, however, a clever solution: 1.♗d5!! and after 1...♛xd5, 2.♛d8+. Another trick to memorize!

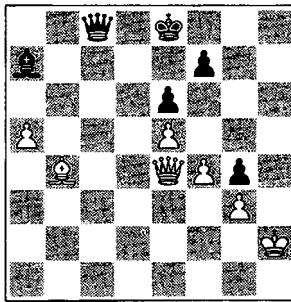


□ 123

With a similar piece sacrifice, based on his passed e-pawn, White decided the issue in Suba-Kindermann, Beer-Sheva 1984.

1.♗h5+! ♚xh5 2.♛f5

and Black resigned in view of the forced liquidation 2...♝e2 3.g4+ ♜xg4 4.hxg4+ ♚h4 5.♛f3! ♛b8+ 6.♚g2 ♛b2+ 7.♛f2+ and White gets himself a new queen on e8.



□

124

Sometimes a piece sacrifice can mean salvation from a delicate situation, as Gheorghiu had to experience against Scheeren, Romania 1985. He expected to decide the issue with the 'powerful'

1. ♕h7

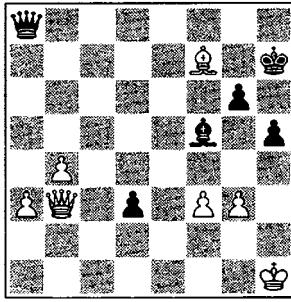
Imagine his disappointment when he saw Black's reply

**1... ♜g1+! 2. ♔xg1 ♜c1+ 3. ♔f2 ♜b2+ 4. ♔e3 ♜b3+
5. ♔e2?**

5. ♜d3! ♜xb4 6. a6! retains good winning chances.

5... ♜xb4 6. ♜g8+

and grinding his teeth, Gheorghiu had to resign himself to a queen endgame which promised him no more than a draw.



□

125

An amusing combinative interlude occurred in Scoleric-Tonoli from the Belgian Team Championship in 1988. White had a go at the full point with

1. ♜d5

but he was put off his stroke by the clever reply

1... ♜e6!

In his grief he saw nothing better than

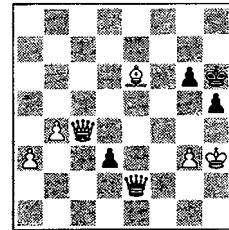
2. ♜xd3

and lost quickly after

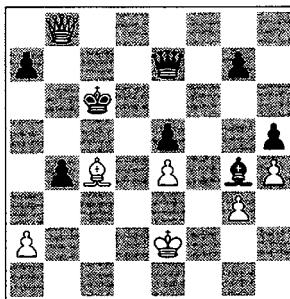
2... ♜xd5

But there is more under the sun here. White's confusion must have originated when he was calculating 1. ♜d5 ♜e6 2. ♜xa8 ♜xb3 3. f4 d2 4. ♜f3 ♜d5 or perhaps 2. ♜xe6 ♜xf3+ 3. ♜h2 ♜e2+ 4. ♜h3 ♜h6 5. ♜c4 g5!. A player panics and his view on events gets blurred. With a clear mind, White would have seen that there is still a ministering angel close by, if only White continues 5. ♜c4! (*see diagram*) instead of 5. ♜c4. That takes care of 5...g5 because of 6. ♜c6 and White even takes over. After 5. ♜c4 it is probably a draw.

Our royal game remains a breeding ground of dangers and obstacles where mischief is always lurking.



analysis after 5. ♜c4!



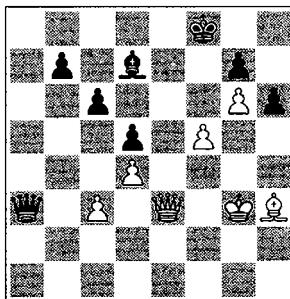
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126

Two Dutch players experienced this, too, in their national championship game in Eindhoven 1993. In Hoeksema-Van der Sterren, there followed

1.♔e1?

after which White eventually lost. Both players had missed 1.♔d3! or rather, they had not seen that after 1.♔d3 ♕d6+, 2.♔d5+! would have been possible. If Black wants to have his cake and eat it and tries, for instance, 1...♕d7+ 2.♔d5+ ♔c5 3.♕xe5 ♕b5+?, he ends up in a mess after 4.♔c4+. The sting is in the tail, so to speak.



□

127

A quite extraordinary case was Zhilin-Chernov, Soviet Union 1960, where White continued

1.f6! ♔xh3

1...♕d6+ does not help either after 2.♔e5 ♕xe5+ 3.dxe5 ♔xh3 4.♔xh3 and the pawn endgame is lost for Black, for example 4...d4 (4...gxf6 5.e6! and ♔h3-g4-f5xf6 wins) 5.cxd4 b5 6.♔g4 b4 7.♔h5 b3 8.e6 etc.

2.♕e5!

The threat is 3.fxg7+ ♔g8 4.♔e8+ and 2...gxf6 meets with 3.♕xf6+ ♔e8 4.g7 ♕xc3+ 5.♔h4 winning. Black chose

2...♔d7?

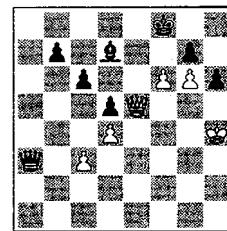
There was a narrow escape with 2...♕xc3+ 3.♔h4 gxf6 4.♕xf6+ ♔e8 5.g7 ♕e1+ with a perpetual.

3.♔h4!

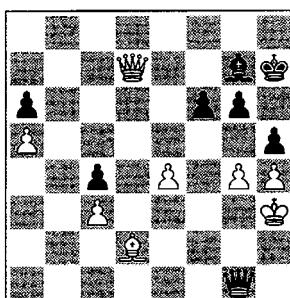
Stunning. Black is in fatal zugzwang.

**3...b6 4.♔h5 b5 5.♔h4 h5
6.♔xh5**

and Black shook his head and resigned!



3.♔h4!



■

128

We conclude this subject with a missed tactical chance in Short-Timman, Amsterdam/Arnhem 1983.

Timman collected the e-pawn with

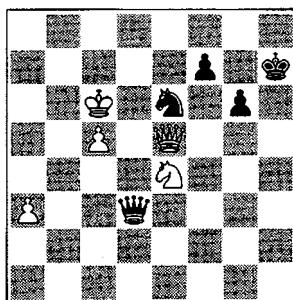
1...♕h1+

and could not win after that. What he had failed to see was 1...♕f1+ 2.♔g3 hxg4 and White is confronted with the nasty problem that 3.♕xg4 does not work in view of the loss of a bishop, but even worse is the fact that after 3.♔xg4 ♕g2+ 4.♔f4 the position contains the sledgehammer blow 4...♕xd2+! followed by 5...♔h6+!.

C) Queen + Knight versus Queen + Knight

After playing around with the niceties that we may come across in endgames with queens and bishops, we move on to a highly fanciful subject, a type of endgame of which some are scared to death.

We start with a trick that we may justifiably call the dream of every chess player. In certain positions the queen can be sacrificed with a terrific blow, to be regained by a knight fork, with a transfer to a winning endgame or a rescue from a hairy predicament, or simply with the infliction of severe psychological injury upon the enemy!



□

129

Our first example is Ljubojevic-Karpov, Linares 1991. White served the organizers of this tournament – always keen on a spectacle – quite well:

1. ♜f6+ ♕h6?

There is no lethal discovered check after 1... ♔g7!

2. ♜e3+!

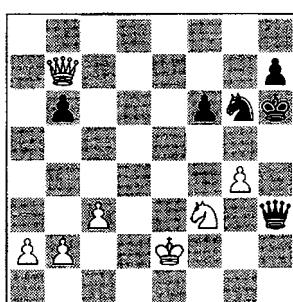
There it is. Black lands in a lost endgame, as soon becomes clear.

2... ♜xe3 3. ♜g4+ ♕g5 4. ♜xe3 ♕f4

and now, very sadistically,

5.a4!

and White won with his unstoppable a-pawn.



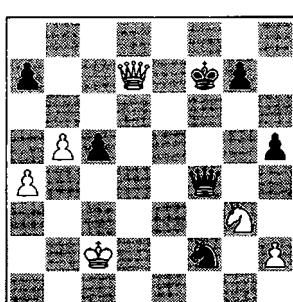
□

130

Diagram 130 stems from Maroczy-Rubinstein, Prague 1908. At first sight things do not look good for White, as 1. ♜xb6? fails miserably to 1... ♜f4+. But Maroczy, who knew a thing or two about the game, thought of something better – you probably see it already.

1. g5+! fxg5 2. ♜xh7+!

and Black resigned. The resulting knight endgame offers him no chance at all.



■

131

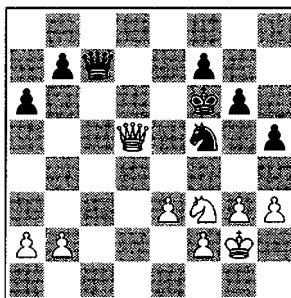
This position is from Timman-Kosashvili, Curaçao 2002. After a move like 1... ♜f8 there is not much going on. However, the second player, though certainly tactically gifted, produced the unbelievable

1... ♜g6?

We jump up enthusiastically with Timman and unleash

2. ♜xg7+! ♕xg7 3. ♜xh5+ ♜f7 4. ♜xf4

Probably too upset to resign immediately, Kosashvili played on for a few more moves, deprived of his leading position in the tournament and also of another illusion.



■ 132

Not very hard to guess is Black's first move in diagram 132 from Seirawan-Illésca, Barcelona 1989.

1... ♕xg3+!

That does not put an end to it, as White does not play 2.fxg3 but

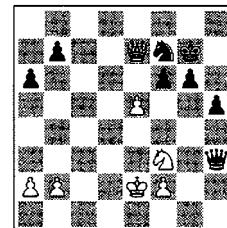
2. ♔f1 ♕xh3+ 3. ♔e2 ♕g7 4. e4!

White also had a queen sacrifice at his disposal, but refused to fall for 4. ♕xf7+ ♔xf7 5. ♔g5+ ♔f6 6. ♔xh3. After all, this knight endgame is clearly better for Black!

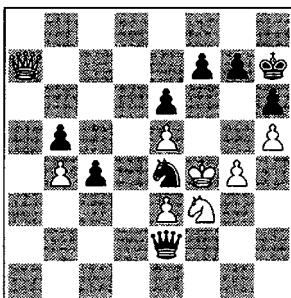
4... ♔h6 5. ♕e5+ ♕g8 6. ♕e8+ ♕g7 7. ♕e5+ ♕g8

Draw. The funny thing is that Black cannot push too hard for a win with 7..f6 8. ♕e7+ ♔f7 on account of 9.e5! (*see diagram*) 9...fxe5? and now 10. ♕xf7+ is possible.

After the promising 1... ♕xg3+, this must have come as a disappointment. To us it teaches not to start cheering too soon.



analysis after 9.e5!

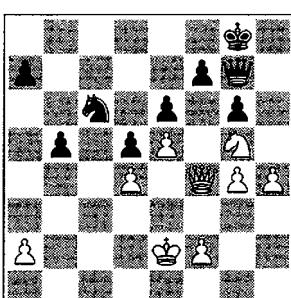


■ 133

There were cheers for the second player in Smagin-Agзамов, Soviet Championship, Riga 1985, when he produced the subtle

1... ♕g2!

The deadly threat is 2... ♕g3+ and most annoyingly, 2. ♕xf7 fails to – yes – 2... ♕xf3+ and 3... ♔g5+. And because he is mated immediately after 2. ♔xe4 ♕xg4 or also 2. ♔h2!? ♔g5! 3. e4 ♔h3+ 4. ♔e3 ♕f2 mate, White had to admit that he was in fatal zugzwang. So, he lay down his weary head and resigned, appalled by the fact that so many catastrophes can occur in one single position.



□ 134

The next example, Matulovic-Tsvetkov, Varna 1975, is harder to find but a feast to behold.

1. ♕c1!!

Attacking the knight, but leaving the d4 pawn hanging. Albeit with healthy suspicion, Black went for

1... ♔xd4+ 2. ♔d3 ♕xe5

There we go.

3. ♕c8+ ♕g7

and with a terrific blow

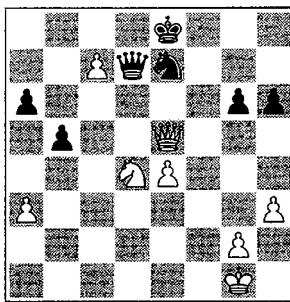
4. ♕h8+! ♔xh8

and now the fat is in the fire.

5. ♔xf7+ ♕g7 6. ♔xe5

To top it all off, the black knight is lost as well. White won quickly.

That is about enough of this type of tricks. Now we want to investigate situations where, more modestly, a knight is put on offer instead of a queen.



□

135

A pretty example we find in a correspondence game between Erkki Rasanen and Seppo Rasanen, 1984.

1. $\mathbb{W}h8+$ $\mathbb{Q}f7$ 2. $\mathbb{W}d8!$

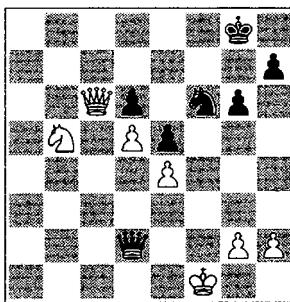
Black undoubtedly saw 2... $\mathbb{W}e8$ 3. e5. He tried

2... $\mathbb{W}c8$

but alas – White saw it.

3. $\mathbb{Q}c6!$

Black resigned.



■

136

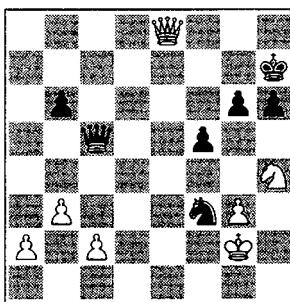
Slightly more difficult does this position look, from Brenninkmeijer-Douven, Wijk aan Zee II 1988, as Black achieves nothing with an attacking knight move. There does exist, however, another standard trick in this type of position:

1... $\mathbb{W}d1+$ 2. $\mathbb{Q}f2$ $\mathbb{Q}xe4+$ 3. $\mathbb{Q}e3$

and now (remember this one!)

3... $\mathbb{W}d2+!$

White resigned because of 4. $\mathbb{Q}xe4$ $\mathbb{W}e2$ mate or 4. $\mathbb{Q}f3$ $\mathbb{Q}g5+$ 5. $\mathbb{Q}g4$ $\mathbb{W}f4$ mate.



■

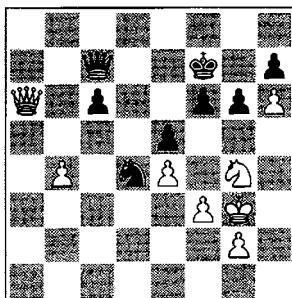
137

This trick we also found in Wolff-Hodgson, London 1990, where the black player, adventurous as ever, hit home with a single stroke:

1... $\mathbb{W}g1+$

White can choose between 2. $\mathbb{Q}xf3$ $\mathbb{W}f1+$ losing a queen on the next move, or 2. $\mathbb{Q}h3$ and now either 2... $\mathbb{W}h1$ or 2... $\mathbb{Q}g5$ mate!

After these knight sacrifices we take an even more modest look at things and confine ourselves to the sacrifice of a mere pawn, naturally with the aim of hauling in a bigger fish.



□

138

In Taimanov-Koshy, New Delhi 1982, White faced the problem of how to enter the black fortress with his queen. This was his solution:

1.b5!

Black had to take with the knight:

1...♘xb5

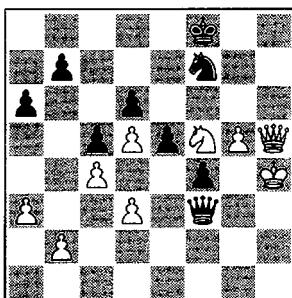
after which White was able to seize his chance:

2.♕a2+ ♔f8 3.♕a8+ ♔e7 4.♕h8!

Now look how helpless Black is. Nonchalantly, White executed the sentence:

**4...♔d6 5.♕xf6+ ♔c5 6.♕g7 ♔d4 7.♘f6 ♕a5
8.♕xh7 ♕e1+ 9.♔g4 ♕f2 10.♔h3 g5 11.♔d7+ ♔c5
12.♕g4**

and Black resigned.



■

139

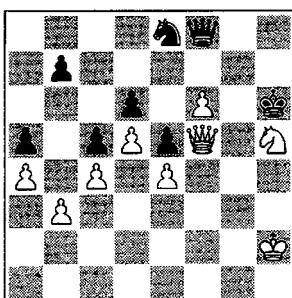
In the previous example, the pawn sacrifice served to clear the way for the queen. You can also imagine the need for an intervention by the knight. This is shown in Zarubin-Polovodin, Leningrad 1985.

1...♕h1+ 2.♔g4 ♕g2+ 3.♔h4 e4!!

White resigned.

The threat is 4...♕h2+ followed by a decisive knight intervention via square e5.

Inferior was 3...f3? 4.♕g6! and there is nothing better than a repetition of moves.



□

140

A very pleasing fragment including a piece sacrifice, another trick to keep in mind, is depicted in diagram 140. It stems from the game Möhring versus Kaikamdzozov, Zamardi 1978.

A magnificent spectacle was displayed after

1.f7 ♘g7

and now the piece sacrifice

2.♕f6+ ♔xh5 3.♕g3 b6 4.♕h3!

Dear reader, let this position sink in for a while. You would not think it was possible. Black is in zugzwang! Have a look at 4...♕c8+ 5.♕g2! ♕f8 6.♕g3 and Black has no sensible moves left. In the game, Black tried

4...♘e8 5.♕f5+ ♔h6 6.♕e6+ ♔h7 7.fxe8♕ ♕f3+

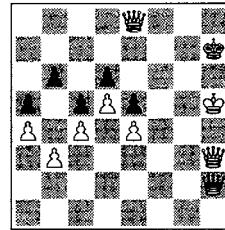
Granted, White is a queen to the good, but how can he prevent the perpetual? The instructive solution is:

**8.♔h4 ♕f2+ 9.♔h5 ♕h2+
10.♔h3!!**

Yes, another trick to memorize. White gives one of his queens to lure Black's queen into a less favourable position, thereby allowing his king to escape the perpetual.

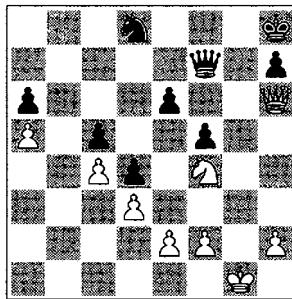
There followed:

**10...♕xh3+ 11.♔g5 ♕g3+
12.♔f6 ♕f3+ 13.♔e7 ♕xb3 14.♔h5+ ♕g7 15.♔g4+!**



10.♔h3!!

and Black resigned in view of 15...♔h7 16.♔f7!.



□

141

That this type of zugzwang occurs more often was demonstrated in the game Siegel-Ehlvest from the Junior World Championship, Mexico 1981. White constructed a zugzwang situation with

1.♔f1!

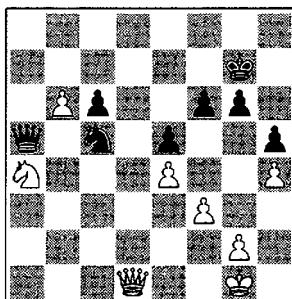
after which Black saw nothing better than

1...e5

Now White liquidates into a winning endgame.

**2.♘g6+! ♕xg6 3.♔f8+ ♕g8 4.♔f6+ ♕g7 5.♔xd8+
♕g8 6.♔f6+ ♕g7 7.♔xf5**

and Black resigned.



□

142

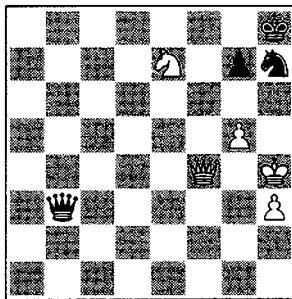
Another such quiet king move we find in Smejkal-Moles, Skopje Olympiad 1972. White subtly played

1.♔h2!!

and suddenly all Black can come up with is

1...♘xa4 2.♗d7+ ♔h6 3.b7

Black resigned. 3...♘c5 4.♗c8 ♘xb7 5.♗h8 mate; or 3...♗e1 4.♗h3 ♗b4 5.♗c8 ♗e1 6.♗h8 mate.



□

143

But there turn out to be other ways to weave zugzwang possibilities into this type of endgame. We may study Mikhail Gurevich-Andersson, Leningrad 1987, where White produced the quiet queen move

1. $\mathbb{Q}g4!!$

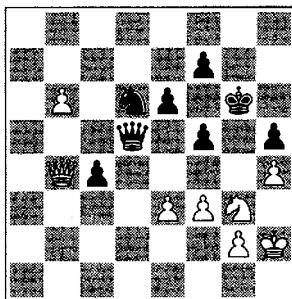
Now Black is at a loss. He has to cover square c8 (against the queen) as well as square g6 (against the knight) at the same time. This can only be done with

1... $\mathbb{Q}c2$

However, now White plays

2. $\mathbb{Q}f3!$

and after 2... $\mathbb{Q}c4+$ 3. $\mathbb{Q}h5$ $\mathbb{Q}a2$ 4. $h4!$ Black has no move left at all! He preferred to avoid this miserable fate and resigned after the text.



□

144

To round off this subject, two more examples that underline the treacherous character of these endgames. The first is from Beliavsky-Karpov, Linares 1989. Beliavsky thought he could haul in the big fish Karpov with the exquisite

1. $b7?$ $\mathbb{Q}xb7$ 2. $\mathbb{Q}e7?$

Despite time-trouble, however, Karpov managed to find the eye-opening

2... $\mathbb{Q}d8!$

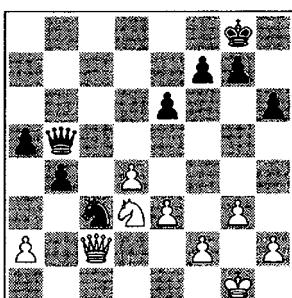
and White is lost at once, although he gave it one more try:

3. $\mathbb{Q}xb7$ $\mathbb{Q}xh4+$

Torture never stops.

4. $\mathbb{Q}g1$ $\mathbb{Q}xg3$ 5. $\mathbb{Q}b4$ $\mathbb{Q}c7$ 6. $\mathbb{Q}f8$ $c3$ 7. $f4$ $\mathbb{Q}f6$

White resigned.



■

145

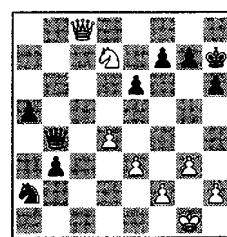
Even great teachers are fallible. An example from the practice of Holland's eminent chess teacher is diagram 145 from the game Euwe-Wijnans, Beverwijk 1941.

Here Black contented himself with

1... $\mathbb{Q}a4$

and an eventual draw.

Subsequently, an elegant, study-like win was discovered: 1... $\mathbb{Q}xa2!$ 2. $\mathbb{Q}c8+$ (2. $\mathbb{Q}xa2$ $\mathbb{Q}xd3$ is hopeless) 2... $\mathbb{Q}h7$ 3. $\mathbb{Q}e5$ $b3$ 4. $\mathbb{Q}d7$. The threat 5. $\mathbb{Q}f8+$ now seems sufficient for a half-point, but there is more between heaven and earth: 4... $\mathbb{Q}b4!!$ (see diagram). Now, 5. $\mathbb{Q}f8+$ is met by the thunderbolt 5... $\mathbb{Q}xf8!$ 6. $\mathbb{Q}xf8$ $b2$ 7. $\mathbb{Q}b8$ $\mathbb{Q}b4$ and further rescue operations are not in sight!

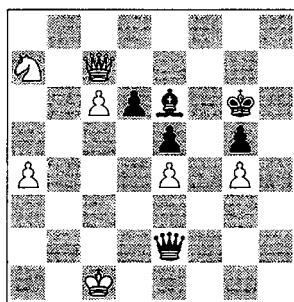


analysis after 4... $\mathbb{Q}b4!!$

D) Queen + Bishop versus Queen + Knight

Let's move on to the final subject of this chapter. We arrive at the time-honoured moot question: which of the two is better in the end-game, bishop or knight? This question, difficult as it is, is even harder to tackle with the queens still on the board.

In order to find a solution by thinking independently, we first investigate those cases in which the bishop is clearly stronger.



■

146

We start with a rather study-like example from the game Böhm-Biyiasas, Wijk aan Zee 1980. Black stages an elegant mating construction in which literally each piece participates.

1... $\mathbb{Q}e1+$ 2. $\mathbb{Q}c2$

White can also try 2. $\mathbb{Q}b2$, but then comes 2... $\mathbb{W}d2+$ (protecting the d6-pawn) 3. $\mathbb{Q}b1$ $\mathbb{Q}b3$ and he is mated.

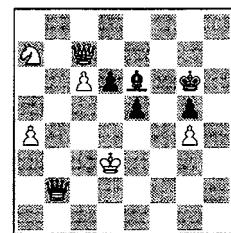
2... $\mathbb{W}xe4+$ 3. $\mathbb{Q}c1$ $\mathbb{W}c4+$ 4. $\mathbb{Q}b2$ $\mathbb{W}b4+$ 5. $\mathbb{Q}c1$ $\mathbb{W}a3+$ 6. $\mathbb{Q}d2$ $\mathbb{W}b2+$ 7. $\mathbb{Q}d3$

This appears to save White, but now it comes:

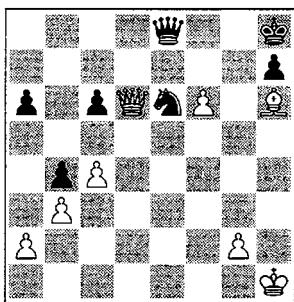
**7... $e4!$ 8. $\mathbb{Q}xe4$ $\mathbb{W}e2+$ 9. $\mathbb{Q}d4$
 $\mathbb{W}d2+$ 10. $\mathbb{Q}e4$ $\mathbb{Q}d5$**

Mate.

A quite curious mating construction. This is only possible in open positions where the bishop has the best possibilities, especially when it cooperates well with the queen.



7. $\mathbb{Q}d3$



□

147

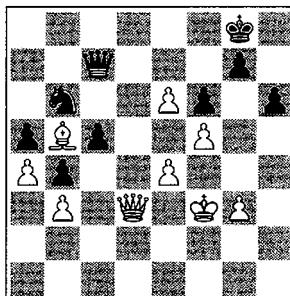
Another example of perfect cooperation between queen and bishop, again resulting in an open position where Black ends up in fatal zugzwang, we see in a correspondence game Sakharov-Laes, 1983/84. White sacrificed a pawn with

1.f7!

and after

1... $\mathbb{W}xf7$ 2. $\mathbb{W}b8+$ $\mathbb{W}g8$ 3. $\mathbb{W}e5+$ $\mathbb{Q}g7$ 4. $\mathbb{W}f6$

the ensnarement was complete.
Black resigned.



□

148

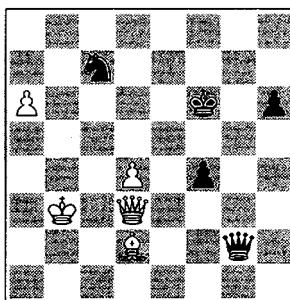
Here also, White executed the sentence with a pawn sacrifice and a decoy of the queen. The fragment stems from Unzicker-Dückstein, Krems 1967.

1.e5! ♕xe5

After 1...fxe5 White sacrifices a second pawn with 2.f6!.

2.♕d8+ ♔h7 3.e7 ♕xf5+ 4.♔g2 ♕e4+ 5.♔h2

and Black resigned. He will soon run out of checks, as is easy to verify.



□

149

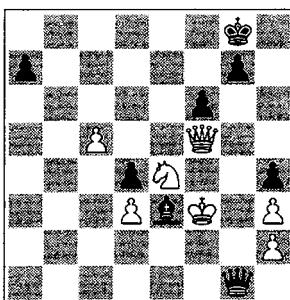
A different type of pawn sacrifice in an open position, where a knight cannot accomplish much, we see in Miles-Larsen, London 1980. It features an elegant introduction:

1.d5! ♜xd5

After 1...♜xd5+ White liquidates with 2.♜xd5 ♜xd5 3.♕a5! (such is the role of the bishop, which is obviously in charge here) 3...f3 4.a7 f2 5.a8♛ f1♛ 6.♕f8+, always the point of the pawn sacrifice.

2.a7 ♛g8 3.♕a6+ ♜b6+ 4.♔b4 ♛e6 5.♔b5 f3 6.♕xb6

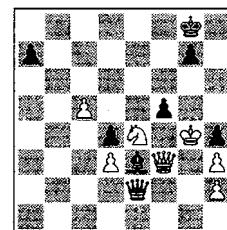
Black resigned, because 6...♜xb6+ 7.♔xb6 f2 8.a8♛ follows, and after 8...f1♛ again 9.♕f8+.



■

150

An entertaining and instructive story is connected with Nimzowitsch-Yates, Bad Kissingen 1928. This position also harbours a winning pawn sacrifice. Black has the possibility 1...♞f1+ 2.♝g4 ♛e2+ 3.♛f3 (or 3.♕xh4 g5+ 4.♔g3 ♛f4+) 3...f5+ (see diagram) (a motif well-known to us) and White is finished. This trick escaped Yates's attention completely, probably because he thought it was sufficient to protect square h5 with an easy win. But his wily opponent was not to be caught so easily and gave us another demonstration of how one can deprive the opponent of all pleasure in life! In the diagram position there followed:



analysis after 3...f5+

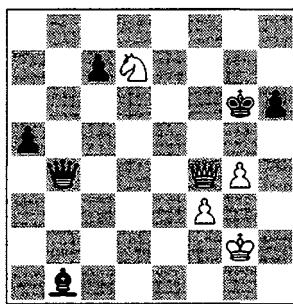
1... ♛d1+ 2.♔g2 ♛c2+ 3.♔h1 ♛d1+ 4.♔g2 a5?

Black could still turn back to the winning line mentioned above with 4...♛g1+, but now this chance is gone. White offered a draw and when Black hot-temperedly declined, he played

5.♘xf6+! gxg6 6.♕g6+

with a draw, making Yates a sadder and wiser man.

Now it is time for a switch to positions in which the knight is stronger. We can start by forcing an open door with the remark that a knight is definitely stronger in closed positions, especially when the pawns of the bishop side are on the wrong colour (i.e. the same as the bishop). Most of the time, the knight side will push its way to victory. We are more concerned, however, with tactical tricks, in this case tricks favouring the player who has the knight. Such possibilities occur when the beast can cooperate with the queen in the search for mate. Defending is often hard here because of whimsical knight jumps that may crop up at every conceivable moment. But let's see what practice has to tell us.



□

151

We start with Chiburdanidze-Lukacs, Polanica Zdroj 1984. The first player will have found the introductory moves easy.

1. ♕f6+ ♔h7 2. ♕f7+ ♔h8 3. ♖f6

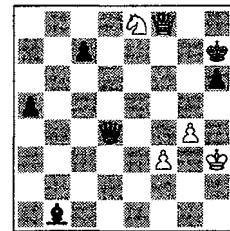
and mate is threatened. What should Black do now? 3... ♕b8 is met by 4. ♖e8!, winning in similar fashion to the game,

3... ♕d2+ 4. ♔h3 ♕d8 5. ♖e8!!

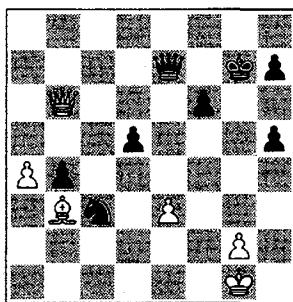
And what next? Well, there is no salvation.

5... ♕g5 6. ♖f6

Black resigned. The fact that 5... ♕d4 would not have helped is cold comfort. After 6. ♖f8+ ♔h7 (*see diagram*) White decides the game quite elegantly with the knight sacrifice 7. ♖f6+ ♔g6 8. ♕g8+! ♕xf6 9. ♕h8+.



analysis after 6... ♔h7



■

152

Lots of sadistic chess fun can be derived from Radulov-Osmanovic, Sarajevo 1978. Black found the beautiful pawn sacrifice

1... d4!

A very strong one. Clearly 2. ♕xd4 is out of the question. But neither does 2. exd4 work, as then Black has the following pretty line: 2... ♕e1+ 3. ♖h2 ♖e2 4. ♕c7+ ♔h6 5. ♖h3 ♕h1+ 6. ♖h2 ♖f4+ 7. ♖g3 and now the lovely 7... h4+ 8. ♕xh4+ ♖h5+ 9. ♖g4 f5+. A magnificent combination of motifs that we have seen before. In the game White tried the third possibility

2. e4

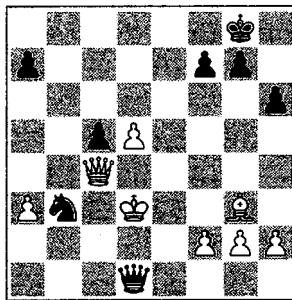
which Black took care of as follows:

2... ♕xe4 3. ♕c7+ ♔h6 4. ♕f7

Threatening something on f6, but unfortunately Black comes first.

4... ♖e2+ 5. ♖f1 ♖g3+ 6. ♖g1 ♕e1+ 7. ♖h2 ♖f1+ 8. ♖g1 ♖e3+ 9. ♖h2 ♖g4+ 10. ♖h3 ♕h1+ 11. ♖g3 ♖h2+

White resigned.



□

153

Diagram 153 is a classic in correspondence chess history. The position is from a game Khasin-Sloth in the 8th World Championship final in the 1970s. The white king is in check, but if Khasin had played 1.♔c3 now, the win and the title would have become very problematic for Sloth. To the latter's great joy, however, White chose

1.♔e3?

obviously in blissful ignorance of the dangers that are threatening him now.

1...f5!

Suddenly Black has mating threats.

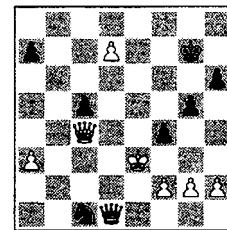
2.d6+ ♔f8 3.♕e5 g5!

Now White is threatened by the terribly strong 4...♗e1+, forcing him to play

4.♗c3

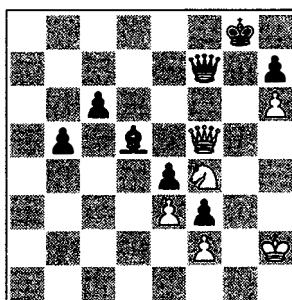
Not possible is 4.♔c3 on account of 4...♗c1+ 5.♔e2 ♗d4+ 6.♔d3 ♗f1+ winning the queen. But the text cannot ward off fate either. Sloth is unleashed now and finishes the job with ease.

4...♗c1 5.♗g7+ ♔g8 6.♗c4+ ♗xg7 7.d7 f4+



7...f4+

and the valuable point was scored.



□

154

And there's more! Have a look at diagram 154 from the game Schneider-Buker, Mecklenburg 1940.

1.♗g5+ ♔f8

Not 1...♔h8 2.♗d8+ ♗g8 3.♗f6+.

2.♗d8+ ♗e8

And now the thunderbolt

3.♘g6+! ♔f7

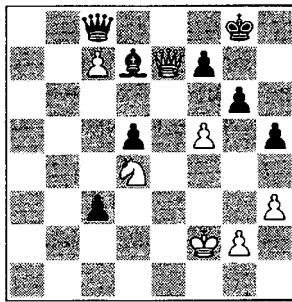
On 3...hxg6 there follows 4.♗xe8+ ♔xe8 5.h7. But the text is only a reprieve.

4.♘h8+! ♔f8 5.♗f6+ ♔f7

And now once more that cursed move

6.♘g6+! hxg6 7.h7

Black resigned.



□

155

We have a look at another piece sacrifice that serves to clear the way for the queen. Diagram 155 is from a Dutch team championship game Marcus-Marcel Piket (1987). Do you see what White saw here?

1. ♟e6!!

It is clear that the knight cannot be taken: 1...fxe6 2.f6 ♛f8 3.♕xd7 ♛xf6+ 4.♔g1 and it's all over, or 1...♔xe6 2.fxe6 and 3.♕d8+. So Black played

1...c2 2.♕d8+ ♔h7

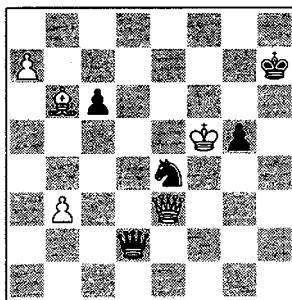
but...

3.fxg6+ ♛xg6

Or 3...fxg6 4.♕e7+.

4.♕g5+

and mate follows.



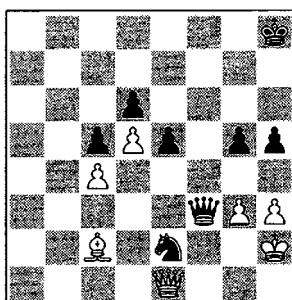
■

156

Sometimes deep calculation is not even necessary, as in diagram 156 from Trapl-Forintos, Oberhausen 1961. The simple knight sacrifice 1...♕d5+ 2.♔xe4 ♕d5 mate would have sufficed. But Black did not see this and he even lost after

1...♕d5+?

Such a shame!



□

157

A dramatic case was Van der Vliet-Scheeren from a Volmac tournament held in the Netherlands. White is not favourably positioned against the combined attacking power of Black's queen, strong knight and pawns. He chose

1.♔d1 ♟d4 2.♕d2

and now – fasten your seatbelts –

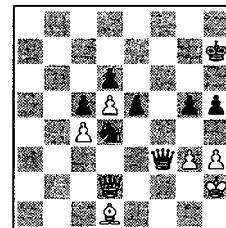
2...♘h7??

Two question marks are not enough here. Simple and strictly logical was 2...h4! 3.gxh4 ♛f4+ with an easy win.

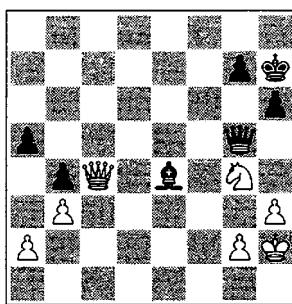
3.♕xd4!

and the point was for White. To fully realize the magnitude of this disaster, put the diagram position on the board once more and imagine you are Black. In a pleasant mood, you lean back in your chair and after White's move 1.♔d1 you casually reply 1...♘d4. With a mild glance you take note of 2.♕d2, which you cannot but view as White's last squirms. To make sure, you glance at the board one more time and of course you see that 2...h4 wins easily. Then you

see a more elegant win. White cannot do anything, so why not bring the king a little closer first and make White wriggle a little longer? Something as simple as that does not require any more thought, so you quickly play 2... $\mathbb{Q}h7$ (see diagram) and lean back in the chair again. And now, imagine how you would feel when harsh reality struck with 3. $\mathbb{W}xd4$ and you realized what you had done to yourself!

2... $\mathbb{Q}h7??$

I dare not fathom it myself, but you understand the lesson that keeps returning. You're always in danger in this miserable game, you must always take heed! I do not know how this drama unfurled in reality, but it's conceivable that the dismay in Black's camp was great!



■ 158

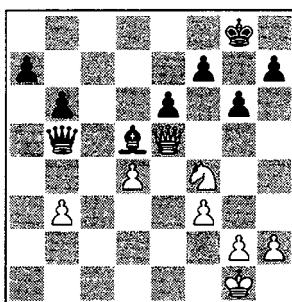
After we have coped with this shock, we will now investigate several spectacular rescue operations in which the knight plays an important part. The first example is Smyslov-Vaganian, Leningrad 1977. Black stands well and has just declined a draw offer. After all, victory against Smyslov would be no mean feat. Expectantly, Vaganian played

1... $\mathbb{W}f5$

The bishop is protected and let's see what happens next! But surely, you also see the move that the first player needed only a second to discover? Right:

2. $\mathbb{Q}f6+$!

with a draw after all!



■ 159

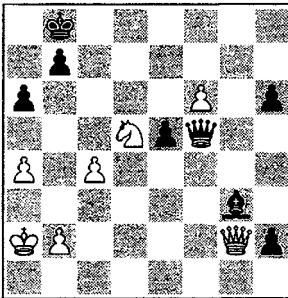
In Alster-Ragozin, Marianske Lazne 1956, Black thought he could gobble up a pawn

1... $\mathbb{W}xb3$

but was surprised by

2. $\mathbb{W}b8+$ $\mathbb{Q}g7$ 3. $\mathbb{Q}h5+$!

and the weakness of the dark squares made the draw inevitable, as is easy to verify.



□

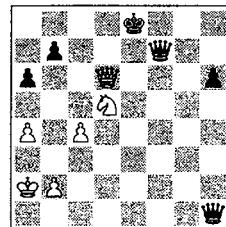
160

Things were slightly more complicated in Parma-Bukic, Yugoslav Championship, Belgrade 1978.

First I give the game continuation:

1.f7! ♕xf7 2.♕xg3!! h1♕ 3.♕xe5+ ♔a7

After 3...♔c8 the knight intervenes elegantly: 4.♘b6+ ♔d8 5.♘d6+ ♔e8 6.♘d5! (see diagram) and Black must give one of his queens to prevent mate, retaining winning chances with his passed h-pawn after 6...♕e4! 7.♘c7+ ♕xc7 8.♕xc7 h5. However, after first 4.♕d6 (threatening 5.♘b6 mate) 4...♕hx5 5.cxd5 it must be a draw.

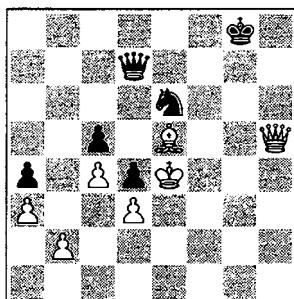


analysis after 6.♘d5!

4.♕d4+ ♔b8 5.♕h8+

Draw.

Great brains have later pored over the diagram position, trying to find a winning method for Black after 1.f7. 1...♔a8 particularly received attention. But then, too, White saves himself, slippery as an eel, with 2.♕h3!! and after the inevitable 2...♕xf7 comes a series of checks introduced by 3.♕c8+, which guarantees the draw again.



■

161

Now that we are talking about rescue operations in hairy situations and I am looking for a fitting final chord for this chapter, it is time to see if here also, stalemate combinations may play a part. After all, most chess players can never get enough of these tricks. They remain box-office hit number one. Fortunately I have found a few for you, first for the side in possession of the knight.

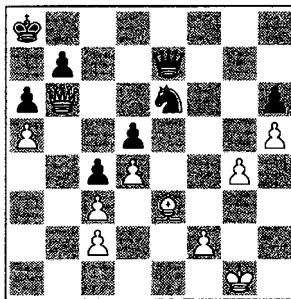
The first example, Pietzsch-Fuchs, Berlin 1963, should make us applaud right away.

1...♕c6+ 2.♔f5 ♘g7+ 3.♘xg7

And now – do you see it?

3...♕g6+!

Fabulous!



□

162

Really clever was the way Black handled this position from Bannik-Ivkov, Rijeka 1963. If White had seen what was coming, he would certainly have played 1. $\mathbb{Q}b4$. A rather boring move, but a winning move. We cannot really blame him for not seeing any problem with

1. $\mathbb{Q}xh6$

but we can after the move that Ivkov sprung on him:

1... $\mathbb{Q}f4!!$

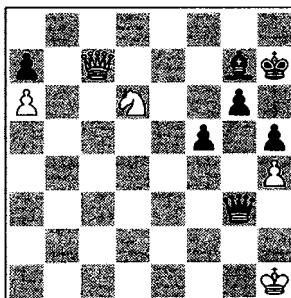
White still has good winning chances if he plays 2. $\mathbb{Q}b1$ now, but it is not so clear any more after 2... $\mathbb{Q}e2+$ 3. $\mathbb{Q}f1$ $\mathbb{Q}xc3$ 4. $\mathbb{Q}e1$ $\mathbb{Q}e4!$. So:

2. $\mathbb{Q}xf4$

and now Black's stalemate combination works:

2... $\mathbb{Q}e1+$ 3. $\mathbb{Q}g2$ $\mathbb{Q}h1+!$ 4. $\mathbb{Q}g3$ $\mathbb{Q}h3+$ 5. $\mathbb{Q}xh3$

Stalemate.



□

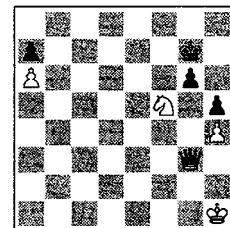
163

And what did White miss in Hjartarson-Popovic, Belgrado 1987? In desperation, he played

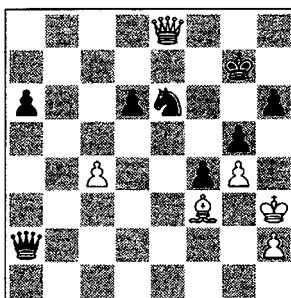
1. $\mathbb{Q}xa7?$

and lost. But don't you know by now that you should never despair? The draw was for the taking with 1. $\mathbb{Q}xg7+!!$ $\mathbb{Q}xg7$ 2. $\mathbb{Q}xf5+$ (see diagram).

When Hjartarson discovered what he had missed, chess history was enriched with another broken-hearted grandmaster.



analysis after 2. $\mathbb{Q}xf5+$



■

164

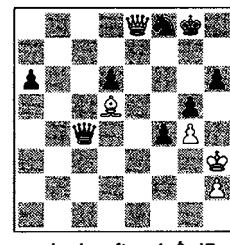
For an example with the bishop we can have a look at Sliwa-Doda, Lodz 1967. This one is really funny. Black played

1... $\mathbb{Q}xc4$ 2. $\mathbb{Q}e7+$ $\mathbb{Q}g6$

counting on 3. $\mathbb{Q}xd6$ $\mathbb{Q}f6!$ which looks good for him. But White had something else in mind.

3. $\mathbb{Q}e4+!$ $\mathbb{Q}xe4$ 4. $\mathbb{Q}g7+$

and stalemate. Scarce comfort for Black was that 2... $\mathbb{Q}g8$ would not have won either, as then follows the even prettier 3. $\mathbb{Q}e8+$ $\mathbb{Q}f8$ 4. $\mathbb{Q}d5+!$ (see diagram) 4... $\mathbb{Q}xd5$ 5. $\mathbb{Q}xf8+$. A stalemate within a stalemate!



analysis after 4. $\mathbb{Q}d5+$

That was about it for this chapter. Definite conclusions are hard to draw, but I do hope that this has been more fun than you had expected beforehand.

Chapter 3

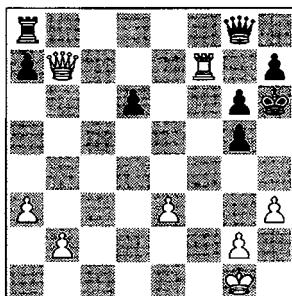
Queen + Rook versus Queen + Rook

Now the heavy artillery is brought to bear and blood and sparks will fly all around.

There may be some dispute over the question whether we are still dealing with endgames here, especially since we focus entirely on the tactical aspect. Many tricks that we shall encounter might feature equally well in a treatise on the middlegame. Nevertheless, in view of the small material potential I shall follow the customary classification, according to which this type is included in the endgame. A quite violent type, mind you!

To illustrate this, I start with:

A) Mating attacks



□

165

In Rudensky-Sinelnikov, Soviet Union 1978, White initiated a pure and direct mating attack with

1.h4!

Threatening 2.♖h7+ and 3.hxg5+.

1...gxh4

1...g4 fails to 2.♕e7 g5 3.♖xh7+, a rook sacrifice that we shall encounter more often.

2.♕e7 g5 3.♕e6+ ♔h5 4.g4+!

All very forceful.

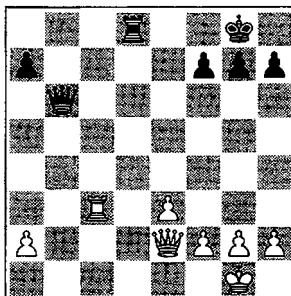
4...hxg3 5.♖h3+ ♔g6 6.♖f5+ ♔h6 7.♖d7!

The point. Black's reply is forced, but it cannot save him!

7...♖f8 8.♖xd6+ ♔g7 9.♕e5+ ♔f7 10.♕f6+

Black resigned.

Extremely violent stuff. To illustrate the artistic element as well, we follow up with a few examples around the 'backrank' theme, which is a popular item in the middlegame as well.

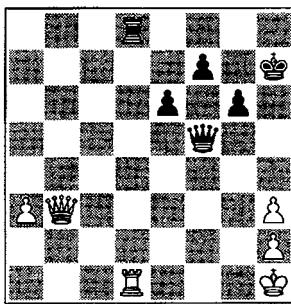


■ 166

In Bernstein-Capablanca, Moscow 1914, the grandmaster of the *petite combinaison* delivered the following thunderbolt.

1... ♕b2

Bernstein, a combinative player pur sang, immediately resigned, for as you do, reader, he realized that 2. ♔e1 cannot save the motherland in view of 2... ♕xc3, and neither can 2. ♜c2 due to 2... ♕b1+.



■ 167

White was not better off in Paavilainen-Belkhodja, Mendoza 1985. Here, Black decided the struggle with a well-known trick that is nevertheless often overlooked.

1... ♜d2!

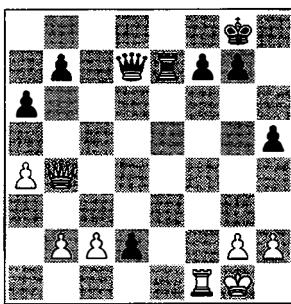
threatening (along with everything else) 2... ♕e4+. White tried to flee with

2. ♜e1

but... you see it, don't you?

2... ♜e2

and there is nothing left.

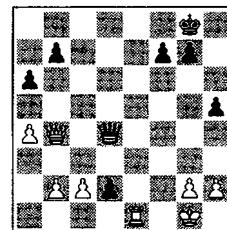


□ 168

A variation as well as an elaboration on this theme I derive from correspondence chess practice: the game Madsen-Napolitano from the first World Championship in the early 1950s.

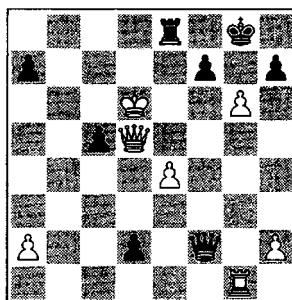
In the diagram position White resigned, as he realized that his only defence 1. ♜d1 fails horribly to 1... ♜e1+ 2. ♜xe1 ♕d4+! (see diagram).

Another devastating blow. But don't worry. The next paragraph will be worse.



analysis after 2... ♕d4+!

B) Queen sacrifices



■ 169

When the queen is sacrificed, the rook must do the dirty work. That it is capable of such is shown first of all in diagram 169 from Leshnev-Starostin, Saratov 1984. Black gave in to the temptation to ‘win the queen’ as follows.

1... $\mathbb{Q}d8+$

Better was 1... $\mathbb{Q}e6+$ or 1... $\mathbb{Q}f6+$. The text was met by the cunning

2. $\mathbb{Q}e7!$

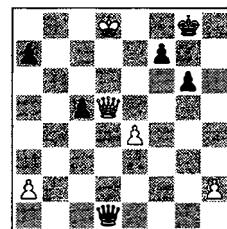
Obviously, Black cannot capture on d5 now on account of 3.gxf7+ and mate follows.

2... $\mathbb{Q}h4+$ 3. $\mathbb{Q}g5!$ $hxg6??$

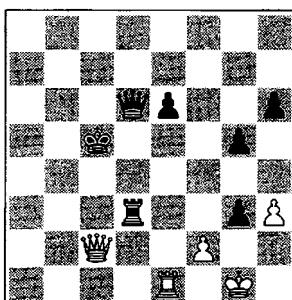
Time-trouble? With 3... $\mathbb{Q}xg5+$ 4. $\mathbb{Q}xg5$ $hxg6$ 5. $\mathbb{Q}xd8$ d1 $\mathbb{Q}+$ 6. $\mathbb{Q}d5$ (*see diagram*) Black could still play for a win with 6... $\mathbb{Q}h5$ or 6... $\mathbb{Q}e2$.

4. $\mathbb{Q}xf7+$

Black resigned.



analysis after 6. $\mathbb{Q}d5$



■ 170

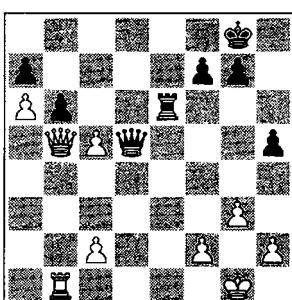
The same theme we encounter in diagram 170 from a game Basman-Wallis. White thought he had calculated neatly and that he could win back the queen after

1... $\mathbb{Q}d4$ 2. $\mathbb{Q}xd3+$ $\mathbb{Q}xd3$ 3. $\mathbb{Q}d1+$

But to his sore disappointment Black came up with the counter

3... $\mathbb{Q}e2$

White resigned. That must have hurt!



□ 171

In this type of endgame we often see queen sacrifices with the aim of promoting a pawn, as in Smyslov-Rossetto, Mar del Plata 1961. White sprung the surprise

1.cxb6!

on his opponent, which appears to fail to

1... $\mathbb{Q}e1+$ 2. $\mathbb{Q}xe1$ $\mathbb{Q}xb5$

winning the queen. But White had calculated more deeply.

3.bxa7

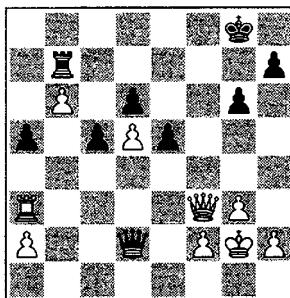
What now? Black decided on

3... $\mathbb{Q}c6$

3... $\mathbb{Q}xa6$ is obviously met by 4. $\mathbb{Q}e8+$.

4. $\mathbb{B}b1!$ $\mathbb{Q}h7$ 5. $\mathbb{B}b8$

and the promotion of White's a-pawn cannot be prevented. A salient detail is the function of the white pawn on c2, which stands in the way of a perpetual by the black queen. Such small matters can determine the outcome of a game.



■ 172

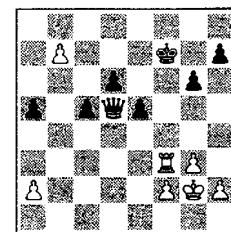
Equally cruel was Black's fate in Nemet-Hendriks, Dutch Open, Dieren 1988. Black is fine here and after 1...c4 White's days would have been numbered. But Hendriks saw something pretty.

1... $\mathbb{E}f7?$

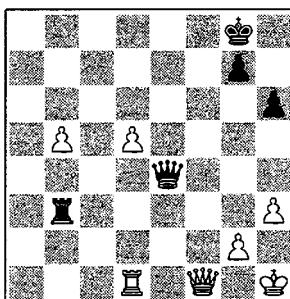
Undoubtedly played with a contented smile on his face. But the seasoned professional Nemet must have made his reply with even more pleasure, and with relief! You probably see it coming:

2. $\mathbb{W}xf7+!$

Oh, oh, ouch.

4. $\mathbb{B}f3+$ **2... $\mathbb{Q}xf7$ 3. b7 $\mathbb{W}xd5+$ 4. $\mathbb{B}f3+$**

With check!! Black resigned. That's how dangerous this game is. And why don't we ever spot these tricks until it's too late?



□

173

Things were more complicated in Gipslis-Urban, Berlin 1991.

1. d6!!

Allowing Black to win the queen with a simple combination.

1... $\mathbb{E}xh3+$ 2. $\mathbb{Q}g1$ $\mathbb{W}e3+$ 3. $\mathbb{W}f2$ $\mathbb{E}h1+$ 4. $\mathbb{Q}xh1$ $\mathbb{W}xf2$

Now, of course, White plays his trump card:

5. d7

but that does not put an end to it.

5... $\mathbb{W}h4+$ 6. $\mathbb{Q}g1$ $\mathbb{W}d8$

The case appears to be closed, but...

7. $\mathbb{E}d4!!$

A stunning move. The rook blocks the a7-g1 diagonal and protects square h4 against queen checks at the same time. Suddenly Black faces a hopeless task. There followed:

7... $\mathbb{Q}f7$ 8. b6 $\mathbb{Q}e6$ 9. b7 $\mathbb{Q}e7$

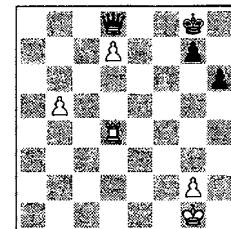
Not 9...h5 10. b8 $\mathbb{W}xb8$ 11. d8 \mathbb{W} .

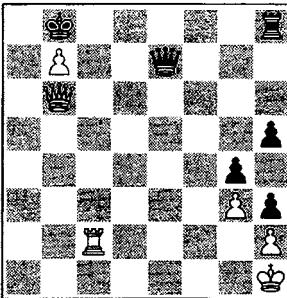
10. $\mathbb{Q}h1$ h5 11. $\mathbb{E}e4+!$ $\mathbb{Q}f7$

And not 11... $\mathbb{Q}xd7$ 12. $\mathbb{E}d4+$ or 11... $\mathbb{Q}d6$ 12. $\mathbb{E}b4!$ $\mathbb{W}b8$ 13. d8 $\mathbb{W}+$.

12. $\mathbb{E}b4!$

Black resigned, as 12... $\mathbb{W}b8$ is met by 13. d8 \mathbb{W} $\mathbb{W}xd8$ 14. b8 \mathbb{W} , but you had understood that already.

7. $\mathbb{E}d4!!$



□

174

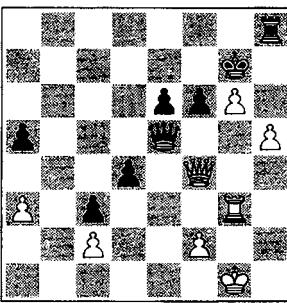
Diagram 174 is a classic example that stems from a manual by Emanuel Lasker. Do you see the original combination in which White sacrifices both rook and queen to round off with a decisive underpromotion?

1. $\mathbb{R}c8+$ $\mathbb{R}xc8$ 2. $\mathbb{Q}a7+$ $\mathbb{Q}xa7$

and here it comes...

3. $bxc8\check{\diamond}+$!

and White wins easily.



□

175

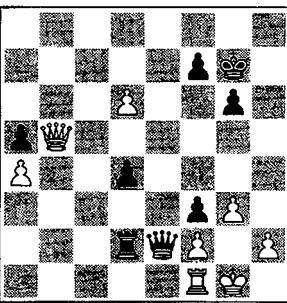
White must have been heavily disappointed after Tal-Kortchnoi, Soviet Championship, Riga 1958. Instead of resigning himself to equality with 1. $\mathbb{Q}f3$ he thought he could decide the game in style:

1. $h6+?? \mathbb{R}xh6$ 2. $\mathbb{Q}xh6+$ $\mathbb{Q}xh6$ 3. $g7$

But Kortchnoi is also a player who can stand his ground in such positions! As you and I would have done (!?), he finished White off with

3... $\mathbb{Q}xg3+$

leaving Tal with nothing to fight for.



□

176

An attractive conclusion to this paragraph is Ermenkov-Sax, Warsaw 1969. Naturally, White played

1. $d7$

and Black is in agony. However, he found a resource:

1... $d3$

With the threat of 2... $\mathbb{Q}xf1+$ and mate on d1.

2. $\mathbb{Q}b3 \mathbb{R}c2$

Again threatening 3... $\mathbb{Q}xf1+$, now followed by mate on c1. White continued

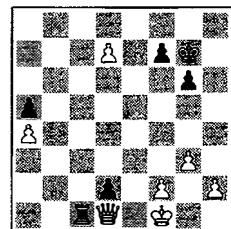
3. $\mathbb{Q}a3$

covering square c1. Now Black thought he could still strike:

3... $\mathbb{Q}xf1+$ 4. $\mathbb{Q}xf1$ $d2$

But now the elegant parade is revealed.

5. $\mathbb{Q}xf3!! \mathbb{R}c1+$ 6. $\mathbb{Q}d1!!$



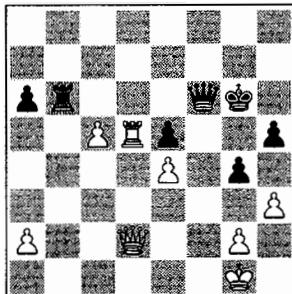
6. $\mathbb{Q}d1!!$

and Black resigned.

After 6... $\mathbb{R}xd1+$ 7. $\mathbb{Q}e2 \mathbb{R}b1$ 8. $d8\mathbb{Q}$ $d1\mathbb{Q}+$ 9. $\mathbb{Q}xd1$ $\mathbb{R}xd1$ 10. $\mathbb{Q}xd1$ a pawn endgame remains which is an easy win for White.

Enough about this subject. We move on to other important methods of sacrificing heavy material.

C) Rook sacrifices



177

We start with a few combinations where a rook sacrifice forces a queen to abandon her defensive role, with fatal consequences, as in Vogel-Nickel, Baden-Baden 1985.

1... $\mathbb{R}b1+$ 2. $\mathbb{Q}h2$ g3+

A little pawn sacrifice to start with.

3. $\mathbb{Q}xg3$

and now – watch this:

3... $\mathbb{R}b2!$

That's what this is about. The white queen covers square f4 and that requires a violent solution.

4. $\mathbb{Q}e3$

Forced.

4... $\mathbb{R}e2$

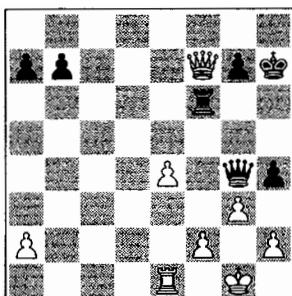
White thinks he has found the solution and continues

5. $\mathbb{Q}f3$

but now Black decides the game with

5...h4+

White resigned, as after 6. $\mathbb{Q}g4$, 6... $\mathbb{Q}g5$ mates and 6. $\mathbb{Q}h2$ loses the queen.



178

In a consultation game played in Merseburg 1986, White thought he could indulge in the consumption of a few pawns and defend his threatened squares at the same time. Instead of the modest 1. $\mathbb{Q}b3$, eyeing square f3, he misappropriated the black queenside pawns:

1. $\mathbb{Q}xb7$ $\mathbb{Q}f3$ 2. $\mathbb{Q}xa7$

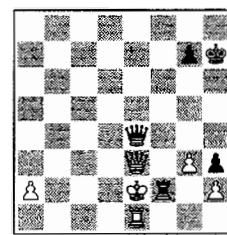
and came away with a flea in his ear:

**2...h3 3. $\mathbb{Q}f1$ $\mathbb{Q}g2+$ 4. $\mathbb{Q}e2$
 $\mathbb{Q}xe4+$ 5. $\mathbb{Q}e3$**

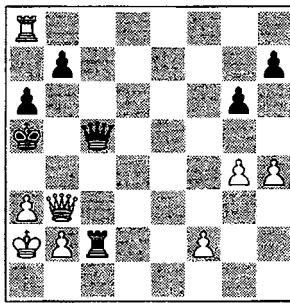
Now the devastating

5... $\mathbb{Q}xf2+!$

and White was done for!



5... $\mathbb{Q}xf2+!$



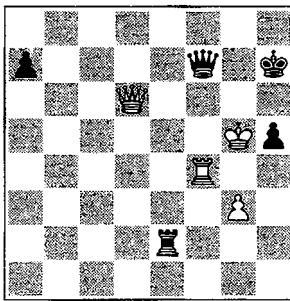
□

179

A correspondence game Kopylov-Varlamov, 1984, provides us with a different motif.

1. $\mathbb{R}c8!$

The black queen cannot cover everything anymore, so Black resigned.



■

180

A more complicated example is Kiselev-Piskov, Moscow 1987.

1... $\mathbb{Q}g7+$ 2. $\mathbb{Q}xh5$

There is no other way, as 2. $\mathbb{Q}f5$ is elegantly met by 2... $\mathbb{R}e5+$ 3. $\mathbb{Q}xe5$ $\mathbb{Q}g6$ mate.

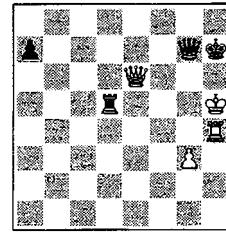
2... $\mathbb{R}h2+$ 3. $\mathbb{R}h4 \mathbb{R}d2!$

There we go again. White cannot let go of square g6.

4. $\mathbb{Q}e6$

But now there is the elegant and decisive

4... $\mathbb{R}d5+$ 5. $\mathbb{Q}xd5$

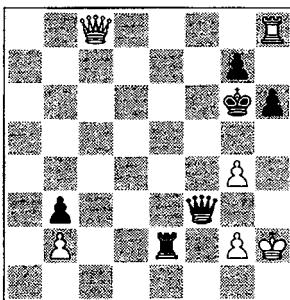


4... $\mathbb{R}d5+$

and again

5... $\mathbb{Q}g6$

Mate.



□

181

A most brutal rook sacrifice was demonstrated in Bronstein-Kortchnoi, Leningrad 1962.

1. $\mathbb{R}xh6+!!$

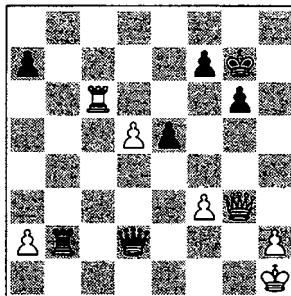
and Kortchnoi resigned after this sledgehammer blow in view of:

1... $\mathbb{Q}xh6$

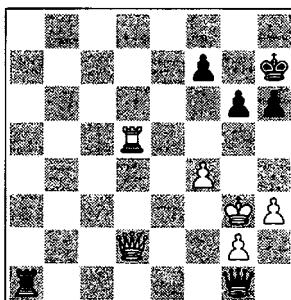
The alternative 1...gxh6 also loses the queen, as is easy to see.

2. $\mathbb{Q}h8+ \mathbb{Q}g6 3. \mathbb{Q}h5+ \mathbb{Q}f6 4. g5+$

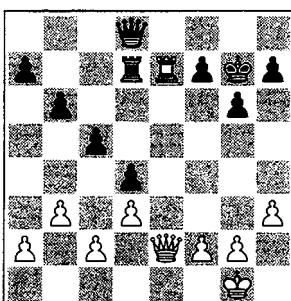
Winning the queen.



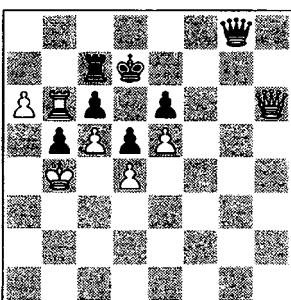
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182

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183

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184

□

185

By radically eliminating a defending pawn, White could have forced the draw in Bosch-Van Wely, Dutch Junior Championship, Hilversum 1989: 1. $\mathbb{R}xg6+$ $f\mathbb{x}g6$ 2. $\mathbb{Q}xe5+$ with perpetual check. He saw it but mixed up the move order in time trouble.

1. $\mathbb{Q}xe5+?$ $\mathbb{Q}h7$ 2. $\mathbb{R}xg6$ $\mathbb{Q}d1+$

White resigned.

Recapturing is not obligatory in our game!

In Bogatirev-Zagoriansky, Moscow 1947, neither of the players paid attention. When Black played

1... $\mathbb{R}a3+$

there followed

2. $\mathbb{R}d3$ $\mathbb{R}a7?$

With 2... $\mathbb{R}d4!$, Black could have decided the issue at once. To preclude this, White should have played 2. $\mathbb{Q}g4$, but then we would return to our theme with 2... $\mathbb{R}h2$ 3. $\mathbb{R}f2$ $\mathbb{R}xh3!!$.

White did force an elegant win in Kwilecki-Roslinski, Poznan 1954.

1. $\mathbb{Q}e5+$ $\mathbb{Q}f8$ 2. $\mathbb{Q}f6!$

Another trick to memorize, even if it is well-known. It can be over in a flash.

I like this one, from Ravelo-Marcel, Cuba 1994, as well. White played the powerful

1. $\mathbb{R}b8!!$ $\mathbb{R}c8$ 2. $\mathbb{R}b7+$ $\mathbb{R}c7$

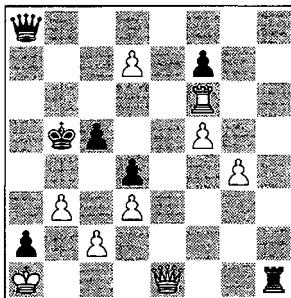
2... $\mathbb{Q}e8$ 3. $\mathbb{Q}f6!!$

3. $a7!$

A very charming variation on our theme.

3... $\mathbb{R}xb7$ 4. $a8\mathbb{Q}$

And 4... $\mathbb{Q}xa8$ is met by the killing 5. $\mathbb{Q}g7+$ again.



□

186

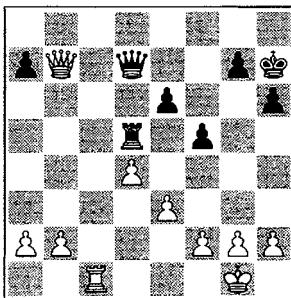
A study-like rescue is demonstrated in diagram 186 from a game Schmidt-Seela, Berlin 1976. White seems lost, since his queen is pinned and attacked at once.

But to his opponent's dismay and discontent, White escaped as follows:

1. $\mathbb{B}b6+$ $\mathbb{Q}xb6$ 2. $d8\mathbb{Q}+$ $\mathbb{W}xd8$ 3. $\mathbb{W}xh1$

and White won.

At least, I cannot imagine that the second player carried on after a shock like that.



□

187

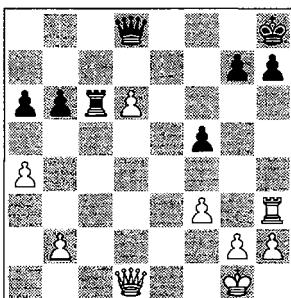
Equally fantastic was what happened in this fragment of an amateur game that is supposed to have been played in Yugoslavia in 1949. White is completely winning, but he thought that he could finish Black off simply and swiftly with

1. $\mathbb{R}c7?$

The reply – do you see it?

1... $\mathbb{R}c5!!$

It is unbelievable, but nothing can save White now. These things happen.



□

188

In diagram 188 we feature another jinx. Averbakh must have been very satisfied with this position as Black against Gligoric, Titovo Uzice 1966. But see how the useless rook on h3 and the doomed d-pawn come to life!

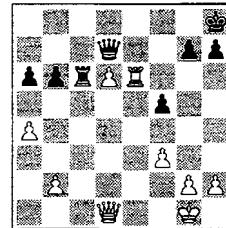
1. $\mathbb{R}h6!$ $\mathbb{W}d7$

Clearly the white rook cannot be taken ($1...gxh6$ 2. $\mathbb{W}d4+$ $\mathbb{Q}g8$ 3. $\mathbb{W}d5+$), but what now?

2. $\mathbb{R}e6!!$

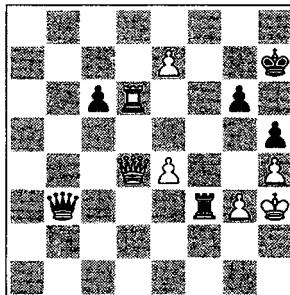
And after the inevitable

2... $\mathbb{W}xe6$ 3. $d7$ $\mathbb{R}d6$ 4. $d8\mathbb{W}+$ $\mathbb{W}xd8$ 5. $\mathbb{W}xd8+$ $\mathbb{W}g8$ 6. $\mathbb{W}xb6$



2. $\mathbb{R}e6!!$

White won the endgame. Astonishing, isn't it?



□

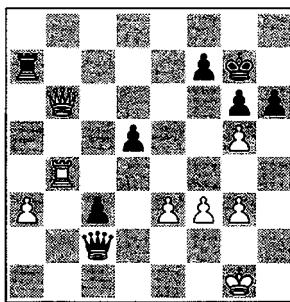
189

White did not see things so sharply in Simagin-Furman, Soviet Union 1961. True, he liquidated quite cleverly into a winning rook endgame with

1. $\mathbb{W}h8+$ $\mathbb{Q}xh8$ 2. $e8\mathbb{W}+$ $\mathbb{W}g8$ 3. $\mathbb{W}xg8+$

But rather more effective would have been 1. $\mathbb{B}xg6!$ with an immediate win.

Good concentration may save you a lot of trouble!



■

190

In diagram 190 we see the great Kasparov with Black at work against Winants, Brussels 1987.

He forced the win with an elegant rook sacrifice:

1... $\mathbb{W}d1+$ 2. $\mathbb{Q}g2$ $\mathbb{W}e2+$ 3. $\mathbb{Q}h3$ $\mathbb{W}xf3!$

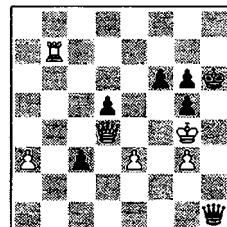
White could not find anything else than the rook capture

4. $\mathbb{W}xa7$

upon which Black capitalized on his passed c-pawn as follows:

4... $\mathbb{W}h1+$ 5. $\mathbb{Q}g4$ $h5+$

An even more elegant win would have been 5... $h5!$ 6. $\mathbb{W}d4+$ $f6!$ 7. $\mathbb{B}b7+$ $\mathbb{Q}h6$ (see diagram) and the mate on h5 is inevitable.

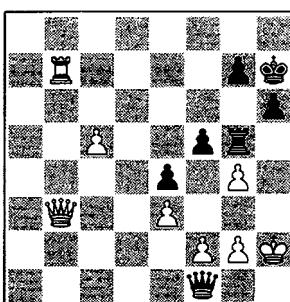


analysis after 7... $\mathbb{Q}h6$

6. $\mathbb{Q}f4$ $\mathbb{W}f1+$ 7. $\mathbb{Q}e5$ $\mathbb{W}f5+$ 8. $\mathbb{Q}d6$

$\mathbb{W}e6+$ 9. $\mathbb{Q}c7$ $\mathbb{W}e7+$ 10. $\mathbb{Q}b6$ $\mathbb{W}xa7+$ 11. $\mathbb{Q}xa7$ $c2$

White resigned.

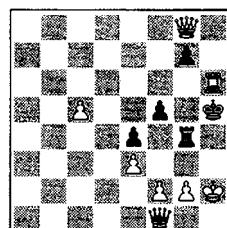


□

191

We conclude this paragraph with a missed opportunity in the game Böhm-Browne from the Hoogovens tournament, 1976.

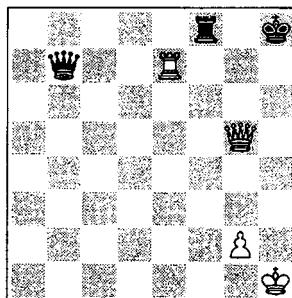
White could have forced a draw here with a pretty rook sacrifice: 1. $\mathbb{B}b8!$ $\mathbb{W}xg4$ 2. $\mathbb{W}g8+$ $\mathbb{Q}g6$ and now, along well-known lines: 3. $\mathbb{B}b6+$ $\mathbb{Q}h5$ 4. $\mathbb{B}xh6+!$ (see diagram) and White gives perpetual check, as is easy to verify. But White sadly missed this chance and eventually lost the game.



analysis after 4. $\mathbb{B}xh6+!$

D) Stalemate combinations

Time to move on to another subject: again, we arrive at the 'inevitable' stalemate combinations.



■ 192

Not very complicated is diagram 192, derived from Joffe-Rau, East Germany 1973.

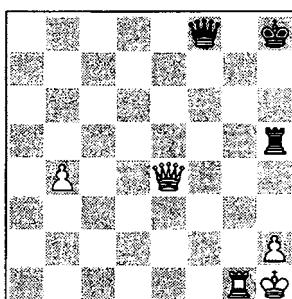
Surely, you have spotted it already.

1... $\mathbb{E}f1+$ 2. $\mathbb{Q}h2$ $\mathbb{E}h1+$ 3. $\mathbb{Q}g3$ $\mathbb{W}xg2+!$

Of course, that would also have been the reply to 3. $\mathbb{Q}xh1$.

4. $\mathbb{Q}xg2$ $\mathbb{W}g1+$ 5. $\mathbb{Q}xg1$

Stalemate.



■ 193

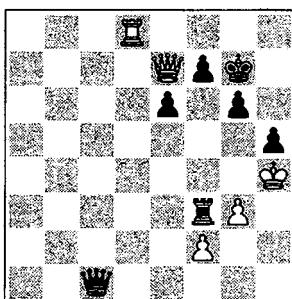
Just as simple was Black's ploy in the correspondence game Ruster-Busch:

1... $\mathbb{E}xh2+$ 2. $\mathbb{Q}xh2$ $\mathbb{W}h6+$ 3. $\mathbb{Q}g3$

Or 3. $\mathbb{Q}g2$ $\mathbb{W}h2+$ 4. $\mathbb{Q}f1$ $\mathbb{W}f2+$.

3... $\mathbb{W}h2+$

and the half point was saved.



□ 194

Things were more complicated in Lazdies-Zenitas, Riga 1936.

1. $\mathbb{W}f8+$ $\mathbb{Q}f6$ 2. $\mathbb{W}h8+$ $\mathbb{Q}f5$

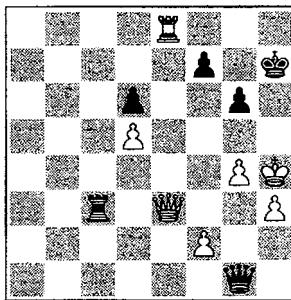
Now, some deep calculation is required to find the elegant forced stalemate:

3. $g4+!!$ $hxg4$ 4. $\mathbb{E}d5+!$ $exd5$ 5. $\mathbb{W}c8+!$

Beautiful.

5... $\mathbb{W}xc8$

Stalemate.



□

195

The black player must have had a field day in Najdorf-Kurtic, Mar del Plata 1984. White could have won easily with the simple 1. $\mathbb{R}d4$. However, Najdorf did not live up to his reputation as a cunning old fox. He saw no satisfactory reply for Black after

1. $\mathbb{R}xc3?$

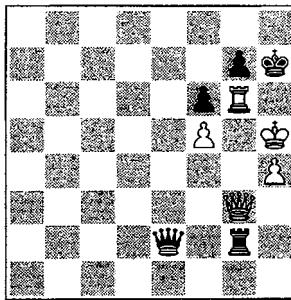
And now he was outwitted by his opponent for once.

1... $\mathbb{R}xf2+$ 2. $\mathbb{K}g5$

Obviously not 2. $\mathbb{R}g3$ g5+, but the text also promises Black some fun.

2... f6+ 3. $\mathbb{R}xf6$ $\mathbb{R}h4+$

Suddenly White has to content himself with a draw, as after 4. $\mathbb{K}xh4$ g5+! another stalemate pops up.



□

196

In Ivan-Cvetkovic, Harkany 1986, Black must also have gazed groggily at what White dished up for him.

1. $\mathbb{R}g4!!$

A move that opens your eyes, once the evil intent dawns on you: 1... $\mathbb{R}xg4$ 2. $\mathbb{R}h6+$ $\mathbb{K}g8$ 3. $\mathbb{R}h8+$ $\mathbb{K}f7$ 4. $\mathbb{R}f8+$ and so on. Therefore, White tried

1... $\mathbb{R}xg4+$ 2. $\mathbb{R}xg4$ $\mathbb{R}f2$

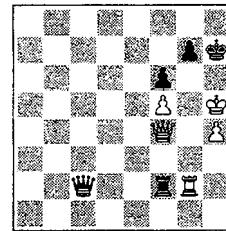
but Black remains alert:

3. $\mathbb{R}f4!$

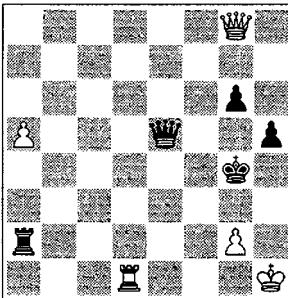
with a draw.

Incidentally, the diagram position contains a second possibility which is just as disappointing for Black:

1. $\mathbb{R}g4!!$ $\mathbb{R}f2$ 2. $\mathbb{R}f4$ $\mathbb{R}c2$ 3. $\mathbb{R}g2!!$ (see diagram). The resulting rook endgame with two pawns against one on the kingside does not promise Black any winning chances. He may also try 1... $\mathbb{R}e8+$ 2. $\mathbb{R}g6$ $\mathbb{R}c2$ or 2... $\mathbb{R}b2$, but then there is no way to make progress. I can imagine that the post mortem was not a pleasant affair for the poor Cvetkovic.



analysis after 3. $\mathbb{R}g2!!$



■ 197

To conclude this stalemate series we present the game Spassky-Keres, Soviet Championship, Baku 1961.

Things do not look cheerful for Black. His rook on a2 is hanging and the white a5-pawn cannot be captured by the queen on account of a mating attack. The capture 1... $\mathbb{Q}xa5$ looks rather scary, but may be playable: 2. $\mathbb{W}xg6+$ $\mathbb{Q}h4$.

Black found another, more forceful escape:

1... $\mathbb{R}a1!$ 2. $\mathbb{W}xg6+$ $\mathbb{Q}h4$

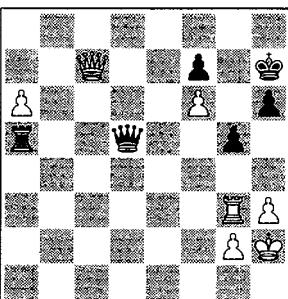
White tried

3. $\mathbb{R}xa1$ $\mathbb{W}xa1+$ 4. $\mathbb{Q}h2$

but after the familiar

4... $\mathbb{W}h1+!$

he had to resign himself to the inevitable stalemate.



□ 198

E) Queen + Rook versus Queen + Rook Miscellaneous

We start with an attractive combination based on overburdening, from a correspondence game Jens Otto Pedersen-Nienhuis 1984/85.

1. $\mathbb{R}d3!$

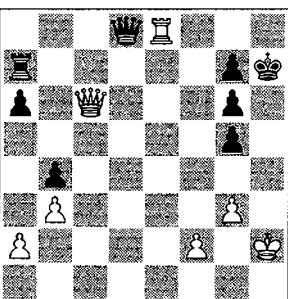
Black saw the storm building and tried the counter

1... $\mathbb{R}c5$

There followed, however,

2. $\mathbb{Q}e7$

prompting Black to resign without waiting for the elegant 2... $\mathbb{W}c4$
3. $\mathbb{R}d4!!$.



■ 199

From another correspondence game, Marcussi-Timmerman, NBC-Volmac tournament 1987, stems diagram 199.

Here, 1... $\mathbb{W}d7!$ would have put up the toughest resistance. In this perilous position, Black tried a counterattack.

1... $\mathbb{W}f6?$

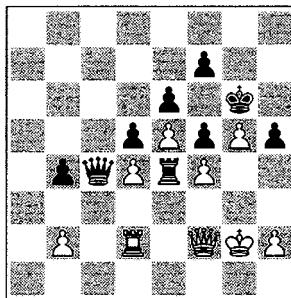
But White replied quite elegantly:

2. $\mathbb{W}h1!!$

An extraordinary move!

2... $\mathbb{W}xf2+$ 3. $\mathbb{Q}h3$

Black resigned. Mate is inevitable.



200

Let's go on another excursion to the classics. Nimzowitsch-Capablanca, New York 1927, features some quite subtle tempo play, which makes a nice change after so much crude violence.

1... $\mathbb{Q}c1$ 2. $\mathbb{Q}g3$

Obviously, 2.h4 is possible, but then White must try to find a sensible move after 2...b3.

2... $\mathbb{Q}h1$ 3. $\mathbb{Q}d3$ $\mathbb{Q}e1$ 4. $\mathbb{Q}f3$

Or 4. $\mathbb{Q}b3$ $\mathbb{Q}f1$ 5. $\mathbb{Q}e3$ (5. $\mathbb{Q}e2$ h4+) 5... $\mathbb{Q}g1+$.

4... $\mathbb{Q}d1$ 5.b3

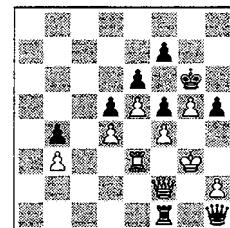
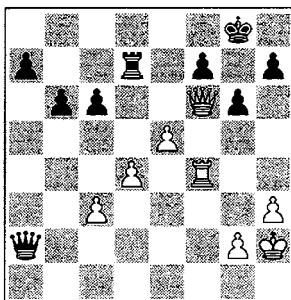
Nothing helps: 5. $\mathbb{Q}b3$ $\mathbb{Q}e4$ 6. $\mathbb{Q}xb4$ $\mathbb{Q}d3+$.

5... $\mathbb{Q}c1!$ 6. $\mathbb{Q}e3$

After 6.h3 it gets to be fun – at least for Black: 6... $\mathbb{Q}g1+$ 7. $\mathbb{Q}h4$ $\mathbb{Q}g4$ mate.

6... $\mathbb{Q}f1$

Discouraged, White resigned, as 7. $\mathbb{Q}e2$ fails to 7... $\mathbb{Q}g1+$ 8. $\mathbb{Q}h3$ $\mathbb{Q}e1!$ and the queen is overburdened again!

6... $\mathbb{Q}f1$ 

201

This type of endgame is closely related to the middlegame, as was nicely demonstrated in Reshevsky-Simonson, New York 1938.

1.d5!

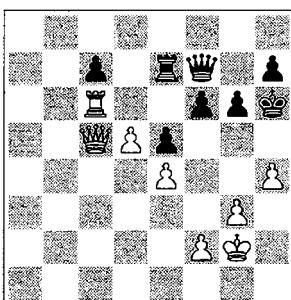
Now Black came up with a dodge:

1... $\mathbb{Q}b7$

With the aim to meet 2.e6 with 2... $\mathbb{Q}xd5$. But that fails to the funny move 3. $\mathbb{Q}d4!$, forcing mate or winning the queen. This escaped White's attention and he chose the prosaic

2.dxc6

which, by the way, also won with little effort.



202

In Minev-Grillitsch, Austria 1983, White also forced matters by means of a pawn sacrifice.

1. $\mathbb{Q}e6!$ $\mathbb{Q}xe6$

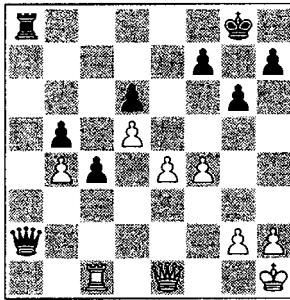
Avoiding the exchange does not help, for instance 1... $\mathbb{Q}d7$ 2. $\mathbb{Q}c6$ $\mathbb{Q}g7$ and White hits home with 3. $\mathbb{Q}xf6$.

2.dxe6 $\mathbb{Q}xe6$

Black cannot elude his fate with a move like 2... $\mathbb{Q}g7$ 3.e7 $\mathbb{Q}f7$ 4. $\mathbb{Q}xc7$ $\mathbb{Q}e8$ (not 4... $\mathbb{Q}g7$ because of the underpromotion 5.e8 $\mathbb{Q}+$ – always a feast for the eye) 5. $\mathbb{Q}d8$. He cannot try 2... $\mathbb{Q}e8$ either due to 3.g4 and Black is helpless.

3. $\mathbb{Q}f8+$ $\mathbb{Q}h5$ 4.f3 f5 5. $\mathbb{Q}g7!$ h6 6.exf5 gxf5 7. $\mathbb{Q}h3$

Black resigned.



203

In Beliavsky-Portisch, Szirak Interzonal 1987, we see another example of the immense power of a marching passed pawn.

1... $\mathbb{W}b2$ 2. $\mathbb{H}b1$ c3!

You could bet your life on it. White did not do that, but he was not glad at all as he created the bolthole

3.h3

after which Black cheerfully carried on with

3... $\mathbb{H}a2$ 4. $\mathbb{W}f1$ c2

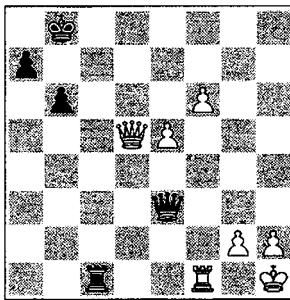
Instead of resigning, White prolonged his agony with

5. $\mathbb{H}c1$ $\mathbb{W}xb4$ 6.e5

after which Black finished the hangman's job with

6... $\mathbb{H}b2$ 7. $\mathbb{W}f2$ $\mathbb{W}e4$ 8. $\mathbb{G}h2$ $\mathbb{W}xd5$

and White finally considered it time to resign.



204

How important it is to pay constant attention to all kinds of venomous tactics, was once more demonstrated in Zuidema-Bonne, Zurich 1962. White did not take heed for one instant and gave in to the unlucky brainwave

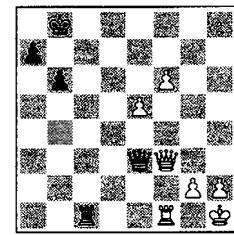
1. $\mathbb{W}b5?$

His world collapsed after the reply:

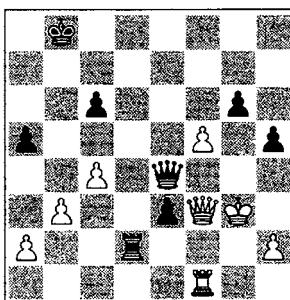
1... $\mathbb{W}f4!$ 2. $\mathbb{H}g1$ $\mathbb{W}e3$

And now 3. $\mathbb{W}f1$ $\mathbb{E}xf1$ 4. $\mathbb{H}xf1$ $\mathbb{W}e2$ 5. $\mathbb{G}g1$ $\mathbb{W}xe5$ 6.f7 $\mathbb{W}c5+$ results in an interesting draw after 7. $\mathbb{G}h1$ $\mathbb{W}f8$ 8.g4 $\mathbb{G}c7!$ 9.g5 $\mathbb{G}d7$ 10.g6 $\mathbb{G}e7$. White, however, forced the draw with 3. $\mathbb{H}f1$.

And it could have been so wonderful if he had only discovered the idea 1. $\mathbb{W}f3!$ (see diagram). Then, Black would have been the one to curse the world and his own life in particular at the realization that after 1... $\mathbb{W}xf3$ 2.gxf3 $\mathbb{H}xf1+$ 3. $\mathbb{G}g2$ White's passed pawns cannot be stopped. So, half a point!



analysis after 1. $\mathbb{W}f3!$



205

We already know that a sharp eye for liquidations can save a player lots of hard work. We see this once more in the correspondence game Huuskonen-Pallenius, 1985/86.

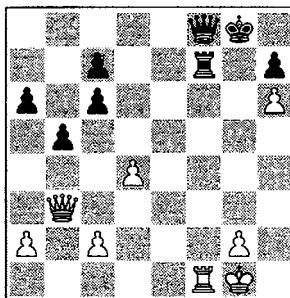
Black saved himself a tough job with

1...h4+!

Introducing a theme which is known from rook endgame theory:

2. $\mathbb{G}h3$ $\mathbb{W}xf3+$ 3. $\mathbb{H}xf3$ e2 4. $\mathbb{H}e3$ $\mathbb{H}d3$

And moaning and groaning, White had to sit down and write a friendly congratulatory letter.



□

206

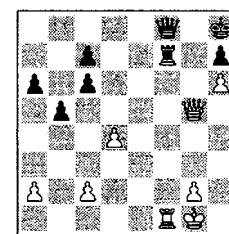
Still, it is often hard to find such liquidations at the board, especially in time-trouble. That was what White found out in Damjanovic-Lutikov, Sarajevo 1969. If he had had all the time in the world to study the position calmly, it would not have been so hard to find the forced win:

1. $\mathbb{W}g3+$ $\mathbb{Q}h8$ 2. $\mathbb{W}e5+$ $\mathbb{Q}g8$ 3. $\mathbb{W}g5+$ $\mathbb{Q}h8$ (see diagram) and now he can strike with 4. $\mathbb{B}xf7$ $\mathbb{W}xf7$ 5. $\mathbb{W}d8+$ $\mathbb{W}g8$ 6. $\mathbb{W}f6+$ and it's all over.

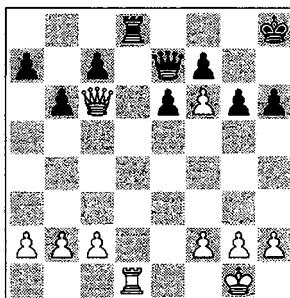
Apparently, White was not calm. He could find nothing better than

1. $\mathbb{W}e6?$ $\mathbb{W}e7$ 2. $\mathbb{W}g4+$ $\mathbb{Q}f8$ 3. $\mathbb{W}c8+$ $\mathbb{W}e8$ 4. $\mathbb{B}xf7+$ $\mathbb{Q}xf7$ 5. $\mathbb{W}xc7+$

White has gained a pawn, but he did not get more than a draw out of it and that's something that gets bogged in your mind for a while.



analysis after 3... $\mathbb{Q}h8$



□

207

The first player may have put on a more cheerful face in Paglilla-Carbone, Argentina 1985. Let's go, quickly and merrily!!

1. $\mathbb{W}a8!!$ $\mathbb{B}xa8$ 2. $fxe7$

and this is something that you can show your children, your grandchildren and the rest of the family for years on end.

That concludes this subject. We move on to the final chapter on Queen Endgames.

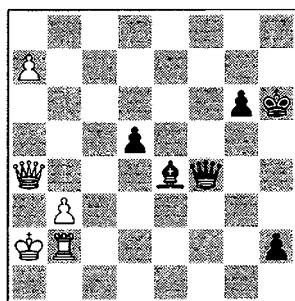
Chapter 4

Queen Endgames Various Types

It is logical, after the previous chapter, that we direct our attention first to positions with Queen + Rook versus Queen + Minor Piece. With this heavy material, it will be clear that dynamic rather than material factors tend to be of overriding importance.

We shall let the pictures speak for themselves.

A) Queen + Rook versus Queen + Bishop



We start this paragraph with a nice one from Nijboer-Knaak, Wijk aan Zee II 1988. Clearly, the win will be quite problematic after 1.a8 \mathbb{Q} h1 \mathbb{Q} . However, White has an elegant tactical solution at hand and immediately finishes the game with

1. \mathbb{Q} xe4!! dx \mathbb{Q} 4

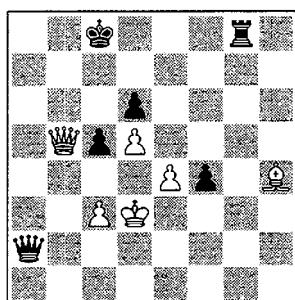
and only now

2.a8 \mathbb{Q}

Now, after 2...h1 \mathbb{Q} the difference is clear: the black queen on h1 is not protected anymore and 3. \mathbb{Q} h8+ wins.



208



Susan Polgar-Bischoff, Dortmund 1985, also had an attractive finish. The eldest of the Polgar Sisters was painfully surprised by

1... \mathbb{Q} g3+ 2. \mathbb{Q} xg3 c4+!

That blow hit hard. White can postpone her sad fate for the moment with

3. \mathbb{Q} d4

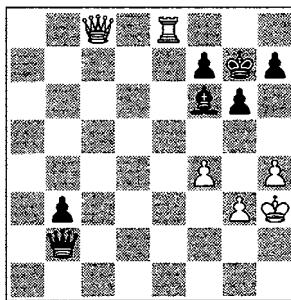
but after

3... \mathbb{Q} d2+

the dramatic end is inescapable: 4. \mathbb{Q} xc4 \mathbb{Q} e2+, followed by ... \mathbb{Q} xb5 and ...fxg3 and the g-pawn whistles its way to the back rank.



209



□

210

The white player had a field day in Zaidman-Garifulin, Soviet Union 1961, when he spotted the pretty

1. $\mathbb{Q}g8+$ $\mathbb{Q}h6$ 2. $\mathbb{Q}g4!$

Undoubtedly Black saw what was coming, too, but what could he do about it? Desperately, he decided on

2... $\mathbb{Q}c3$

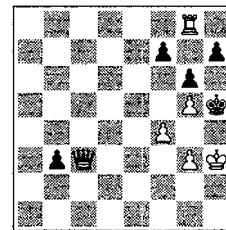
Do you see what's next??

3. $\mathbb{Q}g5+!!$ $\mathbb{Q}xg5$ 4. $h \times g 5+$ $\mathbb{Q}h5$

5. $\mathbb{Q}h8!!$

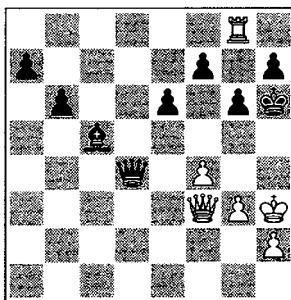
Violent art!

5... $\mathbb{Q}xh8$ 6. $g4$



4... $\mathbb{Q}h5$

Mate.



■

211

A similar trick was overlooked by Black in Weemaes-Walter Tonoli, Sas van Gent 1988. Black could haul in the loot with the simple 1... $\mathbb{Q}f2$ 2. $\mathbb{Q}g4$ $\mathbb{Q}e7$, with the nasty mate threat 3... $\mathbb{Q}f1$. But he carelessly turned the moves around: after

1... $\mathbb{Q}f2$ 2. $\mathbb{Q}g4$

he gave the obvious check

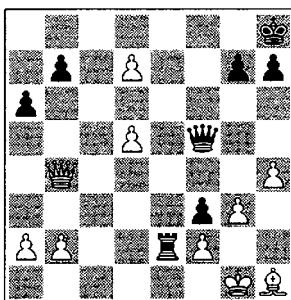
2... $\mathbb{Q}f1+?$

and now watch the dramatic finale:

3. $\mathbb{Q}h4$ $\mathbb{Q}e7+$ 4. $\mathbb{Q}g5+!$

Tableau!

A depressing experience that proves once more how unhealthy the game of chess can be for the heart and the blood vessels.



■

212

A remarkable queen sacrifice was demonstrated in Kamsky-Judit Polgar, Buenos Aires 1994. White had just played 1. d6-d7 and possibly looked to the future with some confidence because of

1... $\mathbb{Q}b1+$ 2. $\mathbb{Q}h2$ $\mathbb{Q}xf2+$ 3. $\mathbb{Q}h3$

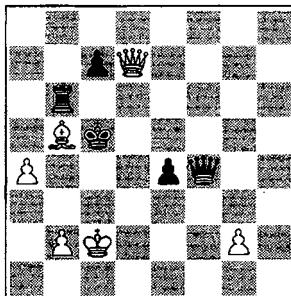
and now after 3... $\mathbb{Q}xh1+$, he has 4. $\mathbb{Q}g4$ with winning chances. However, Judit had calculated more sharply. To Kamsky's horror, there followed

3... $h5!!$

and there is no escape for the white king. Even Kamsky saw no way out and after

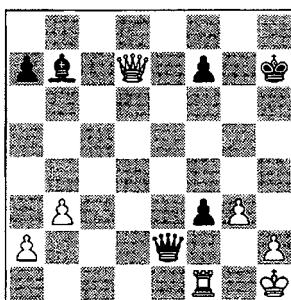
4. $\mathbb{Q}f8+$ $\mathbb{Q}h7$

he let his flag fall.



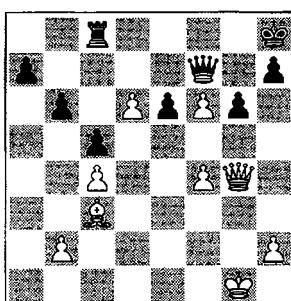
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213



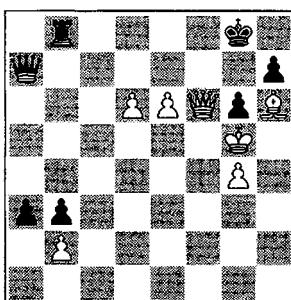
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214



□

215



□

216

Now we arrive at some examples where the rook side gets the worst of it. In the correspondence game Zugehör-Siedler from 1985, White could decide the game easily with

1.b4+ ♜xb4 2.♘d4+ ♜a5 3.♘c3

Mate.

Not so difficult, but you have to spot it.

More complicated and actually a little tragic was what happened in Plato-Fridh, Malmö 1977. White displayed little philosophical modesty, he did not fancy the draw that he could easily have reached with 1.♘xf7+. He chose the more ambitious

1.♘f5+ ♜g8 2.♘g5+ ♜f8 3.♘c5+ ♜e8 4.♘f2

and arched his back to meet Black's last spasms.

He did not have to wait long, as with an apologetic glance – it wasn't his fault after all! – Black replied

4...♘xf1+!

and the pieces could be put back into the box.

A similar final scene was displayed in Kuhn-Kauschmann, Germany Bundesliga 1985/86. You probably see immediately how White decided the issue with a single blow:

1.♘xe6!

Black resigned.

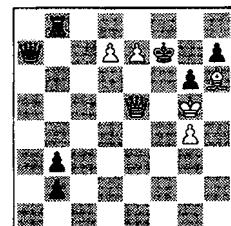
But now Kortchnoi-Tal, Erevan 1962! White found the time to prevent all checks to his own king, while maintaining his own terrible threats:

1.♘e5!!

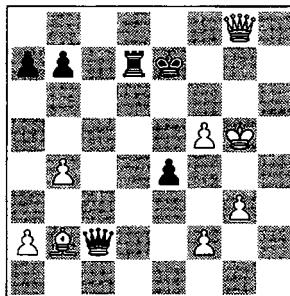
And here even the Magician from Riga could not find a solution. He had to surrender after

1...axb2 2.e7 ♜f7 3.d7!

on account of 3...♘xd7 4.♘f6+ ♜g8 5.♘f8+ followed by mate.



3.d7!



□

217

This position from the correspondence game Eder-Mantei (1971) didn't give Black much reason to be cheerful either, when he found

1. ♔f6+

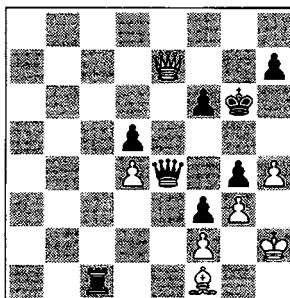
in his post box. Of course, he bravely tried

1... ♔d6

but when White followed up with the second blow

2. ♔e5+

he gave up further resistance in the face of such obstinacy. And rightly so, as Black can only fall victim to new disasters, with 2... ♔e7 3.f6 mate as a depressing all-time low.



□

218

We conclude this series again with the 'inevitable' stalemate tricks. In Mindadze-Kalugin, Yalta 1978, White escaped by the skin of his teeth:

1. ♔d3! ♕xd3 2.h5+!

The actual point.

Of course, Black saw 2... ♔xh5 3. ♕xh7+! and White would save the day. That's why he opted for

2... ♔h6

But now it gets even better.

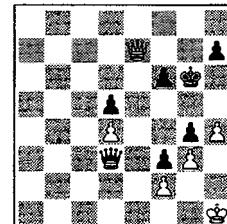
3. ♕g7+ ♔xg7

cursing and swearing already!

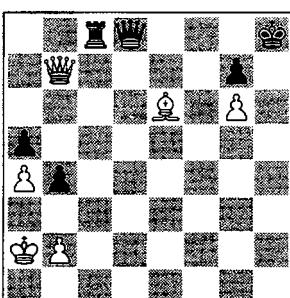
4.h6+

and the draw is reached.

Afterwards, clever spectators will have pointed to the possibility 1... ♜h1+ 2. ♜xh1 and only then 2... ♕xd3 (see diagram), but White's combination also takes care of that. After 3. ♕e8+ ♔h6 4. ♕f8+ Black must allow the perpetual, as after the suicidal 4... ♔h5? 5. ♕f7+ he is already in big trouble: 5... ♕g6 6. ♕xd5+ or 5... ♔h6 6. ♕xf6+.



analysis after 2... ♕xd3



■

219

Something pretty we can also see in Minia-Savic, Porec 1989. The position looks bad for Black. Mate on h1 is threatened and if he tries to prevent this with 1... ♜c1 it's all over after 2. ♜f3. But the darkest hour is just before the dawn. Let's take the plunge.

1... ♜c6!! 2. ♜xc6

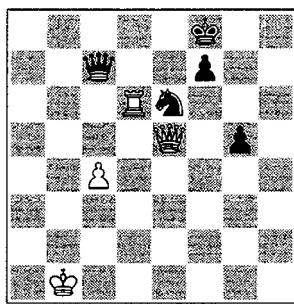
With 2. ♔f7 White cannot escape the draw either due to 2... ♜xg6 and 3... ♜d5+.

2... ♜d5+ 3. ♜xd5 b3+!

And Black has made it! Nice, isn't it?

B) Queen + Rook versus Queen + Knight

We proceed towards a quite volatile subject.



□

220

In diagram 220 from Klovans-Agafonov, Riga 1980, we do not see much of this fickleness yet, because here something else is going on.

White starts with the pretty

1. $\mathbb{Q}xe6!$

It seems that Black must be able to survive this, as he has the intermediate check

1... $\mathbb{Q}b7+$

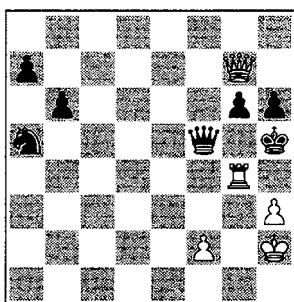
Certainly, but what do you play after

2. $\mathbb{Q}c1$

Now the actual point comes to light. After

2... $\mathbb{Q}xe6$ 3. $\mathbb{Q}h8+$

the black queen is lost!



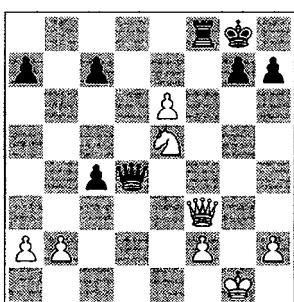
□

221

We encounter a different motif in Seirawan-Andrijevic, Lugano 1988, where White made mincemeat of Black's position with a magnet combination.

1. $\mathbb{Q}h4+$!

Black resigned. 1... $\mathbb{Q}xh4$ 2. $\mathbb{Q}xh6+$ $\mathbb{Q}h5$ 3. $\mathbb{Q}f4+$ mating.



□

222

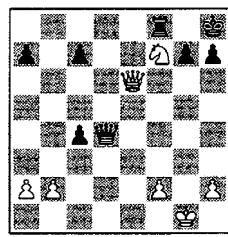
But in the correspondence game Olszewski-Chernik (1979) the knight did have its say with a vintage smothered mate. The tragedy – for Black – unfolded as follows:

1. $e7$ $\mathbb{Q}xf3$ 2. $e8\mathbb{Q}+$ $\mathbb{Q}f8$

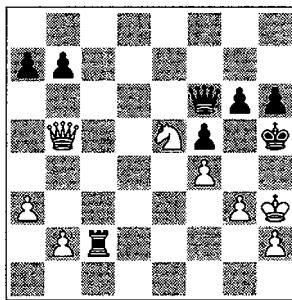
and White could celebrate after the well-known

3. $\mathbb{Q}e6+$ $\mathbb{Q}h8$ 4. $\mathbb{Q}f7+$

Surely you can find the rest of the moves yourself.



4. $\mathbb{Q}f7+$



223

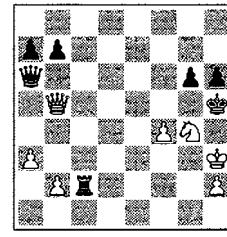
In Dekhanov-K.Yusupov, Uzbek Championship 1981, the first player was less aware of the power of his knight, because after

1... $\mathbb{Q}a6$

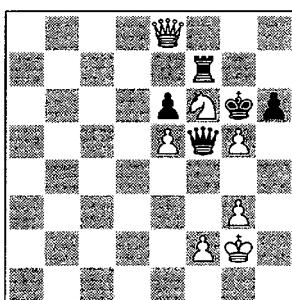
he resigned, to Black's considerable amazement!

He would not have done that if his little grey cells had been working properly at that moment, as the position holds some promising perspectives for White. These come to light after the move **2.g4+!** (the flashy **2. $\mathbb{Q}g4?$** runs into the equally flashy **2... $\mathbb{Q}xh2+!$**) with the main line: **2...fxg4+ 3. $\mathbb{Q}xg4+$** (*see diagram*) **3... $\mathbb{Q}xb5$ 4. $\mathbb{Q}f6$ mate or** **3...g5 4. $\mathbb{Q}e8+$ $\mathbb{Q}g6$ 5. $\mathbb{Q}f6$ mate.**

White must have panicked after **1... $\mathbb{Q}a6$** , when he saw he could not avoid the exchange of queens on account of the mate on f1.

analysis after 3. $\mathbb{Q}xg4+$

We have seen that this fear was unfounded. That leaves the question if Black had an alternative on the first move. It turns out that he had not, because both **1... $\mathbb{Q}f2$** and **1... $\mathbb{Q}d2$** are useless due to the elegant **2. $\mathbb{Q}g4$** or **2. $\mathbb{Q}d7$** with the point **2... $\mathbb{Q}e7$ 3. $\mathbb{Q}f6+!$ $\mathbb{Q}xf6$ 4.g4 mate**. That means that the wrong player received the full point. Is there no justice?



224

For justice, we prefer to look at diagram 224 from Lörincz-Forgacs, Budapest 1990, where White experienced the pleasure of winning with a very beautiful underpromotion.

1.gxh6 $\mathbb{Q}xe5$ 2.h7

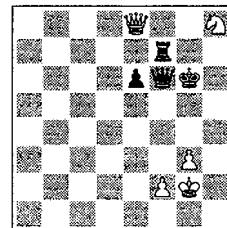
Black thought he had a lucky escape with

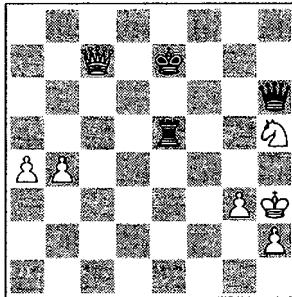
2... $\mathbb{Q}xf6$

threatening to take on f2 after **3.h8 \mathbb{Q}** , but you probably see it already.

3.h8 $\mathbb{Q}+!$

And wins. This white player from Hungary must be an equestrianism fan.

3.h8 $\mathbb{Q}+!$



■

225

We conclude this paragraph with a little stalemate motif from Gutman-Bellon Lopez, Brussels 1987. Black obviously plays

1... $\mathbb{Q}f8$ 2. $\mathbb{W}b8+$

Not 2. $\mathbb{W}xe5$ $\mathbb{W}e6+!$ and the first stalemate is reached.

2... $\mathbb{B}e8$ 3. $\mathbb{W}b5$

White should not expect too much from 3. $\mathbb{W}f4+$, but that is less important for our theme.

3... $\mathbb{B}e5!!$

The second stalemate trick, a real firecracker.

4. $\mathbb{W}f1+$ $\mathbb{Q}e7$ 5.g4

and now Black attained the hard-earned draw with

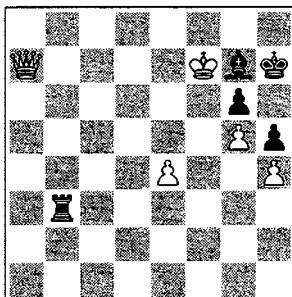
5... $\mathbb{B}xh5+$

with perpetual check.

C) Queen versus Rook + Minor Piece

For the moment, we stick to the subject ‘exchange up’ and start this paragraph with:

C1) The battle of Queen versus Rook + Bishop



□

226

The first example is Knaak-Kovacs, Zinnowitz 1969. White saved himself a huge amount of technical difficulties – for which this end-game is infamous – with the elegant pawn sacrifice

1.e5! $\mathbb{Q}xe5$

Black has no choice, as 1... $\mathbb{B}f3+$ fails to the simple 2. $\mathbb{Q}e8$ $\mathbb{B}f8+$ 3. $\mathbb{Q}e7$ and wins.

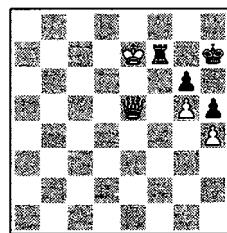
2. $\mathbb{W}a8!$

The important point. White prevents 2... $\mathbb{B}f3$ and threatens mate.

2... $\mathbb{B}b8$

Or 2... $\mathbb{Q}b8$ 3. $\mathbb{W}c6$, when the blow is dealt on g6.

**3. $\mathbb{W}e4$ $\mathbb{B}g8$ 4. $\mathbb{W}xe5$ $\mathbb{B}f8+$ 5. $\mathbb{Q}e7$
 $\mathbb{B}f7+$**

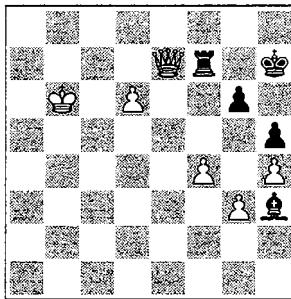


5... $\mathbb{B}f7+$

Trying to save himself with a little stalemate motif, but White does not fall for it.

6. $\mathbb{Q}d6$

Black resigned.



■

227

An astonishing defensive feat could have been accomplished in the correspondence game Rittner-Thiele from the 6th World Championship 1968/71. Black resigned here, but later analysis proved that there was an extremely cunning way to draw, introduced by

1... $\mathbb{Q}g8!$

The only move, as 1... $\mathbb{Q}xe7$ 2. $dxe7$ $\mathbb{Q}d7$ 3. $\mathbb{Q}c7$ $\mathbb{Q}a4$ 4. $\mathbb{Q}d8$ $\mathbb{Q}g7$ 5. $e8\mathbb{Q}$ wins for White.

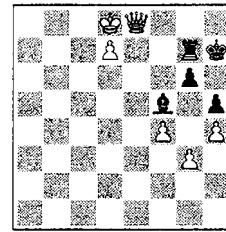
2. $\mathbb{Q}c7$

Threatening 3. $\mathbb{Q}xf7+$. But this is met by

2... $\mathbb{Q}g7!!$

which is based on 3. $\mathbb{Q}xg7+$ $\mathbb{Q}xg7$ 4. $d7$ $\mathbb{Q}xd7$ 5. $\mathbb{Q}xd7$ $\mathbb{Q}f7!!$. And that turns out to be the punch line of Black's rescue operation. White bravely keeps on trying:

3. $\mathbb{Q}d8$ $\mathbb{Q}f7$ 4. $\mathbb{Q}e8$ $\mathbb{Q}g7$ 5. $\mathbb{Q}e5$ $\mathbb{Q}d7+$ 6. $\mathbb{Q}d8$ $\mathbb{Q}g4$ 7. $\mathbb{Q}e8+$ $\mathbb{Q}h7$ 8. $d7$ $\mathbb{Q}f5!!$

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

And that's a trick that would have made Houdini proud!

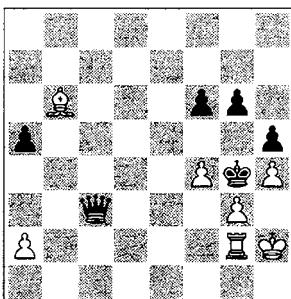
We may add that the seemingly promising 8... $\mathbb{Q}xd7$ actually loses: 9. $\mathbb{Q}xd7$ $\mathbb{Q}xd7+$ 10. $\mathbb{Q}xd7$ $\mathbb{Q}g7$ 11. $\mathbb{Q}e7$, that's the construction that Black must avoid. After the text, Rittner might have tried one more trick:

9. $\mathbb{Q}c7$

But now Black hits home:

9... $\mathbb{Q}xd7$ 10. $\mathbb{Q}xd7$ $\mathbb{Q}g8!$ 11. $\mathbb{Q}d6$ $\mathbb{Q}xd7+$ 12. $\mathbb{Q}xd7$ $\mathbb{Q}f7$

And the drawn position is reached.



■

228

That it's quite a business to win this kind of endgame is also beautifully demonstrated in Pyhälä-Igor Novikov, Odessa 1989, where Black barely managed to create a zugzwang position on the board. That must have cost him streams of sweat!

1... $a4$ 2. $\mathbb{Q}a7$

Or 2. $\mathbb{Q}g1$ $a3$ 3. $\mathbb{Q}a7$ $\mathbb{Q}b4!$ 4. $\mathbb{Q}f2$ (for 4. $\mathbb{Q}g1$ $\mathbb{Q}b2$, see the game continuation) 4... $\mathbb{Q}b2$ 5. $\mathbb{Q}e3$ $\mathbb{Q}c3$ 6. $\mathbb{Q}e2$ $\mathbb{Q}f3$.

2... $a3$ 3. $\mathbb{Q}g1$ $\mathbb{Q}b2!$

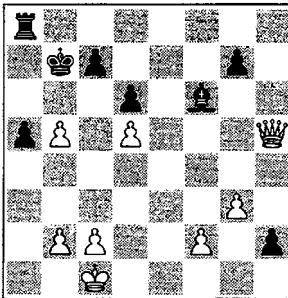
Threatening 4... $\mathbb{Q}f3$.

4. $\mathbb{Q}f2$ $f5$ 5. $\mathbb{Q}g2$ $\mathbb{Q}c3$ 6. $\mathbb{Q}h2$ $\mathbb{Q}c6+$ 7. $\mathbb{Q}f1$ $\mathbb{Q}h3$ 8. $\mathbb{Q}e2$ $\mathbb{Q}c2+$ 9. $\mathbb{Q}e3$

Now Black can finally finish the job.

9... $\mathbb{Q}xf2+$

White resigned in view of 10. $\mathbb{Q}xf2$ $\mathbb{Q}xh2$ 11. $\mathbb{Q}f3$ $\mathbb{Q}g1$.

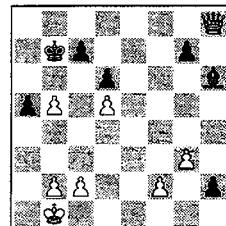


229

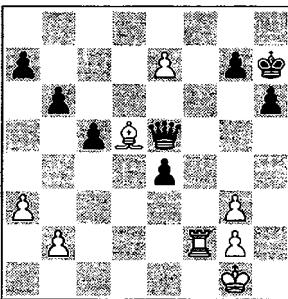
Another fragment to remember is diagram 229, Susan Walker-Christine Flear, Southampton 1986. Black overplayed her hand:

1...a4

and lost the game. It could have been so wonderful had she kept paying attention. For a woman master like Christine Flear the elegant 1... $\mathbb{H}h8!!$ should not be impossible to find. After 2. $\mathbb{W}xh8$ $\mathbb{Q}g5+$ and 3... $\mathbb{Q}h6$ (*see diagram*), the queening of the black h-pawn is guaranteed.



analysis after 3... $\mathbb{Q}h6$



230

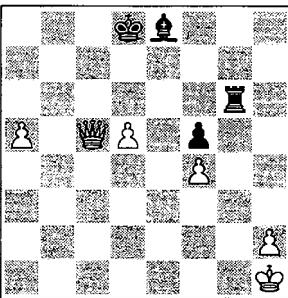
White did pay attention in Zolotov-Ivlev. He immediately saw the winning

1. $\mathbb{Q}g8+$ $\mathbb{Q}h8$

1... $\mathbb{Q}g6$ 2. $\mathbb{Q}f7+$.

2. $\mathbb{Q}e6$

Black resigned. If he takes on e6, 3. $\mathbb{H}f8+$ wins.



231

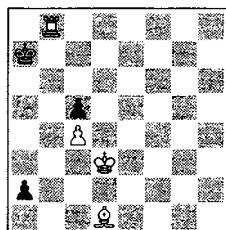
But White was not alert in Fichtl-Frantisek Blatny, Bratislava 1956, as is clear from his disastrous move

1.d6?

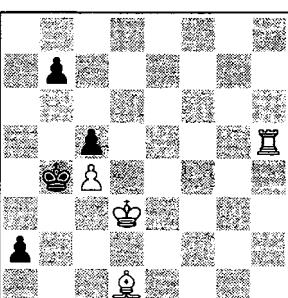
Black jumped at the opportunity to save his skin spectacularly with:

1... $\mathbb{Q}c6+!!$

And someone had got caught in a stalemate trap again: 2. $\mathbb{W}xc6$ $\mathbb{E}g1+$.



analysis after 3... $\mathbb{Q}a7$

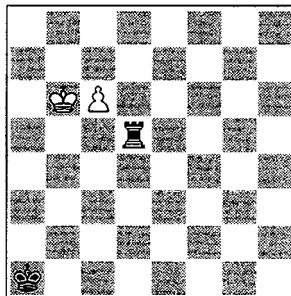


232

A similar windfall escaped White's attention in the game Mieses-Post, Mannheim 1914. He resigned, seeing nothing better than 1. $\mathbb{H}h7$ $\mathbb{Q}a5$ 2. $\mathbb{B}xb7$ $\mathbb{Q}a6$ 3. $\mathbb{B}b8$ $\mathbb{Q}a7$ (*see diagram*) and White is lost.

But this wasn't the end of it. For years, everyone thought that White had been winning here because of the possibility 2. $\mathbb{H}h8!$. In 1950, however, Szabo discovered that that wasn't true either. He saved the situation with a stalemate: after 1. $\mathbb{H}h7$ Black can draw with 1... $a1\mathbb{W}$!! 2. $\mathbb{B}xb7+$ $\mathbb{Q}a5$ 3. $\mathbb{B}a7+$ $\mathbb{Q}b4$ 4. $\mathbb{B}xa1$ stalemate.

So you see how many years of toil it can take before the truth is finally found!



□

233

And now for the big showpiece of all studies in the field of rook versus pawns.

The study goes by the name of Barbier/Saavedra, 1895, and originated from a game Fenton-Potter, played in 1875. You can find that game in diagram 802. There, Fenton could not find the solution which was discovered twenty years later after much discussion. Now for the solution of the study, which is qualified by fans as immortal!

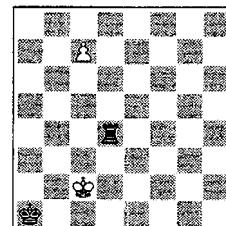
**1.c7 ♕d6+ 2.♔b5 ♕d5+ 3.♔b4
♕d4+ 4.♔b3 ♕d3+ 5.♔c2 ♕d4!**

An ingenious defence: 6.c8♕ ♕c4+!
7.♕xc4 stalemate.

6.c8♕!! ♕a4

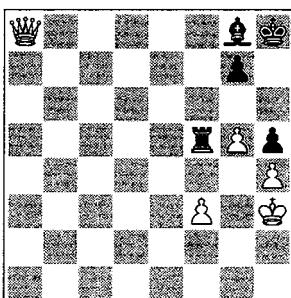
The threat was 7.♕a8, mating.

7.♔b3!



5...♕d4!

An incredible finish. Black is either mated on c1 or he loses a rook. A real thriller, with only four pieces on the board. This is impossible to topple, so let's move on to our last item.



□

234

How a player sometimes has to perform all kinds of magic to avoid stalemate is shown in Kupreichik-Igor Zaitsev, Soviet Championship, Moscow 1969. White can only win by balancing on the edge with

1.g6!

White appears to be tempting fate, since Black can try all kinds of stalemate tricks, but White will sail round them all.

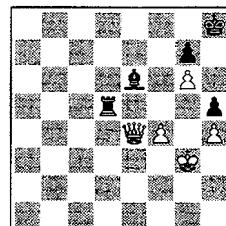
1...♕f8! 2.♔a5 ♕f5! 3.♔a8

Watch out: 3.♔xf5? ♔e6!!.

3...♕f8 4.♔e4!

Only this way!

**4...♔e8 5.♔d3 ♕f8 6.♔g3 ♕d8
7.♔e4 ♕d5 8.f4 ♔e6**



8...♔e6

A final attempt, but White just slips through.

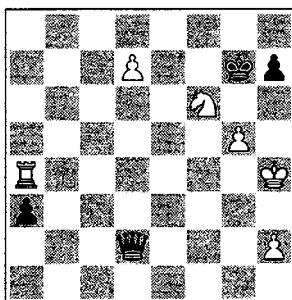
9.♔xe6 ♕d3+ 10.♔f2 ♕d2+ 11.♔e2

and curtains after

11...♕xe2+ 12.♔xe2 ♔g8 13.♔f3 ♔f8 14.f5

Black resigned.

C2) The battle of Queen versus Rook + Knight



■ 235

A little more complicated was the situation in the correspondence game Schumann-Leisebein 1985. Black appeared to meet his opponent halfway with

1...h6

and White did not hesitate:

2.gxh6+

Probably 2.Qe8+ would have been better here, but White saw his way clear! The quite uncommon continuation was

2...Qxf6 3.h7

And what now? Well, what would you think of

3...Qg6!!

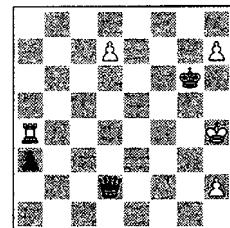
A very nasty surprise for the first player, who had been playing so enthusiastically for a win. The h-pawn cannot promote now because of 4...Qxh2+. The clever 4.h8Q+ does not help either, as Black then has 4...Qf5 5.Qg3 Qxd7 and the a3-pawn is taboo on account of 6...Qd6+ and the rook is lost. And should White try 4.Rxa3 straightaway, then comes 4...Qb4+ 5.Qg3 Qxa3+, after which the white pawns are easily stopped. Desperately, White tried

4.Ra7

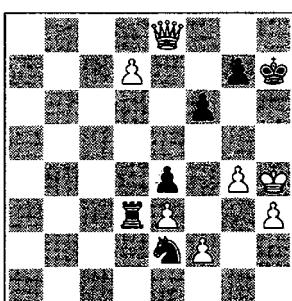
but after

4...Qg5+ 5.Qh3 Qd8

he had to throw in the towel. Such a winning streak can be missed easily, even in a correspondence game.



3...Qg6!!



□ 236

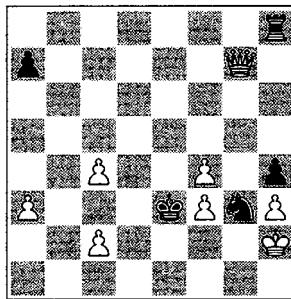
Terrible things also happened to White in Blok-Felderhof, Eindhoven 1942. Carelessly, he played

1.d8Q

instead of something like g4-g5 first. The consequences must have haunted his mind for a long time. You probably see it too, for quietly behind the board in our study, we see everything!!

1...g5+ 2.Qh5 Qf4+

And White's world must have fallen apart, because he cannot escape his sad fate: 3.exf4 Rxh3 mate.



237

Black must have felt quite pleasant in Saltis-Gelzinis, Soviet Union 1980, when he produced

1... $\mathbb{Q}g8!!$

After all, you don't get the chance to save yourself like that every day.

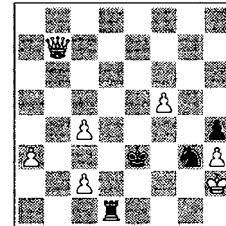
White cannot take due to 2. $\mathbb{W}xg8 \mathbb{Q}f2!!$. Therefore,

2. $\mathbb{W}xa7+$

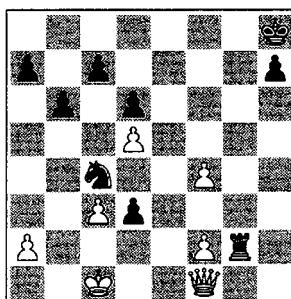
but now comes

2... $\mathbb{Q}xf3$

and White has a hard time trying to win, as his queen cannot reach the right squares. A possible line is 3. $\mathbb{W}g1 \mathbb{R}d8$ 4. $\mathbb{W}g2+ \mathbb{Q}e3$ 5.f5 $\mathbb{R}d1$ 6. $\mathbb{W}b7 \mathbb{R}d2+$ 7. $\mathbb{Q}g1 \mathbb{R}d1+$ 8. $\mathbb{Q}h2$ (*see diagram*) with repetition of moves.



analysis after 8. $\mathbb{Q}h2$



238

In Legky-David, Cannes 1991, Black must also have enjoyed his position. He found the stunning

1... $\mathbb{Q}g3!!$

White saw that he'd better not take on g3 and tried to escape with

2. $\mathbb{W}h1$

But again fate struck:

2... $d2+$ 3. $\mathbb{Q}c2 \mathbb{R}d3!$

This is too much for weak nerves.

4. $\mathbb{Q}xd3$

4. $\mathbb{R}d1$ is not on either because of 4... $\mathbb{R}xd5$.

4... $d1\mathbb{W}+$ 5. $\mathbb{W}xd1 \mathbb{Q}b2+$ 6. $\mathbb{Q}c2 \mathbb{Q}xd1$ 7. $\mathbb{Q}xd1 b5!$

And to crown everything, the pawn endgame was just winning for Black. It never rains but it pours.

C3) Stalemate tricks

Of course, at the end of this paragraph also, we are allowed a hearty laugh.

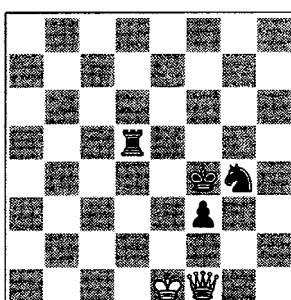
The game Cummings-Cuijpers was played during the Glorney Cup in 1979 and the second player could have gained this cup for Holland, were it not for... You can feel the catastrophe coming. Black carelessly fell into the trap with

1... $\mathbb{Q}e3?$

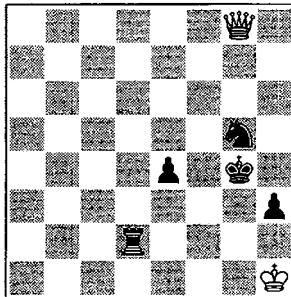
instead of 1...f2+ with a simple win.

2. $\mathbb{W}xf3+$

and Black was plunged in sheer misery. It was just one of those days.



239



240

That even the great fall victim to such disasters once in a while was touchingly illustrated in Petursson-Ljubojevic, Biel Interzonal 1985. Ljubo had very persistently been playing for a win for hours and at move 114 thought the time had come for a pawn push.

1...e3?

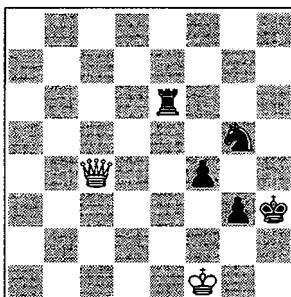
This throws away the win. The black king finds no shelter.

2. $\mathbb{W}c8+$ $\mathbb{Q}g3$
3. $\mathbb{W}b8+$ $\mathbb{Q}f3$
4. $\mathbb{W}f8+$ $\mathbb{Q}e4$
5. $\mathbb{W}e7+$ $\mathbb{Q}f4$
6. $\mathbb{W}f8+$ $\mathbb{Q}g4$
7. $\mathbb{W}c8+$ $\mathbb{Q}h4$
8. $\mathbb{W}h8+$ $\mathbb{Q}g3$
9. $\mathbb{W}b8+$ $\mathbb{Q}f3$
10. $\mathbb{W}f8+$ $\mathbb{Q}e2$

The last resort.

11. $\mathbb{W}f1+!$ $\mathbb{Q}xf1$

Stalemate.



241

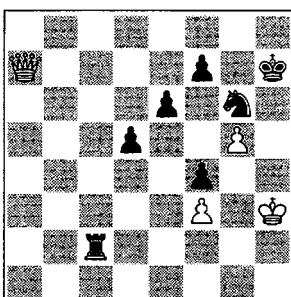
In Zagoriansky-Tolush, Soviet Union 1945, White also sharply spotted the pretty possibility that this position offered him:

1. $\mathbb{W}xf4!$ $\mathbb{Q}g2+$ 2. $\mathbb{Q}f2$ $\mathbb{E}f6$

and now – oh, how simple

3. $\mathbb{Q}g1!$

and salvation is delivered by stalemate again.



242

We conclude this paragraph with Koberl-Tipary, Budapest 1955. Black posed White an awkward problem with

1... $\mathbb{A}e5$

as 2. $\mathbb{W}d4$ is obviously impossible on account of 2... $\mathbb{A}h2+$ with boundless misery. But see what White managed to dig up:

2. $\mathbb{g}6+!!$ $\mathbb{Q}xg6$ 3. $\mathbb{W}g1+$

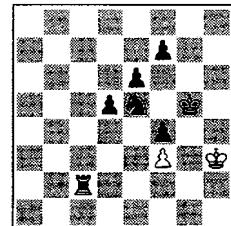
gaining half a point after all.

3... $\mathbb{Q}f6$

Not 3... $\mathbb{Q}f5$, of course, as then the pin with 4. $\mathbb{W}b1$ is lethal.

4. $\mathbb{W}g5+$ $\mathbb{Q}xg5$

and stalemate.



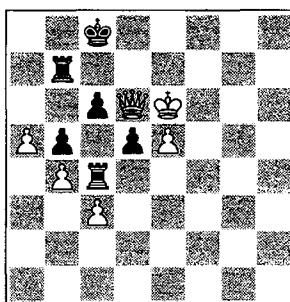
4... $\mathbb{Q}xg5$

D) Queen versus Two Rooks

You probably realize that in the lonely battle of a queen against two rooks, colossal powers are involved and storms can rise to hurricane force.

We start with three positions in which the side with the queen possesses an outside but isolated passed pawn, making it almost impossible to escort it to the other side and force the win. In general, this is only possible with connected passed pawns. But this rule has one exception: if the side of the queen manages to support the passed pawn with a king march, which can be full of dangers.

That's what we will discuss in the aforementioned three examples.



□

243

We start with an adjourned position from Ljubojevic-Torre, Brussels 1987. White has come a long way with his king, but how to finish such a job?

The sealed move was:

1. ♕f8+ ♔c7

and after some diligent analysis, White played:

2. ♔e7

threatening mate and after

2... ♜b8

he continued with

3. ♕f7!!

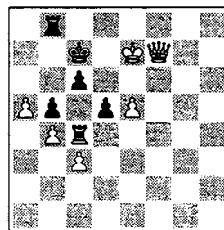
A quiet move, as you see more often in this type of position. It's not that quiet, by the way, as White threatens mate in two and 3... ♜b7 is not to be recommended due to 4. ♕e8!.

With a grave face, Black waited with

3... ♜b7

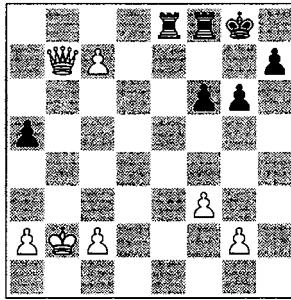
The continuation was

**4. ♔d6+ ♔a8 5.e6 ♜xc3 6.e7
 ♜e3 7. ♔xc6 d4 8. ♔d6 ♜e1
 9. ♕d5+ ♔a7 10. ♕xd4+ ♔a6 11. ♕d5**



3. ♕f7!!

Black resigned. He cannot prevent a liquidation into a lost pawn endgame after 11... ♔a7 12. ♔d7 ♜b7+ 13. ♕xb7+.



□

244

Such liquidations are harder to anticipate in positions like this one from Robert Fischer-Donald Byrne, Bay City 1963. At first sight a breakthrough for White seems impossible, but the great Bobby Fischer managed to get the job done with a very long king march, followed by a liquidation into a winning pawn endgame.

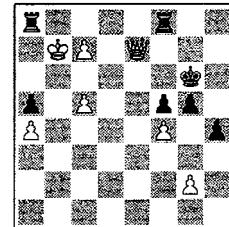
1.♔b3 g5 2.♔a4 ♛a8 3.c4 h5 4.c5 h4 5.♔b5 ♛h8

Black doesn't move, what can he do?

6.a4 ♛g8 7.♔b6 f5!

Demonstrating that he is aware of the dangers. White has to pay attention now. He cannot jump at the bait, as 8.♕xa8 and 9.♔b7 yields no more than a draw yet.

**8.♕d5+ ♔g7 9.♔b7 ♕g6
10.♕e6+ ♔g7 11.♕e7+ ♕g6
12.f4!**

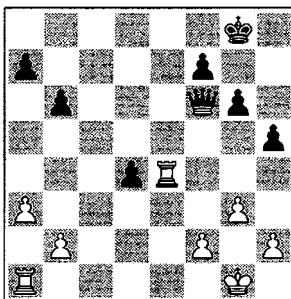


12.f4!

Played with iron precision.

12...gxsf4 13.♕xh4

Black resigned, realizing that the liquidation into a lost pawn endgame is inevitable now.



■

245

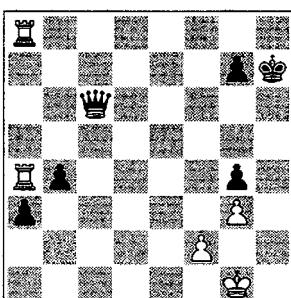
In Kaikamdzozov-Haik, Reggio Emilia 1976/77, Black used the same strategy to escort his passed pawn to the other side. Take note of the instructive continuation:

**1...d3 2.♗ee1 ♜xb2 3.h4 d2 4.♗eb1 ♜c2 5.♔g2
♗e4+ 6.♔f1 ♜d3+ 7.♔g2**

Again, White cannot do anything but wait where the blow will fall.

7...♗e2 8.♔g1 ♔g1

White now sees that the black king can stroll undisturbed to c2, after which a liquidation into a winning pawn endgame follows. So he sadly resigned.



■

246

In the next example, Mateu-Yusupov, Junior World Championship, Skien 1979, we see a quite different but extremely attractive way to sacrifice the queen.

1...♗d6! 2.♗8a6

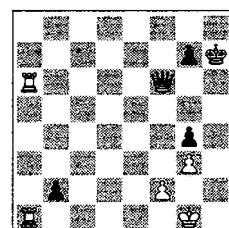
Or 2.♗4a6 ♜d1+ 3.♔g2 b3! 4.♗xa3 ♜f3+ 5.♔g1 b2!.

**2...♗d1+ 3.♔g2 b3 4.♗xa3
♗f3+**

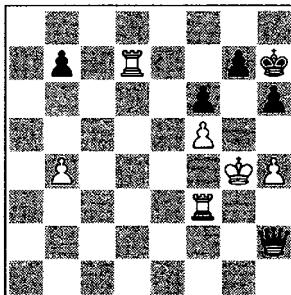
Here also.

5.♔g1 b2 6.♗a1 ♜f6!!

A stunning final move, one that a chess lover can enjoy for hours!



6...♜f6!!



247

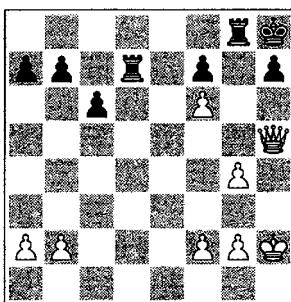
A little simpler, with a modest pawn sacrifice, was the way Black craftily decided the game in Gruenfeld-Kortchnoi, San Bernardino 1983.

1...h5+! 2.♔xh5 ♕g2!

Now White is in dire straits, for what can he do? 3.♖e3 is met by 3...♕f2 and 3.♗d3 is even worse because of 3...g6+ and mate. So:

3.♗f4 ♕e2+!

White resigned, as 4.♗g4 loses the d7-rook after 4...♕e8+.



248

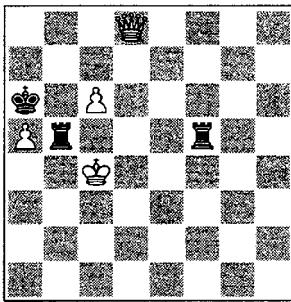
Something completely different we see in Alekhine-Janowski, an off-hand game in Scheveningen, 1913. White decided the game with a pawn storm on the kingside, illustrating how closely this type of ending is actually related to the middlegame.

1.f4 b6 2.g5 c5

Another nice line is 2...♗f8 3.f5 ♘d5 4.♗h6 ♗g8 5.g6 fxg6 6.f7!.

3.f5 b5 4.g6 fxg6 5.fxg6 ♘xg6 6.♗e5!

And Black resigned: 6...♗d8 7.f7+ ♗g7 8.♗e8+. It is sad for the black player to watch how defeat inescapably approaches, knowing that he can do nothing sensible against it. It's a fate that visits every chess player now and then, making him wish that he had never taken up this so-called noble game...



249

Something similar Andrey Sokolov must have felt when analysing his game with Jansa, Gausdal 1990. Black (Sokolov) started well:

1...♔a7!

Surely the best chance in this position that does not inspire much confidence, as 1...♗fc5+ 2.♔d4 does not promise much. On 2...♔a7 White then plays 3.♗e7+, with a winning exchange of the queen against the two rooks.

2.a6!

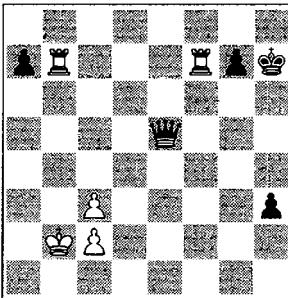
The best practical winning chance. 2.c7 is met by 2...♗fc5+ 3.♔d4 ♘d5+! and the aforementioned exchange does not yield more than a draw, see 4.♗xd5 ♘xd5+ 5.♔xd5 ♔b7 6.♔d6 ♔c8 and now both 7.♔c6 and 7.a6 are stalemate. After 2.♗e7+ it is not so clear either: 2...♔a6 3.c7 ♘fc5+ 4.♔d4 and again 4...♘d5+!.

2...♗fc5+ 3.♔d4 ♔xa6??

Only here does Black really go astray. He could have played 3...♗c2 with the fine point that 4.♗e7+ (4.♗c8!?) 4...♔xa6 5.c7 ♘bc5 6.♗xc5 ♘xc5 7.♔xc5 ♔b7 is a draw again. However, after the text Black is hopelessly lost.

4.♗a8+ ♔b6 5.♗b7+ ♔a5 6.♗a7+ ♔b4 7.♗e7!

Black resigned.



□

250

Reader, before you get utterly distressed, I will show you a successful defence from the correspondence game Honfi-Kallinger, 1989/91. White built an important defensive weapon, a fortress, into the position as follows.

1. $\mathbb{E}f3!$ $\mathbb{W}h5$

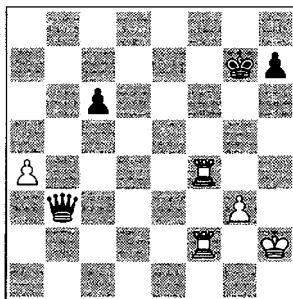
Or 1... $h2$ 2. $\mathbb{E}h3+$ $\mathbb{W}g8$ 3. $\mathbb{E}b4$ $g5$ 4. $\mathbb{E}d4$, followed by $\mathbb{E}d2$.

2. $\mathbb{E}g3$ $\mathbb{W}h6$ 3. $\mathbb{E}bxg7+$! $\mathbb{W}xg7$ 4. $\mathbb{E}xh3+$ $\mathbb{W}g8$ 5. $\mathbb{E}d3$ $\mathbb{W}b7+$ 6. $\mathbb{E}c1$ $a5$ 7. $c4$ $\mathbb{W}b4$

Or 7... $a4$ 8. $c5$ $\mathbb{W}b4$ 9. $c6$ $a3$ 10. $c7$ $\mathbb{W}e1+$ 11. $\mathbb{E}d1$ $\mathbb{W}e3+$ 12. $\mathbb{E}d2$ and Black has no way to break through either.

8. $\mathbb{E}b3$ $\mathbb{W}xc4$ 9. $\mathbb{E}b2$ $a4$ 10. $\mathbb{E}d3$

and reluctantly, Black had to settle for a draw.



□

251

We encounter another elegant rook sacrifice in Yanvarev-Maliutin, Soviet Union 1988.

1. $\mathbb{E}g4+$ $\mathbb{W}h6$ 2. $\mathbb{E}f6+$ $\mathbb{W}h5$ 3. $\mathbb{E}g7!$

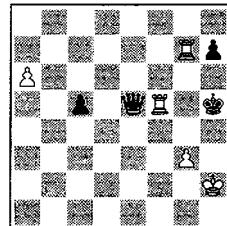
Now something needs to be done against the threat of 4.g4+ and 5.h6 mate.

3... $\mathbb{W}e3$

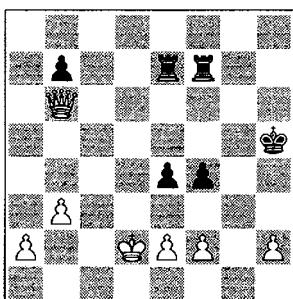
3... $\mathbb{W}b2+$ 4. $\mathbb{E}h3$ $\mathbb{W}xf6$ does not really help: 5.g4+ $\mathbb{W}h6$ 6.g5+ $\mathbb{W}xg7$ 7.gxf6+ $\mathbb{W}xf6$ 8.a5.

4. $a5$ $c5$ 5. $a6$ $\mathbb{W}e5$ 6. $\mathbb{E}f5+!$

Very pretty. Black resigned.



6. $\mathbb{E}f5+!$



■

252

Now that we are looking at rook sacrifices, what do you think of Merkulov-Karpenko, Soviet Union 1975?

Black starts with

1... $\mathbb{E}c7$

Threatening mate.

2.f3 $\mathbb{E}fd7+$ 3. $\mathbb{E}e1$ $e3$ 4. $\mathbb{E}f1$ $\mathbb{E}g7$ 5. $\mathbb{E}a5+$ $\mathbb{W}h4$ 6. $\mathbb{W}e1+$ $\mathbb{W}h3$

The black king joins the attack in person.

7. $a4$

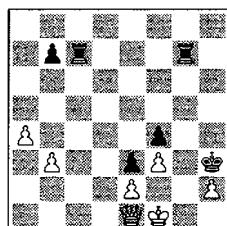
Hath the tide turned? Nay!

7... $\mathbb{E}c1!!$

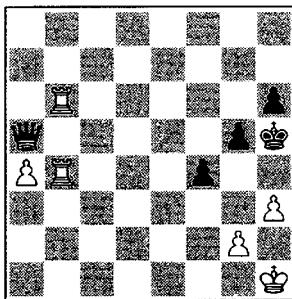
A stunning final move.

8. $\mathbb{W}xc1$ $\mathbb{W}xh2!$

White resigned.



7.a4



□

253

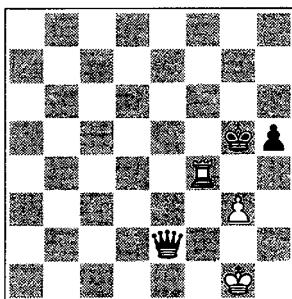
As a conclusion to this subject we present another handsome fragment from a game by Mieses as White against an unknown opponent.

1.g4+!! fxg3

1... $\mathbb{Q}h4$ 2. $\mathbb{Q}h2$ h5 3. $\mathbb{Q}h6$.

2. $\mathbb{Q}h4+!! gxh4$ 3. $\mathbb{Q}b5+$ $\mathbb{W}xb5$ 4.axb5

Black resigned. Isn't that pretty?



■

254

Let's not beat about the bush and put a difficult position on the board, from Kotov-Pachman, city match Moscow-Prague 1946. Black thought he could win quite subtly with

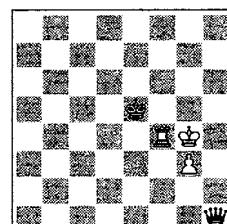
1...h4? 2. $\mathbb{Q}xh4$ $\mathbb{W}f3$

but he was in for a big surprise:

3. $\mathbb{Q}h2!$

Suddenly Black cannot prevent the white rook's return to f4, creating an impregnable fortress: 3... $\mathbb{W}d1+$ 4. $\mathbb{Q}g2$ $\mathbb{W}d5+$ 5. $\mathbb{Q}f2$ $\mathbb{W}d2+$ 6. $\mathbb{Q}g1$ $\mathbb{W}e1+$ 7. $\mathbb{Q}g2$ $\mathbb{W}e2+$ 8. $\mathbb{Q}g1$ $\mathbb{W}f3$ 9. $\mathbb{Q}f2$ and the rook reaches f4. That is just what the queen side must avoid. The defence of the rook side contains yet another finesse: 3... $\mathbb{Q}g4$ 4. $\mathbb{Q}h4+!$ $\mathbb{Q}xg3$ 5. $\mathbb{Q}h3+!$ and stalemate is inevitable. This is often the second resource for the rook side in this endgame.

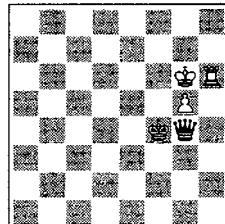
It goes without saying that Pachman was not so pleased with this sad ending. Later in his game analysis he published a narrow road to victory: 1... $\mathbb{W}a2$ 2. $\mathbb{Q}h1$ $\mathbb{W}d2$ 3. $\mathbb{Q}g1$ $\mathbb{W}e2$ 4. $\mathbb{Q}h1$ and now that the white king is on h1: 4...h4! 5. $\mathbb{Q}xh4$ $\mathbb{W}f3+$ (with check!) 6. $\mathbb{Q}h2$ $\mathbb{W}f2+$ 7. $\mathbb{Q}h3$ $\mathbb{W}g1$ 8. $\mathbb{Q}g4+$ $\mathbb{Q}f5$ 9. $\mathbb{Q}f4+$ $\mathbb{Q}e5$ 10. $\mathbb{Q}g4$ $\mathbb{W}h1$ (*see diagram*). But that wasn't the last word on



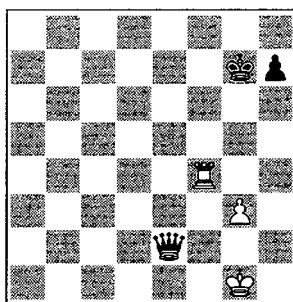
analysis after 10... $\mathbb{W}h1$

this endgame either. Experts pointed to a study by Berger, who assessed the final position yet again as drawn, on account of 11. $\mathbb{F}f5+$ $\mathbb{G}e4$ 12. $\mathbb{G}g5$ $\mathbb{W}c1+!$ 13. $\mathbb{F}f4+$. And even that doesn't put an end to this story. In 1950 Cheron investigated this position and published a winning method after all.

Cheron continues – I will offer no opinion on the question whether all his moves are forced – 13... $\mathbb{G}d3!$ 14. $\mathbb{G}g4$ $\mathbb{W}d2$ 15. $\mathbb{G}f5$ $\mathbb{G}e3$ 16. $\mathbb{G}g5$ $\mathbb{W}d8+$ 17. $\mathbb{F}f6$ $\mathbb{G}e4$ 18. $\mathbb{G}g6$ $\mathbb{W}g8+$ 19. $\mathbb{G}h5$ $\mathbb{W}h7+$ 20. $\mathbb{F}h6$ $\mathbb{W}f7+$ 21. $\mathbb{G}h4$ $\mathbb{G}f3!$ 22. $\mathbb{G}g5$ $\mathbb{W}f4+$ 23. $\mathbb{G}h5$ $\mathbb{W}g4+$ 24. $\mathbb{G}g6$ $\mathbb{G}f4$ (*see diagram*) and now Black does win.



analysis after 24... $\mathbb{G}f4$



■ 255

I can imagine that the previous example has left you dizzy and you may wonder if this really happens so often.

Well, I can serve you hand and foot by presenting you with the end-game Daskalov-Tringov, Bulgaria 1974. This position looks hauntingly familiar, so finding the win after ploughing through the lines of the previous example must now be a piece of cake for you. However, the second player found a new way to ruin his chess life for a while. Watch the horrifying continuation:

1...h5 2. $\mathbb{G}h1$ $\mathbb{G}g6$ 3. $\mathbb{G}g1$ $\mathbb{G}g5$ 4. $\mathbb{G}h1$ h4!

Up to this point he knew what he was doing.

5. $\mathbb{F}xh4$

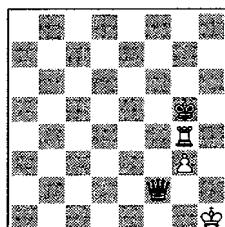
But now he wanted to simplify matters:

5... $\mathbb{W}f2?$

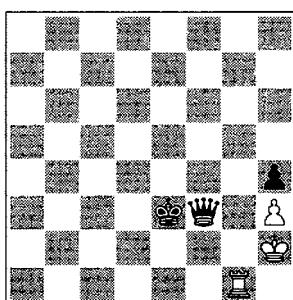
The rest could be trusted to Tringov. You have to see it.

6. $\mathbb{F}g4+$

And the stalemating devil has crawled out of his box again.



6. $\mathbb{F}g4+$



■ 256

Something similar happened to Black in Karolyi-Breninkmeijer, Amsterdam 1988. Cheerfully he played:

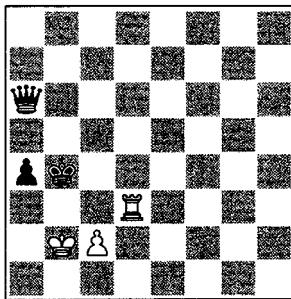
1... $\mathbb{G}f2??$

but White was wide awake:

2. $\mathbb{F}f1+$

and a new victim was added to our list.

Now for a few examples in which the rook side lets slip half a point as a consequence of insufficient belief in his defensive possibilities, or perhaps insufficient alertness.



□

257

In Rogulj-Andres, Yugoslavia 1967, White could have attained the draw with, for example, 1. $\mathbb{Q}a3$ $\mathbb{Q}f6+$ 2. $\mathbb{Q}a2!$ $\mathbb{Q}h6$ 3. $\mathbb{Q}b2!$ $\mathbb{Q}h1$ 4. $\mathbb{Q}d3!$ $\mathbb{Q}a8$ and again 5. $\mathbb{Q}a3$. Unfortunately he missed a subtlety and thought he could start with

1. $\mathbb{Q}f3?$ $a3+!$

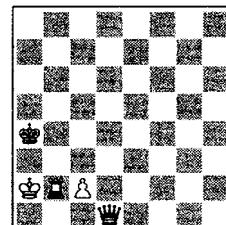
And suddenly his situation was hopeless!

2. $\mathbb{Q}a2$ $\mathbb{Q}c4+$ 3. $\mathbb{Q}b3+$ $\mathbb{Q}a4$ 4. $\mathbb{Q}a1$

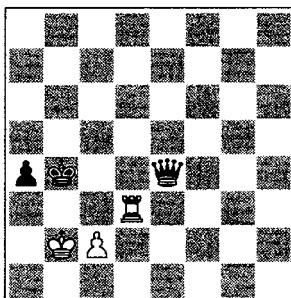
Vainly hoping for 4... $\mathbb{Q}xc2$ 5. $\mathbb{Q}b4+!$.

4... $a2!$

White resigned, although the win was still far from obvious: 5. $\mathbb{Q}b2$ (5. $\mathbb{Q}b2$ $\mathbb{Q}xc2+!$) 5... $\mathbb{Q}d4!$ (5... $\mathbb{Q}a3$ 6. $\mathbb{Q}b3+$) 6. $\mathbb{Q}xa2$ $\mathbb{Q}d2$ 7. $\mathbb{Q}b1$ $\mathbb{Q}e1+$ 8. $\mathbb{Q}a2$ $\mathbb{Q}d1$ (see diagram) with zugzwang.



analysis after 8... $\mathbb{Q}d1$



□

258

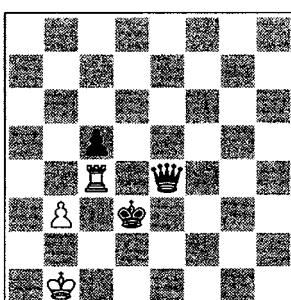
In Timman-Nunn, Wijk aan Zee 1982 (compare this position and the previous with the final position from Honfi-Kallinger, diagram 250!), White did not fare much better. Instead of drawing with 1. $\mathbb{Q}a3$, Timman, too, allowed the a4-pawn to be pushed forward by kindly clearing the way with

1. $\mathbb{Q}a2?$

Evil was punished swiftly:

1... $a3!$

and White resigned. After 2. $\mathbb{Q}b3+$ Black only has to avoid taking his king to the a-file.



■

259

Somewhat more complicated is Yanofsky-Sosonko, Haifa Olympiad 1976. Black played the very strong

1... $\mathbb{Q}d4!$ 2. $\mathbb{Q}c2$

Now Sosonko missed the easiest win that could be attained with 2... $\mathbb{Q}b4$ 3. $\mathbb{Q}b2$ $\mathbb{Q}d4$ and White cannot permit himself to enter the pawn endgame after 4. $\mathbb{Q}c4+$ $\mathbb{Q}d5!$ 5. $\mathbb{Q}xb4$ $cxb4$. Sosonko played

2... $\mathbb{Q}g1+$

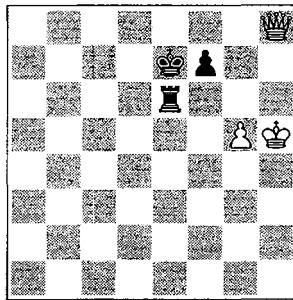
and thanks to a nice finesse things turned out well for him after all.

**3. $\mathbb{Q}b2$ $\mathbb{Q}d4$ 4. $\mathbb{Q}d2+$ $\mathbb{Q}e5$ 5. $\mathbb{Q}c2$ $\mathbb{Q}d5$ 6. $\mathbb{Q}a2$ $\mathbb{Q}c6$
7. $\mathbb{Q}b2$ $\mathbb{Q}b5!$**

It's a devil of a job for Black, but White is in zugzwang now.

**8. $\mathbb{Q}c4$ $\mathbb{Q}f2+$ 9. $\mathbb{Q}b1$ $\mathbb{Q}e2$ 10. $\mathbb{Q}c2$ $\mathbb{Q}d3$ 11. $\mathbb{Q}b2$ $\mathbb{Q}d4+$
12. $\mathbb{Q}b1$ $\mathbb{Q}b4!$ 13. $\mathbb{Q}c4+$ $\mathbb{Q}xb3$**

and thanks to this joke, the touchdown was made after all!



□

260

Now we continue with a few examples of queen sacrifices that serve to settle the dispute in a pawn endgame, starting with Sämisch-Prins, Hastings 1938/39.

The win can be achieved with

1. $\mathbb{Q}b8!$ $\mathbb{Q}g6$

Other moves don't help, see 1... $\mathbb{Q}d6$ 2. $\mathbb{Q}c7+$ or 1... $\mathbb{Q}d7$ 2. $\mathbb{Q}f8$.

2. $\mathbb{Q}b4+$ $\mathbb{Q}e8$

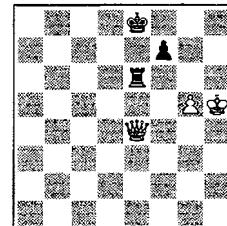
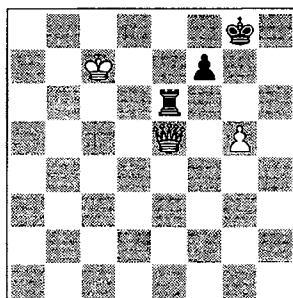
Or 2... $\mathbb{Q}d6$ 3. $\mathbb{Q}a3$ $\mathbb{Q}d7$ 4. $\mathbb{Q}c5$ $\mathbb{Q}e7$ (4... $\mathbb{Q}e6$ 5.g6! or 4... $\mathbb{Q}e6$ 5. $\mathbb{Q}f8$ are also futile) 5. $\mathbb{Q}c7+!$.

3. $\mathbb{Q}e4+$ $\mathbb{Q}e6$

3... $\mathbb{Q}f8$ is of no avail, as 4. $\mathbb{Q}xg6$ comes.

4. $\mathbb{Q}xe6+$ $fxe6$ 5. $\mathbb{Q}h6$

and White wins.

3... $\mathbb{Q}e6$ 

□

261

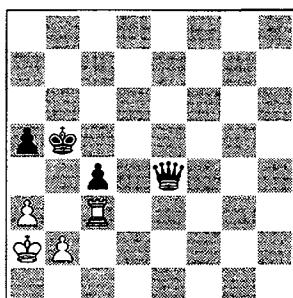
And now Pismenni-Shvarts, Soviet Union 1968.

1. $\mathbb{Q}f6!$ $\mathbb{Q}f8$

Now my source gives

2. $\mathbb{Q}d8$ $\mathbb{Q}g8$ 3. $\mathbb{Q}d7$ $\mathbb{Q}e1$ 4. g6

which is not so bad, but I think that 2. $\mathbb{Q}h8+$ $\mathbb{Q}e7$ 3. $\mathbb{Q}d8$ mate may be smarter!



■

262

In Bogoljubow-Ahues, San Remo 1930, Black broke open the fortress that White had tried to build up, in an instructive manner:

1...a4 2. $\mathbb{Q}h3$ $\mathbb{Q}c5$ 3. $\mathbb{Q}h5+$ $\mathbb{Q}d4$ 4. $\mathbb{Q}h3$ $\mathbb{Q}d3!$

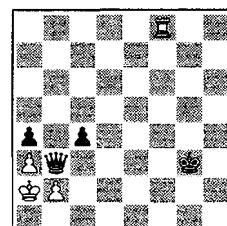
The queen is put on offer again!

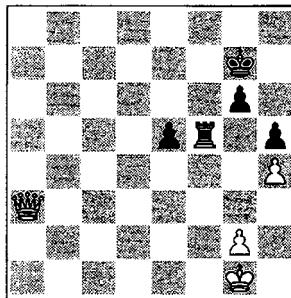
5. $\mathbb{Q}h4+$ $\mathbb{Q}e3$ 6. $\mathbb{Q}h2$ $\mathbb{Q}f4$ 7. $\mathbb{Q}f2+$ $\mathbb{Q}g3$

A long march, but it is worthwhile.

8. $\mathbb{Q}f8$ $\mathbb{Q}b3+$

and White resigned in view of the c4-c3 threat.

8... $\mathbb{Q}b3+$



□

263

A subtle winning method by means of a pawn break was conjured up by White in Stein-Hennings, Kislovodsk 1972.

1. $\mathbb{W}e7+$ $\mathbb{Q}g8$ 2. $g3!!$

Screaming silence! Black has no alternative but

2... $\mathbb{Q}h8$ 3. $g4!!$

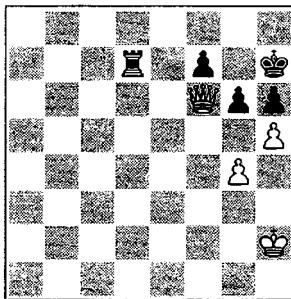
Violence!

3... $hxg4$ 4. $h5!$ $gxh5$

Not 4... $\mathbb{Q}xh5$ 5. $\mathbb{W}f7$ and Black is equally helpless.

5. $\mathbb{W}e6$ $\mathbb{Q}f3$ 6. $\mathbb{W}xe5+$

With a handsome and well-earned victory.



□

264

Another exquisite pawn sacrifice we find in Barbulescu-Diaz, Havana 1986.

1. $g5!!$

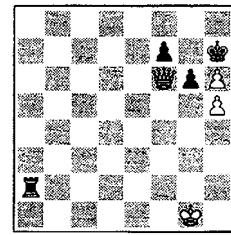
Anything is possible.

1... $\mathbb{Q}a7$

See: 1... $hxg5$ 2. $h6$ or 1... $gxh5$ 2. $gxh6$.

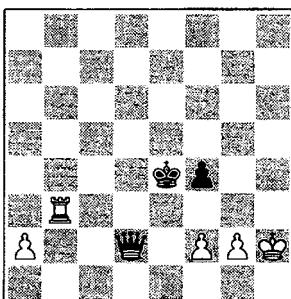
2. $gxh6$ $\mathbb{Q}a2+$

Or 2... $\mathbb{Q}xh6$ 3. $\mathbb{W}h8+$ $\mathbb{Q}g5$ 4. $\mathbb{W}e5+$ $\mathbb{Q}h6$ 5. $\mathbb{W}e3+$ winning the rook.



3. $\mathbb{Q}g1!!$

Black resigned. After 3... $\mathbb{Q}xh6$ 4. $\mathbb{W}h8+$ $\mathbb{Q}g5$ 5. $h6$ the h-pawn marches on.



□

265

Another tragic howler in Züger-Kindermann, Munich 1989. White thought he could build a strong fortress with the rather obvious

1. $f3+?$

Precisely the wrong pawn. What he should have done was give up the f-pawn with 1. $a3!$ $\mathbb{W}xf2$ and everything would have been fine after 2. $\mathbb{Q}f3!$ $\mathbb{W}e3$ (Black cannot liquidate, because White has held on to his passed a-pawn for brighter days!) 3. $\mathbb{H}h3$ $\mathbb{Q}d3$ 4. $\mathbb{Q}f3!$ (not 4. $a4$ $\mathbb{Q}e4$ and White will not survive) 4... $\mathbb{Q}d2$ 5. $\mathbb{H}h3$ $\mathbb{Q}e2$ 6. $\mathbb{Q}f3$ $\mathbb{W}e5$ 7. $\mathbb{Q}g1$.

After the text everything went wrong.

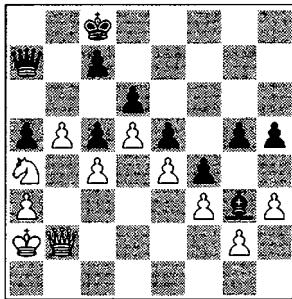
**1... $\mathbb{Q}d4$ 2. $\mathbb{Q}g1$ $\mathbb{W}e1+!$ 3. $\mathbb{Q}h2$ $\mathbb{W}a1!!$ 4. $\mathbb{Q}a3$ $\mathbb{W}b2$
5. $\mathbb{Q}a4+$ $\mathbb{Q}e3$ 6. $\mathbb{Q}e4+$ $\mathbb{Q}f2$ 7. $\mathbb{Q}h3$ $\mathbb{W}g7!!$**

There's the rub. White resigned.

Please, as we conclude this subject, don't forget to have another look at the final position from diagram 176, Ermenkov-Sax, which fits into this series rather nicely!

E2) Queen versus Minor Pieces/Pawns

Normally, it won't be a problem for the queen side to gain the full point. Yet, sometimes he has to take heed and it is to such cases that we shall focus our attention in this paragraph.



■ 266

In Arshak Petrosian-Hazai, Schilde 1970, Black makes a remarkable attempt to save himself out of the tight spot he is in.

1... ♕b6!?

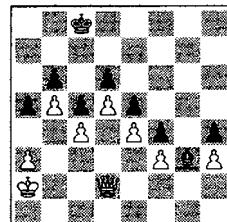
Kindly inviting White to capture his queen and enter an endgame of queen versus bishop. White did not hesitate.

2. ♘xb6+

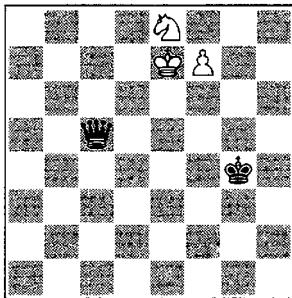
But perhaps it would have been more prudent to gracefully refuse the invitation and start rearranging his pieces to attack the loose a-pawn. But who would not have fallen for this temptation? What follows fits into our observations on fortresses.

**2... cxb6 3.h4 gxh4 4. ♕d2 h3!
5.gxh3 h4**

and there is no way through. It's enough to tear your hair out...



5...h4



□ 267

Remarkable things occurred in a game Masculo-Yusupov, World Junior Championship, Innsbruck 1977. For a long time it was thought that White could have attained a draw with knight and passed pawn against queen after 1. ♘d6! ♕f8? 2. ♘g7 ♕d8+ 3. ♘g6 ♕d6+ 4. ♘e6! (or also 4. ♘h7!) and the f-pawn guarantees a theoretical draw. Later it was discovered that Black can win anyway with 1... ♕g5+!. Still, such tricks should always be tried. Instead, White decided on

1. ♘d6

whereupon Yusupov won cleverly as follows:

1... ♕e5+ 2. ♔f8

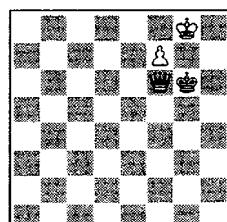
Or also 2. ♔d7 ♕f6 3. ♕e8 ♕e6+ 4. ♔f8 ♕g5!.

**2... ♕g5! 3. ♕g8 ♕e6 4. ♕h7
♕g6+ 5. ♔h8 ♕xd6 6. ♕g7
♕g6+ 7. ♔h8 ♕f6+ 8. ♕g8 ♕g6!**

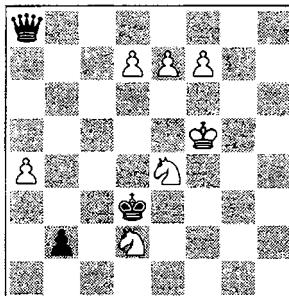
The elegant dénouement. This kind of tricks may be well-known, but it characterizes the real grandmaster-to-be that he is able to weave such motifs into a position. The rest is not difficult:

9. ♔f8 ♕e6+ 10. ♔h8 ♕h3+

And White resigned himself to his misfortune.



8... ♕g6!



268

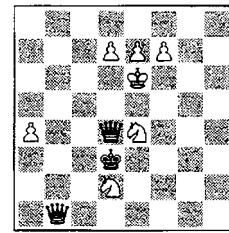
Curious is the next position, from Janowski-Eduard Lasker, New York 1924. A very uncommon struggle between queen and two knights. White has just played e6-e7, with good hopes for the things to come.

1... \mathbb{Q} d5+ 2. \mathbb{Q} f6 \mathbb{Q} d4+ 3. \mathbb{Q} e6?

3. \mathbb{Q} g6! wins: 3...b1 \mathbb{Q} 4.d8 \mathbb{Q} \mathbb{Q} b6+ (4... \mathbb{Q} g1+ 5. \mathbb{Q} f5!) 5. \mathbb{Q} xb6 \mathbb{Q} xb6+ 6. \mathbb{Q} h5 \mathbb{Q} a5+ 7. \mathbb{Q} g4.

3...b1 \mathbb{Q} !

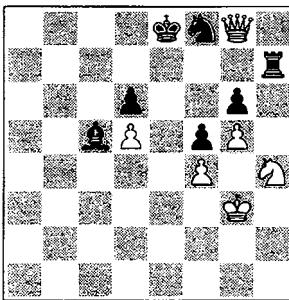
This promotion is what it's all about. White is obliged to take with the king on e6 in view of 4.d8 \mathbb{Q} \mathbb{Q} a2+ 5. \mathbb{Q} f5 \mathbb{Q} xf7+.



3...b1 \mathbb{Q} !

4. \mathbb{Q} xb1 \mathbb{Q} xe4+ 5. \mathbb{Q} f6 \mathbb{Q} h4+

And after White had concluded that he could not evade the checks (6. \mathbb{Q} g7 \mathbb{Q} xe7 7.d8 \mathbb{Q} \mathbb{Q} xd8 8.f8 \mathbb{Q} \mathbb{Q} g5+ etc.), he agreed to a draw.

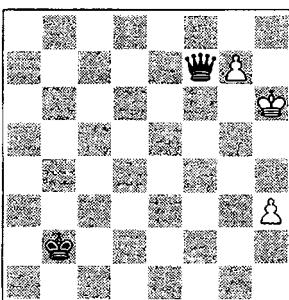


269

Black also saved himself like a contortionist and a real grandmaster in Ree-Hort, Wijk aan Zee 1986. In a seemingly delicate position he liquidated towards an impregnable fortress of bishop and knight versus queen.

1... \mathbb{B} xh4! 2. \mathbb{Q} xh4 \mathbb{Q} d4! 3. \mathbb{Q} g3 \mathbb{Q} e7 4. \mathbb{Q} f3 \mathbb{Q} a1

The queen is locked up and cannot do any damage. Draw.



270

We move on to a few examples in which the queen has to take on a couple of pawns only. As a rule this is not worth spending much time on, other than being a nice exercise for beginners to learn how to mate the opponent. But sometimes things are different, so I venture to ask your attention for Fenske-Okrajek, East Germany 1973. No worries, Black must have thought, and he carelessly played

1... \mathbb{Q} c3

waiting for White to resign. The latter reacted, with the famous dull gaze:

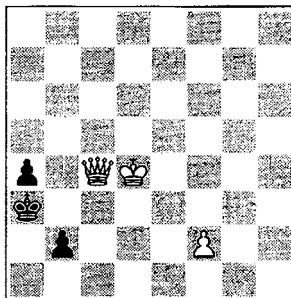
2.h4 \mathbb{Q} d4 3.h5

and then the incredible happened:

3... \mathbb{Q} e5??

First 3... \mathbb{Q} g8! would have sufficed. Now in our mind's eye we see Fenske jump up, the dull gaze changing into a sinister grin, a triumphant cry only barely suppressed, and on the board appears

4.g8 \mathbb{Q} !



□

271

Right, you may think, these things happen, but in practical play you hardly have to reckon with such things. Think again! Look at diagram 271 from Yates-Marshall, Karlsbad 1929, and you will have to admit that two full-blooded chess players are at work here. Yates sails round the first cliff, not falling for 1. $\mathbb{W}c2 b1\mathbb{W}$! as in the previous farce.

1. $\mathbb{W}d3+$ $\mathbb{Q}a2$

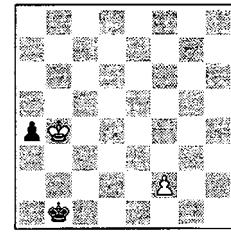
And now 2. $\mathbb{W}c2 a3$ 3. $\mathbb{Q}c4!$ $\mathbb{Q}a1$ 4. $\mathbb{W}c3$ would have been good enough. But Yates saw things differently.

2. $\mathbb{Q}c4?$

And now comes a marvellous episode.

2... $b1\mathbb{W}$ 3. $\mathbb{W}xb1+$ $\mathbb{Q}xb1$ 4. $\mathbb{Q}b4$

Please note that 4. $f4 a3$ even loses, but this way, Yates thought he could win easily. Having studied our Pawn Endgames part, we know better!



4. $\mathbb{Q}b4$

There, we learned from Lasker-Tarrasch (diagram 7) the lesson that Yates is about to learn now. What is Marshall's answer? Obviously not 4... $\mathbb{Q}c2$ after which 5. $f4$ does win, but

4... $\mathbb{Q}b2!!$

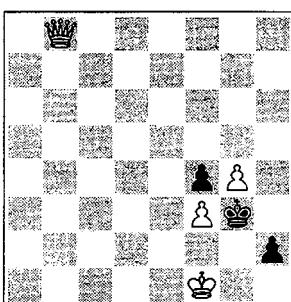
Threatening to win with ... $a4-a3$. Analogous to Lasker-Tarrasch, White must now lose a tempo with

5. $\mathbb{Q}xa4$

and Black catches up with the f-pawn:

5... $\mathbb{Q}c3$ 6. $f4$ $\mathbb{Q}d4$

and reaches the draw. Know thy classics!



□

272

There is also occasion for *schadenfreude* in Menas-Braunstein, Bucharest 1960. White innocently played

1. $\mathbb{W}h8?$

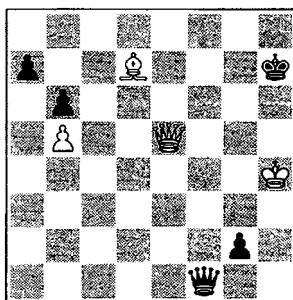
and yes, we have another victim of the eternal evil goblin – stalemate.

1... $h1\mathbb{W}+$

Perhaps you were wondering if White can win at all in this position. Yes, he can, and rather elegantly too: 1. $\mathbb{W}xf4+!$ $\mathbb{Q}xf4$ 2. $\mathbb{Q}g2$. You have to take care, but that doesn't take the fun away.

E3) Queen versus Queen + Minor Piece

We start with queen versus bishop. Even here nice things are possible. You would hardly believe it, but look at the following examples.



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Keres-Fischer, Curaçao 1962. As his g-pawn is about to queen, there seems to be nothing wrong for Fischer.

1... ♕h1+

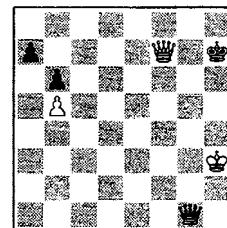
Cheerfully he sets out on his journey, maybe worrying just a little because there is already a considerable hurdle ahead. The seemingly adequate 1... ♕f2+ does not win on account of the diabolical twist 2. ♔h3 g1♕ 3. ♔f5+ ♔h6 4. ♕f6+ ♔h5 5. ♔g6+ ♕xg6 6. ♕g5+!! and even with two extra queens it is stalemate. Incredible!!

2. ♔h3 ♕xh3+

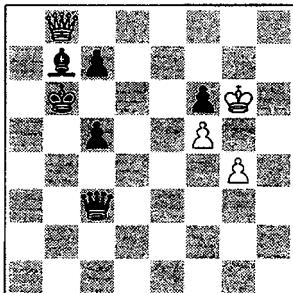
This is the only way, as it would be stalemate or perpetual after 2...g1♕ 3. ♕h5+ ♔g7 4. ♕g6+!!.

**3. ♔xh3 g1♕ 4. ♕e7+ ♔h8
5. ♕f8+ ♔h7 6. ♕f7+**

and Black had to consent to a draw, as White can even permit himself the queen exchange 6... ♕g7 7. ♕xg7 ♕xg7 8. ♕g3!..



6. ♕f7+



274

A true pearl is the following finish of a correspondence game Chandon-Bottlik, 1974. White thought he could get out of trouble with the manoeuvre

1.g5 fxg5 2.f6

That looks nice, but after the commonsensical

2...g4 3.f7 g3 4.f8♕ g2

suddenly several problems emerge. One line is 5. ♕h6 g1♕+ 6. ♔h7+ c6 7. ♕d8+ ♔a7, which does not look good. That's why White played:

5. ♕f2

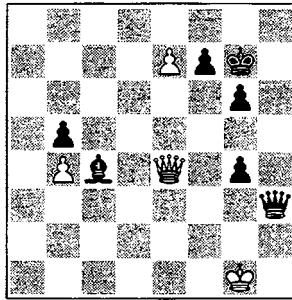
But now:

5... ♕d3+! 6. ♔g5

6. ♔h5 ♕h7+ 7. ♔g4 g1♕+ or 6. ♔h6 ♕d6+ 7. ♔g5 ♕d4!, the actual point, which also appears after the text move:

6... ♕d4! 7. ♕xb7+ ♔xb7 8. ♕xg2+ ♔b6

And Black won the queen ending.



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Also something to snigger about is Pantelev-Stolarov, Odessa 1973, where Black brought all the difficulties in the world on himself by playing, instead of 1... $\mathbb{W}g3+$ 2. $\mathbb{K}h1$ $\mathbb{Q}d5!$ 3. $\mathbb{W}xd5$ $\mathbb{W}e1+$ and 4... $\mathbb{W}xe7$, or 1... $\mathbb{W}f1+$ 2. $\mathbb{K}h2$ $\mathbb{W}f2+$ 3. $\mathbb{K}h1$ $g3$ and mate,

1...g3?

The first player immediately took profit.

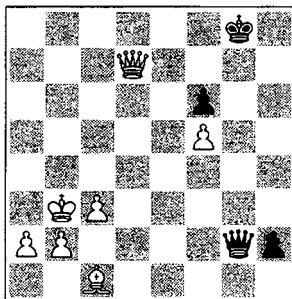
2. $\mathbb{W}e5+$ $\mathbb{K}h7$

Things are wrong already, see 2... $f6$ 3. $e8\mathbb{Q}+$ (an underpromotion as well) 3... $\mathbb{K}g8$ 4. $\mathbb{Q}xf6+$ $\mathbb{K}f7$ 5. $\mathbb{W}c7+$ $\mathbb{K}xf6$ 6. $\mathbb{W}e7+!$ $\mathbb{K}f5$ 7. $\mathbb{W}d7+$ $\mathbb{K}e6$ 8. $\mathbb{W}xe6+$ stalemate. Go on, spend your money like water!

3. $\mathbb{W}h8+!$ $\mathbb{K}xh8$ 4. $e8\mathbb{W}+$ $\mathbb{K}h7$ 5. $\mathbb{W}h8+$ $\mathbb{K}xh8$

Stalemate.

Another quite sadistic episode.



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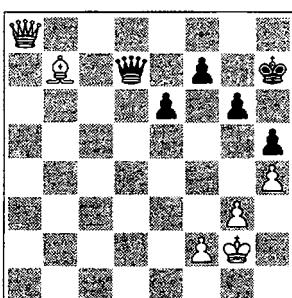
We are moving on to Simagin-Bronstein, Soviet Union 1947. White came up with the tall order

1. $\mathbb{Q}g5!!$ $h1\mathbb{W}$

What else? 1... $fxg5$ 2. $f6$ and 1... $\mathbb{W}xg5$ is met by 2. $\mathbb{W}c8+$ $\mathbb{K}g7$ 3. $\mathbb{W}c7+$ and $\mathbb{W}xh2$.

2. $\mathbb{W}e8+$ $\mathbb{K}g7$ 3. $\mathbb{W}g6+$ $\mathbb{K}f8$ 4. $\mathbb{W}xf6+$ $\mathbb{K}g8$ 5. $\mathbb{W}d8+$ $\mathbb{K}g7$ 6. $\mathbb{W}e7+$ $\mathbb{K}g8$ 7. $\mathbb{W}e8+$

Black resigned.



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Very instructive was Gufeld-Damjanovic, Skopje 1971. At first sight the win does not look so simple, but White plays flawlessly, using all his material and making the most of his tactical opportunities. Enjoy!

1. $\mathbb{Q}c6$ $\mathbb{W}d6$ 2. $\mathbb{W}b7$ $\mathbb{W}f8$ 3. $\mathbb{W}b2$ $\mathbb{W}c5$ 4. $\mathbb{Q}e4$ $\mathbb{W}e7$ 5. $\mathbb{W}e5$

The first threat is here: 6. $\mathbb{W}xh5+$.

5... $\mathbb{K}g8$ 6. $\mathbb{W}g5$ $\mathbb{W}e8$ 7. $\mathbb{W}f6!$

Making short shrift of all counterplay and preparing for the storm.

7... $\mathbb{K}h7$ 8. $g4!$ $hxg4$ 9. $h5!$ $\mathbb{K}h6$ 10. $hxg6$ $fxg6$ 11. $\mathbb{K}g3$

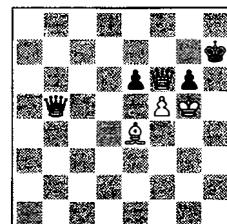
The white king has to join the battle, otherwise it doesn't work.

11... $\mathbb{K}h7$ 12. $\mathbb{W}xg4$ $\mathbb{K}h6$ 13. $f4!$ $\mathbb{K}h7$ 14. $\mathbb{Q}g5$ $\mathbb{W}b5+$ 15. $f5!$

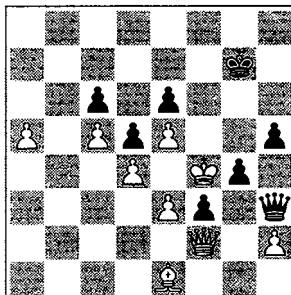
The last pawn also enters the fray.

15... $exf5$ 16. $\mathbb{W}f7+$ $\mathbb{K}h8$ 17. $\mathbb{K}h6$

with a well-earned victory.



15.f5!



□

278

Great is our pity for White in the club competition game Van Steenbergen-Jacques Kuiper, Apeldoorn 1988. In desperate time-trouble, Black decided to try one more thing before resigning:

1... $\mathbb{Q}f7$

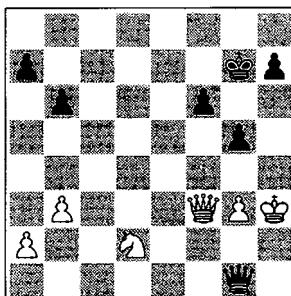
As so often, White did not pay attention and carelessly played

2.a6??

and only after

2...g3!!

did he realize what he had done to himself. White faces a sad choice between mate or loss of his queen. The point was for Black.



□

279

With a knight instead of a bishop I have another nice example from Liutov-Botvinnik, Leningrad 1925. The young Botvinnik created an attractive finish:

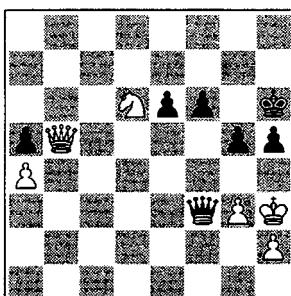
1...h5!

Threatening 2...g4+. White cannot prevent this by playing 2.g4 himself in view of 2...hxg4+ 3. $\mathbb{W}xg4$ $\mathbb{W}h1+$ 4. $\mathbb{Q}g3$ $\mathbb{W}e1+$ and he remains two pawns down.

What follows is worse. Amusing, though.

2. $\mathbb{W}xh5$ $\mathbb{W}h1+$ 3. $\mathbb{Q}g4$ $\mathbb{W}d1+$ 4. $\mathbb{Q}f3$ $\mathbb{W}d7$

Mate.



□

280

Some more stalemate jokes – they seem to be inexhaustible – we encounter in Kaidanov-Thorhallsson, Gausdal 1991. Not very alertly, White played

1. $\mathbb{W}c4??$

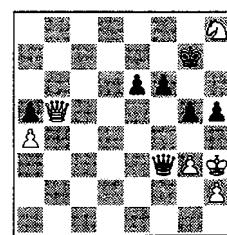
Now that I have spilled the beans about the stalemate, we obviously prefer 1. $\mathbb{Q}f7+$ hoping for 1... $\mathbb{Q}g6$ 2. $\mathbb{Q}h8+$ (2. $\mathbb{Q}d8$ also draws and the same applies after 1... $\mathbb{Q}g7$) 2... $\mathbb{Q}g7$ (*see diagram*) 3. $\mathbb{W}d7+$ $\mathbb{Q}xh8$ 4. $\mathbb{W}g7+!!$ and also 1... $\mathbb{Q}g7$ 2. $\mathbb{Q}xg5$ is also good for a draw. After the text, disaster strikes:

1... $\mathbb{W}f2!$ 2. $\mathbb{Q}f7+$

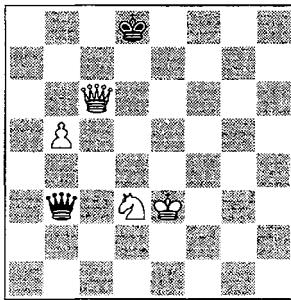
Too late.

2... $\mathbb{Q}g7$ 3. $\mathbb{Q}xg5$ $\mathbf{fxg5}$ 4. $\mathbb{W}c3+$ $\mathbb{Q}g6$

and White resigned. By the way, did you see 4... $\mathbb{Q}f7??$ Yes indeed, then White saves himself by stalemate: 5. $\mathbb{W}f3+!$



analysis after 2... $\mathbb{Q}g7$



□

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In this position, derived from Tancsa-Palkövi, Paks 2000, the trained eye of a tactician will have to recognize the stalemate dangers. The white player did not and continued

1.b6?

and now the fat is in the fire, as Black immediately took his chance:

1... $\mathbb{W}e6+$!

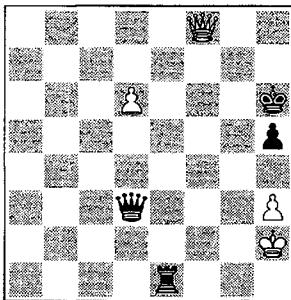
White, rudely awakened, saw (too late!) that the stalemate trick would work after 2. $\mathbb{W}xe6$ and tried to evade this with

2. $\mathbb{W}e4$

but after

2... $\mathbb{W}xb6+$ 3. $\mathbb{Q}f3$ $\mathbb{W}f6+$ 4. $\mathbb{Q}f4$ $\mathbb{Q}c7$ 5. $\mathbb{Q}e3$ $\mathbb{W}b6+$

he consented to the draw.



■

282

By way of an encore I round off with two examples in which an extra rook does not suffice for the win. The first is Taimanov-Kestler, Hamburg 1965. Black is in check and he did not see how, with his king in the open field, he could avoid the draw. So he did concede the draw and friendly as ever, Taimanov immediately showed him how he could have won:

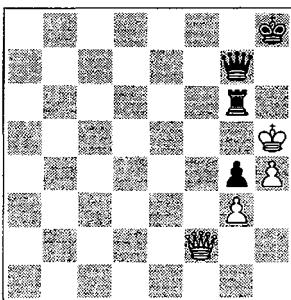
1... $\mathbb{Q}g5$ 2. $\mathbb{W}d8+$

and now the surprising

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

Presumably, Black had racked his brains too long over 2... $\mathbb{Q}f4$ 3. $\mathbb{W}h4+$ $\mathbb{Q}f3?$ 4. $\mathbb{W}g3+!$ $\mathbb{Q}e2$ 5. $\mathbb{W}xd3+$ $\mathbb{Q}xd3$ 6.d7 and that would indeed be something to worry about! After the text, it's over. The point is:

3. $\mathbb{W}f8+$ $\mathbb{Q}e4$ 4. $\mathbb{W}e8+$ $\mathbb{Q}f3$ 5. $\mathbb{W}xe1$ $\mathbb{W}c2+$



□

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And now the absolute and definite final number. From the fight for the championship of the city Gross-Bitterfeld, 1957. White discovered a smash hit among stalemate tricks with

1. $\mathbb{W}f6!!$

I find this one a real beauty to behold and I can enjoy it for hours. However, the second player must have felt dazed and confused and the story goes that these feelings had taken on such proportions that with a mad gaze and subject to great emotions, he produced

1... $\mathbb{Q}g8??$

Immediately losing. I do not know if all this is true, but actually I think a move like 1. $\mathbb{W}f6$ does deserve more than half a point.

In any case, a pretty conclusion, which gives us courage to keep following the road taken, on which we have come across so many beautiful things already!

Part III

Rook Endgames

Chapter 1

Introduction

Entire libraries have been filled with material on rook endgames.

However, if that leads you to conclude that this is a popular subject among chess players, I have to disappoint you. We are not dealing with pure, taintless love here, but with sheer necessity, for two reasons.

1. Rook endgames occur so often in practice that no ambitious chess player can do without study and more than superficial knowledge. Indeed, it is said that the strength of a chess player actually depends on his ability to handle rook endgames.

Classic examples of star players in this genre are Capablanca, Flohr and Rubinstein, to name a few.

2. Like no other type, rook endgames lend themselves for technical-scientific treatment, including the formulation of basic rules that are quite straightforward and immediately applicable.

From such an introduction to this subject, it may easily be concluded that we are talking about a very technical and therefore 'dull' subject, requiring above all heavy toil and study. But the power of our game lies in the fact that in practice, there are always many exceptions and special or divergent characteristics to be found, and these render even the study of this subject interesting and entertaining.

It is all well and good to check out all the libraries, i.e. all standard books by Fine, Keres, Averbakh, Berger, Chéron and whoever else, but in practice, when time-trouble, simple human emotions, nerves and other factors continuously influence our chess lives, even the all-time great lose control, and it's just as well that they do. In such cases, to our amazement and astonishment we may see the manifestation of scenes that will never be found in the manuals.

In itself, this is not so surprising, because these endgames are outstanding examples where strategic features and tactical finesse go hand in hand. Usually, technique is essential, but a quick perception of tactical possibilities can come in handy.

We may add that the complexity of rook endgames can grow so high that well-known grandmasters have been known to proclaim in desperation that they can never be won!!

Even with a two or more pawns' plus, theoretical standard draws have been discovered and in a practical game this is doubly frustrating, of course.

But especially in practice, as experience is the father of wisdom, it is doubly useful to search for divergences, which are often quite special and often make the difference between half a loaf and no bread.

It is my intention to accompany the reader a while on this quest. However, before we start our journey, it is advisable, perhaps even necessary, to have three main rules of the rook endgame within arm's reach. In my opinion these three rules are extremely important. Sinning against them often lies at the base of the unnecessary loss of points.

Here they are:

a) Passed pawns must be supported by the rook. The defending side must naturally try to prevent this.

Tarrasch has formulated the rule that the rook must always be placed behind the passed pawn, whether it be his own or the enemy's.

b) Connected passed pawns are nearly always stronger than isolated ones in rook endgames.

c) The rook as well as the king must be active at all times. Nowhere is passivity more severely punished than in endgames with rooks! Activity is often more important than material!!

So, aggression is often rewarded. And that must be a satisfaction to many of you readers.

Various other more or less important rules (of which there are quite a few) will present themselves in the following, but the abovementioned three lie at the heart of this subject and are usually predominant.

Enough theory, enough previews. We must be on our way!

Chapter 2

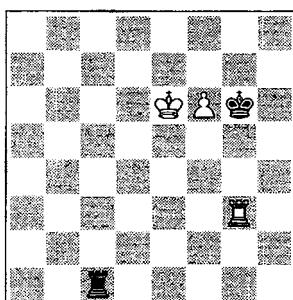
Pure Rook Endgames

If you are familiar with my terminology, you know that we mean endgames with rooks and pawns only here, no other pieces on the board. I have warned you – these endgames can be very difficult already. So let's not beat about the bush and name the next paragraph:

A) Disappointment, despair and discontent

Or: the ‘simple’ endgame of rook + pawn(s) versus bare rook. You have guessed it already: we start with several examples where things go terribly wrong. The reader may be consoled by the fact that the victims were no amateurs.

I shall add a little theory that is useful to take note of here and there.



■ 284

It's unbelievable, but in this position, from Sax-Tseshkovsky, Rovinj/Zagreb 1975, Black resigned. This must have caused him grief afterwards, as it is actually a draw after

1... $\mathbb{Q}h7!$

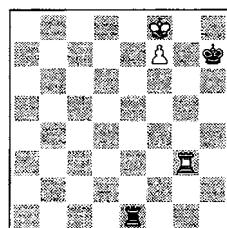
A move to keep in mind. Black probably knew that it's a draw with his rook on the a-file (as far away as possible), but he does not realize that this is not so hard to achieve. The theoretical way to draw is:

2.f7 $\mathbb{R}c8!$

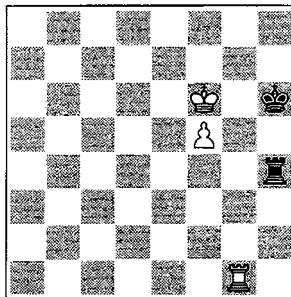
There's a venomous little snake in the grass here: 2... $\mathbb{R}e1+?$ 3. $\mathbb{Q}d7$ $\mathbb{R}d1+$ 4. $\mathbb{Q}e7$ $\mathbb{R}e1+$ 5. $\mathbb{Q}f8$ (see diagram) and White wins after 5... $\mathbb{R}f1$ 6. $\mathbb{R}g7+$ $\mathbb{Q}h8$ 7. $\mathbb{R}g8+$ $\mathbb{Q}h7$ 8. $\mathbb{Q}e7$ etcetera. An archaic piece of analysis by Lucena and Salvio in the 15th and 16th century. But after the text it is really a draw.

3. $\mathbb{Q}d7$ $\mathbb{R}a8!$ 4. $\mathbb{Q}c6$ $\mathbb{R}f8$

and White cannot get through.



analysis after 5. $\mathbb{Q}f8$



□

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Something similar happened in Miles-Benko, Sao Paulo 1977.

1. $\mathbb{R}e1 \mathbb{R}h2$ 2. $\mathbb{Q}f7 \mathbb{R}a2!$ 3. $\mathbb{R}e6+$

Or 3.f6 $\mathbb{R}a7+$, but you had gathered that already.

3... $\mathbb{Q}h7!$ 4.f6

and again the incredible happened: Black resigned.

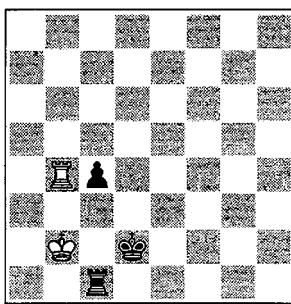
Of course it's a draw after 4... $\mathbb{R}a8!$ (beware: 4... $\mathbb{R}a7+?$ 5. $\mathbb{Q}f8!$). With the rook on e5 instead of e6 this had already appeared in 1898 in Vienna (Steinitz-Blackburne). There, in a mirrored position, the continuation was:

4... $\mathbb{R}a7+$!

In this setting the correct reply.

**5. $\mathbb{R}e7 \mathbb{R}a8$ 6. $\mathbb{R}d7 \mathbb{R}b8$ 7. $\mathbb{R}e7 \mathbb{R}a8$ 8. $\mathbb{R}d7 \mathbb{R}b8$ 9. $\mathbb{R}d4$
 $\mathbb{R}b7+$ 10. $\mathbb{Q}e6 \mathbb{Q}g6$ 11. $\mathbb{R}g4+ \mathbb{Q}h7$ 12. $f7 \mathbb{R}b6+$**

Draw. Those guys knew how to play the game!



□

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Another player who did not have this knowledge ready is at work in Matsukevich-Lein, Soviet Union 1968. As we know by now, White can draw here with 1. $\mathbb{Q}a2!$, but the unfortunate Matsukevich played

1. $\mathbb{R}b8?$

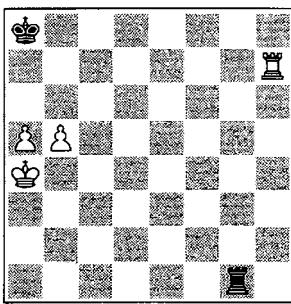
and was punished immediately and unrelentingly with

1... $\mathbb{C}c3$ 2. $\mathbb{Q}a2 \mathbb{R}d1!$

White cannot organize his defence anymore. The continuation was:

**3. $\mathbb{R}d8+$ $\mathbb{Q}c1$ 4. $\mathbb{R}h8$ $c2$ 5. $\mathbb{R}h2$ $\mathbb{R}d8$ 6. $\mathbb{R}h1+$ $\mathbb{Q}d2$
 7. $\mathbb{R}h2+$ $\mathbb{Q}c3$**

and White resigned.



□

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With two pawns it can be quite difficult, too. First I will give a position from a game Dennis Dieks-Quist from the Dutch team championship. White played

1.b6 $\mathbb{R}b1$ 2. $\mathbb{R}h4 \mathbb{Q}b7$ 3. $\mathbb{R}b4 \mathbb{R}h1$ 4. $\mathbb{Q}b3?$

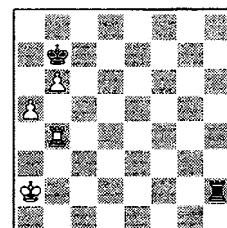
Still winning was 4. $\mathbb{R}d4!$ $\mathbb{Q}a6$ 5. $\mathbb{R}d5!$ (threatening to take a walk with the king) 5... $\mathbb{R}c1$ 6. $\mathbb{R}d7!$ $\mathbb{R}a1+$ (now Black has no lateral checks) 7. $\mathbb{Q}b4$ $\mathbb{R}b1+$ 8. $\mathbb{Q}c5$ $\mathbb{R}b5+$ 9. $\mathbb{Q}c6$.

4... $\mathbb{R}h3+?$

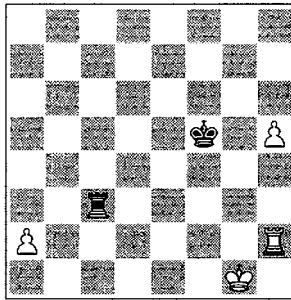
After 4... $\mathbb{Q}a6!$ White cannot make any headway, see 5. $\mathbb{Q}c4$ $\mathbb{R}h4+$ 6. $\mathbb{Q}c5$ $\mathbb{R}h5+$ 7. $\mathbb{Q}d6$ $\mathbb{R}h6+$ 8. $\mathbb{Q}e7$ $\mathbb{R}h7+$ 9. $\mathbb{Q}f6$ $\mathbb{R}b7!$ 10. $\mathbb{Q}a4$ $\mathbb{R}h7!$ 11. $\mathbb{Q}a1$ $\mathbb{R}b7$ with a draw.

5. $\mathbb{Q}a2 \mathbb{R}h2+$

Draw agreed, although White could still have played his king to a4 and carried out the winning plan indicated on move 4.



5... $\mathbb{R}h2+$



□

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Also tricky was the position in diagram 288, from Biro-Liptay, Hungary 1987.

1.h6! ♕g5

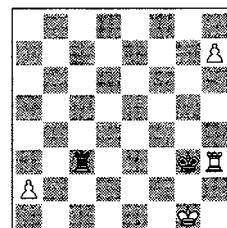
More tenacious was 1...♜c1+ 2.♕f2! (2.♕g2? ♔g4!) and White wins after 2...♜c2+ 3.♕g3 ♜c3+ 4.♕h4 ♕g6 5.♕g4 etc. But now also White has to take care. If he continues rashly with 2.h7, it's already a draw with ♜c1+-c2+-c3+.

2.♜h1! ♕f4 3.h7 ♜c1+

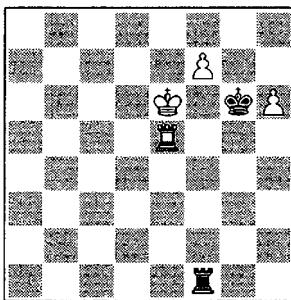
In case of 3...♔g3 White has a nice trick: 4.♕h3+! (see diagram). But 3...♜c1+ does not save Black either.

4.♕g2 ♜c2+ 5.♕h3

Black resigned.



analysis after 4.♕h3+!



□

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And what would you think of Alexander Ivanov-Vitolinsh, Frunze 1979? Here we have the notorious endgame rook with f- and h-pawn versus rook, which is often impossible to win. Do you see the tactical possibility with which White can still decide the game with a single blow?

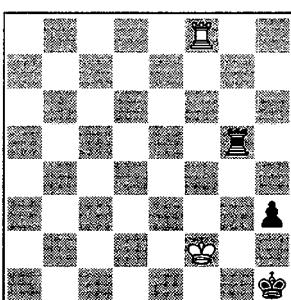
1.♜g5+!!

What a disillusionment for Black! The rook cannot be captured because of 2.h7 and 1...♔xh6 is met by 2.♜g8 or even 2.♜g1!. So, instead of a draw, Vitolinsh earned terrible bafflement and sorrow. Next, we shall illustrate another great source of misery, of which we have often spoken already:

B) Stalemate tricks

Again? you may ask. But there is no way to avoid them. I guarantee that you will see quite a few tragicomic scenes and that there is much fun to be had.

Initially, we shall keep it simple and, with reference to the previous subject, blaze away with a few rook + 1 pawn versus rook positions.



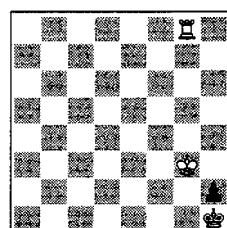
■

290

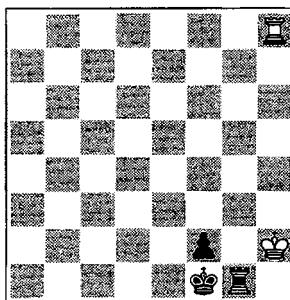
We start with Drimer-Ciocaltea, Romania 1955. To his deep regret, Black saw that the win was gone. So, to please the crowd he decided to play

1...♜g8??

and offered a draw with a smile, to which the first player immediately agreed. Still in the heat of the preceding battle, maybe struck by chess blindness, both had missed that after 2.♜xg8 h2 the stalemate can easily be evaded with 3.♕g3! (see diagram) 3...♔g1 4.♕h3+ ♔h1 5.♖a8.



analysis after 3.♕g3!



■ 291

We elaborate on this theme with Badestein-Otto, Wernigerode 1952. Here also, things look simple and conveniently arranged. So Black merrily set off with:

1... $\mathbb{Q}e2$ 2. $\mathbb{M}e8+$ $\mathbb{Q}d3$

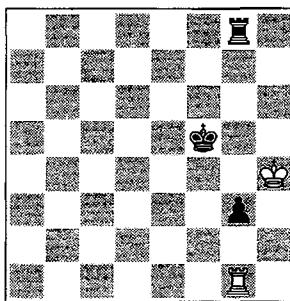
The ascent of the ladder, a well-known theme in endgame theory!

3. $\mathbb{M}d8+$ $\mathbb{Q}e4$ 4. $\mathbb{M}e8+$ $\mathbb{Q}d5$ 5. $\mathbb{M}d8+$ $\mathbb{Q}e6$ 6. $\mathbb{M}f8$

Now pay attention. After the triumphant 6... $f1\mathbb{Q}$ it is actually perpetual check or a long king walk to try and avoid stalemate. Black saw this and avoided the trap with an underpromotion, always funny:

6... $f1\mathbb{M}!$

and there the fairy tale ended for White.



■ 292

A combination of stalemate, mate and underpromotion we see in Gufeld-Gulko, Soviet Union 1984.

1... $\mathbb{Q}f4$ 2. $\mathbb{Q}h3$

Of course not 2. $\mathbb{M}xg3$ $\mathbb{M}h8$ mate, just to let you know.

2... $g2$ 3. $\mathbb{Q}h2$ $\mathbb{Q}f3!$

It does not look good for White, so he tries

4. $\mathbb{M}f1+$

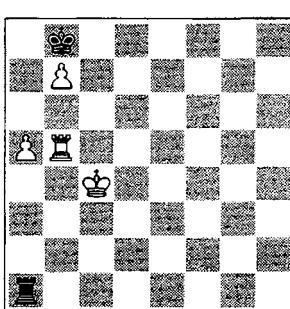
Unfortunately, Gulko found

4... $gxf1\mathbb{Q}$

to seal White's fate.

By the way, any other underpromotion would also have sufficed.

That's how hard it can be with only one pawn on the board. Now, let's have a look at positions with bare rook versus rook plus two pawns.



■ 293

If these two pawns are connected, it is almost always won, but take a look at Heilman-Bernstein, Berlin 1901.

Black managed to draw this as follows:

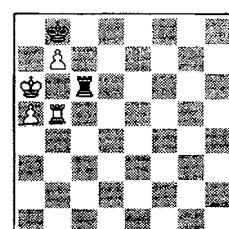
**1... $\mathbb{M}c1+$ 2. $\mathbb{Q}d5$ $\mathbb{M}d1+$ 3. $\mathbb{Q}c6$
 $\mathbb{M}c1+$ 4. $\mathbb{Q}b6$ $\mathbb{M}c7!$**

Absolutely vital.

5. $\mathbb{Q}a6$

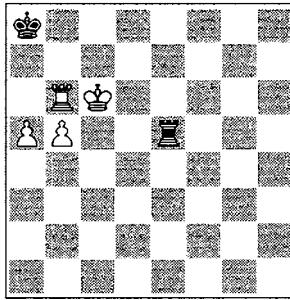
Or 5.a6 $\mathbb{M}xb7+!$, but now there follows

5... $\mathbb{M}c6+$



and White cannot escape stalemate again.

5... $\mathbb{M}c6+$



□

294

In Teschner-Kurt Richter, Berlin 1958, Black also tried to save himself by stalemate. White continued with the not so obvious

1. $\mathbb{R}b7!$

A tactical method to solve the problem of how to prevent Black from playing 1... $\mathbb{R}h5$ and giving inconvenient checks along the h-file. Obviously, with the text White threatens 2. $\mathbb{R}d7$ with consolidation, but things are not so simple as the rook appears to be in some danger on b7.

Black has no time left to calmly move his rook to h5, therefore:

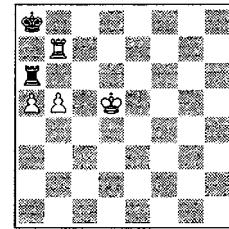
1... $\mathbb{R}e6+$ 2. $\mathbb{Q}d5!$

Karsten Müller has pointed out that 2. $\mathbb{Q}d7!$ would have won as well. True, Black can move his rook to the h-file with 2... $\mathbb{R}h6$, but then 3. $\mathbb{R}c7!$ still decides.

Black tried one more thing:

2... $\mathbb{R}a6!$

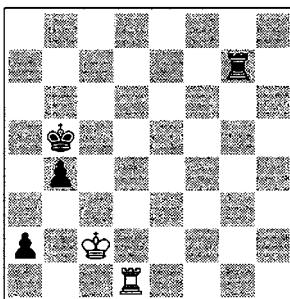
Clever, but White does not intend to cooperate:



2... $\mathbb{R}a6!$

3. $\mathbb{R}h7!$ $\mathbb{R}xa5$ 4. $\mathbb{Q}c6$ $\mathbb{R}a1$ 5. $\mathbb{Q}b6$

And now there is nothing left for Black, so he resigned.



■

295

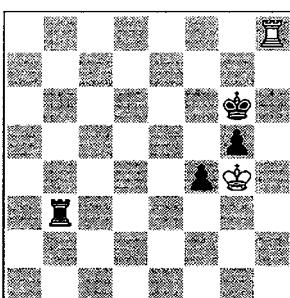
Yet another stalemate trick we see in Witkowski vs. Rakowiecki, Poland 1979.

1... $\mathbb{Q}a4$ 2. $\mathbb{Q}b2$ $\mathbb{R}g2+?$

There was only one way to win: 2... $b3!$ 3. $\mathbb{R}d4+$ $\mathbb{Q}b5$ 4. $\mathbb{R}d1$ $\mathbb{Q}c4$.

3. $\mathbb{Q}a1$ $\mathbb{R}c2$ 4. $\mathbb{R}d4!$

and Black had to concede the draw because of 4... $\mathbb{Q}a3$ 5. $\mathbb{R}d3+$ $\mathbb{R}c3$ 6. $\mathbb{R}xc3+$ $bxcc3$ stalemate.



□

296

Things can get still worse, as we see in the melancholy case of Hickl-Solomon, Thessaloniki Olympiad 1988.

1. $\mathbb{R}g8+$ $\mathbb{Q}f6$

and to the horror of everyone watching, White missed the simple draw 2. $\mathbb{R}g6+!$ and played

2. $\mathbb{R}f8+??$

Terrible, but it gets worse, as Black could seal his next move. What did he do? Indeed, he sealed

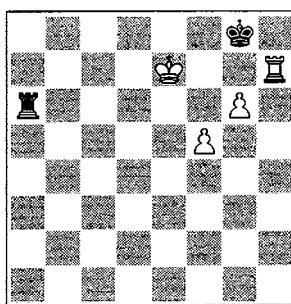
2... $\mathbb{Q}g6??$

instead of 2... $\mathbb{Q}e7$ or 2... $\mathbb{Q}g7$, both with an easy win. But the entire

stalemate trick had escaped his attention. So he repeated moves at the adjournment, to be able to search tranquilly for the winning method with his Australian teammates. I can imagine that they quickly opened his eyes and then there was only one hope left: that the white player would resign without further play.

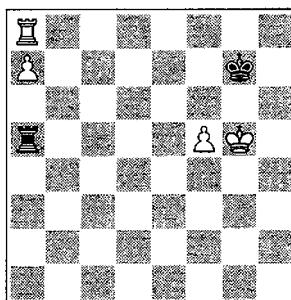
And indeed, this horror story ended happily for Solomon. Hickl did resign!

You may ask yourself how such things can happen in team competitions on this level, but I have been shouting it from the rooftops on many pages: in this game anything can happen!



297

We present to you the next victim. In Blees-Plachetka, Copenhagen 1985, Black resigned. As every reader will see immediately, he could have saved himself the trouble by playing 1... $\mathbb{Q}xg6$.



298

Though dramatic, all this looks rather simple. So we will move to more complicated matters now and put the spotlight on positions with rooks and two disconnected pawns.

Then we get pictures like this one from Khiut-Alalin, Rostov 1952.

1. $\mathbb{Q}f4 \mathbb{Q}f7$

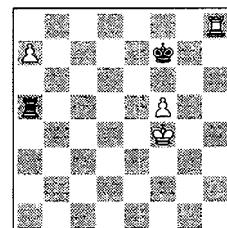
and now 2.f6 with the threat $\mathbb{Q}h8$, the standard manoeuvre in this type of position, would have left Black without much hope. White thought he could also achieve this aim with

2. $\mathbb{Q}h8?$

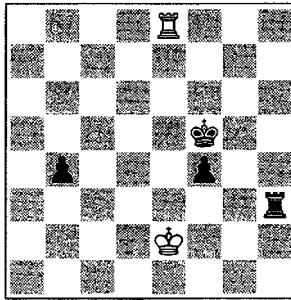
but rude was his awakening:

2... $\mathbb{Q}xa7! 3. \mathbb{Q}h7+ \mathbb{Q}f6! 4. \mathbb{Q}xa7$

Stalemate.



2. $\mathbb{Q}h8?$



■

299

You may think, 'Well, that was Khiut', but what do you think of Bernstein-Smyslov, Groningen 1946?

1...b3 2.♗b8 b2??

And that was Smyslov, who did not pay attention for an instant, or he would have played something like 2...♔e5! first.

After the text move the old fox Bernstein jumped up. You can guess the rest:

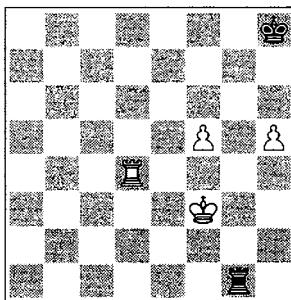
3.♗xb2! ♔g4

3...♗h2+ 4.♔f3 ♗xb2 stalemate was the point, of course.

4.♔f1

Draw.

That's a little joke to keep in mind! Mind you, other victims of this trick were the first players in Blaszcak-Gawlikowski, Poland 1952 and Gereben-Branicki (=Grynfeld), Spindlerov Mlyn 1948.



■

300

I want to return to the notorious endgame with f- and h-pawn, a theoretically extremely difficult subject that generally lies outside the scope of my investigations. But that does not apply to the position in diagram 300 from Reshevsky-Apscheneek, Kemeri 1937.

There, Black played

1...♗g5?

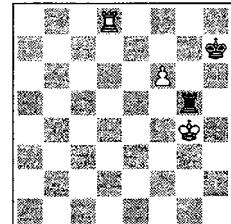
and without doubt, he plunged into deep thought after the white reply

2.f6!

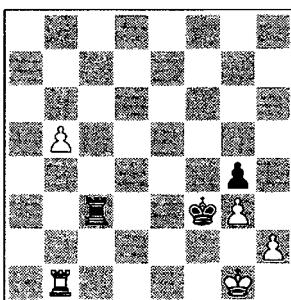
Can Black capture on h5?

Apscheneek did not – he took his rook to a5. A pity, as a beautiful stalemate trick lies hidden in this position, see 2...♗xh5 3.♗d8+? ♔h7 4.♔g4 ♗g5+! (see diagram). That way Black holds the draw, as after 5.♔f4 ♗g8! (5...♗g1? happens to lose to 6.♔f5!) there is no win either.

However, White can triumphantly play 3.♔g4! and the rook ending is winning.



analysis after 4...♗g5+



■

301

We allot two extra pawns to a few more players and have a look at the game Schlechter-Heinrich Wolf, Nuremberg 1906.

Black tries his last resource

1...♗e3

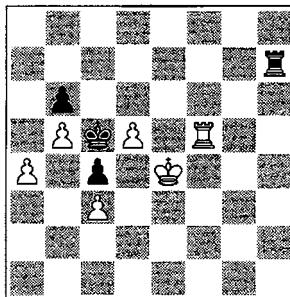
and yes: like a mad bull White rushes ahead:

2.b6??

Punishment follows swiftly:

2...♗e1+ 3.♗xe1

Stalemate again!



302

Carelessness is not always punished. After all, both players can suffer from it. See, for instance, what happened in Kluger-Vajda, Hungarian Championship, Budapest 1952. First Black gave a check:

1... $\mathbb{Q}e7+$

and indeed, there followed

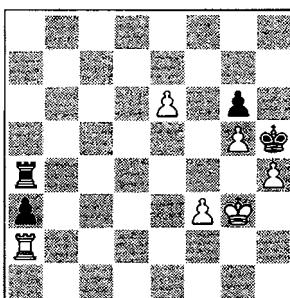
2. $\mathbb{Q}e5??$

We cannot put enough question marks here, as after **2... $\mathbb{Q}xe5+$** **3. $\mathbb{Q}xe5$** it would have been stalemate.

But what did Black do? He decided on the unbelievable

2... $\mathbb{R}a7?$

Well, if you so desperately don't want to lose – you lose.



303

I rather like Plachetka-Farago, Belgrade 1984. Black found

1... $\mathbb{Q}e4!$

based on **2. $\mathbb{Q}xa3$** (**2.fxe4** is stalemate, of course) **2... $\mathbb{Q}xe6$** **3. $\mathbb{Q}a8?$** (**3. $\mathbb{Q}f4!$**) **3... $\mathbb{Q}e8!$** .

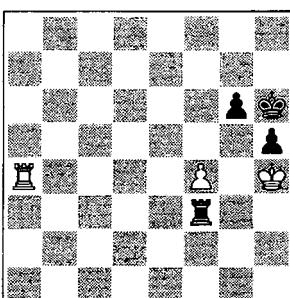
But White saw this too and played

2. $\mathbb{Q}c2!$

Now it's really over, as on **2...a2** White has **3. $\mathbb{Q}c7!$** at hand, after which Black finds himself caught in a mating net. So his resignation was justified. Doubtlessly, Plachetka has shown the diagram position many times to his friends and acquaintances.

Back to positions with only one extra pawn. We continue looking at possibilities to save ourselves out of emergency situations by weaving stalemate tricks into the position.

We start with two pawns against one, then three against two, etcetera, and we will see that discovering the tricks requires more resourcefulness with every new step.



304

First we go to Alkmaar to look at the 1981 game Kayser-Veenstra. Black is clearly winning, isn't he? First he neatly collects pawn f4:

**1... $\mathbb{Q}g7$ 2. $\mathbb{Q}a7+$ $\mathbb{Q}f6$ 3. $\mathbb{Q}a6+$ $\mathbb{Q}f5$ 4. $\mathbb{Q}a5+$ $\mathbb{Q}xf4$
5. $\mathbb{Q}a4+$**

And now the win is there! With **5. $\mathbb{Q}a6!$** White could have forced a theoretical draw. But as so often, that's not the end of the story! Now Black unjustifiably abandoned the winning **5... $\mathbb{Q}e3$** and thought of something 'simpler': he merrily trodled back to h6 with his king.

5... $\mathbb{Q}f5$ 6. $\mathbb{Q}a5+$ $\mathbb{Q}f6?$

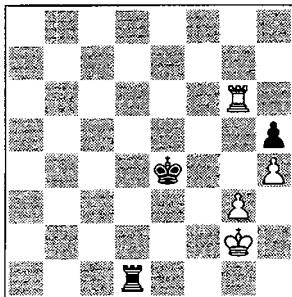
6... $\mathbb{Q}e4!$ would still have won, since after **7. $\mathbb{Q}a6$** there is **7... $\mathbb{Q}f4+$** .

7. $\mathbb{Q}a6+$ $\mathbb{Q}g7$

and then, all of a sudden came the terrible blow

8. $\mathbb{Q}xg6+!$

With a draw and much sorrow for Black.



□

305

Again the g- and h-pawn, now versus an h-pawn in Chelidze-Buslaev, Soviet Union 1963.

Things went slightly different here.

1. $\mathbb{H}e6+$

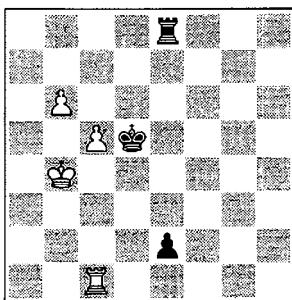
Not 1. $\mathbb{H}g5 \mathbb{H}d5!$.

1... $\mathbb{Q}f5$ 2. $\mathbb{H}h6 \mathbb{H}d5!$

and White saw nothing better than

3. $\mathbb{H}xh5+$ $\mathbb{Q}g4$ 4. $\mathbb{H}xd5$

and stalemate. 3. $\mathbb{Q}f3 \mathbb{H}d3+$ 4. $\mathbb{Q}f2 \mathbb{Q}g4$ 5. $\mathbb{H}g6+$ $\mathbb{Q}h3$ would not have won either, as White can make no progress.



□

306

And now we ask your special attention for Shirokov-Rubin, Soviet Union 1984. This spectacle actually would have deserved a grandstand filled with exhilarant spectators.

1. c6

There is not much else if White wants to play for a win.

1... $\mathbb{H}e6!$ 2. b7

Let him find an answer to this, the first player must have thought contentedly, suspecting nothing.

2... $\mathbb{H}xc6!!$

Can this be true?

3. b8 \mathbb{Q}

If this does not win, chess is indeed a quite dangerous game. But...

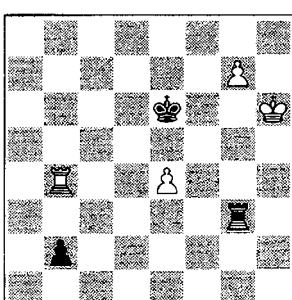
3... $\mathbb{e}1\mathbb{Q}+$ 4. $\mathbb{H}xe1 \mathbb{H}b6!!$

It's easy to overlook such a move.

5. $\mathbb{W}xb6$

and in spite of the extra rook and queen it's stalemate.

Pulling off something like that is a peak in your chess career that's hard to topple!



■

307

Now we put one more square between both pawns and end up in the game Hübner-Penrose, Paignton 1970.

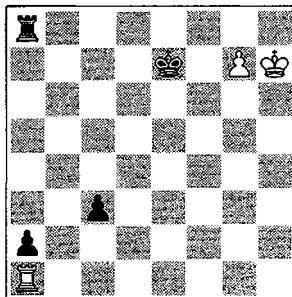
Black steered his king towards the 'stalemate corner'.

1... $\mathbb{Q}f7$ 2. $\mathbb{H}b7+$ $\mathbb{Q}g8$ 3. $\mathbb{H}xb2$

Greedy. Black can already draw with 3... $\mathbb{H}g6+$. The comedian Penrose found something even funnier:

3... $\mathbb{H}h3+$ 4. $\mathbb{Q}g6 \mathbb{H}b3!$ 5. $\mathbb{H}f2 \mathbb{H}f3$

and now Hübner did not find it funny anymore.
Draw.



□

308

Sometimes deep and accurate calculation is needed to find a saving move. This happened in an original manner in Ullrich-Muhlmann, match between the cities Berlin and Leipzig, 1960. White would lose if he fell for the temptation 1. $\mathbb{Q}xa2$ $\mathbb{Q}xa2$ 2. $g8\mathbb{Q}$ $\mathbb{Q}h2+$. Instead, he found

1. $g8\mathbb{Q}$ $\mathbb{Q}xg8$ 2. $\mathbb{Q}xg8$ c2

That does not look great either, but look at the surprising continuation:

3. $\mathbb{Q}g7$ $\mathbb{Q}e6$

He probably sees what's coming, but there is no escape.

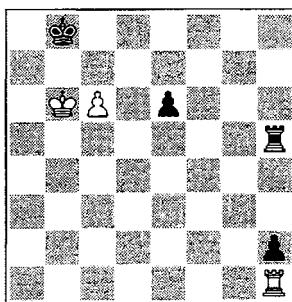
4. $\mathbb{Q}g6$ $\mathbb{Q}e5$ 5. $\mathbb{Q}g5$ $\mathbb{Q}e4$ 6. $\mathbb{Q}g4$ $\mathbb{Q}e3$ 7. $\mathbb{Q}g3$ $\mathbb{Q}d3$

Please note the finesse 7... $\mathbb{Q}d2$ 8. $\mathbb{Q}xa2!$.

8. $\mathbb{Q}f3$ $\mathbb{Q}c3$ 9. $\mathbb{Q}e3$ $\mathbb{Q}b2$ 10. $\mathbb{Q}d2$ $\mathbb{Q}xa1$ 11. $\mathbb{Q}c1$

The long journey has been completed.

Stalemate.



□

309

One more square between the pawns and we find ourselves in Kholmov-Ehlvest, Volgodonsk 1983. We see a pretty under-promotion which enabled Black to avoid stalemate, a motif well-known from endgame studies.

White steered towards stalemate with

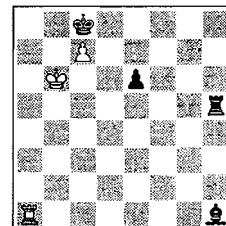
1. $c7+$ $\mathbb{Q}c8$ 2. $\mathbb{Q}a1$

Now 2... $h1\mathbb{Q}$ 3. $\mathbb{Q}a8+$! $\mathbb{Q}xa8$ would result in an uncommon stalemate. But Black put a stop to that with

2... $h1\mathbb{Q}!!$

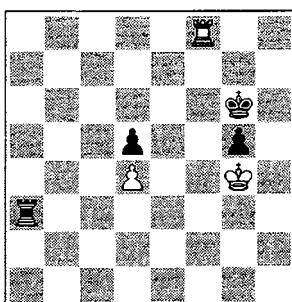
which won after

**3. $\mathbb{Q}f1$ $\mathbb{Q}h8$ 4. $\mathbb{Q}f7$ $\mathbb{Q}e8$ 5. $\mathbb{Q}c5$ e5
6. $\mathbb{Q}d6$ $\mathbb{Q}b7$**



2... $h1\mathbb{Q}!!$

White resigned.



■

310

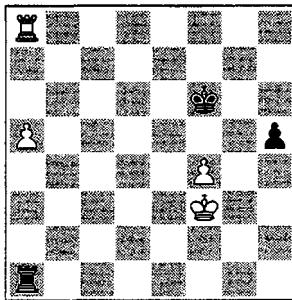
Black made things too hard for himself in Agapov-Yudasin, Soviet Union 1984. He let slip the simple win that could be attained with 1... $\mathbb{Q}a4$. This rules out all stalemates and the d4-pawn is just lost. Black chose the other possibility to conquer pawn d4:

1... $\mathbb{Q}d3$

and saw his opponent escape as follows:

2. $\mathbb{Q}g8+$ $\mathbb{Q}f6$ 3. $\mathbb{Q}g6+!$

That's something we have seen before. Think of Hickl-Solomon, for instance, in diagram 296.



■

311

It's even more difficult to recognize the possibilities when the distance between the pawns is still greater, as in Kluger-Sandor, Budapest 1954, where Black gained an elegant draw:

1... $\mathbb{Q}f5$ 2.a6 $\mathbb{Q}a3+$ 3. $\mathbb{Q}g2$ $\mathbb{Q}g4$ 4.a7

Or 4.f5 $\mathbb{Q}a2+$ 5. $\mathbb{Q}f1$ $\mathbb{Q}f3$ 6. $\mathbb{Q}e1$ $\mathbb{Q}e2+$ 7. $\mathbb{Q}d1$ $\mathbb{Q}e7$ with a draw.

4... $\mathbb{Q}a2+$ 5. $\mathbb{Q}g1$ $\mathbb{Q}f3$ 6. $\mathbb{Q}h1$ h4 7.f5 $\mathbb{Q}g3$

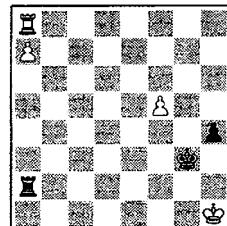
The stalemate motif is woven into the position.

8. $\mathbb{Q}g8+$ $\mathbb{Q}h3$ 9. $\mathbb{Q}g1$

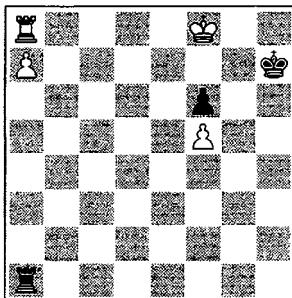
Or 9.a8 \mathbb{Q} $\mathbb{Q}a1+$. Did you see that one?

9... $\mathbb{Q}g2+$

Draw. After 10. $\mathbb{Q}xg2$ it's stalemate.



7... $\mathbb{Q}g3$



□

312

Tough luck for Black in Zurakhov-Vaisman, Soviet Union 1966. He started off so well with

1. $\mathbb{Q}e8$ $\mathbb{Q}xa7$ 2. $\mathbb{Q}e7+$ $\mathbb{Q}h8!$

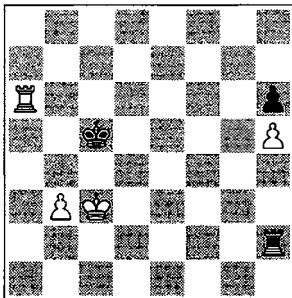
Not taken aback, White merrily kept trying:

3. $\mathbb{Q}f7$ $\mathbb{Q}a6$ 4. $\mathbb{Q}g6$ $\mathbb{Q}a8!$ 5. $\mathbb{Q}xf6$

As we remarked at the beginning of this chapter, this kind of technical positions keeps making victims and this black player became one of them by taking the wrong direction with

5... $\mathbb{Q}g8?$ 6. $\mathbb{Q}g6$

And to his disappointment, he had to resign, whereas he could have eluded this fate with 5... $\mathbb{Q}a6+!$.



■

313

I have been looking in amazement at the following fragment, from Shirov-Morozevich, Astana 2001. There followed

1... $\mathbb{Q}h3+$ 2. $\mathbb{Q}b2?$

and here the second player sunk into deep thought, even though a few very noisy spectators are supposed to have all but shouted the stalemate rescue in his ear.

Of course, we all see it, but Morozevich did not see or hear anything, played

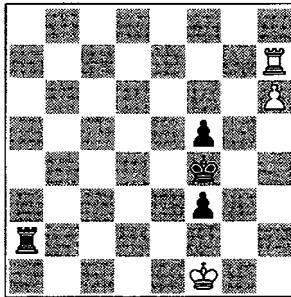
2... $\mathbb{Q}b4?$

and lost.

It is stalemate after 2... $\mathbb{Q}xh5!$ 3. $\mathbb{Q}a5+$ $\mathbb{Q}b4$ 4. $\mathbb{Q}xh5$.

Shirov did hear the shouts around him, but he also missed the stalemate. He must have been quite relieved afterwards!

This is not an unprecedented case. Have another look at Bernstein-Smyslov (diagram 299 in this part), where Smyslov, not exactly a modest amateur either, even missed a similar stalemate rescue with two extra pawns.



□

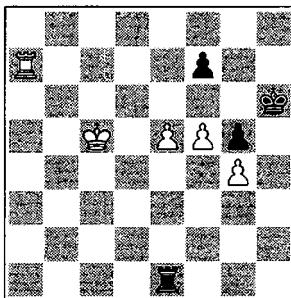
314

The conclusion of the game Znosko Borovsky-Salwe, Ostend 1907, was quite uncommon.

White seems to be totally lost, but he saves himself:

1. $\mathbb{H}h8$ f2 2. h7 $\mathbb{Q}f3$ 3. $\mathbb{H}a8!$ $\mathbb{H}xa8$ 4. h8 \mathbb{Q}

It's pure coincidence that this new queen covers square a1, thereby preventing Black from mating him. Salwe had to resign himself to 4... $\mathbb{H}xh8$ stalemate.



□

315

Now we are going to immerse ourselves in positions with three versus two pawns. We start with Tomovic-Vidmar, Ljubljana 1945. It is clear that White can win with 1. $\mathbb{H}e7!$ $\mathbb{H}d1$ 2. $\mathbb{H}e8$ $\mathbb{H}d2$ 3. f6! $\mathbb{Q}g6$ 4. $\mathbb{H}g8+$ $\mathbb{Q}h6$ 5. e6. However, he played

1. $\mathbb{Q}d6?$

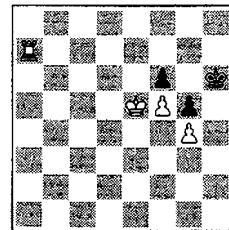
It pays to give some thought to the position that is on the board now and to try and find the clever salving trick that Vidmar produced. We have seen this before, but to find it in this position...

1... $\mathbb{H}xe5!$ 2. $\mathbb{Q}xe5$ f6+!

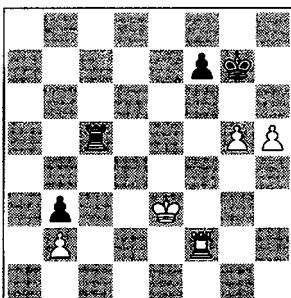
Draw.

Pretty, isn't it?

Please note that 2. $\mathbb{H}xf7$ does not win either. Besides the rampant rook with 2... $\mathbb{H}d5+$, the move 2... $\mathbb{H}e4$ is also good enough for a draw.



2...f6+!



□

316

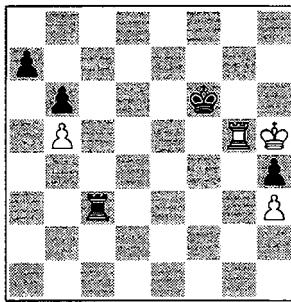
A nice trick that we have seen before with less pawns on the board, occurred in Wockenfuss-Andersson, Bad Lauterberg 1977.

1. h6+ $\mathbb{Q}g8$ 2. h7+ $\mathbb{Q}h8$

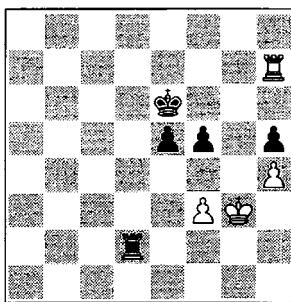
Dutifully he enters the corner, with clear intentions. Black cannot take on h7, as then 3. $\mathbb{H}xf7+$ and 4. $\mathbb{H}b7$ follows, with a theoretically lost endgame.

3. $\mathbb{H}xf7$ $\mathbb{H}e5+$ 4. $\mathbb{Q}d4$ $\mathbb{H}d5+$

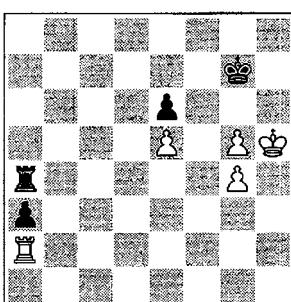
There it is again. White cannot escape the draw although he tried for a few more moves.



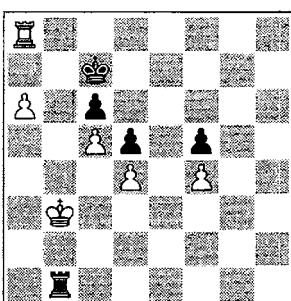
317



318



319



320

Patience remains a virtue. That's something we realize once again when we see what happened in the 9th match game Hübner-Adorjan, Bad Lauterberg 1980. Black has a slow win at his disposal. If he plays the patient 1... $\mathbb{Q}xh3$ he will be fine. But he saw something faster flashing by and went for

1... $\mathbb{Q}c5??$

and Hübner immediately opened his eyes with

2. $\mathbb{Q}xh4!$ $\mathbb{Q}xg5$

and Black had to resign himself to stalemate. Fooled again!

And in Ostoic-Stupica, Yugoslav Championship, Cateske Toplice 1968, another sweet dream was disturbed. Black thought he could decide the game immediately with

1...f4+ 2. $\mathbb{Q}h3$ $\mathbb{Q}f2$

It will be clear to you all what followed:

3. $\mathbb{Q}e7+!$

and again a chess player had lost an illusion!

Just as disillusioned Black must have been after Golz-Iulius Szabo, Dresden 1959.

The Romanian master went for:

1... $\mathbb{Q}a8$ 2. $\mathbb{Q}h4$ $\mathbb{Q}g6$

White entered the safe haven with relief:

3. $\mathbb{Q}xa3!$

That must have been a blow. Draw. 3... $\mathbb{Q}xa3$ is stalemate.

In the 20th match game Tal-Botvinnik, Moscow 1961, we find a stalemate motif at the base of a rescue operation.

1. $\mathbb{Q}a2$ $\mathbb{Q}b5$ 2.a7 $\mathbb{Q}a5+$ 3. $\mathbb{Q}b3$ $\mathbb{Q}b7$ 4. $\mathbb{Q}f8$ $\mathbb{Q}b5+$ 5. $\mathbb{Q}a4$

Now things look really hopeless for Black.

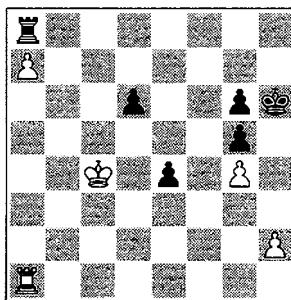
5... $\mathbb{Q}xa7$ 6. $\mathbb{Q}xf5$ $\mathbb{Q}b1!!$

But this was what Botvinnik had been aiming for, as 7. $\mathbb{Q}f7+$ fails to 7... $\mathbb{Q}a6$ 8. $\mathbb{Q}c7$ $\mathbb{Q}b4+$.

Tal tried

7. $\mathbb{Q}f6$ $\mathbb{Q}b7$ 8.f5

but eventually he had to settle for a draw.



□

321

And what do you think of diagram 321 from Van Wely-Cvitan, San Benedetto 1991? White went wrong with

1.♔d4

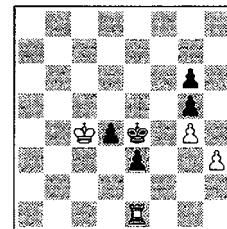
and was surprised by the reply

1...e3!! 2.♔xe3 d5 3.♔d4

A better try would have been 3.♔d3, although after 3...d4 4.♔c4 d3 5.♔b5 d2 6.♔b6 ♜e8! the win seems far off. However, White had assumed that after 3.♔d4, 3...♜g7 would be forced, after which 4.♔c5 would indeed have won, but...

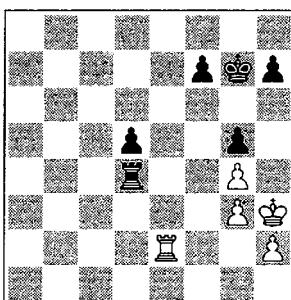
3...♜xa7!

draws in view of the stalemate.



analysis after 9.h3!

The best winning chance for White in the diagram position seems to be 1.♔d5 with a very pretty zugzwang variation, which I shall give for those interested: 1.♔d5! e3 2.♔c6 d5 3.♔b7 ♜xa7+ 4.♔xa7 d4 5.♔e1 ♜g7 6.♔b6 ♜f6 7.♔c5 ♜e5 8.♔c4 ♜e4 9.h3! (see diagram) – zugzwang no. 1 – 9...d3 10.♔c3 d2 11.♔a1 ♜f3 12.♔d3 ♜f2 13.♔d1 – zugzwang no. 2 – 13...♜f3 14.♔f1+ ♜g2 15.♔e2 and wins.



□

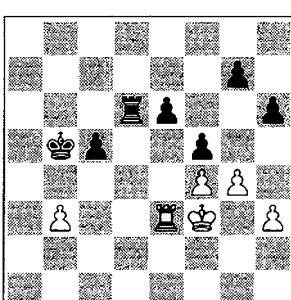
322

It's often hard to react in a quiet and balanced manner when, in an apparently easily won position, you fall victim to such a stalemate catastrophe, however obvious it may be.

The end of Zach-Kipke, Berlin 1936, must have been quite hectic. With a broad grin White offered a draw, and the second player indignantly refused. With a look on his face that suggested: 'If I really have to...', Zach produced:

1.♜d2!

(I hope you saw that too) and Kipke's face grew pale. If he does not take the draw, the win is gone because of the loss of the d-pawn.



□

323

Much more deeply hidden was the stalemate rescue in Garcia Toledo-Mecking, Mar del Plata 1969.

1.g5! ♜b4

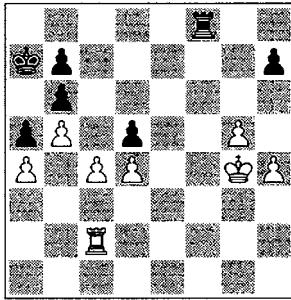
Didn't Mecking suspect anything? First 1...hxg5 2.fxg5 and only then 2...♜b4 would have offered more chances, though a draw seems possible for White after 3.g6! e5 4.♜xe5 ♜xg6 5.♔f4.

**2.g6! ♜a3 3.♔g3 ♜b6 4.♔h4 ♜xb3 5.♔xe6 ♜b7
6.♔h5 ♜b4 7.h4 c4**

Hurray, it's worked again.

8.♜b6+

Draw.



■

324

With many pawns on the board things can get quite complicated and sometimes more than one motif plays a role, as witness Gulko-N.N., Soviet Union 1970. After Black's

1...dxc4

Gulko could have secured the win with 2.h5!, but he preferred to keep things simple with

2.♗xc4

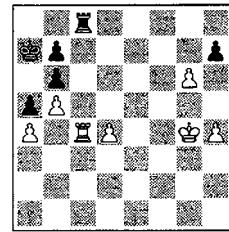
after which the first surprise came:

2...♝c8

Nice, he may have thought when carrying out his third move:

3.g6!

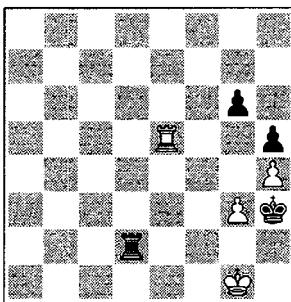
but now Black cleverly builds a fortress, his second defensive motif:



3.g6!

3...♝xc4 4.g7 ♜xd4+ 5.♔h5 ♜d5+ 6.♔h6 ♜d6+ 7.♔xh7 ♜d5 8.g8♛ ♜h5+ 9.♔g6 ♜xh4

and White cannot get through.



□

325

We conclude this paragraph with a few more finger exercises, like Trabattoni-Barlov, La Valletta 1979. White saw that 1.g4? fails to 1...♜g2+ 2.♔h1 ♜xg4 3.♜xh5 ♜a4! 4.♜g5 ♜a1+ 5.♜g1 ♜xg1+, and he also saw that in this position another stalemate might be possible. He was right, but unfortunately he chose the wrong method:

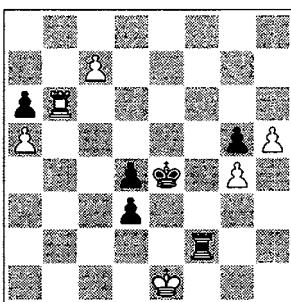
1.♜g5? ♜g2+ 2.♔h1 ♜f2!

White had only reckoned with 2...♜xg3 3.♜xg6!.

3.♔g1 ♜f6

and White was in zugzwang.

The right method would have been: 1.♜e6! (the active rook move!) 1...♜g2+ 2.♔h1 ♜xg3 (now 2...♜f2 can be met by 3.♔g1) 3.♜xg6 and the stalemate aim is achieved.



■

326

More difficult to assess is the next example, Titienko-Murey, Moscow 1963.

Black is in trouble and he sees that 1...♜c2? fails to 2.♜e6+ ♔f3 3.♜e7!.

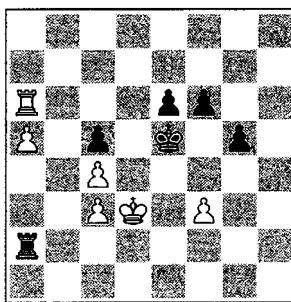
The way out is not easy and requires a solid bit of calculation, but Black managed to find it:

1...d2+ 2.♔xf2 d1♛ 3.♜e6+ ♔d3! 4.c8♛

Most players can calculate this far, but you also have to foresee what comes next.

4...♛d2+ 5.♔g1 ♛c1+

with stalemate after 6.♛xc1.



■ 327

Black was in for a very nasty surprise in Jansa-Rublevsky, Ostrava 1992. Black stands well and, calculating in the right direction, he cheerfully played

1... $\mathbb{Q}f4$

which was excellent so far.

Jansa understood that it would be very hard to defend his position with ordinary means and set a tactical trap:

2. $\mathbb{Q}xe6$ f5 3. $\mathbb{Q}e2!$?

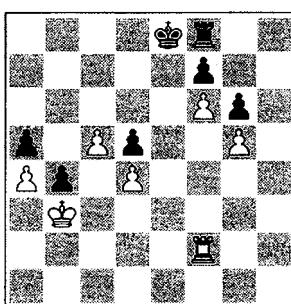
According to the motto: ‘You never know’. 3. $\mathbb{Q}f6$ may have been objectively better but it is not sufficient on account of 3... $\mathbb{Q}xa5$. Now, Black could have hauled in the loot with 3... $\mathbb{Q}a4$, if he had been alert. But you probably see tragedy looming, as the stalemate devil is already lurking again.

3... $\mathbb{Q}xa5??$

Words fail me.

4. $\mathbb{Q}a2!$

and a draw is unavoidable. The rook has nowhere to go.



■ 328

Very clever was Black’s defence in Rustemov-Goldin, Russian Championship, Elista 1995, with the aid of a deeply hidden stalemate trick.

1... $\mathbb{Q}h8$

Better not first 1... $\mathbb{Q}d7$ 2. $\mathbb{Q}e2$ and then 2... $\mathbb{Q}e8?$, as then White has the pretty 3.c6+! $\mathbb{Q}d8$ 4.c7+.

2. $\mathbb{Q}e2+$ $\mathbb{Q}d7$

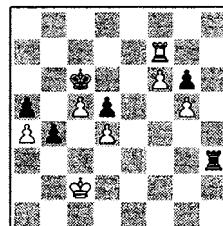
Now this is possible.

3. $\mathbb{Q}e7+$ $\mathbb{Q}c6$ 4. $\mathbb{Q}xf7$

Gaining a pawn, but Black has seen further.

4... $\mathbb{Q}h3+$ 5. $\mathbb{Q}c2$ $\mathbb{Q}h2+$

This fragment even contains a double stalemate trick, quite a rare phenomenon.

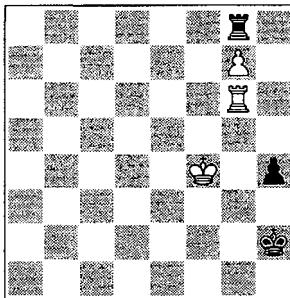


5. $\mathbb{Q}c2$

See: 5...b3+ 6. $\mathbb{Q}b2$ $\mathbb{Q}h2+$ 7. $\mathbb{Q}xb3$ $\mathbb{Q}b2+$ with a ‘stalemate forcing’ on the second rank. But the position contains one more trick, the one Black chooses.

6. $\mathbb{Q}c1$ $\mathbb{Q}h1+$ 7. $\mathbb{Q}d2$ b3 8. $\mathbb{Q}c3$ b2 9. $\mathbb{Q}xb2$ $\mathbb{Q}b1+$

Draw, as now stalemate on the first rank follows. Very funny.



■ 329

Next, the 8th game between woman masters Bykova and Rubtsova from their World Championship match in Moscow 1958. The position is not so simple and rather insidious, especially after several hours of struggle, when the decision is near and nerves start to play a role. Black could have played the quite clever 1... $\mathbb{Q}h1!$, with the probable continuation 2. $\mathbb{R}g4$ h3! 3. $\mathbb{Q}xh3$ $\mathbb{R}xg7$ and once again, stalemate has served as Black's saviour. This saving mechanism had already been indicated by Kantorowitsch in a study he had composed six years earlier.

However, in this game Black did not see it and played

1...h3?

after which White forced her to resign with the subtle

2. $\mathbb{R}g3!$ $\mathbb{R}xg7$ 3. $\mathbb{R}xg7$ $\mathbb{Q}h1$

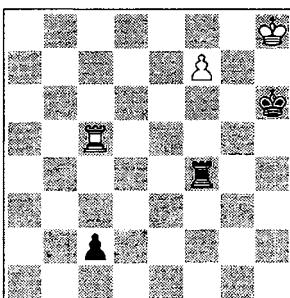
Please note that 1... $\mathbb{Q}h3?$ 2. $\mathbb{R}g4!$ would not have saved the game either.

We have seen enough stalemate tricks and strange blunders for now and proceed to the treatment of other tactical shocks, that can sometimes crop up in simple-looking positions.

C) Rook Endgames with equal number of Pawns

C1) Rook + Pawn versus Rook + Pawn

At first sight this subject does not seem to lend itself for extensive and elaborate tactical contemplations, but it also has its tall tales.



□ 330

The first one is Jansa-Geller, Budapest 1970.

This diagram allows me to add a slice of theory, namely the so-called 'Lasker ladder', after a famous study by the great German himself from 1890, that is nicely put in practice here.

1. $\mathbb{R}c6+$ $\mathbb{Q}h5$

The first step of the 'descent of the ladder'.

2. $\mathbb{Q}g7$ $\mathbb{R}g4+$ 3. $\mathbb{Q}h7$

The proper technique is to stay on the h-file, protecting the king against rook checks and at the same time preventing Black to ascend the ladder again.

3... $\mathbb{R}f4$ 4. $\mathbb{R}c5+$ $\mathbb{Q}h4$

The king descends again.

5. $\mathbb{Q}g7$ $\mathbb{R}g4+$ 6. $\mathbb{Q}f6$

A slight detour. In passing White threatens to promote his pawn, so:

6... $\mathbb{R}f4+$ 7. $\mathbb{Q}e6$ $\mathbb{R}e4+$ 8. $\mathbb{Q}f5$ $\mathbb{R}e2$ 9. $\mathbb{Q}g6$

Here Black resigned. There might have followed

9... $\mathbb{R}g2+$ 10. $\mathbb{Q}h6$

Reaching the h-file again.

10... $\mathbb{E}f2$ 11. $\mathbb{E}c4+$

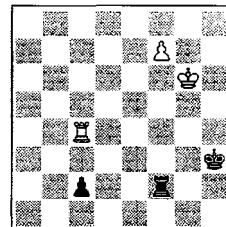
Like on move 4, driving the black king further down.

11... $\mathbb{Q}h3$ 12. $\mathbb{Q}g6$

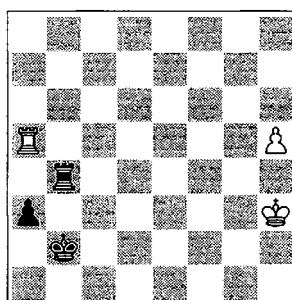
Now 13. $\mathbb{E}xc2!$ is also a threat, a tactical trick that one should always be wary of in this kind of endgames!

**12... $\mathbb{E}g2+$ 13. $\mathbb{Q}h5$ $\mathbb{E}f2$ 14. $\mathbb{E}c3+$
 $\mathbb{Q}h2$ 15. $\mathbb{E}xc2$**

And White has finally achieved his aim.



12. $\mathbb{Q}g6$



331

In this position from Tarrasch-Blümich, Breslau 1925, White resigned. This was not necessary, as there was a tactical rescue operation possible. The main line goes:

1.h6! $\mathbb{E}b6$

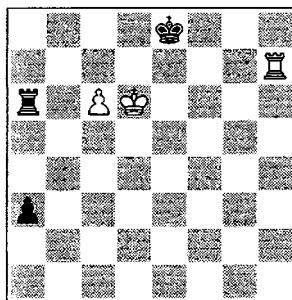
Or 1...a2 2.h7 $\mathbb{E}b8$ 3. $\mathbb{E}b5+!$. This possibility is what it's all about.

2. $\mathbb{E}h5!$ a2

Neither does 2... $\mathbb{E}b8$ help, as then comes 3.h7 $\mathbb{E}h8$ 4. $\mathbb{Q}g4$ a2 5. $\mathbb{E}b5+!$ $\mathbb{Q}c3$ 6. $\mathbb{E}a5$ $\mathbb{Q}b3$ 7. $\mathbb{E}b5+!$ $\mathbb{Q}a4$ 8. $\mathbb{E}b7$ $\mathbb{E}a8$ and 9. $\mathbb{E}a7+$ which is the same in green, as we used to say in the old days.

3.h7 $\mathbb{E}b8$ 4. $\mathbb{E}b5+!$

and again, a draw.



332

How difficult it can be even for famous players, we see once more in Bogoljubow-Thomas, Hastings 1922. White started with

1. $\mathbb{Q}c5$

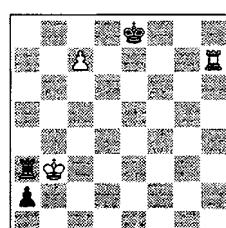
and Black immediately missed the narrow road to a draw which was to be found in 1... $\mathbb{Q}d8!$ (the king must always stay as close as possible to the enemy promotion square) 2. $\mathbb{Q}b5$ a2!. What Black tried looked nice:

1...a2 2.c7 $\mathbb{E}a5+$ 3. $\mathbb{Q}b6$ $\mathbb{E}a6+!$

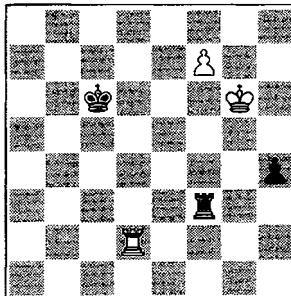
but after

**4. $\mathbb{Q}c5$ $\mathbb{E}a5+$ 5. $\mathbb{Q}c6$ $\mathbb{E}a6+$ 6. $\mathbb{Q}d5$
 $\mathbb{E}a5+$ 7. $\mathbb{Q}e6$ $\mathbb{E}a6+$**

White could still have won with 8. $\mathbb{Q}d5$ $\mathbb{E}a5+$ 9. $\mathbb{Q}c4$ $\mathbb{E}a4+$ 10. $\mathbb{Q}b3$ $\mathbb{E}a3+$ (see diagram) and now 11. $\mathbb{Q}c2!!$ $\mathbb{E}c3+$ (11...a1 $\mathbb{Q}+$ 12. $\mathbb{Q}b2$) 12. $\mathbb{Q}b2$. However, frightened by all those nasty black checks that he saw shimmering, Bogoljubow conceded the draw.



analysis after 10... $\mathbb{E}a3+$



■

333

An ugly inaccuracy was committed by Black in Westerinen-Bobotsov, Venice 1971, when in this position he thoughtlessly played

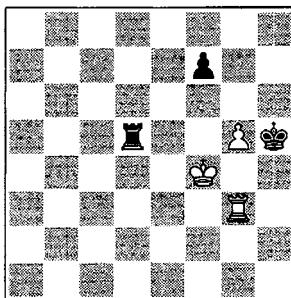
1...h3?

More to the point would have been 1...Bg3+, with which he could have steered towards the draw.

The consequences of 1...h3 were disastrous, as it allowed White to play the devastating

2.Bd3!

after which Black was lost.

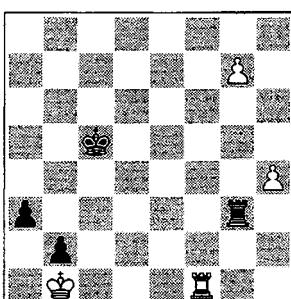


□

334

C2) Rook + 2 Pawns versus Rook + 2 Pawns

Here there is a lot more to be told, although this seems hard to believe. But have a look at the following rather special cases.



□

335

First Karpenko-Nebilitsin, Soviet Union 1969. White thought he could force a quick decision with

1.Rf5+ Qc6 2.Rg5

and how is Black to stop the g-pawn now? Still, Nebilitsin managed to survive with the following ingenious switch:

2...Bb3!

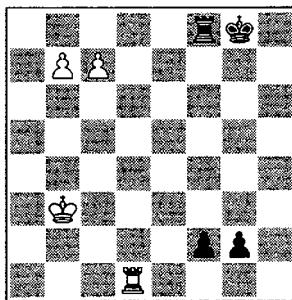
Threatening 3...a2+ and forcing White to play

3.Rg1

but now it came anyway:

3...a2+ 4.Qxa2 b1Q+! 5.Rxb1 Rg3!

and again, a deed of valour had been done!



□

336

What do you think of Walbrodt-Zinkl, Leipzig 1894? This is a genuine classic and a position to watch in amazement. The game was agreed drawn in this position, but clever analysts later found an elegant winning method:

1.c8♛ f1♛

Not 1...g1♛? on account of 2.♕xf8+ ♔xf8 3.b8♛+ and 4.♕a7+.

2.♕g4+ ♔h8 3.♕h3+ ♔g7

Not 3...♔g8 because of 4.♖xf1 gxf1 5.♕xf1 ♖xf1 6.b8♛+ and White wins. With the king on g7 White cannot allow this liquidation, because then Black emerges victorious with 6...♖bl+. We proceed on the road to victory.

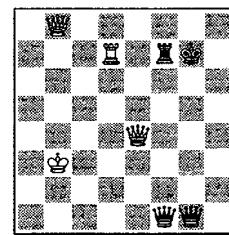
4.♖d7+ ♕f7 5.♕g4+ ♔h7

6.♕e4+! ♔g7 7.b8♛ g1♛

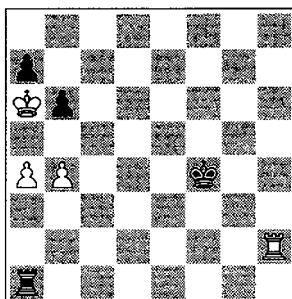
Now all the pawns from the starting diagram have promoted to queens!

8.♕be5+

There is nothing left for Black, as White always comes first: 8...♔g8 9.♕a8+! ♕f8 10.♕e6+ or 8...♕f6 9.♕xf6+ ♔xf6 10.♕f4+.



7...g1♛



□

337

We take a break with a fragment from Thelen-Jaromir Florian, Zlin 1945. It is necessary, however, to stay awake, or you'll end up like the white player, who, to his shame, went for:

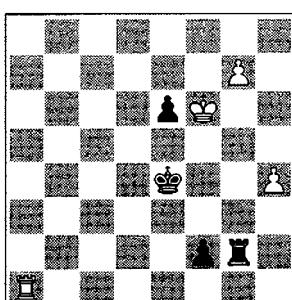
1.a5?! bxa5 2.bxa5? ♔e5

and a draw was reached.

Any bright lad would have discovered the road to victory. It was there for the taking with 1.♔xa5 2.♖xa4+ 3.♔b7! and White keeps the winning b-pawn on account of 2...♖xb4? 3.♖h4+.

Moreover, Karsten Müller has pointed out that even after 1.a5?! bxa5, White could still have won with 2.b5! ♕b1 3.♖h7, e.g. 3...a4 4.♖xa7 a3 5.♔b6.

What do you think? I think it's a very instructive example, one to impress firmly on your memory.



■

338

Another example that shows how our watchfulness is constantly tested is Distler-Veitch, England 1947.

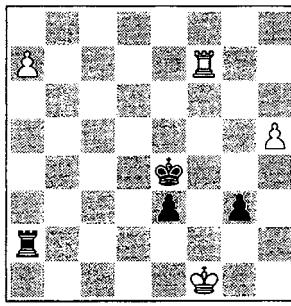
Black may have thought he was winning when he executed

1...♖g1

His awakening was rude after the thunderbolt

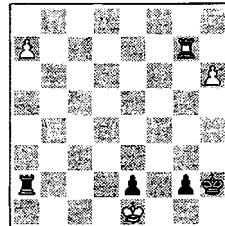
2.♖f1!!

and Black was lucky to grasp the draw with 2...♖xf1 3.g8♛ ♕e1 4.♕xe6+ ♔f3, as otherwise White would even have won with the pawn march h4-h5-h6.



339

Now we take up a really difficult case, namely Furman-Mikhail V. Novikov, Voronezh 1973. Black has a narrow path to victory at his disposal with: 1...e2+! 2.♔e1 g2 3.♕e7+ ♔f3 4.♕f7+ ♔g3 5.♕g7+ ♔h2 6.h6 (see diagram) 6...♜xa7 7.h7 ♜a8 8.♕g8 g1♛+!!!. Certainly not easy to find. Black missed it and instead played:



analysis after 6.h6

1...g2+?

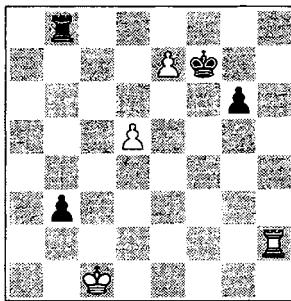
which does not win, although the continuation is interesting enough to show:

2.♔g1 e2 3.a8♛+ ♜xa8 4.♕xg2 ♜a1 5.♕e7+ ♔d3
6.♔f3 e1♛ 7.♕xe1 ♜xe1

and now White draws quite elegantly:

8.♕f4! ♜h1 9.♔g5 ♔e4 10.h6 ♔e5 11.♔g6 ♔e6
12.♔g7 ♔e7 13.h7 ♜g1+ 14.♔h8!

A real brainteaser.



340

Many fine points lie hidden in this fragment from Kudrin-Larsen, New York 1984. White can force the win with 1.d6!. Instead he thought he could win in another way:

1.♕h7+ ♔f6 2.d6

with the idea 2...♔e6 3.d7 ♔xd7 4.e8♛+, which also looks good. But Larsen thought up something else. Instead of 2...♔e6 he came up with the *zwischenschach*

2...♜c8+

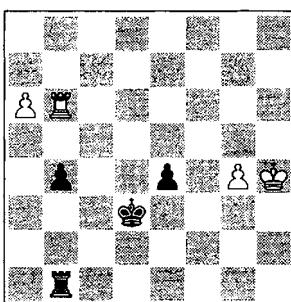
There followed

3.♗b1 ♔e6 4.♕g7

Draw.

The poisonous finesse that Black held up his sleeve – a vintage Larsen trick – was 4.♕f7 ♔xf7 5.d7 and now 5...♜c1+.

Sometimes you have to see many finesse to bring such seemingly simple positions to a good end.



341

To stress this point I give you Smirin-Polovodin, Soviet Union 1985. The position actually doesn't look so difficult, but pay attention to what follows. It is hard to believe how elegantly Black succeeds in taking advantage of the awkward position of the white king on h4.

1...e3!! 2.♕d6+

What happens if White tries 2.a7? The pretty main line is: 2...♜a1 3.♕xb4 e2 4.♕b3+ ♔d2 5.♕b2+ ♔d1 6.♕xe2 (6.♕b1+ ♜xb1 7.a8♛ e1♛+ does not help) 6...♚xe2 7.g5 ♔f3! 8.♔h5 ♔f4 9.♔h6 ♔f5 10.g6 ♔f6 etcetera.

2...♚c3 3.♕e6 ♔d4 4.♕d6+ ♔e5!!

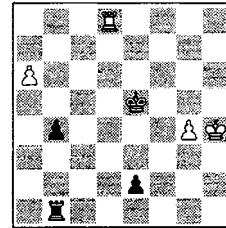
Once more switching towards the white king.

5. $\mathbb{R}d8$ e2! 6. $\mathbb{R}e8+$ $\mathbb{Q}f4$

Magnificent cooperation between the scant black pieces.

**7. $\mathbb{R}f8+$ $\mathbb{Q}e3$ 8. $\mathbb{R}e8+$ $\mathbb{Q}f2$ 9. a7
 $\mathbb{R}h1+$ 10. $\mathbb{Q}g5$ $\mathbb{R}a1$ 11. $\mathbb{R}f8+$ $\mathbb{Q}g3$
12. $\mathbb{R}e8$ $\mathbb{R}a5+$ 13. $\mathbb{Q}g6$ $\mathbb{Q}f3$ 14. g5**

Checks no longer help as after 14. $\mathbb{R}f8+$ $\mathbb{Q}e4$ 15. $\mathbb{R}e8+$ the rook can be interposed.



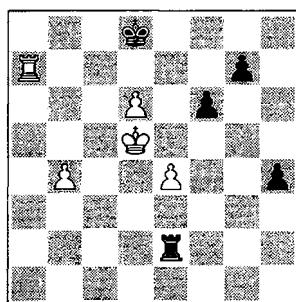
5...e2!

14...b3

White resigned. A true work of art!

C3) Rook + 3 Pawns versus Rook + 3 Pawns

This adds new possibilities again, but technical and strategic factors play an increasingly important part. The trick is to recognize the tactical possibilities even in these cases and incorporate them into your plans, to give the game an extra dimension.



□

342

Let's start this chapter with a charming little combination that was built in by Schlechter during a game with Perlis in Carlsbad 1911. White devised a plan with a twofold aim:

- a) The black rook must be forced to less favourable squares;
- b) The white king must go to e6 to give the attack the decisive boost.

He started tactically with a pawn sacrifice:

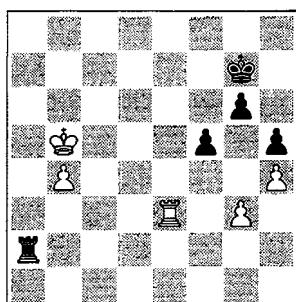
1. e5! $\mathbb{R}d2+$

That was the idea. Black does not have much better, see 1... $\mathbb{R}xe5+$ 2. $\mathbb{Q}c6$ $\mathbb{Q}e8$ 3. $\mathbb{R}a8+$ $\mathbb{Q}f7$ 4. d7 $\mathbb{R}e6+$ 5. $\mathbb{Q}c5$ and Black's defence is totally disorganized, or 1... $\mathbb{R}xe5$ 2. $\mathbb{Q}e6$ $\mathbb{R}c2$ 3. $\mathbb{R}a8+$ $\mathbb{R}c8$ 4. $\mathbb{R}xc8+$ $\mathbb{Q}xc8$ 5. $\mathbb{Q}e7$, or 1... h3 2. e6.

But after 1... $\mathbb{R}d2+$ White also achieves his aim. There followed:

2. $\mathbb{Q}e6$ $\mathbb{Q}c8$ 3. d7+ $\mathbb{Q}b8$ 4. $\mathbb{R}a6!$ $\mathbb{Q}c7$ 5. $\mathbb{R}d6!$

Black resigned. After the exchange of rooks, the white b-pawn queens, giving mate.



□

343

A unique final position occurred in a correspondence game Wiersma-Novak, 1977/79.

1. $\mathbb{Q}c6$ $\mathbb{R}c2+$ 2. $\mathbb{Q}d5$ $\mathbb{R}b2$ 3. $\mathbb{Q}c4$ g5

With a few tactical jokes, Black tries to make the most of his strategically awful predicament. The same applies in the following.

**4. $\mathbb{R}xg5$ $\mathbb{Q}g6$ 5. b5 $\mathbb{Q}xg5$ 6. $\mathbb{R}b3$ $\mathbb{R}c2+$ 7. $\mathbb{Q}d3$ $\mathbb{R}c7$
8. b6 $\mathbb{R}b7$ 9. $\mathbb{Q}e3$ h4 10. $\mathbb{R}xh4+$ $\mathbb{Q}g4$**

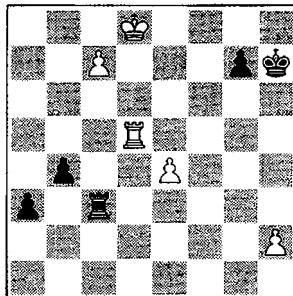
In any case Black has managed to create a passed pawn too.

11. $\mathbb{R}b5!$ $\mathbb{Q}g3$ 12. h5! f4+ 13. $\mathbb{Q}e2$ $\mathbb{Q}g2$ 14. $\mathbb{R}g5+$

Surprisingly, the decision now falls on the kingside.

14... $\mathbb{Q}h3$ 15. $\mathbb{K}g6$ $\mathbb{Q}h4$ 16. $\mathbb{h}6$ $\mathbb{Q}h5$ 17. $\mathbb{K}g7!!$

and Black resigned. The point is 17... $\mathbb{K}xb6$ 18. $\mathbb{h}7$ $\mathbb{K}h6$ 19. $\mathbb{Q}f3!$ and Black is in fatal zugzwang (19... $\mathbb{Q}h4$ 20. $\mathbb{K}g1!!$).



□

344

A *zwischenschach* can be most important. Such was the case in Borkowski-Roy Dieks, Groningen 1974/75. White subtly played

1. $\mathbb{K}h5+$

after which the black king had to leave his cosy spot on h7 and became exposed to a decisive check:

1... $\mathbb{Q}g6$ 2. $\mathbb{K}a5$ $\mathbb{K}d3+$

Or 2... $b3$ 3. $\mathbb{K}xa3$ $\mathbb{K}d3+$ 4. $\mathbb{Q}c8$ $b2$ 5. $\mathbb{K}a6+$ and $\mathbb{K}b6$. This is always the crucial trick.

3. $\mathbb{Q}e7$ $\mathbb{K}c3$ 4. $\mathbb{Q}d7$ $\mathbb{K}d3+$ 5. $\mathbb{Q}c6$ $\mathbb{K}c3+$ 6. $\mathbb{Q}b7$

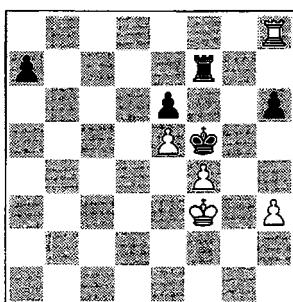
If the black king had moved to g8 on the first move, then 6. $\mathbb{K}c5$ $a2$ 7. $c8\mathbb{Q}$, with check, would have decided the game here.

6... $b3$ 7. $\mathbb{K}xa3$ $b2$ 8. $\mathbb{K}a6+$

Here it comes again.

8... $\mathbb{Q}f7$ 9. $\mathbb{K}b6$ $\mathbb{K}c2$ 10. $c8\mathbb{Q}$

and Black resigned.



■

345

We even found a mating attack in a correspondence game Novak-Ryc, 1978. White concocted something really beautiful:

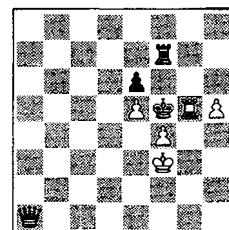
1... $\mathbb{Q}g6$ 2. $\mathbb{K}e8!$ $\mathbb{Q}f5$ 3. $h4!$

Introducing a mating attack that already starts after 3... $h5$: 4. $\mathbb{K}g8$ and 5. $\mathbb{K}g5$ mate!

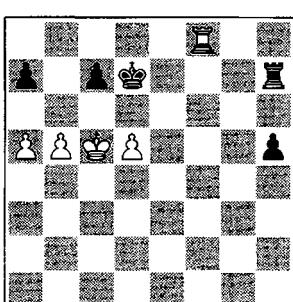
3... $a5$ 4. $h5!$ $a4$ 5. $\mathbb{K}h8$ $a3$ 6. $\mathbb{K}xh6$ $a2$ 7. $\mathbb{K}g6$ $a1\mathbb{Q}$ 8. $\mathbb{K}g5$

Mate.

A delicate touch, cleverly constructed.



8. $\mathbb{K}g5$ mate



□

346

Another mating attack, from Wismont-Zielinski, Nadole 1995.

1. $\mathbb{K}a8!$

White does not take the slightest notice of Black's fierce h-pawn. Which is justified, as White is hunting bigger game.

1... $h4$ 2. $\mathbb{K}xa7$ $h3$ 3. $b6$ $\mathbb{Q}c8$ 4. $d6!$

A treacherous dagger thrust. What's Black supposed to do?

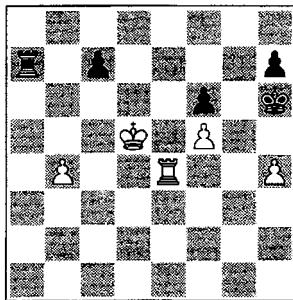
4... $cxb6+$

4... $cxd6+$ 5. $\mathbb{Q}c6$ is an offensive weapon we have seen before, and against which there is no satisfactory remedy.

Neither is 4...h2 possible, as after 5.♖a8+ ♖b7 6.dxc7 there is no hope left. Resignation came into consideration. Black tried one more thing:

5.axb6 ♕h5+ 6.♔c6 ♕b8 7.♕e7 ♕h8 8.d7 ♕h6+ 9.♔b5 ♕d6 10.♔a6

But now he did resign.



347

While analysing his adjourned fourth match game against Kortchnoi, Moscow 1971, Petrosian reached the position depicted in diagram 347. Just in case, he had prepared an amazing defensive masterpiece.

1...♖a4!!

Introducing a rescue motif based on stalemate.

2.♔c6

This is forced, as 2.♔e6 fails to 2...c5.

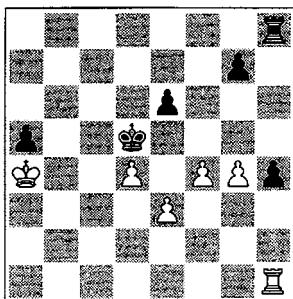
But now Black's defence turns out to be correct, as he has

2...♕h5 3.♕xc7 h6!!

at hand. Now, try to think of something against 4...♖xb4 and stalemate!

C4) Rook + 4 Pawns versus Rook + 4 Pawns

With still more pawns on the board, the possibilities increase and with them, the difficulties. We start with an example featuring some dainty combinations.



348

We are talking about Gurevich-Vitolinsh, Soviet Union 1976.

1.♖h3!!

Stopping Black's passed pawn and covering pawn e3 before capturing on a5.

1...♕e4 2.♔xa5 ♔d3

2...♖b8 or 2...g5 are also good for a draw.

3.♔b6 ♔e2 4.e4! ♔f2 5.f5 exf5 6.gxf5 ♔g2 7.♖d3

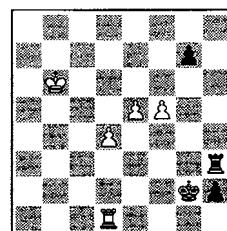
The rook has done its job on h3. Now the question is whether White retains sufficient chances to win with his passed pawns.

7...h3 8.e5 h2 9.♖d1 ♕h3!!

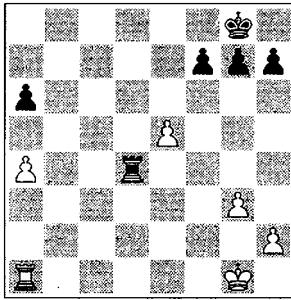
A colossal discovery. Black must have seen that 9...h1 10.♖xh1 ♕xh1 11.d5 looks bad for him and he changes his tack.

10.e6 ♕d3!! 11.♕e1 ♕e3!!

and with mixed feelings, White consented to a draw.



9...♕h3!!



□

349

White despaired too quickly in Dake-Campolongo, Folkestone Olympiad 1933. He allowed himself to be slaughtered like a lamb with 1. $\mathbb{R}f2$ $\mathbb{R}e4$ 2. $\mathbb{R}f3$ $\mathbb{R}xe5$.

There was a better alternative:

1. $\mathbb{R}b1$

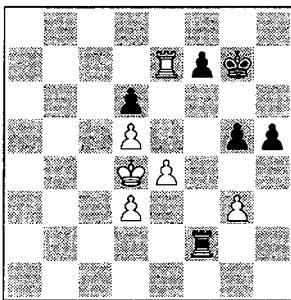
Threatening mate and generally a good move following the principle that the rook should be active.

1... $\mathbb{g}6$ 2. $\mathbb{R}b8+$ $\mathbb{g}7$ 3. $\mathbb{R}b7$

Introducing the threat $e5-e6$. It's precisely this type of threats on which many escapes from awkward positions are based.

3... $\mathbb{f}8$ 4. $\mathbb{R}b8+$ $\mathbb{e}7$ 5. $\mathbb{R}b7+$ $\mathbb{e}6$ 6. $\mathbb{R}b6+$

and White is alive again.



□

350

A quite curious ending appeared on the board in the 4th match game Andersson-Larsen, Stockholm 1975.

White saw that 1. $\mathbb{R}d7$ $g4$! 2. $\mathbb{R}xd6$ $h4$ (breakthrough!) would not look so bright for him. Therefore...

1. $e5$ $h4$ 2. $gxh4$ $\mathbb{f}4+$ 3. $\mathbb{e}3$ $\mathbb{h}xh4$ 4. $exd6$

Not an everyday formation, this tripled pawn on the d-file, but pretty nice to look at!

4... $\mathbb{h}6$ 5. $\mathbb{d}4$ $\mathbb{xd}6$ 6. $\mathbb{c}5$ $\mathbb{d}8$ 7. $d6$ $\mathbb{f}6$

Not 7... $\mathbb{f}8$ 8. $\mathbb{e}3$, threatening 9. $\mathbb{c}6$.

**8. $\mathbb{c}6$ $g4$ 9. $\mathbb{e}3!$ $\mathbb{g}5$ 10. $d7$ $f5$
11. $\mathbb{e}8$ $\mathbb{xd}7$ 12. $\mathbb{xd}7$ $f4$**

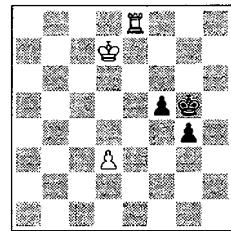
Often we come across a liquidation into a struggle of rook versus a couple of menacingly marching pawns. Usually – especially in time-trouble – this is a tough calculating job and an assault on the nervous system. I will return to this in a separate chapter.

It pays to note that Black does not have any saving possibilities here, see for instance 12... $g3$ 13. $\mathbb{e}6$ $f4$ 14. $\mathbb{e}5$ $f3$ 15. $\mathbb{g}8+$ $\mathbb{h}4$ 16. $\mathbb{f}4$!. In the game there followed:

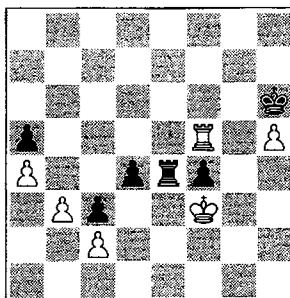
13. $\mathbb{e}6!$ $f3$ 14. $\mathbb{f}8!$ $\mathbb{h}4$ 15. $\mathbb{f}4$

and Black resigned.

Quite clever play by White, but after all he goes by the name of Ulf Andersson and already has a lot of masterful endings to his name.



12. $\mathbb{xd}7$



351

A position particularly worthy of attention appeared on the board in Munoz-Salazar, Novi Sad Olympiad 1990.
With a beautiful breakthrough, Black decided the game.

1...d3! 2.cxd3

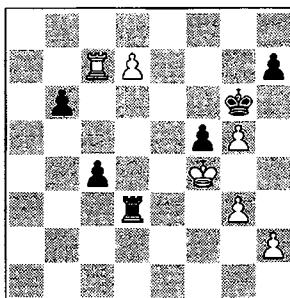
Or 2.♔xe4 dxc2, respectively 2.♖c5 d2.

2...♜c4!!

Another dream move. It's fantastic if you get the chance to play such a move.

3.bxc4 c2 4.♕xf4 c1♛+ 5.♕e4 ♛d1

and White resigned.



352

The more pawns, the more possibilities. Sometimes we get genuine middlegame features, as in a correspondence game that Pia Cramling (White) played in her youth – in 1982 – against Peter Backe.

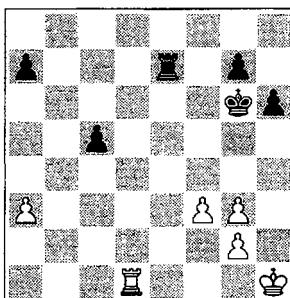
She weaved a mate threat into her attack with

1.h4! b5

1...♜d6, to prevent the next trick, does not save Black on account of 2.♜c6!.

2.h5+!! ♕xh5 3.♜c6

and either Black is mated on h6 or he has to allow the promotion of the d-pawn after 3...♜d4+ 4.♕xf5 ♜d5+ 5.♕e6.



353

That was easy to see, but understanding all the combinatory subtleties that Black brought on the board in Eliskases-Levenfish, Moscow 1936, requires more brainwork.

1.♜d6+ ♕f5 2.♜c6

Well-spotted. White has prevented Black from supporting his passed c-pawn with ♜c7.

2...♜e1+ 3.♕h2 ♜c1 4.♜c7 g5!

And this is well-spotted by Black. The initiative is worth its weight in gold and a pawn or two more or less are not important.

5.♜xa7 c4 6.♜a5+?

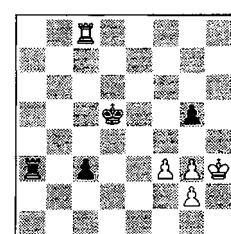
At the board it was not easy to see that this will eventually lose. The best chance of a draw was 6.♜e7 c3 7.a4!

♜a1 8.♜c7 ♜a3 9.a5!, but the text move looks good enough.

There followed:

**6...♕e6! 7.♜a6+ ♕d5 8.♜xh6 c3
9.♜h8 ♜a1 10.♜c8 ♜xa3
11.♕h3**

White must have relied on this counterattack, but alas...after the liquidation into an

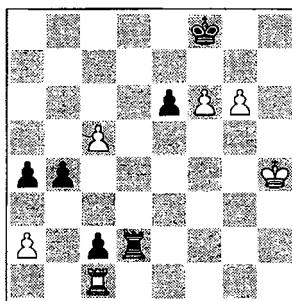


11.♕h3

endgame of rook versus pawns he is always a tempo short and that was what Black had based his play on. The finish was handled with great precision by Black:

11... $\mathbb{Q}d4$ 12. $\mathbb{Q}g4$ $\mathbb{R}a5$ 13.f4 $\mathbb{R}c5$ 14. $\mathbb{R}d8+$ $\mathbb{Q}e3$
 15. $\mathbb{R}d1$ c2 16. $\mathbb{R}c1!$ gxf4 17.gxf4 $\mathbb{Q}d2$ 18. $\mathbb{R}a1$ c1 \mathbb{Q}
 19. $\mathbb{R}xc1$ $\mathbb{R}xc1$ 20. $\mathbb{Q}g5$ $\mathbb{Q}e3$ 21.f5 $\mathbb{Q}e4$ 22.g4 $\mathbb{Q}e5$
 23. $\mathbb{Q}g6$ $\mathbb{R}c6+$ 24. $\mathbb{Q}g7$ $\mathbb{R}a6!$ 25. $\mathbb{Q}f7$ $\mathbb{Q}f4$ 26. $\mathbb{Q}g7$ $\mathbb{Q}g5!$

and White resigned.



■ 354

Black moved much too fast in Lukacs-Sehner, Budapest 1987. He presented White with the a-file with:

1...b3?

It was better to give the *zwischenschach* – very important also here – 1... $\mathbb{R}d4+$ 2. $\mathbb{Q}h5$ $\mathbb{R}c4$ 3. $\mathbb{Q}h6$ and only then b4-b3.

The game continuation was no picnic for Black:

2.axb3 axb3 3. $\mathbb{R}a1$

Threatening mate; quite a shock.

3... $\mathbb{R}d4+$ 4. $\mathbb{Q}h5$ $\mathbb{R}d5+?$

He has lost the thread completely and is chasing White's king to better squares. After 4... $\mathbb{R}d8$ there is no more than a perpetual with 5. $\mathbb{R}a7$ c1 \mathbb{Q} 6. $\mathbb{R}f7+$.

5. $\mathbb{Q}h6$ $\mathbb{Q}e8$

Now it was too late for 5... $\mathbb{R}d8$ in view of 6. $\mathbb{Q}h7$ b2 7. $\mathbb{R}a7$ and White mates.

6.f7+ $\mathbb{Q}e7$ 7. $\mathbb{R}f1$ $\mathbb{R}f5$

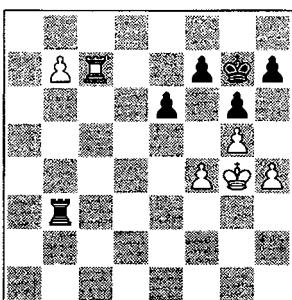
Unfortunately, 7... $\mathbb{R}d8$ 8.g7 c1 \mathbb{Q} + 9. $\mathbb{R}xc1$ $\mathbb{Q}xf7$ does not help either. White simply replies 10. $\mathbb{Q}h7$.

8. $\mathbb{R}xf5$ c1 \mathbb{Q} + 9. $\mathbb{Q}g7$ $\mathbb{R}c3+$ 10. $\mathbb{Q}g8$

and there was nothing else but

10...exf5 11.f8 \mathbb{Q} + $\mathbb{Q}d7$ 12. $\mathbb{R}d6+$

Black resigned. A harsh lesson!



■ 355

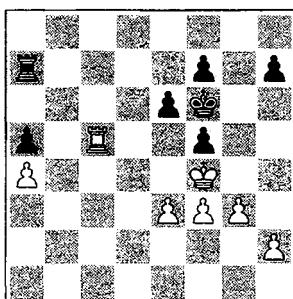
Quite unpleasant things happened to Black in Rogers-Bellini, Chiasso 1988. In this position he played 1...h5+?, which was not so successful. Rogers didn't have much trouble deciding the game after 2.gxh6+ $\mathbb{Q}xh6$ 3. $\mathbb{R}xf7$. However, Black could have made it much more difficult for White with the quite surprising

1... $\mathbb{Q}f8$

Attempts at a breakthrough like 2.h5 or 2.f5 do not yield anything decisive. Moreover, the position contains the following nasty trap:

2. $\mathbb{R}c8+$ $\mathbb{Q}e7!$

and White is even mated after 3.b8 \mathbb{Q} ? h5+ 4.gxh6 f5+ 5. $\mathbb{Q}g5$ $\mathbb{R}g3$. That was a possibility that you do not conjure up in a few seconds!

C5) Rook + 5/6/7 Pawns versus Rook + 5/6/7 Pawns

356.

We find ourselves in a game Füster-Rethy, Munich 1941. Black could have drawn immediately with 1... $\mathbb{R}c7!$ and White cannot take the rook due to 2...e5 mate.

Black, however, didn't see this. He played

1... $\mathbb{R}b7?$

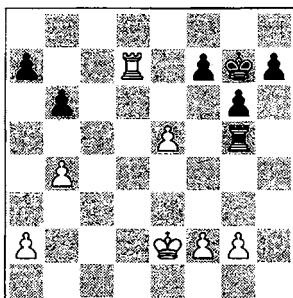
But after

2. $\mathbb{R}xa5$

Black did see the light:

2... $\mathbb{R}a7!$ 3. $\mathbb{R}b5$ $\mathbb{R}xa4+$ 4.e4 $f\times e4$ 5. $f\times e4$ $\mathbb{R}a2$ 6. $\mathbb{R}h5$ $\mathbb{Q}g7$ 7. $\mathbb{R}g5+$ $\mathbb{Q}f8$

and the happy ending – a draw – was reached after all.



357

After this joyful occasion we present a player who is not afraid to give a pawn to take the initiative. In Portisch-Honfi, Hungarian Championship, Budapest 1968, Portisch sacrificed two pawns straightaway:

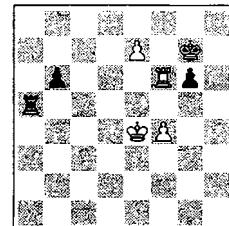
1.f4! $\mathbb{R}xg2+$ 2. $\mathbb{Q}f3$ $\mathbb{R}xa2$ 3.e6

A similar manoeuvre we have already seen before.

3... $\mathbb{Q}f8$

After 3... $\mathbb{R}a3+$ Portisch would have shown his comedian face with the joke 4. $\mathbb{Q}e4$ $\mathbb{Q}f6$ 5.e7 $\mathbb{R}a1$ 6.e8 $\mathbb{Q}+$. A pretty underpromotion that no chess player would pass by.

**4. $\mathbb{R}xf7+$ $\mathbb{Q}e8$ 5. $\mathbb{R}xh7$ a5 6.bxa5
 $\mathbb{R}xa5$ 7. $\mathbb{Q}e4!$ $\mathbb{Q}f8$ 8. $\mathbb{R}f7+$ $\mathbb{Q}g8$
9. $\mathbb{R}f6$ $\mathbb{Q}g7$ 10.e7!**



10.e7!

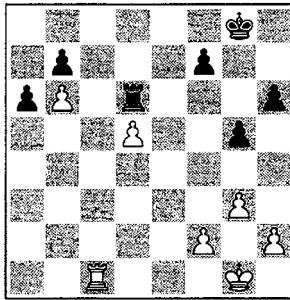
White seems to have an inexhaustible reservoir of jokes, but it is doubtful that Honfi enjoyed it as much as we do.

10... $\mathbb{R}a8$ 11. $\mathbb{Q}e5$ b5

On 11... $\mathbb{R}c8$ comes another familiar joke:
12. $\mathbb{R}c6!$

12. $\mathbb{R}d6$

Black had had more than enough and resigned.



□

358

Another white player performed the starring role of the comedian in Kaiszauri-Niklasson, Sweden 1975.

It does not look good for him. But in such cases, you just play with a broad grin:

1. $\mathbb{R}c6!!$

Dealing a nasty blow to the black player's illusions, for if he captures the rook with 1... $bxc6$, there follows 2.b7!! $\mathbb{R}d8$ 3. $dxc6$ with big trouble.

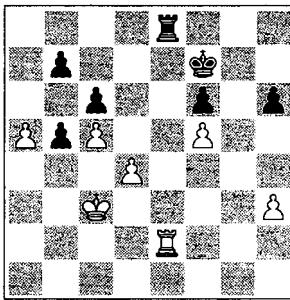
That's why he contented himself with

1... $\mathbb{R}xd5$

Now the fun is over. There followed

2. $\mathbb{R}c7$ $\mathbb{R}b5$ 3. $\mathbb{R}xb7$ $\mathbb{R}b2$ 4. $\mathbb{R}b8+$ $\mathbb{Q}g7$ 5. b7 $\mathbb{R}b1+$ 6. $\mathbb{Q}g2$ a5 7. $\mathbb{R}a8$

Draw.



□

359

Magnificent play on the highest level, with many instructive motifs, we see in the 31st game Kortchnoi-Karpov, 1978, which Kortchnoi decided in his favour masterfully:

1. $\mathbb{R}d2!$ $\mathbb{R}e4$

On 1... $Rxe1$ the breakthrough motif crops up: 2.d5! $Rc1+$ 3. $Qb2!$ $Rxc5$ 4. $dxc6$ $bcx6$ 5.a6 or 4... $Rxc6$ 5. $Rd7+$, which is just as bad.

2. $\mathbb{Q}b4$ $\mathbb{Q}e8$ 3. a6!

The wonderful point, but there is more to come.

3... $bxa6$ 4. $\mathbb{Q}a5$ $\mathbb{Q}d7$ 5. $\mathbb{Q}b6$

Threatening $Qb7$ and d4-d5, but White had to watch out. Have a look at 5. $Qxa6$ $Qc7!$ and Black gets the best of it.

5... $b4$ 6. d5!

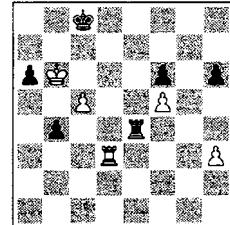
Always the road to victory.

6... $cxd5$ 7. $\mathbb{R}xd5+$ $\mathbb{Q}c8$ 8. $\mathbb{R}d3$

The actual decisive move. The b-pawn is stopped and an invasion along the g-file is threatened.

8... $a5$ 9. $\mathbb{R}g3$ b3

Or 9...a4 10.c6 $Rxe8$ 11. $Rg4$.

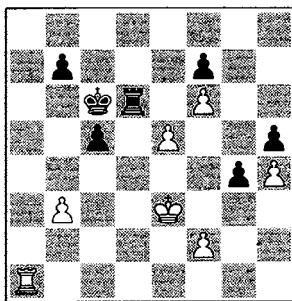


8. $Rd3$

10. $\mathbb{Q}c6!$ $\mathbb{Q}b8$ 11. $\mathbb{R}xb3+$ $\mathbb{Q}a7$

12. $\mathbb{R}b7+$ $\mathbb{Q}a6$ 13. $\mathbb{R}b6+$ $\mathbb{Q}a7$ 14. $\mathbb{Q}b5$ a4 15. $\mathbb{R}xf6$ $\mathbb{R}f4$ 16. $\mathbb{R}xh6$ a3 17. $\mathbb{R}a6+$ $\mathbb{Q}b8$ 18. $\mathbb{R}xa3$ $\mathbb{R}xf5$ 19. $\mathbb{R}g3$ $\mathbb{R}f6$ 20. $\mathbb{R}g8+$ $\mathbb{Q}c7$ 21. $\mathbb{R}g7+$ $\mathbb{Q}c8$ 22. $\mathbb{R}h7$

Black resigned.



360 ■

Black blundered in Smyslov-Pilnik, Amsterdam 1956. To his misfortune, he went for

1...Rd4?

Correct was 1...Rd5! and after 2.Qf4 Rd2 3.Qg5 Rxf2 4.Qxh5 g3 Black can count on a draw.

After the text, Black was surprised by

2.e6! fxe6 3.Ra8!

which he must have overlooked. The pawn threatens to march on.

3...Rd7 4.Qe4

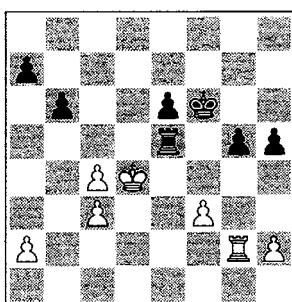
After the immediate 4.Qf4 Black has 4...Rd5 and a check on f5.

4...b5 5.Rc8+ Qd6 6.Qf4 c4

After 6...e5+ Black's misery is also complete, see 7.Qf5 e4 8.Qg6 e3 9.fxe3 g3 10.f7.

**7.bxc4 bxc4 8.Rxc4 Ra7 9.Rd4+ Qc5 10.Qe5 Qc6
11.Qxe6 Ra2 12.Rc4+**

Black resigned.



361 □

Things went even further out of hand in diagram 361. With 1...Rc5, followed by moves like 2...Qf5 and 3...e5, Black could have faced future events with confidence.

Instead, he ruined hours of toiling in a single blow with the horrendous

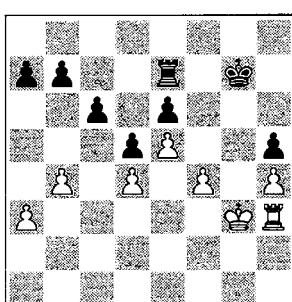
1...Qf5??

The white player immediately started consuming:

2.Rxg5+ Qxg5 3.Qxe5 a6 4.a3 a5 5.a4

Black resigned.

What patzer was at work here, you may ask. Wrong. This happened in the game Mamatov-Mark Tseitlin, Moscow Spartakiad 1979 and we definitely cannot qualify the second player as a patzer. But as so often in these writings, in this so-called noble game danger is always lurking, for each player, on each level. This knowledge may console you when you yourself have fallen victim to these perils again.



362 □

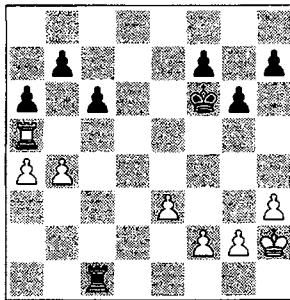
A position with six pawns each is to be found in Capablanca-Eiskases, Moscow 1936, where White decided the issue quickly with one of his famous *petites combinaisons*:

1.f5 exf5 2.Qf4 Re6 3.Qxf5 Rg6 4.e6

That settles the matter.

4...Rg4 5.Qe5 Re4+ 6.Qd6 Rxd4 7.Re3

Black resigned. That's how simple it can sometimes be. Especially when we look at Capablanca's games, chess does not seem difficult at all. Unfortunately we know better!



□

363

This is illustrated in diagram 363, which looks rather easy as well. Therefore, the second player must have been inconsolable in Svinarev-Lowejko, Saratov 1986.

After

1.b5

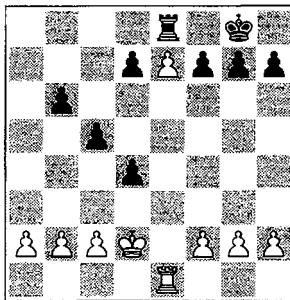
the move

1...♝c5??

slipped out. It turned out to be catastrophic. You probably see immediately what Black had overlooked here.

2.bxa6 ♞xa5 3.axb7

Ow, that hurts! And it would have been so easy after 1...cx b5 2.axb5 and only now 2...♝c5!.



□

364

We conclude with three positions where both sides have seven pawns. The first is a wonderfully intricate tempo game from Polovodin versus (again!) Mark Tseitlin, play-off match for the city championship, Leningrad 1979.

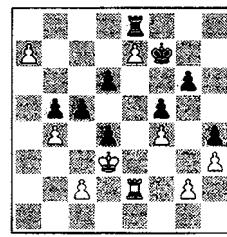
1.b4!!

Striking the first hole in Black's stronghold.

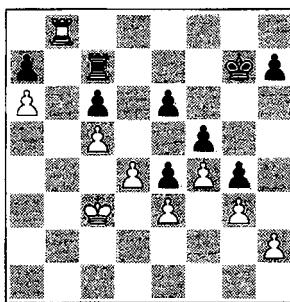
**1...d6 2.a4 f6 3.a5 b5 4.♔d3!
♚f7 5.a6 g6 6.a7 h5 7.f4 h4
8.h3 f5 9.♝e2**

Black cannot move a muscle anymore. A possible line is 9...♞f6 10.c3! dxc3 11.♝a2 ♜a8 12.e8♛!.

An awful case. You see tragedy looming and you can do nothing but complain 'there should be a law against this' and hope that next time you will sit at the right side of the board!



9.♝e2



□

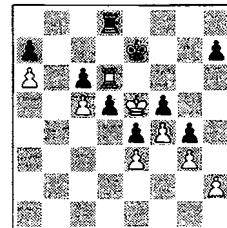
365

In Susan Polgar-Takacs, Hungary 1984, we encounter a breakthrough again. White has a perfect position, but how to get in? The white player convincingly shows how.

1.d5!

This is nearly always the solution in this type of position. With this pawn sacrifice, White clears square d4 to grant her king passage. Her king and rook cooperate optimally.

**1...exd5 2.Qd4 Qf6 3.Qf8+ Qe6
4.Qd8 Qe7 5.Qd6 Qc8 6.Qe5
Qd8 7.Qh6 d4**



6...Qd8

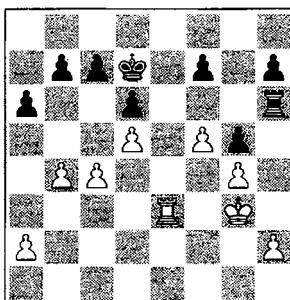
If White had carelessly played 7.Qxc6, this breakthrough would have been in the cards, but now Susan quickly puts paid to such illusions.

8.Qxh7+ Qf8 9.Qh8+ Qe7

and White liquidates into an easily winning endgame.

10.Qxd8 Qxd8 11.Qxd4

and it is over.



□

366

A pretty final number is this elegant combination from the correspondence game Behting-Nimzowitsch (1911). White made optimal use of the bad position of the black rook and produced the following beauty:

1.h4!! Qxh4

1...gxh4+ does not leave Black any prospects either.

2.f6!!

Wow! Two powerful blows.

**2...h5 3.Qe7+ Qd8 4.gxh5 Qxh5 5.Qxf7 Qh4 6.c5!
Qxb4 7.c6!**

A wonderfully balanced series of moves, the kind you don't encounter every day.

7...bxc6 8.dxc6 Qe8 9.Qxc7 Qc4 10.Qe7+ Qf8 11.c7

and Black resigned.

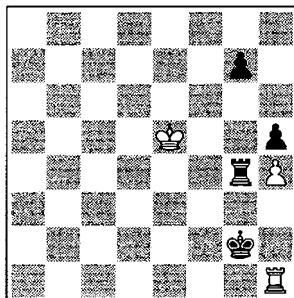
And with this we conclude the first part of our treatment of pure rook endgames.

Chapter 3

Pure Rook Endgames with Extra Pawn(s)

We will now examine rook endgames in which one side has one or several extra pawns and investigate how much this increases the tactical possibilities. In the previous chapter, we have already paid attention to the ‘simple’ rook plus one or several pawns versus bare rook and that is why we now start with:

A) Rook + 2 Pawns versus Rook + 1 Pawn



□

367

As an intro, a cunning trap set by White in the game Rozenfeld-Nei, Estonia 1955.

1. $\mathbb{R}a1$

Nei fell for it:

1... $\mathbb{R}xh4?$

He should not have done that, as with a little more patience he would have won quickly, by playing first 1... $\mathbb{R}g3$ and only then 2... $\mathbb{R}xh4$, for instance 1... $\mathbb{R}g3$ 2. $\mathbb{R}h1$ $\mathbb{R}xh4$ 3. $\mathbb{R}g1+$ $\mathbb{K}f3$ 4. $\mathbb{R}xg7$ $\mathbb{R}e4+$ 5. $\mathbb{K}f5$ $\mathbb{R}f4+$ 6. $\mathbb{K}e5$ $\mathbb{h}4$.

2. $\mathbb{R}a2+!$ $\mathbb{K}g3$ 3. $\mathbb{R}a3+$ $\mathbb{K}g4$

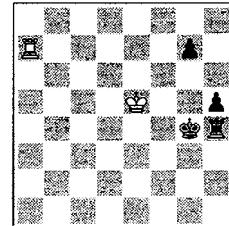
and here it comes – watch out:

4. $\mathbb{R}a7!$

with the nasty point that 4... $g6$ or 4... $g5$ is met by 5. $\mathbb{K}f6$!

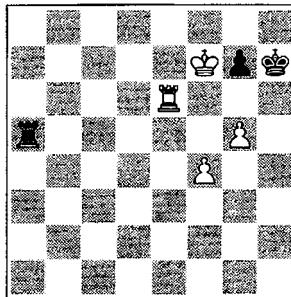
There followed

4... $\mathbb{K}f3$ 5. $\mathbb{R}a3+!$ $\mathbb{K}g4$ 6. $\mathbb{R}a7$ $\mathbb{R}h1$
7. $\mathbb{R}xg7+$



4. $\mathbb{R}a7!$

and Black settled for the draw.



368

A similar pitfall put an end to a long and tedious struggle in Gustafsson-Nicolai Pedersen, Dutch Team Championship 2005/06.

Black thought that exactly on move 100, he could force the draw by conquering White's f-pawn with

1... $\mathbb{R}f5+??$

After 1... $\mathbb{R}a7+ 2.\mathbb{R}e7 \mathbb{R}a5$ White would have soon stopped his milking activities. But now his patience is rewarded:

2. $\mathbb{R}f6!$

As after 2... $\mathbb{R}xf6$ 3.g6+ the g-pawn queens and after 2... $\mathbb{R}xf6+$ 3. $\mathbb{R}xf6$ $\mathbb{R}xf6$ the endgame is hopeless after both 4.f5 and 4. $\mathbb{R}xf6$. Black retraced his footsteps with

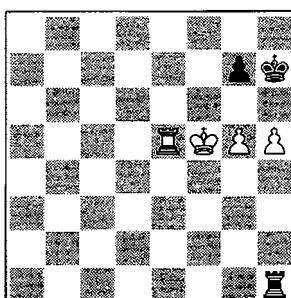
2... $\mathbb{R}a5$

but it was too late:

3. $\mathbb{R}h6+!$

3. $\mathbb{R}h6+!$

and now it's a forced mate. Black resigned.



369

A sly attempt that was crowned with success we find in Van Voorthuijsen-Blees, Eindhoven 1982. According to the motto: 'you never know' White played in this drawn position

1. $\mathbb{R}e4$

And lo and behold, Black could not resist the temptation and took the pawn, which proved to be an expensive mistake.

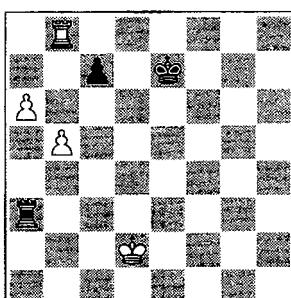
1... $\mathbb{R}xh5 2.\mathbb{R}e8!$

Now suddenly, salvation is no longer possible, as 3.g6+ and 4. $\mathbb{R}h8$ mate is threatened.

Black tried

2... $\mathbb{R}g6+ 3.\mathbb{R}f6 \mathbb{R}h1 4.\mathbb{R}e7+ \mathbb{R}g8 5.\mathbb{R}xg6 \mathbb{R}f8 6.\mathbb{R}f7+ \mathbb{R}e8 7.\mathbb{R}f2 \mathbb{R}a1 8.\mathbb{R}h6 \mathbb{R}e7 9.\mathbb{R}g7$

and then resigned. Very painful!



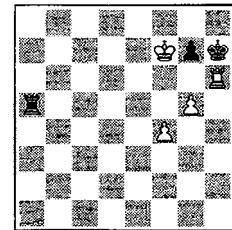
370

Also rather painful was what happened to Black in Schuster-Just, East Germany 1972. If Black plays 1... $\mathbb{R}d6$ with the threat $\mathbb{R}c5$ and $c6$, there is nothing to be gained for White anymore.

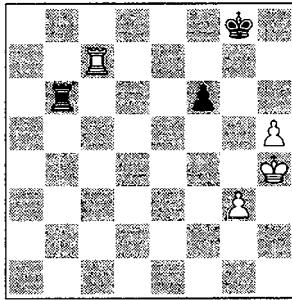
But she, too, was visited by very evil spirits and fell for what is probably the most elementary trick in rook endgames, which we have already encountered several times. Watch and tremble:

1... $\mathbb{R}c6?? 2.\mathbb{R}h8!$

Of course. 2... $\mathbb{R}xb5$ 3.a7 and on 2... $\mathbb{R}d6$ comes 3.b6 and it's over.



3. $\mathbb{R}h6+!$



□

371

As we have seen before, a rampant rook is often an effective means to save yourself out of a predicament. Of course, the rook must be really rampant and that was what Black forgot to check properly in Ree-Langeweg, Wijk aan Zee 1972.

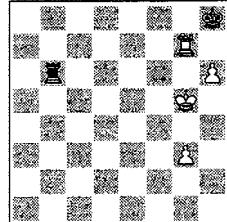
1.h6 $\blacksquare b5$ 2. $\blacksquare g7+$ $\blacksquare h8$ 3. $\blacksquare g4$ $\blacksquare b4+$ 4. $\blacksquare f5$ $\blacksquare b5+$ 5. $\blacksquare g6$ $\blacksquare b3$ 6. $\blacksquare xf6$ $\blacksquare b6+$ 7. $\blacksquare g5$

and now Black thought he could strike with an attractive trick. Instead of continuing 7... $\blacksquare b5+$ he saw something pretty.

7... $\blacksquare xh6??$

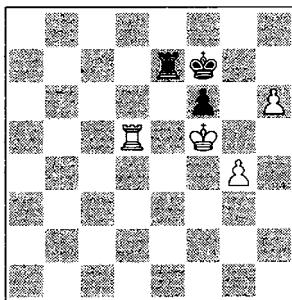
This turns out to be too much. Ree opened his eyes with a simple move.

8. $\blacksquare g8+$!



7. $\blacksquare g5$

Black resigned. A useful trick to remember. If 8... $\blacksquare h7$ 9. $\blacksquare h8+!!$.



□

372

This position occurred in the blindfold game Judit Polgar-Short, Monaco 1993. White faces a small problem, as after 1. $\blacksquare d8$ Black has a good defence with 1... $\blacksquare e5+$ followed by 2... $\blacksquare g6$. However, a Polgar sister is not easily frightened. Judit rolled up her sleeves and solved the problem drastically:

1.g5!

Mopping up pawn f6 and so ruling out the defence with $\blacksquare e5$.

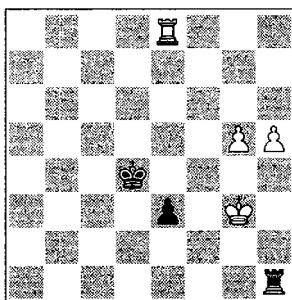
1...fxg5

and now White does play

2. $\blacksquare d8!$ $\blacksquare e1$ 3.h7

and Black resigned after

3... $\blacksquare f1+$ 4. $\blacksquare xg5$ $\blacksquare g1+$ 5. $\blacksquare f4$



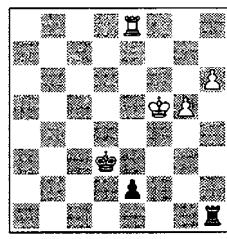
□

373

A much-discussed position is diagram 373 from Jeroen Piket-Ivan Sokolov, Dutch Championship, Amsterdam 1995. White thought he could win easily with 1.h6?. This way he missed an insidious defence, which we shall see later, but he also forgot about the principle that the pawn which is not attacked by the enemy rook, the g-pawn in this case, should advance first. Therefore, it would have been better to prepare the march of the g-pawn with 1. $\blacksquare g4$.

1.h6? $\blacksquare d3$ 2. $\blacksquare f3$ $\blacksquare h3+$ 3. $\blacksquare g4$ $\blacksquare h1$ 4. $\blacksquare f5$ $e2$ 5. $\blacksquare f6$

According to some press reports White could have still won here with 5. $\blacksquare g6$ $e1\blacksquare$ (5... $\blacksquare h3?$ 6. $\blacksquare xe2$) 6. $\blacksquare xe1$ $\blacksquare xe1$ 7. $\blacksquare h7$ (7. $\blacksquare f7$ $\blacksquare h1$) 7... $\blacksquare e7+$ 8. $\blacksquare g8$, but that is not correct. Black draws easily with 8... $\blacksquare e4$ 9.h7 $\blacksquare f5$. After 5. $\blacksquare xe2$ $\blacksquare xe2$ 6. $\blacksquare g6$ $\blacksquare e3$ 7.h7 $\blacksquare f4$ there is no win either.



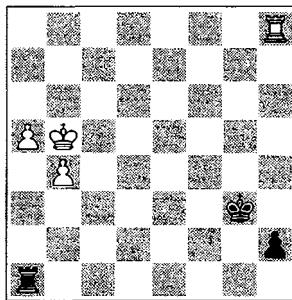
4... $e2$

5... $\mathbb{Q}h3!!$

This was the defence that White had overlooked.

**6. $\mathbb{Q}f7$ $\mathbb{Q}f3+$ 7. $\mathbb{Q}g6$ $\mathbb{Q}e3$ 8. $\mathbb{Q}xe3+$ $\mathbb{Q}xe3$ 9.h7 e1 \mathbb{Q}
10.h8 \mathbb{Q} $\mathbb{Q}b1+$**

and the game was soon drawn.



□

374

An instructive mistake was made by White in Maroczy-Tarrasch, San Sebastian 1911.

1. $\mathbb{Q}c6?$

Letting slip the win that was within reach with 1. $\mathbb{Q}a6!$. After 1... $\mathbb{Q}a4$ (threatening 2.b5 $\mathbb{Q}h4$. There is not much else, as 1...h1 $\mathbb{Q}+$ fails to 2. $\mathbb{Q}xh1$ $\mathbb{Q}xh1$ 3.b5) 2. $\mathbb{Q}xh2$, White wins, as his king is not in check after 2... $\mathbb{Q}xb4$; he can then play 3. $\mathbb{Q}h5$ and 4. $\mathbb{Q}b5$, securing the win. Moreover, Averbakh has pointed out that the immediate 1. $\mathbb{Q}xh2$ $\mathbb{Q}xh2$ 2. $\mathbb{Q}a6!$ wins as well.

1... $\mathbb{Q}c1+$ 2. $\mathbb{Q}b6$

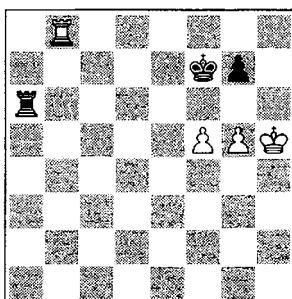
Not 2. $\mathbb{Q}b5$, as then 2...h1 $\mathbb{Q}+$ is possible.

2... $\mathbb{Q}c4!$

Now 3... $\mathbb{Q}h4$ is really threatened, forcing White to sacrifice on h2:

3. $\mathbb{Q}xh2$ $\mathbb{Q}xb4+$ 4. $\mathbb{Q}c5$ $\mathbb{Q}a4$

Draw.



□

375

A beautiful pawn sacrifice we see demonstrated in Bayer-Polasek, Luxembourg 1986.

1.g6+

Not 1.f6 $\mathbb{Q}a7$.

1... $\mathbb{Q}f6$

1... $\mathbb{Q}e7$ 2. $\mathbb{Q}g8$ $\mathbb{Q}f6$ 3. $\mathbb{Q}f8+$ transposes to the game.

2. $\mathbb{Q}f8+$ $\mathbb{Q}e5$ 3.f6!

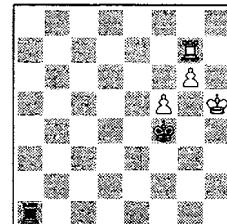
White could have spoiled everything with 3. $\mathbb{Q}f7$ $\mathbb{Q}a1$ 4. $\mathbb{Q}xg7?$ $\mathbb{Q}f4!$ (see diagram) and Black gives mate! Something to stop and marvel at for a moment. But we're not there yet!

3... $\mathbb{Q}xf6$ 4. $\mathbb{Q}f7!$ $\mathbb{Q}e6$

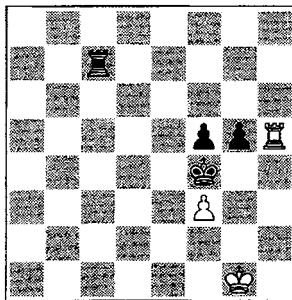
Or 4... $\mathbb{Q}f5+$ 5. $\mathbb{Q}g4$ $\mathbb{Q}f6$ 6. $\mathbb{Q}g5$.

5. $\mathbb{Q}xg7$ $\mathbb{Q}f1$ 6. $\mathbb{Q}a7$

and White was winning. Very subtle and pointed.



analysis after 4... $\mathbb{Q}f4!$



■

376

How hard it is in practice to keep a clear view on things in these seemingly simple positions, we also see in Khasin-Liublinsky, Soviet Union 1949. Black started out well with

1... $\mathbb{E}c2$ 2. $\mathbb{E}h3$ $\mathbb{E}a2$ 3. $\mathbb{E}h5!$

The best defence. White either defends pawn f3 or he attacks one of Black's. Black tries one more thing:

3... $\mathbb{E}a4$ 4. $\mathbb{Q}g2$ $\mathbb{E}b4$

and he even succeeds:

5. $\mathbb{Q}g1?$

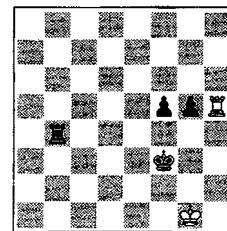
He does not pay attention for a moment and apparently overlooks the following liquidation!

The consistent 5. $\mathbb{E}h3$ would have kept the draw within reach.

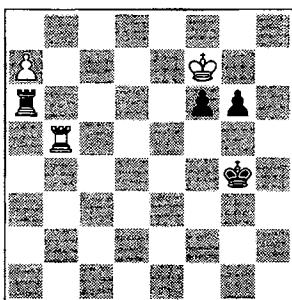
5... $\mathbb{Q}xf3!$

and after 6. $\mathbb{E}xg5$ White liquidates into a winning pawn endgame with 6... $\mathbb{E}g4+$.

In pain, White had to resign.



5... $\mathbb{Q}xf3!$



□

377

Another example where things went wrong, from the game Tylor-Elsikases, Hastings 1936/37.

Correct would have been 1.a8 $\mathbb{W}!$ $\mathbb{E}xa8$ 2. $\mathbb{Q}xg6$! f5 3. $\mathbb{E}xf5$! $\mathbb{E}g8+$ 4. $\mathbb{Q}f7$, three powerful moves in a row.

Unfortunately, White thought he could play differently, with fatal consequences:

1. $\mathbb{E}b6$

A nice one, Tylor must have thought.

1... $\mathbb{E}xa7+$ 2. $\mathbb{Q}xf6$

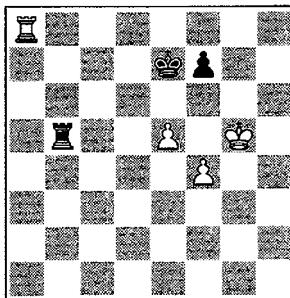
The other capture, 2. $\mathbb{Q}xg6$, would now also lose after 2...f5. However White plays, one of the pawns will stay alive and cause his downfall.

2... $\mathbb{g}5$ 3. $\mathbb{E}b4+$

Or 3. $\mathbb{E}b1$ $\mathbb{E}a6+$ 4. $\mathbb{Q}e5$ $\mathbb{Q}h3!$.

3... $\mathbb{Q}h5!$ 4. $\mathbb{E}b5$ $\mathbb{Q}h4!$ 5. $\mathbb{E}b4+$ g4 6. $\mathbb{Q}f5$ $\mathbb{Q}h3$

White resigned.



378

And what do you think of diagram 378 from Shamkovich-Ginsburg, USA 1976?

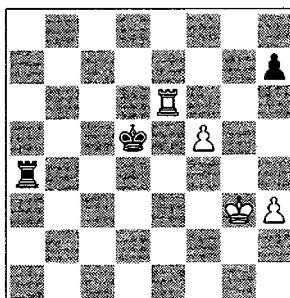
Black made an ugly mistake with the seemingly strong:

1...f6+? 2.♔g6 fxe5 3.f5

and White won.

Life would have been more bearable for him after a waiting move like 1...♜c5!. Let me add a pretty variation: 2.♜a7+ ♔f8! 3.f5 ♜xe5 4.♔f6 ♜e1 5.♜xf7+ and now 5...♔g8! 6.♜a7 ♜f1! and White cannot win anymore.

These examples were relatively simple, with two connected pawns on the board. Things get more complicated if the two pawns are not connected. A number of fragments with this type of formation.



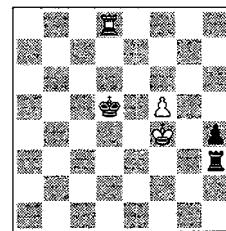
379

In Ree-Sahovic, Lone Pine 1979, White was thought to have made a mistake that cost him shared first prize and 8,000 dollars:

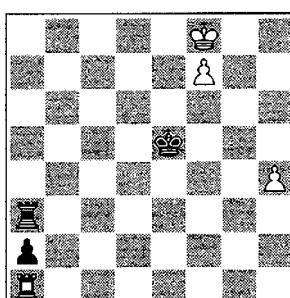
1.♜e7 h6 2.♜e2 ♜a6 3.♔g4 ♜b6 4.♜e8 ♜a6 5.h4 ♜b6

with a draw.

Initially, the story went that 1.♜e8, threatening f5-f6 followed by the entrance of the white king, would have won. But then 1...h5! draws, e.g. 2.♔f3! (2.f6 h4+ 3.♔f3 ♜a6 is a draw as well) 2...h4 3.♔e3 ♜a3+ 4.♔f4 ♜xh3 5.♔d8+ (see diagram) 5...♔c6! (this improvement on the losing 5...♔c5? was pointed out by Peter Scheeren in *Schaakbulletin* 142 and brought to our attention again by Karsten Müller. White's f-pawn does not promote with check and Black's pawn reaches h2) 6.f6 ♜h1! 7.♔g/e5 h3! and there is no win. Jan Timman added a last try for White which does not win either: 6.♜d1 ♜h2 7.♔f3 ♜h3 8.♔g4 ♜h2 9.♔d3 h3!.



analysis after 5.♔d8+



380

Elegant play with the same material we see in Estevez-Arencibia, Cuban Championship, Camagüey 1988, in which the white player subtly forced matters in his favour.

1.h5!

and Black resigned in view of

1...♔f6 2.♜f1+ ♔e6 3.♔g7!

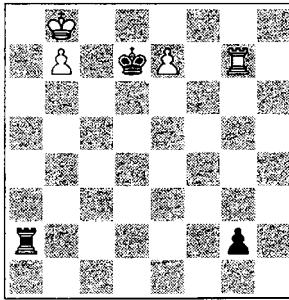
Not too impatient: after 3.h6? a1♛ 4.♜xa1 ♜xa1 5.h7 ♜a8+ 6.♔g7 ♔e7 all the trouble has been in vain.

3...♜g3+ 4.♔h6!

Very good. On 4.♔f8 Black would still have 4...♜a3!.

4...a1♛ 5.f8♛

In this final position, it is funny to see how Black has been deprived of all counterplay.



□

381

And some real juggling with this reduced material we see in Chernin-Drasko, Polanica Zdroj 1988, which does not look simple at all.

But White did find the narrow and quite ingenious path to victory.

1. $\mathbb{H}g4$

He wants to either move to the c-file or support his e-pawn, so much is clear.

1... $\mathbb{H}c2$

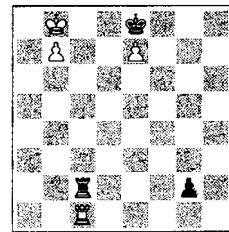
If Black plays 1... $\mathbb{H}e2$, the tempo move 2. $\mathbb{H}g5!$ follows. The win is thematic after 1... $\mathbb{Q}xe7$ 2. $\mathbb{Q}c7$ $\mathbb{H}c2+$ 3. $\mathbb{Q}b6$ $\mathbb{H}b2$ 4. $\mathbb{Q}c6$ $\mathbb{H}c2+$ 5. $\mathbb{Q}d5$ $\mathbb{H}b2$ and now 6. $\mathbb{H}xg2+!$ $\mathbb{H}xb7$ 7. $\mathbb{H}g7+$ decides.

2. $\mathbb{H}e4$ $\mathbb{Q}e8$ 3. $\mathbb{H}e1$

Now Black must do something. He chooses:

3... $\mathbb{H}f2$

He had probably considered that the obvious 3... $\mathbb{H}e2$ is not smart enough, as after 4. $\mathbb{H}c1$ $\mathbb{H}c2$ (see diagram) White has the even smarter 5. $\mathbb{Q}a7!$ $\mathbb{H}a2+$ 6. $\mathbb{Q}b6$ $\mathbb{H}b2+$ 7. $\mathbb{Q}c7$. Moreover, 3... $\mathbb{H}a2$ 4. $\mathbb{H}c1$ $\mathbb{Q}d7$ is elegantly met by 5. $e8\mathbb{W}!+\mathbb{Q}xe8$ 6. $\mathbb{Q}c7$. The position contains many interesting possibilities that will not have made Black feel comfortable.



analysis after 4... $\mathbb{H}c2$

4. $\mathbb{H}a1!$

White has to keep paying attention. 4. $\mathbb{H}c1?$ would still have thrown away the win, as then 4... $\mathbb{Q}xe7$ is suddenly possible.

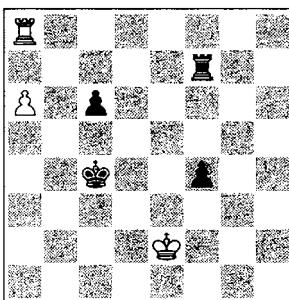
4... $\mathbb{Q}xe7$

Now it's not!

5. $\mathbb{Q}a8$ $\mathbb{H}f1$ 6. $\mathbb{H}a7!$

and Black resigned in view of 6... $g1\mathbb{W}$ 7. $b8\mathbb{W}+$ with check.

A quite subtle piece of work in which the white player must have taken some pride.



□

382

In this type of endgames it is also quite important to estimate which liquidation or simplification yields the best chance of the desired result.

An example of a missed chance of this order we see in Apscheneek-Alekhine, Buenos Aires Olympiad 1939. White missed the following drawing possibility: 1. $\mathbb{H}b8!$ (threatening 2. $\mathbb{H}b7$) 1... $\mathbb{H}a7$ 2. $\mathbb{H}f8$ $\mathbb{H}xa6$ 3. $\mathbb{H}xf4+$ $\mathbb{Q}c3$ 4. $\mathbb{H}f3+$ $\mathbb{Q}c2$ 5. $\mathbb{H}f6$ and even an Alekhine cannot get much out of this anymore. This apparently escaped White's attention, as he played:

1. $\mathbb{Q}f3?$ $\mathbb{Q}b5!$ 2. $\mathbb{H}c8$ $\mathbb{Q}b6$ 3. $\mathbb{H}a8$

After 3.a7 $\mathbb{H}xa7$ 4. $\mathbb{Q}xf4$ $\mathbb{H}e7!$ a well-known win is reached.

3... $\mathbb{H}f6!$

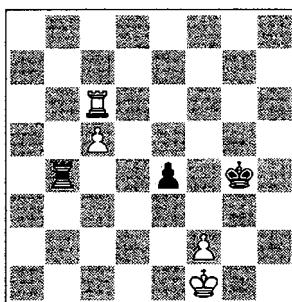
Now White is counted out with some instructive triangulations.

4. $\mathbb{Q}e2 f3+$ 5. $\mathbb{Q}f2 \mathbb{Q}a5$ 6. $\mathbb{H}a7 \mathbb{Q}b5!$

This is rather attractive for those who like that sort of thing.

**7. $\mathbb{H}a8 \mathbb{Q}b6$ 8. $a7 \mathbb{Q}b7$ 9. $\mathbb{H}b8+$ $\mathbb{Q}xa7$ 10. $\mathbb{H}b1 \mathbb{Q}a6$
11. $\mathbb{H}a1+$ $\mathbb{Q}b5$ 12. $\mathbb{H}b1+$ $\mathbb{Q}c4$ 13. $\mathbb{H}c1+$ $\mathbb{Q}d3$ 14. $\mathbb{H}c5$
 $\mathbb{Q}d4$ 15. $\mathbb{H}a5 c5$**

White resigned.



□

383

An elegant draw was brought on the board by Black in Eliskases-Spielmann, 2nd match game, Semmering 1936.

1. $\mathbb{H}c8 \mathbb{Q}c4$ 2.c6

How should Black save himself here? Just how critical the situation is is proved by a line like 2... $\mathbb{Q}f5$ 3.c7 $\mathbb{Q}e6$ 4. $\mathbb{H}e8+$ $\mathbb{Q}d7$ 5.c8 \mathbb{W} + $\mathbb{H}xc8$ 6. $\mathbb{H}xc8 \mathbb{Q}xc8$ 7. $\mathbb{Q}e2 \mathbb{Q}d7$ 8. $\mathbb{Q}e3 \mathbb{Q}d6$ 9. $\mathbb{Q}xe4 \mathbb{Q}e6$ 10. $\mathbb{Q}f4$ $\mathbb{Q}f6$ 11.f3.

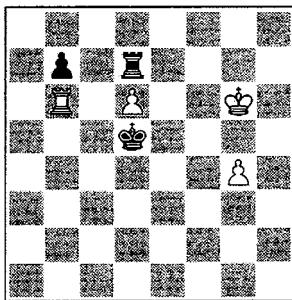
But Spielmann did find a way out:

2... $\mathbb{Q}f3!$ 3. $\mathbb{Q}e1 e3!!$ 4. $\mathbb{H}f8+$

The main line that Black had thought up was 4.fxe3 $\mathbb{Q}xe3$ 5. $\mathbb{Q}d1$ $\mathbb{Q}d4$ 6.c7 $\mathbb{Q}c3$ and the black king can hide!

4... $\mathbb{Q}e4!$ 5. $\mathbb{H}e8+$ $\mathbb{Q}f5$ 6. $\mathbb{H}c8 exf2+$ 7. $\mathbb{Q}xf2 \mathbb{Q}e6$

Draw.



□

384

Now we are about to admire a true work of art, which can rival with the best endgame studies in this area. We present to you the final position of the correspondence game Dyckhoff-Kunert from 1932 after $\mathbb{Q}e6-d5$. The winning method is very instructive, viz.

1. $\mathbb{Q}f6!$

Intending to meet 1... $\mathbb{Q}c5$ with the counterattack 2. $\mathbb{Q}e6 \mathbb{H}g7$ 3.d7 $\mathbb{H}xg4$ and now not 4.d8 \mathbb{W} because of 4... $\mathbb{H}g6+$ and 5... $\mathbb{H}xb6$ with a theoretical draw, but simply 4. $\mathbb{H}xb7$. Black, however, replied:

1... $\mathbb{H}h7?$ 2.g5 $\mathbb{H}d7$

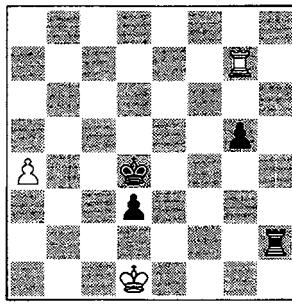
Now White faces the problem that the obvious 3.g6 only leads to a draw. However, he has another possibility.

3. $\mathbb{H}b5+$

And that is too much for Black. All lines win for White.

I leave it to the reader to engross himself in the many sidelines in order to amuse himself and learn something. I shall give only the main line: 3... $\mathbb{Q}xd6$ 4.g6 $\mathbb{Q}c6$ 5. $\mathbb{H}e5$ b5 6.g7 $\mathbb{H}d8$ 7. $\mathbb{Q}f7 \mathbb{H}d7+$ 8. $\mathbb{Q}f8!$ (and not 8. $\mathbb{H}e7 \mathbb{H}d8$ 9.g8 \mathbb{W} ? $\mathbb{H}xg8$ draw) 8... $\mathbb{H}xg7$ 9. $\mathbb{Q}xg7 \mathbb{Q}b6$ 10. $\mathbb{Q}f6 \mathbb{Q}a5$ 11. $\mathbb{Q}e6 \mathbb{Q}a4$ 12. $\mathbb{Q}d5$ b4 13. $\mathbb{Q}c4$ b3 14. $\mathbb{Q}b5$ etc.

This must have taken quite a few hours of analysis!



■ 385

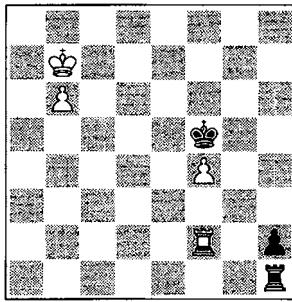
Let's take a break with Wiesniak-Kholmov, Warsaw 1991. Some high-class play by Black.

1...g4!!

The intention is clear, but nevertheless the idea had to be found. If White takes on g4, 2... $\mathbb{Q}c3$ follows and the d-pawn cannot be stopped.

2. $\mathbb{R}d7+$ $\mathbb{Q}c3$ 3. $\mathbb{R}c7+$ $\mathbb{Q}b4$ 4. $\mathbb{R}g7$ g3

The point. To White's sorrow, the g-pawn moves one step forward and again it cannot be taken. 5. $\mathbb{R}xg3$ $\mathbb{Q}c3$ 6. $\mathbb{Q}e1$ $\mathbb{Q}c2$ etc. So White resigned.



■ 386

And then Greenfeld-Pachman, Netanya 1983. Black chose the wrong direction for his king with

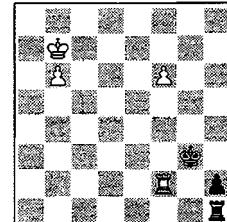
1... $\mathbb{Q}e6$

which probably became clear to him after

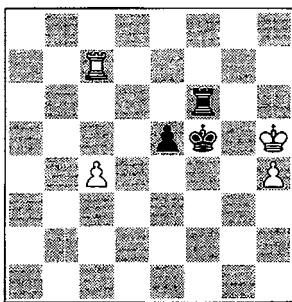
2. $\mathbb{R}c2$

as he now resigned.

His chess playing life would have been sunnier after 1... $\mathbb{Q}g4!!$ and there would have been no chess god that could offer White more than 2.f5 $\mathbb{Q}g3$ 3.f6 (*see diagram*) 3... $\mathbb{R}c1$ (after 3... $\mathbb{Q}xf2$ 4.f7 $\mathbb{R}f1$ there is no win either) 4. $\mathbb{R}xh2$ $\mathbb{Q}xh2$ 5.f7 $\mathbb{R}f1$ with a draw.



analysis after 3.f6



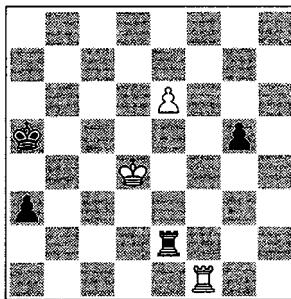
■ 387

In diagram 387 we see a position from Toth-Haik, Reggio Emilia 1976/77, in which White let himself be fooled. There followed

1...e4 2. $\mathbb{R}e7?$ $\mathbb{R}f8!$ 3. $\mathbb{Q}h6$ $\mathbb{Q}f6$ 4. $\mathbb{R}h7$ e3

and White resigned.

That was not necessary. After all, 2. $\mathbb{R}c8!$ draws: 2...e3 3. $\mathbb{R}e8!$ $\mathbb{R}e6$ 4. $\mathbb{R}f8+$ $\mathbb{Q}e4$ 5. $\mathbb{R}f1$ and things are looking up already.



□

388

Next, I present to you Van der Wiel-Timman, Amsterdam 1987. White seems lost; Black can sacrifice his rook for the e-pawn in order to win with the remaining g-pawn, after he has forced White to give his rook for the a-pawn in turn. Fortunately, it isn't always that simple. White discovered a hidden drawing trick.

1. ♔d5 a2 2. ♔d6 ♕b4 3. e7 ♕b3 4. ♔d7 ♕b2

With 4...g4 Black could have prevented the following shocker, but then 5.e8♕ ♕xe8 6.♔xe8 g3 ♕g1 leads to a draw.

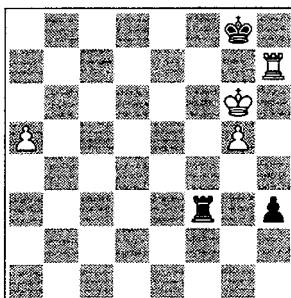
5. ♜f2!!

Try to anticipate such a move!!

**5... ♜xf2 6. e8♕ ♜d2+ 7. ♔c7 ♜c2+ 8. ♔d6! ♜d2+
9. ♔c7 a1♕ 10. ♜h8+ ♔a2 11. ♜a8+**

with perpetual check.

A beautiful discovery! So, hats off!



■

389

Another pretty one is Ilincic-Kontic, Yugoslavia 1992. Black pulled the following rabbit out of his hat:

1... ♜f5!!

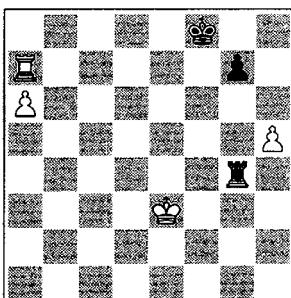
That's a move you don't conceive of so easily and it can't have made White happy. So he swallowed and courageously marched on with:

2. a6 ♜a5 3. ♜a7

But Black had yet another surprise in store:

3... ♜xg5+!!

and now White saw no way out anymore, after he had convinced himself that 4. ♔xg5 h2 5. ♜a8+ ♔g7 6. ♜a7+ does not win either. In this line, White even has to watch out for the nasty extra trick 5. ♔g6?? h1♕ and Black controls square a8.



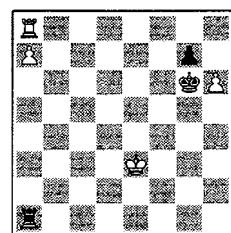
■

390

And to conclude this paragraph the game Polugaevsky-Parma, Soviet Union-Yugoslavia match, Vrnjacka Banja 1965.

Black saw no way out here and resigned. That was not necessary, as the position contains a saving trick that is worth to keep in mind.

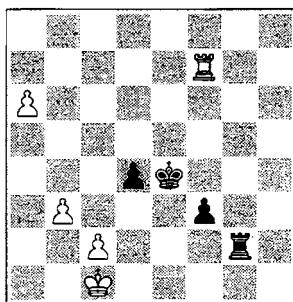
This is what escaped Parma's attention: 1... ♜a4 2. ♜a8+ ♔f7 3. a7 ♜a1 4. h6 and now 4... ♔g6! (see diagram) and White cannot make the last step with his a-pawn.



analysis after 4... ♔g6!

B) Rook + 3 Pawns versus Rook + 2 Pawns

More material promising more possibilities. Let's allow the pictures to speak for themselves.



■ 391

We start with Keres-Eliskases, Noordwijk 1938.

In this fragment, we encounter an elegant and skilful application of a well-known saving mechanism.

1...d3! 2.cxd3+ ♔e3! 3.b4 ♕a2 4.b5

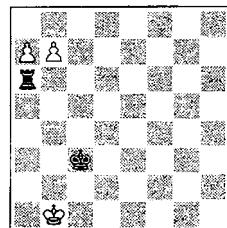
At first sight it still looks as if White is winning, but...

4...f2 5.d4 ♔xd4 6.♖xf2 ♕xf2 7.a7 ♕a2 8.b6 ♔c3!

That's what this is about. The permanent mating threat does not allow White to push his passed pawns through.

Keres tried:

9.♔b1 ♕a6 10.b7 ♕b6+ 11.♔c1 ♕h6!



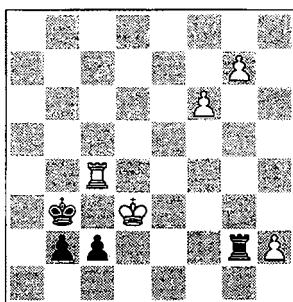
10.b7

and a draw was agreed.

I'd like to call attention to the line 12.♔d1 ♔d3 13.♔e1 ♔e3 14.♔f1 ♔f3 15.♔g1

and now Black must take heed. It is absolutely necessary to interpolate 15...♕g6+ and only then continue the pursuit.

One has to stay awake at all times, for they will always keep trying!
It makes a man tired sometimes.



□

392

Attractive to watch is Teschner-Kurt Richter, Berlin 1951.

The black player, a renowned tactician, had a pretty double underpromotion in store for White.

1.♖c3+

White does not have much else.

1...♔a4

It is vital to take care, as 1...♔a2 is not on because of 2.♖xc2 and 1...♗b4 2.f7! is not good either.

2.g8♕

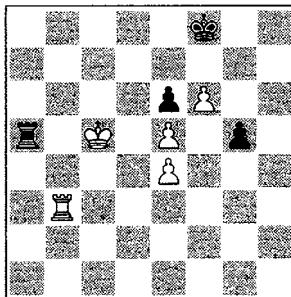
Now comes the first:

2...c1♕+ 3.♖xc1 bxc1♕+

And the second.

4.♔e4 ♕xg8 5.♔f5 ♕d3 6.f7 ♕f8 7.♔f6 ♕e5

White resigned.



□

393

A position from the World Championship game Topalov-Kasimdzhanov, San Luis 2005.

After 1.♔d6 ♜a6+ 2.♔d7 ♜f7 3.♕g3 ♜g6 4.♖h3 White would not have missed the win either, but Topalov added some lustre to his new world championship title with an instructive and elegant winning method:

1.♔d4 ♜a4+ 2.♔e3 ♜a5 3.♕b8+ ♔f7 4.♕b7+ ♔f8

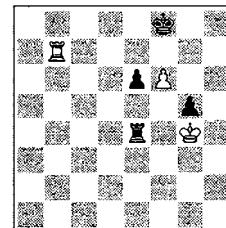
After 4...♔g6 White wins with 5.♕g7+ ♔h6 6.♕g8 ♜a77.♕e8 etc.

5.♔d4 ♜a4+ 6.♔c5

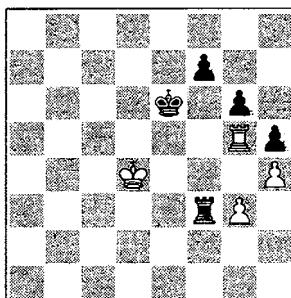
Topalov repeats moves to gain time.

6...♜a5+ 7.♔d4 ♜a4+ 8.♔e3! ♜a3+ 9.♔f2 ♜a5 10.♔g3! ♜xe5 11.♔g4 ♜xe4+ 12.♔h5!

The king hides behind the g-pawn. Black resigned, as after 12...♜a4 13.♔g6 ♜a8 14.♔h7 the f-pawn promotes.



11...♜xe4+



■

394

Interesting was Yusupov-Ljubojevic, Linares 1992, from which we can learn that if you liquidate into a different type of endgame, you definitely have to know what you're doing.

Black could have kept technical control with 1...♜a3. A nice possible continuation is 2.♗e4 f5+ 3.♔d4 ♜f6 4.♗c4 f4! 5.g4 f3 6.gxh5 f2.

However, Black saw a more elegant liquidation into a pawn endgame he considered winning:

1...♜f5?

and now things went terribly out of hand:

2.♔e4!!

That's something you easily overlook, as it doesn't look like much.

2...♜xg5 3.hxg5 f6 4.gxf6 ♜xf6 5.♗f4! g5+ 6.♗f3!

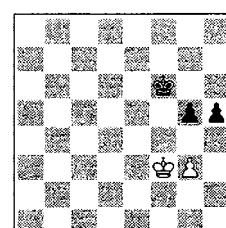
Suddenly Black was left holding the baby. After he had convinced himself that 6...♗f5 leads nowhere on account of 7.g4+! hxg4+ 8.♗g3 with an immediate draw, he made one more courageous attempt:

6...♗f7

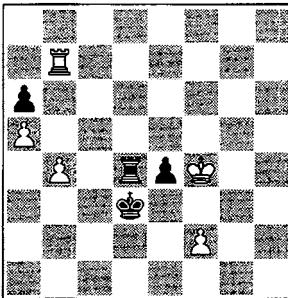
but after

7.♗f2!

he soon had to concede the draw.



6.♗f3!



■

395

A well-known but ever attractive trick was demonstrated ‘live’ in Vetemaa-Kärner, Parnu 1982.

1...e3+ 2.♔f3

2.♔g3 does not help due to 2...e2 3.♕e7 ♕e4.

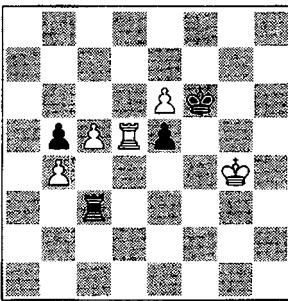
2...♝f4+! 3.♕xf4

Now the white king is in the way of his own rook and after

3...exf2

Black’s passed pawn could march on freely.

White resigned some ten moves later.



□

396

With this trick in mind, the first move in diagram 396, from Pabians-Zhuravlev, Yurmala 1985, is not hard to find.

1.♝xe5!

Black, of course, sees what’s going on and plays

1...♜c4+

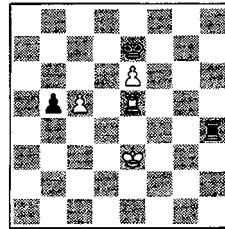
and as so often, it is important to keep a clear head and not forget to put your king on the right square.

If White carelessly plays 2.♔g3, then Black just has time to pick up the b-pawn and draw with 2...♚e7 3.♔f3 ♜xb4 4.♔e3 ♜h4 (*see diagram*). Therefore:

2.♔f3! ♚xe5

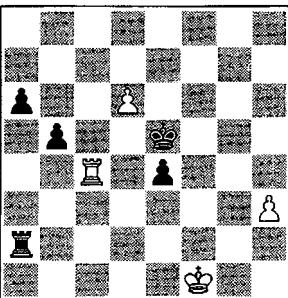
Now 2...♚e7 is impossible as White has 3.♜e4.

3.e7 ♜f4+ 4.♔g3



analysis after 4...♜h4

and Black resigned.



□

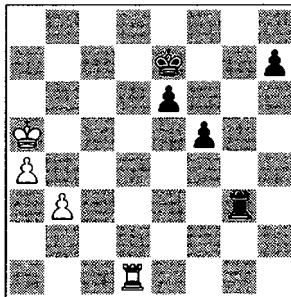
397

The archetype of this theme was demonstrated in Vatnikov-Vital, Czechoslovakia 1973.

Of course, you see it instantly:

1.♝d4!! ♜xd4 2.d7

and Black can resign. Very simple, if only you spot it!



□

398

Lively, exciting and full of subtle points was the course of the game Kozlov-Kirpichnikov, Soviet Union 1980.
Let yourself be dazzled by the following:

1.b4 f4 2.b5 e5 3.♖b1

This is necessary, as on 3.b6 Black has 3...♜b3! in store.

3...♚d7 4.♔a6! ♜g7 5.♕c1 f3 6.b6 e4 7.b7

A deadly intermezzo would have been 7.♕c7+? ♚e6 8.♕xg7 f2!.

7...♜g8 8.♕f1 ♚c6 9.a5 ♚c5! 10.♕c1+!

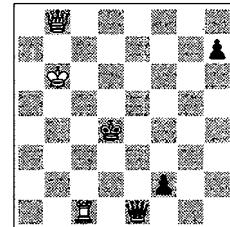
Not 10.♔a7 ♚d4!.

10...♚d4 11.♔b6 f2 12.a6 e3 13.a7 e2

Such scenes you would expect to take place on an athletics track rather than the chess board.

**14.b8♛ ♜xb8+ 15.axb8♛ e1♛
16.♕f4+?**

Here White misses the splendid 16.♕d1+!. But just you try to find such a move at the board when the tension is mounting. And we're not there yet!



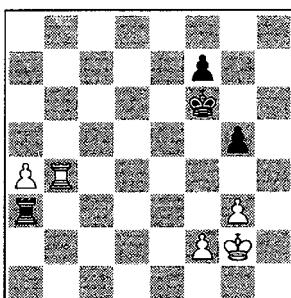
15...e1♛

**16...♚d3 17.♕c4+ ♚e3
18.♕c3+ ♜xc3!!**

Black saves himself after all.

19.♕xc3+ ♚e2 20.♕c2+ ♚f1 21.♕c5 ♚g1

Draw. It's amazing how many points such a simple-looking rook endgame can contain!



□

399

Diagram 399 is a position that was thoroughly analysed with a team. It occurred in the correspondence game Frederiks-Armstrong from the international match Holland-Canada in one of the preliminaries of the 12th Olympiad 1994/96. Holland badly needed the full point to stay in the race for the final.

White decided to try and tempt Black to emerge from his hedgehog position.

1.♔h3!?

This was a collective decision – which can be risky.

1...♜f3

Greedily going after the f2 pawn, but violating the rule that the rook must stay behind the passed pawn.

2.a5 ♜xf2 3.♕a4

Now the white rook supports its passed pawn, but the situation is still far from simple.

3...♚g6 4.g4 f5 5.♕g3!

This was what Black had missed when he decided to gobble up the f2-pawn.

**5... $\mathbb{R}c2$ 6.a6 f4+ 7. $\mathbb{Q}f3$ $\mathbb{R}c8$ 8.a7 $\mathbb{R}a8$ 9. $\mathbb{Q}e4$ $\mathbb{Q}f6$
10. $\mathbb{Q}d4$ $\mathbb{Q}e6$**

Another crucial moment. Consultants in the team tended towards 11. $\mathbb{Q}c5$, but Frederiks saw too many problems after 11... $\mathbb{Q}e5$! – correctly, in my opinion – and preferred a useful intermediate check, driving the black king back.

11. $\mathbb{R}a6+$ $\mathbb{Q}d7$ 12. $\mathbb{R}a5!$

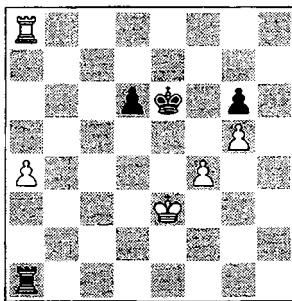
Abstaining from the tempting 12. $\mathbb{R}g6$ $\mathbb{R}f8$!? 13. $\mathbb{R}xg5$ f3 14. $\mathbb{R}f5$ $\mathbb{R}xf5$ 15.a8 \mathbb{R} f2 16. $\mathbb{R}b7+$ $\mathbb{Q}d8$ and there is still a lot of work to be done.

12... $\mathbb{Q}c6$ 13. $\mathbb{Q}e4$ $\mathbb{Q}d6$ 14. $\mathbb{R}xg5$

14. $\mathbb{Q}f5$ also looks winning.

14... $\mathbb{R}xa7$ 15. $\mathbb{R}g6+$

and Black resigned. 15... $\mathbb{Q}c5$ is met by 16. $\mathbb{Q}xf4$, after which Frederiks, who had investigated this endgame's theory deeply during the game, proudly claims that he can reach the so-called 'Lucena position' (white rook to the f-file and king in front of the pawn). An exciting fragment, where the white player got everything there was to get out of the position.



□

400

The breakthrough motif, rounded off with a piece of fireworks, we see in Kurajica-Andric, Belgrade 1968.

1. $\mathbb{R}f8$

Threatening, of course, f4-f5 and White has an a-pawn to boot.

1... $\mathbb{R}a3+$

Black cannot simply capture the a-pawn because then he loses pawn g6 and the white passed pawns will be too strong.

**2. $\mathbb{Q}f2$ $\mathbb{Q}d5$ 3.f5! $\mathbb{R}a2+$ 4. $\mathbb{Q}e3$ $\mathbb{R}a3+$ 5. $\mathbb{Q}d2$ $\mathbb{R}f3$ 6.a5
 $\mathbb{Q}c6$ 7.a6 $\mathbb{Q}b6$**

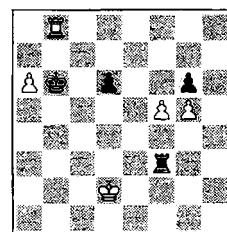
Well, Black may have thought, I could get away with this. The a-pawn is stopped by the king and the f-pawn is guarded by the rook. A toilsome but sufficient defence, you might think. But...

8. $\mathbb{R}b8+!$

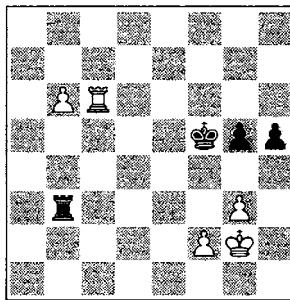
A move to feast your eyes on.

8... $\mathbb{Q}a7$ 9.fxg6!

A left hook, followed by a straight right. Black has gone down and is counted out. He resigned and groggily left the ring.



8. $\mathbb{R}b8+!$



□

401

The painful developments in the Swiss club game Aebischer-Wirtz from 1984 probably gave the black player feelings of regret as well. After White's

1. $\mathbb{R}h6$

there was not yet a cloud in the sky, in view of the active positions of his king and rook. However, Black managed to find the only way to lose:

1... $\mathbb{Q}g4?$

This is really tempting fate. White immediately strikes with an unpleasant mate threat.

2. $\mathbb{R}f6!$

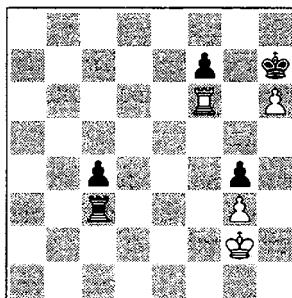
Now dark clouds gather over Black's head.

2... $\mathbb{R}b2$ 3. $\mathbb{R}b7!$

And lightning strikes. There followed:

3... $h4$ 4. $b8\mathbb{Q}$ $h3+$ 5. $\mathbb{Q}h2$

and Black resigned.



■

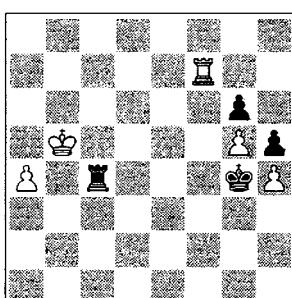
402

Slightly less dramatic was the liquidation with which the second player forced the win in Alawieh-Timoshenko, Guichen 1992.

**1... $\mathbb{R}f3!$ 2. $\mathbb{R}c6$ $c3$ 3. $\mathbb{R}c4$ $f5$ 4. $\mathbb{R}c6$ $\mathbb{R}e3$ 5. $\mathbb{Q}f2$ $\mathbb{R}d3!$
6. $\mathbb{R}f6$ $\mathbb{R}d2+$ 7. $\mathbb{Q}e3$ $\mathbb{R}d1$ 8. $\mathbb{R}c6$ $\mathbb{R}f1!$**

White resigned.

There is not much else than 9. $\mathbb{R}xc3$, but then nothing can prevent Black from liquidating with 9... $\mathbb{R}f3+$ 10. $\mathbb{Q}d4$ $\mathbb{R}xc3$ 11. $\mathbb{Q}xc3$ and now he concludes with a 'small breakthrough': 11... $f4!$. We knew that, didn't we?



■

403

Torn with self-pity Black must have been in Urban-Hasselmann, Zinnowitz 1974.

In the diagram position the draw was for the taking with a move like 1... $\mathbb{R}c1$, but Black just had to show off his sense of humour with

1... $\mathbb{R}xa4$

That seems a nice thought, provided that White cooperates after

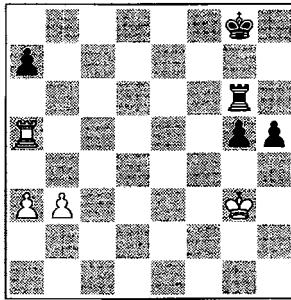
2. $\mathbb{Q}xa4$ $\mathbb{Q}xh4$

by allowing the black pawns to march.

However, that was something White refused to do. With a sadistic grin, he produced

3. $\mathbb{R}f5!$

retaining pawn g5 for the moment and winning with ease. We'll say it again: playing chess is not always healthy for everyone.



■ 404

For a change we show you another race between passed pawns, from a correspondence game Sandklef-Palm 1976/77. Black went for the pawn sacrifice

1... $\mathbb{Q}h7!$ 2. $\mathbb{R}xa7+$ $\mathbb{Q}h6$

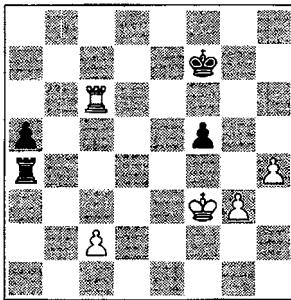
convinced that his connected passed pawns would be faster than White's. Most of the time things are not that simple, but in this case thinking along straight lines brought the desired result!

3. $\mathbb{R}c7$ $\mathbb{R}d6$ 4.b4 h4+

Straight on. Black does not get distracted by the temptation of winning a pawn by 4... $\mathbb{R}d3+$ 5. $\mathbb{Q}h2$ $\mathbb{R}xa3$, as then White barely saves himself with 6. $\mathbb{R}c6+$ $\mathbb{Q}g7$ 7.b5.

5. $\mathbb{Q}g2$ $\mathbb{R}d2+$ 6. $\mathbb{Q}h3$ $\mathbb{Q}h5$

White resigned on account of 7. $\mathbb{R}h7+$ $\mathbb{Q}g6$ 8. $\mathbb{R}a7$ $\mathbb{R}d3+$ 9. $\mathbb{Q}h2$ g4.



■ 405

A different, quite instructive pawn sacrifice was offered by the great Emanuel Lasker, with Black in his first match game against Schlechter, Vienna 1910. Things look quite bad for him, in view of the white threat c2-c4, followed by $\mathbb{Q}f4$. He parried this threat elegantly with:

1... $\mathbb{R}e4$

Sacrificing a second pawn, but cutting the white king off and that is the first point of his defence. Let's follow the spectacle further.

2. $\mathbb{R}c5$ $\mathbb{Q}f6$ 3. $\mathbb{R}xa5$ $\mathbb{R}c4!$

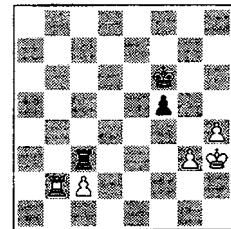
The second finesse. White finds himself in a completely passive position and we have established before that rook endgames cannot be won that way. He tries it anyway, which is understandable with a surplus of two pawns.

**4. $\mathbb{R}a6+$ $\mathbb{Q}e5$ 5. $\mathbb{R}a5+$ $\mathbb{Q}f6$ 6. $\mathbb{R}a6+$ $\mathbb{Q}e5$ 7. $\mathbb{R}a5+$ $\mathbb{Q}f6$
8. $\mathbb{R}a2$ $\mathbb{R}c3+!$ 9. $\mathbb{Q}g2$ $\mathbb{Q}e5$
10. $\mathbb{R}b2$ $\mathbb{Q}f6$ 11. $\mathbb{Q}h3$ $\mathbb{R}c6$**

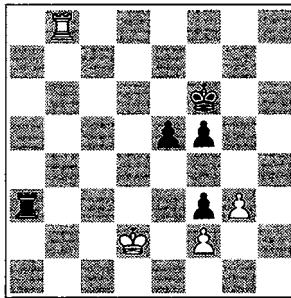
Black does not fall for 11...f4? 12. $\mathbb{R}b3!$ $\mathbb{R}xc2$ 13. $\mathbb{R}f3$.

**12. $\mathbb{R}b8$ $\mathbb{R}xc2$ 13. $\mathbb{R}b6+$ $\mathbb{Q}g7$
14.h5 $\mathbb{R}c4$ 15.h6+ $\mathbb{Q}h7$ 16. $\mathbb{R}f6$
 $\mathbb{R}a4$**

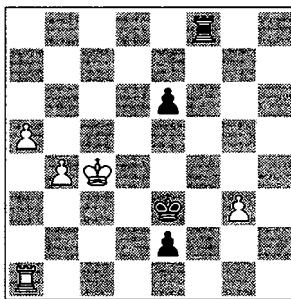
Draw agreed.



11. $\mathbb{Q}h3$



406



407

We conclude this paragraph by playing around some more with doubled pawns, which leads us to another beautiful breakthrough in Nei-Averbakh, Kishinev 1976.

Averbakh could have decided the issue brilliantly with

1... $\mathbb{g}5$ 2. $\mathbb{g}8+$ $\mathbb{h}5$ 3. $\mathbb{g}7$

Not 3. $\mathbb{h}8+$ $\mathbb{g}4$ 4. $\mathbb{h}4+$ $\mathbb{g}5$ 5. $\mathbb{h}8$ e4!.

3...e4 4. $\mathbb{g}8$

and we all see it now:

4...e3+!! 5.fxe3 $\mathbb{a}1$

with an immediate win. Averbakh apparently did not see this and played the 'normal' 4... $\mathbb{b}3$, which by the way also won eventually.

A very unusual and pointed endgame arose in Böhm-Timman, Amsterdam 1977.

1.a6!

That's excellent, as 1. $\mathbb{e}1$ $\mathbb{f}1$ 2. $\mathbb{x}e2+$ $\mathbb{x}e2$ loses for White.

1... $\mathbb{f}1$ 2. $\mathbb{a}3+$ $\mathbb{e}4$

Black also has to take care. The obvious 2... $\mathbb{f}2$ fails to 3. $\mathbb{a}2$ $\mathbb{f}3$ 4.a7!.

3.a7 $\mathbb{f}8$ 4. $\mathbb{a}6!$

Very good again. 4. $\mathbb{a}1$ is met by 4... $\mathbb{a}8$, threatening 5... $\mathbb{x}a7$.

4...e5!

On 4... $\mathbb{e}5$ White does play 5. $\mathbb{a}1$ $\mathbb{a}8$ and now he has 6. $\mathbb{e}1$.

5. $\mathbb{a}1$ $\mathbb{a}8$ 6. $\mathbb{e}1$ $\mathbb{f}3$ 7. $\mathbb{d}5$ $\mathbb{x}a7$

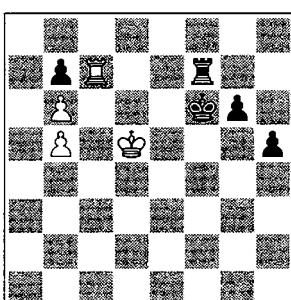
After 7...e4 8. $\mathbb{x}e2$ $\mathbb{x}e2$ 9. $\mathbb{x}e4$ $\mathbb{x}a7$ 10. $\mathbb{d}5$ it's a draw.

8. $\mathbb{x}e5$ $\mathbb{b}7$ 9.g4

White does not flinch. 9. $\mathbb{d}4$ would still lose: 9... $\mathbb{x}b4+$ 10. $\mathbb{d}3$ $\mathbb{b}8$, threatening 11... $\mathbb{d}8+$.

9... $\mathbb{x}g4$ 10. $\mathbb{e}4$ $\mathbb{e}7+$ 11. $\mathbb{d}5$

Draw.



□

408

The following trick, from Ivkov-Webb, Moscow 1977, is reminiscent of Kaiszauri-Niklasson, diagram 358 in the previous chapter. White forced the draw as follows:

1. $\mathbb{c}6+$ $\mathbb{g}7$

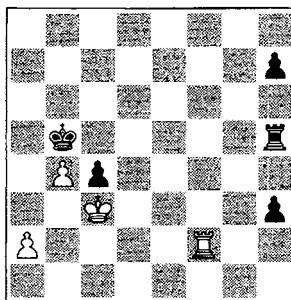
Or 1... $\mathbb{f}5$ 2. $\mathbb{c}7$ and the black king must return to f6.

2. $\mathbb{c}7$

Now 3. $\mathbb{e}6$ is threatened.

2... $\mathbb{f}6$ 3. $\mathbb{c}6+$ $\mathbb{g}7$

Draw.



□

409

And what do you think of the mating attack that White tossed off in Pascual Perez-Otano, Cuba 1995? Try to find it by yourself. You can do it.

With a devilish grin, White played

1. $\mathbb{E}f6!$

White is not worried by the onrushing black h-pawn and why should he? He can already see the mate looming.

1... $\mathbb{E}h4$

Black must have started to feel miserable and desperate while calculating alternatives like:

A) 1... $h2$ 2. $a4+$ $\mathbb{Q}xa4$ 3. $\mathbb{E}a6+$ $\mathbb{Q}b5$ 4. $\mathbb{E}a5+$ and the black rook is caught.

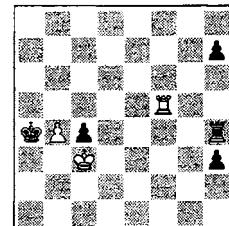
B) 1... $\mathbb{E}d5$ 2. $a4+$ $\mathbb{Q}xa4$ 3. $\mathbb{Q}xc4!$ and both the black rook is hanging and mate is threatened.

In such a situation a player shakes his weary head and concludes that things will never go his way.

2. $a4+$ $\mathbb{Q}xa4$ 3. $\mathbb{E}f5!!$

Finishing the job. Black resigned.

Such accidents are enough for a black player to stay away from the board for days. The white player, however, had every reason to spend these days celebrating! As you see, joy and sorrow are closely connected in this game.

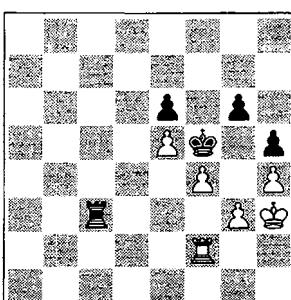


3. $\mathbb{E}f5!!$

C) Rook + 4 Pawns versus Rook + 3 Pawns

One more pawn, meaning more possibilities still.

We start with a fragment with 4 versus 3 pawns on one wing. In practice, this is usually a tough job to win.



□

410

In Radzikowska-Erenska, Poland 1978, White set a trap to try and avoid the technical problems:

1. $\mathbb{Q}h2!$

This does not spoil anything and you never know.

1... $\mathbb{Q}g4?$

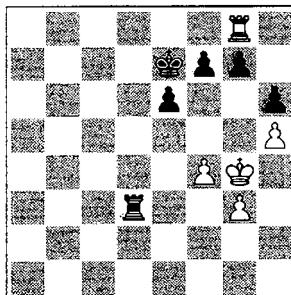
Right, Black falls for it.

2. $f5!!$

Suddenly 3. $\mathbb{E}f4$ mate is threatened.

2... $\mathbb{E}xg3$ 3. $f6$

and Black resigned.

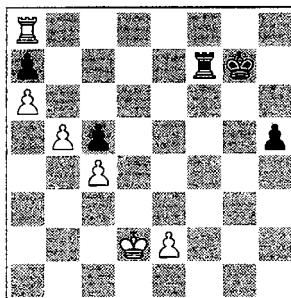


411

Another quick finish in such a 4 versus 3-situation we see in Bellon Lopez-Chekhov, Barcelona 1984, where Black gained a rook in a quite uncommon manner.

1...Rd8!

A tremendous hammer blow. White is confronted with an impossible choice. He cannot capture on d8, as the pawn endgame is immediately lost, of course. But to his horror White will have discovered that 2.Rxg7 costs him the rook: 2...Qf8 3.Rh7 Qg8 4.Rxh6 Qg5 5.Qg5 Rd5+. So he resigned. Very painful.



412

White's winning method in Pfleger-Kauder, Weissensturm 1977, is another example of how easy and smoothly the game can go, if only you see how!

The flashy continuation was:

1.b6!

So far it's quite obvious.

1...axb6 2.a7!

Already less obvious, but 2.Rb8 is not at all simple after 2...Qg6 3.Rxb6+ Qg5.

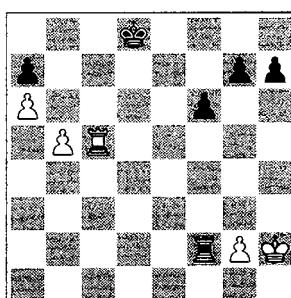
2...Qf6 3.e4!

Another thing that needed to be anticipated, but it's an approved tactical given that the black king must be lured into the open field in a position like this.

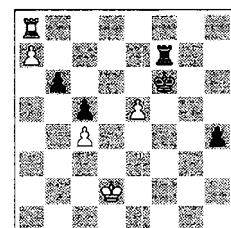
3...h4 4.e5+

and Black resigned. On 4...Qxe5 comes the deadly rook check on e8 and 4...Qf5 fails to 5.e6.

An instructive fragment.



413



4.e5+

Another quite instructive example is Seyboth-Lebedev, St Petersburg 1895. White was in bad shape, but he saved himself with a trick that was clever, especially in those times:

1.b6 axb6 2.Ra5!!

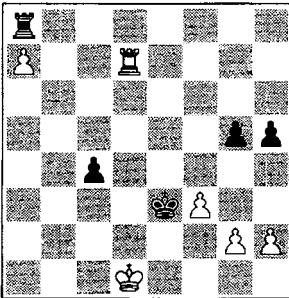
A typical joke to memorize.

2...bxa5 3.a7 Rf5 4.a8R+ Qe7 5.Rxe7

There is nothing to be gained with 5.Rb7+ Qe6 6.Rxg7 h5! either.

5...Re5 6.Rxh7 Qf7

Draw.



□

414

In earlier days, Trifunovic was well-known as a peace-loving player, but in his prestigious duel with Gligoric, Yugoslav Championship, Novi Sad 1945, he decided to force the black king to declare himself with:

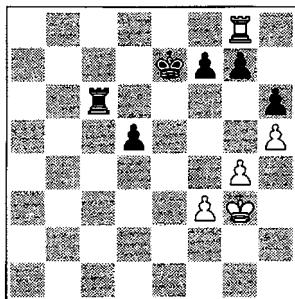
1. $\mathbb{E}e7+$ $\mathbb{Q}d3?$

And Black goes wrong. There was a study-like draw with 1... $\mathbb{Q}f2$. For those interested I give the main line that was given at the time: 1... $\mathbb{Q}f2$ 2. $\mathbb{E}e2+$ $\mathbb{Q}g1$ 3. $\mathbb{E}a2$ h4 4. g3 h3 5. f4 gxf4 6. gxf4 c3! 7. f5 c2+ 8. $\mathbb{E}xc2$ $\mathbb{E}xa7$ 9. $\mathbb{Q}e2$ $\mathbb{E}g7$.

That had escaped Gligoric and now White strikes mercilessly:

2. h4! gxh4 3. f4 h3 4. gxh3 $\mathbb{E}g8$ 5. f5 c3 6. $\mathbb{E}d7+$ $\mathbb{Q}c4$ 7. f6 $\mathbb{E}g1+$ 8. $\mathbb{Q}c2$ $\mathbb{E}g2+$ 9. $\mathbb{Q}c1$ $\mathbb{E}a2$ 10. f7 $\mathbb{E}a1+$ 11. $\mathbb{Q}c2$ $\mathbb{E}a2+$ 12. $\mathbb{Q}b1$

Black resigned.



□

415

Vitriolic play can be seen in the game Pekarek-Arshak Petrosian, Dortmund 1990. Of course White did not capture on g7. We have seen in Bellon Lopez-Chekhov (diagram 411) that the rook then gets into trouble. White chose

1. g5

only to succumb to the temptation one move later:

1... $\mathbb{E}c1$ 2. $\mathbb{E}xg7?$

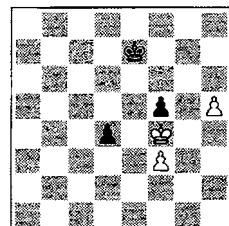
In view of what followed, White should have avoided this.

And ‘what followed’ was another nice example of the art of forceful liquidation:

2... $\mathbb{E}g1+$ 3. $\mathbb{Q}f4$ $\mathbb{E}xg5!$ 4. $\mathbb{E}xg5$ hxg5+ 5. $\mathbb{Q}xg5$ d4! 6. $\mathbb{Q}f4$

and now the painful surprise:

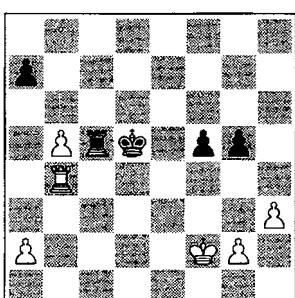
6... f5!!



6... f5!!

and White resigned.

He will have to give ground one way or another, as we have seen more than once in the Pawn Endgames in Part I.



□

416

The course of Miles-Sosonko, Tilburg 1978, was very profound.

1. $\mathbb{Q}g1!$

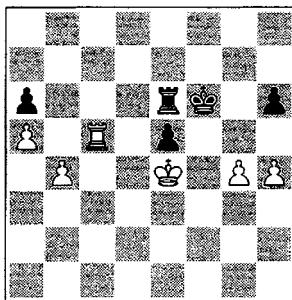
A tempo move you do not find so easily. Still things are not as bad as they seem, as long as for his part Black replies with the correct tempo move 1... $\mathbb{Q}e6$!. In the analysis the following main line was given: 2. $\mathbb{Q}h2$ f4 3. h4 $\mathbb{Q}f5$ 4. hxg5 $\mathbb{Q}xg5$ 5. a4 $\mathbb{E}c2$ 6. a5 f3 7. b6 axb6 8. axb6 f2 9. $\mathbb{E}b1$ $\mathbb{E}b2$ draw, and I believe that. The psychological effect of 1. $\mathbb{Q}g1$! lies mainly in the dilemma of choice that Black faced. He saw that neither 1... $\mathbb{Q}e5$ nor 1... $\mathbb{Q}d6$ nor 1... $\mathbb{E}c2$ was good. Sosonko couldn't decide on 1... $\mathbb{Q}e6$ and relied on:

1... f4?

This ended sadly for him:

**2.h4 $\mathbb{E}c1+$ 3. $\mathbb{Q}h2$ $\mathbb{Q}c5$ 4. $\mathbb{E}e4$ $gxh4$ 5. $\mathbb{E}xf4$ $\mathbb{Q}xb5$
6.a4+ $\mathbb{Q}c6$ 7. $\mathbb{E}xh4$ $\mathbb{E}a1$ 8. $\mathbb{Q}h3$ a5 9. $\mathbb{E}f4$ $\mathbb{Q}d6$ 10. $\mathbb{Q}h4$
 $\mathbb{E}b1$ 11. $\mathbb{Q}g5$**

and Black resigned.



□

417

White had to take care in Kveinis-Djurhuus, Oslo 1992, when he thought he could simplify matters by liquidating into a pawn end-game.

1.g5+

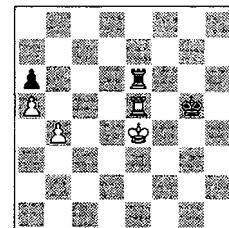
Quite ‘simple’ would have been 1.b5, but then we would have missed the following attractive exchange of traps.

1... $hxg5$ 2. $hxg5+$ $\mathbb{Q}xg5$ 3.b5!

Now he does play it, as White discovers on time (or maybe he had calculated it in) that 3. $\mathbb{E}xe5?$ (see diagram) 3... $\mathbb{Q}f6!$ leads to a draw.

3... $\mathbb{Q}f6$

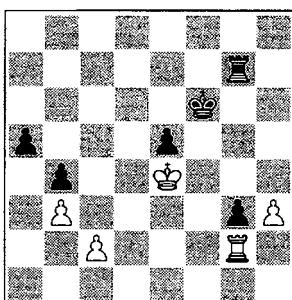
After 3... $axb5$ White can now liquidate with 4. $\mathbb{E}xe5+$ $\mathbb{Q}f6$ 5. $\mathbb{E}xe6+$ $\mathbb{Q}xe6$ 6.a6.



analysis after 3. $\mathbb{E}xe5+$

**4.b6 $\mathbb{E}e8$ 5. $\mathbb{Q}d5$ $\mathbb{Q}e7$ 6. $\mathbb{E}c7+$
 $\mathbb{Q}d8$ 7. $\mathbb{E}a7$**

and Black resigned.



□

418

A small masterpiece was produced by Black in Konstantinov-Aratovsky, Soviet Union 1955. He made clever use of the bad position of the white rook.

1. $\mathbb{E}g1$

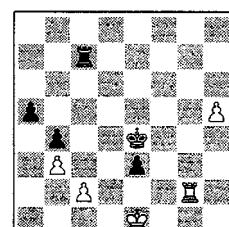
Or 1.h4 $\mathbb{E}g4+$ 2. $\mathbb{Q}f3$ $\mathbb{E}xh4$ 3. $\mathbb{Q}xg3$ $\mathbb{E}f4$.

**1... $g2$ 2. $\mathbb{Q}f3$ $\mathbb{Q}f5$ 3. $\mathbb{E}xg2$ $e4+$
4. $\mathbb{Q}f2$ $\mathbb{E}c7$ 5. $\mathbb{Q}e1$ e3 6.h4 $\mathbb{Q}e4$
7.h5**

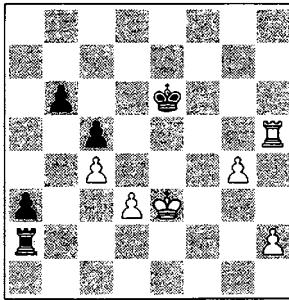
and here it comes:

7... $a4!!$ 8. $bxa4$ b3!!

Such violence! White resigned, as after 9.cxb3 $\mathbb{Q}f3!$ it’s over.



7.h5



■ 419

Black came away with an ugly flea in his ear in Kagan-Kaldor, Israel 1972. His position was clearly winning and he could have hauled in the loot with 1... $\mathbb{A}a1$ 2. $\mathbb{H}h6+$ $\mathbb{Q}d7$ 3. $\mathbb{H}h7+$ $\mathbb{Q}c6$ 4. $\mathbb{H}a7$ $a2$ (threatening $\mathbb{H}e1+$) 5. $\mathbb{Q}f2$ and now the elementary 5... $\mathbb{H}h1$. But he saw something more beautiful. Evil spirits enticed him into:

1... $\mathbb{H}e2+?$

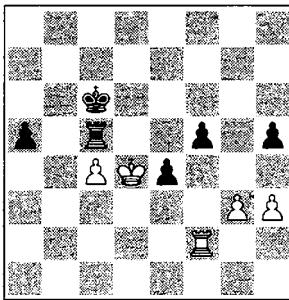
Very funny, but it does not win:

2. $\mathbb{Q}xe2$ $a2$ 3. $\mathbb{H}h6+$

Black cannot escape the perpetual check. Even less appealing are possibilities like 3... $\mathbb{Q}e5$ 4. $\mathbb{H}h5+$ $\mathbb{Q}d4??$ 5. $\mathbb{Q}d2$ and Black even gets mated, 4... $\mathbb{Q}f6??$ 5. $\mathbb{H}f5+$ and 6. $\mathbb{H}f1$ or 3... $\mathbb{Q}d7$ 4. $\mathbb{H}h7+$ and 5. $\mathbb{H}a7$. I point out these alternatives just in case you were wondering why Black, in a fright, conceded the draw so suddenly after

3... $\mathbb{Q}e5$ 4. $\mathbb{H}h5+$ $\mathbb{Q}e6$

It is vital to remain alert in this game!



■ 420

It is well-known that in the USA, tournaments tend to contain quite a few showpieces. A good example is Commons-Mednis, Houston 1974. Black started the hostilities with

1... $a4!$

and the continuation is really something:

2. $g4$ $e3!$ 3. $\mathbb{H}a2$

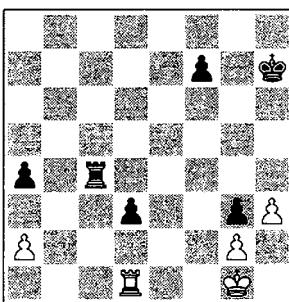
And not 3. $\mathbb{Q}xe3$ $fxg4$ 4. $\mathbb{Q}d4$ $\mathbb{Q}g5$ 5. $h4$ $g3!$

3... $f4$ 4. $\mathbb{H}xa4$ $\mathbb{Q}e5!$

We already know this one, but it's something else to foresee it! By the way, the more prosaic 4... $e2$ 5. $\mathbb{H}a1$ $\mathbb{Q}e5!$ 6. $\mathbb{Q}xe5$ $f3$ also looks winning.

5. $\mathbb{Q}xe5$ $e2$ 6. $\mathbb{Q}xf4$ $e1\mathbb{Q}$ 7. $\mathbb{Q}g5$ $h4!$

And White played on wearily for almost twenty more moves, starting with 8. $\mathbb{H}a6+$ $\mathbb{Q}b7$. After the better 8... $\mathbb{Q}c5!$ 9. $\mathbb{H}h6$ $\mathbb{Q}e3+$ 10. $\mathbb{Q}h5$ $\mathbb{Q}xh3$ he would have been lost at once. A real Western, I would say!



■ 421

A painful thorn in the white player's flesh was the black pawn on g3 in Dorzhiev-Vagaviev, Kazan 1983. Black made clever use of it:

1... $d2!$

Not 1... $\mathbb{H}c2?$ 2. $\mathbb{Q}f1$ $\mathbb{H}f2+$ 3. $\mathbb{Q}e1!!$. Black wins a pawn here, but the win is far from easy.

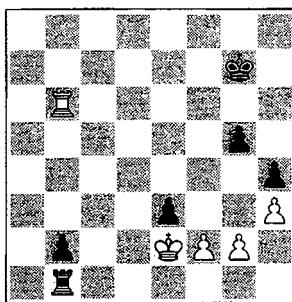
2. $\mathbb{Q}f1$ $\mathbb{H}f4+!$

Excellent again. 2... $\mathbb{H}c2?$ is less forceful.

3. $\mathbb{Q}e2$ $\mathbb{H}f2+$ 4. $\mathbb{Q}e3$ $f5!$ 5. $\mathbb{H}xd2$ $f4+$ 6. $\mathbb{Q}d3$ $\mathbb{H}xd2+$ 7. $\mathbb{Q}xd2$ $f3!$

Iron logic. White resigned.

I conclude this paragraph with a quintet of examples that offer us a nice opportunity to test our tactical alertness, as in all cases tactical motifs are used that have been treated before.



422

First Martinovic-Dumpor, Novi Becej 1986. What would you do?

1...g4!

Right: 2...exf2 and 3...g3(+) is threatened.

2.hxg4 h3!

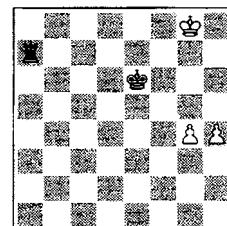
Well-spotted again!

**3.gxh3 exf2 4.Bb7+ Qf6 5.Bb6+ Qe5 6.Bb5+ Qd4
7.Qxf2 Bh1!**

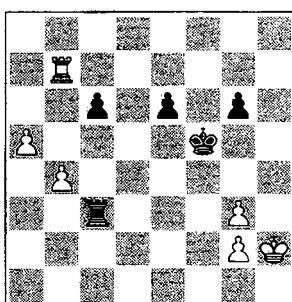
The familiar motif, covering the b2-pawn indirectly. The promotion of this pawn cannot be prevented. I give the rest without comment.

**8.Qg3 b1Q 9.Bxb1 Bxb1
10.Qf4 Qd5 11.h4 Bf1+ 12.Qg5
Qe6 13.Qg6 Bf6+ 14.Qg7 Bf7+
15.Qg8 Ba7!**

White resigned.



15...Ba7!



423

And then Bronstein-Minic, from the match Soviet Union-Yugoslavia, Lvov 1962. A position with doubled pawns, which often means some tactical advantage. Bronstein designs a snare and Black gets caught.

Do you also see something looming?

1.g4+!

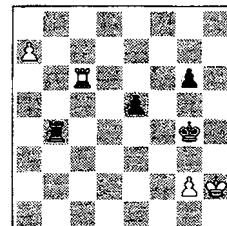
Bronstein wants to have the king and the rook on the same rank, in order to weave a familiar motif into the position.

1...Qxg4 2.a6 e5?

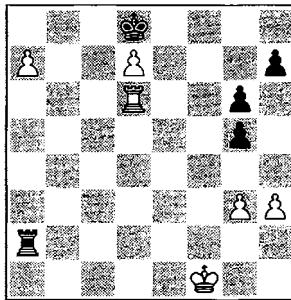
Apparently he does not yet see it coming. With 2...Qf5 he could still have offered resistance. Now it is over.

3.Bc7 Bb3 4.Bxc6 Bxb4 5.a7!

Now Black did see it and he immediately resigned. We understand his desperation: 5...Ba4 6.Bc4+ and the trap snaps shut!



5.a7!



□

424

Another pretty one is Bukic-Maric, Yugoslavia 1968.
White has a simple win with:

1. $\mathbb{H}f6!$

and we understand it immediately. The threats are $\mathbb{H}f8$ or $a8\mathbb{Q}$.

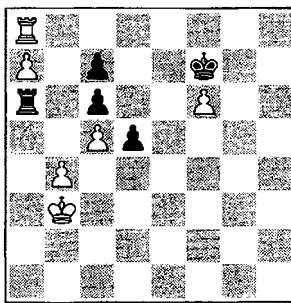
1... $\mathbb{Q}xd7$

Even more elementary would have been 1... $\mathbb{H}xa7$ 2. $\mathbb{H}f8+$ $\mathbb{Q}xd7$ 3. $\mathbb{H}f7+$.

But now White also puts an immediate end to it:

2. $\mathbb{H}f8$

Black resigned.



□

425

We have a ‘breakthrough exercise’ for you to solve in diagram 425 from Alekhine-Spielmann, New York 1927.

Led by the Great Maestro, we continue the game with:

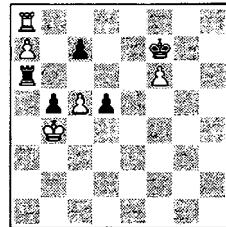
1. $b5!$

This crowbar needed to be used, as to all appearances Black had organized his defence adequately.

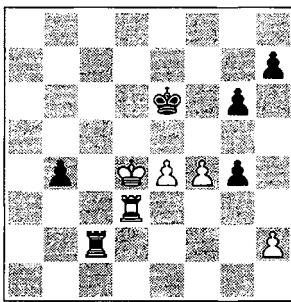
1... $cxb5$ 2. $\mathbb{Q}b4$

Black capitulated. Do you see on which motif this is based?

Precisely. The b5 pawn cannot be covered with c7-c6 on account of the thematic $\mathbb{H}a8-h8$.



2. $\mathbb{Q}b4$



□

426

And then the last one. Bellon Lopez-Fernandez Garcia, Torremolinos 1985, is a case where we need our knowledge of pawn endings, as Black makes use of a possibility to liquidate after White’s faulty first move...

1. $h3?$

You probably see it coming:

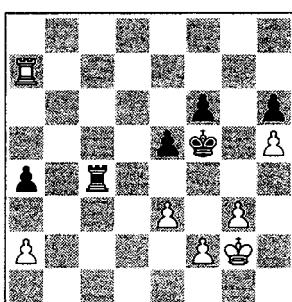
1... $\mathbb{H}c3!$ 2. $f5+$

2. $h \times g4$ does not help either on account of 2... $\mathbb{H}xd3+$ 3. $\mathbb{Q}xd3$ $h5$ 4. $f5+$ and – pay attention again – 4... $\mathbb{Q}e7!$ and wins.

2... $g \times f5$ 3. $e \times f5+$ $\mathbb{Q}xf5$ 4. $h \times g4+$ $\mathbb{Q}xg4$ 5. $\mathbb{H}d1$ $h5$ 6. $\mathbb{H}e1$ $h4$

and White resigned.

D) Rook with 5 or 6 Pawns versus Rook with 4 or 5 Pawns



□

427

We start this paragraph with a mating attack from Sturua-Kolpakov, Soviet Union 1978.

1.f3!

Threatening to drive the black king back and actually there is already not much Black can do about it.

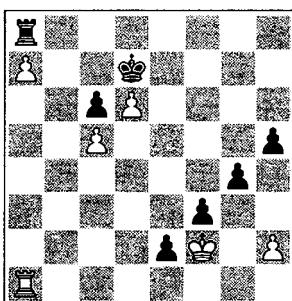
1...Rc2+ 2.Qh3 Rxg2 3.Re7

Cutting off some escape routes.

3...Qg5 4.g4 f5 5.Re6!

And suddenly no escape is possible. Black resigned.

Not really difficult. But we have now reached types of position that sometimes remind us of the middlegame.



□

428

Such is also the case in the following example, Epstein-Mulenko, 36th Women's Championship of the Soviet Union, Tbilisi 1976. In itself this diagram is already unique, if we look at Black's pawn structure. When you see positions like this one you wonder how on earth they manage to get them on the board. The white player does not have much choice.

1.Ra4

In any case this prevents the black pawn front to get moving immediately. But it releases control of square e1. Therefore, Black immediately calls her to order with:

1...Re8 2.Ra1 h4

Of course, that was already in the wind. White cannot stop Black's plans with something like 3.Rg1, as then follows the quite subtle 3...Qe6! and on 4.Rxg4? e1Q+! 5.Qxe1 Qf5+. So there is nothing to do but wait.

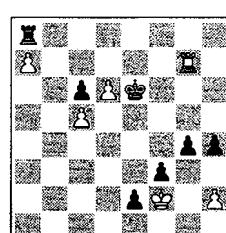
3.Rb1 Rf8 4.Rb7+

And not 4.Ra1 g3+! 5.hxg3 hxg3+ 6.Qxg3 f2!.

4...Qe6 5.Rg7 Ra8 6.Rxg4?

As we have seen so often, White now loses patience and her trust in a good outcome. She could still have made things quite difficult with 6.d7! and it is even questionable if Black can win at all. However, now the way is paved and Black finishes the game effectively.

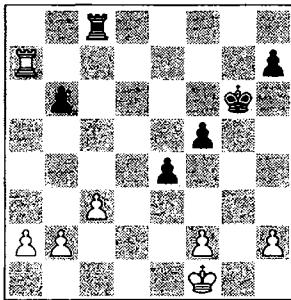
**6...Rxg7 7.Re4+ Qd5 8.Rxh4
Ra1**



5...Ra8

White resigned.

In soccer terms we could describe this as 'a defence failure to mark', leaving the road towards the goal (e1) wide open.



■ 429

The position in diagram 429 from Tarrasch-Rubinstein, San Sebastian 1911, also looks rather hopeless for Black, but he has several important counter-trumps: his king's position is good, his pawn centre is active and he can control the open d-file. On the basis of these trumps he constructs a fantastic rescue operation.

When you see such fragments, you feel deep admiration for the great players in those years, who could only dream of the theoretical development of the game that we know today, and of all the technical tools and facilities that top players dispose of nowadays.

The concept that Black demonstrates here shows great vision and a tremendous insight in the game. Enjoy!

1... $\mathbb{H}d8!$

Immediately grabs the open file and threatens with a march of his f-pawn.

2. $\mathbb{H}a6 \mathbb{H}d2!!$

Black understands that only attacking can save him, even if it costs him a second pawn.

3. $\mathbb{H}xb6+$ $\mathbb{Q}g5$ 4. $\mathbb{Q}e1 \mathbb{H}c2$ 5. $\mathbb{H}b5$

White has an even riskier try with 5.a4!?. Now Black's pawn centre really gets moving, e.g. 5.a4 f4 6.a5 f3 7.a6 $\mathbb{H}e2+$ 8. $\mathbb{Q}f1 \mathbb{H}c2$ 9. $\mathbb{Q}e1 \mathbb{H}e2+$. With 10. $\mathbb{Q}d1$ (*see diagram*), however, White can still try for a win: 10... $\mathbb{H}xf2$ 11.a7! (with the tempo loss 11. $\mathbb{H}b5+$ he would even land in danger: 11... $\mathbb{Q}f4$ 12. $\mathbb{H}a5$ e3 13.a7 e2+ 14. $\mathbb{Q}d2 \mathbb{H}f1$) 11... $\mathbb{H}f1+$ 12. $\mathbb{Q}d2 \mathbb{H}a1$ 13. $\mathbb{H}b7$ f2 14. $\mathbb{H}f7$ $\mathbb{H}xa7$ 15. $\mathbb{H}xf2$.

5... $\mathbb{Q}g4$ 6.h3+ $\mathbb{Q}xh3$ 7. $\mathbb{H}xf5$

One danger has been warded off and one trump has been rendered harmless, but now White's beautiful pawn formation on the queenside is ruined.

7... $\mathbb{H}xb2$ 8. $\mathbb{H}f4 \mathbb{H}xa2$ 9. $\mathbb{H}xe4$ h5!

This is actually already the completion of the rescue operation, as White's extra pawn does not suffice for the win anymore. Tarrasch, however, does not relinquish and tries:

10.c4 $\mathbb{Q}g2$ 11. $\mathbb{H}f4$

11. $\mathbb{H}h4$ $\mathbb{H}a5$ is also a draw.

11... $\mathbb{H}c2$ 12. $\mathbb{H}h4$ $\mathbb{Q}f3!$

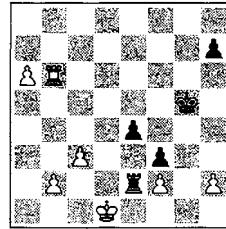
Black must stay on his toes, as after 12... $\mathbb{H}xf2$ White still wins with 13. $\mathbb{H}h2+$.

13. $\mathbb{Q}d1$ $\mathbb{H}xf2$

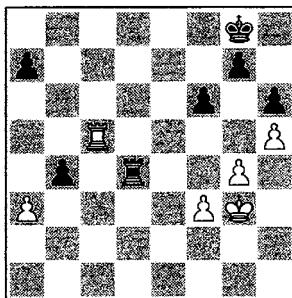
Now he can!

14.c5 $\mathbb{Q}e3$ 15. $\mathbb{H}xh5$ $\mathbb{Q}d4$.

and the draw was agreed. Quite impressive!



analysis after 10. $\mathbb{Q}d1$



□

430

From our own times, in which strong players of the female gender sometimes confuse the chess lives of innocent men, stems the game Bertholée-Judit Polgar, Amsterdam 1990.

Apparently White cannot bring himself to face reality and draw with 1.axb4. We have to add that he was in time-trouble and, hunted by the clock, he arrived at the fatal thought:

1. $\mathbb{R}a5?!$

It is unwise to give the shrewd black player such chances. Punishment followed promptly:

1... $\mathbb{B}b3!?$

Not a pleasant thing to get thrown at you in time-trouble.

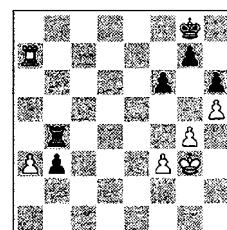
2. $\mathbb{R}xa7?!$

It was still a draw after 2. $\mathbb{R}b5$.

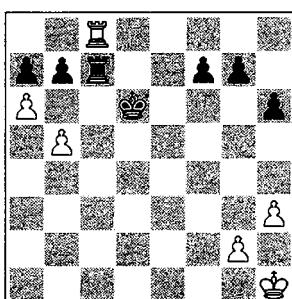
2... $\mathbb{B}b4!!$

We have seen this before, but still....

We keep enjoying such fragments, although the white player did not. He played on for a few moves but proved to be beyond salvation.



2... $\mathbb{B}b4!!$



□

431

Also very attractive to watch is the position in diagram 431 from a radio consultation game, Russia 1963/64.

It is not difficult, but as White you have to spot the first move.

1. $b6!!$

Confronted with such a barbaric move, your heart sinks into your boots and you are struck by bewilderment and desperation.

1...axb6 is met by 2. $\mathbb{R}xc7$ $\mathbb{Q}xc7$ 3.a7 and when you see that, what's left to do? There followed

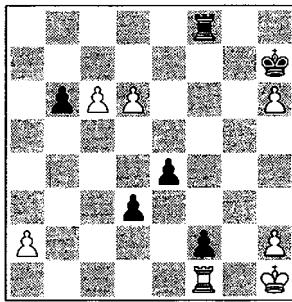
1... $\mathbb{R}xc8$

but after

2. $axb7$ $\mathbb{R}b8$ 3. $bxa7$ $\mathbb{Q}c7$ 4. $a8\mathbb{W}$

Black decided to resign.

A small jewel!



□

432

A different subject, which we have treated before, concerns two far advanced connected pawns: the question in such cases is always who reaches the other side first.

In an extreme form we encounter this theme in Gligoric-Stein from the annual match Soviet Union-Yugoslavia, Lvov 1962.

Of course, White can see his destiny approaching already. He plays his last trump card.

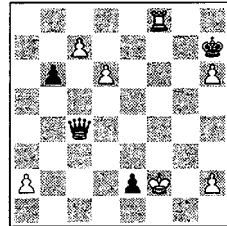
1. $\mathbb{R}xf2$

Black cannot capture the rook, as then the white pawns grow wings. That's why Stein swiftly throws a rook into the fray:

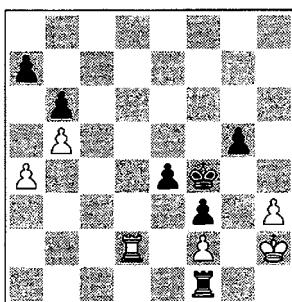
1...e3!!

and he wins the race with:

**2. $\mathbb{R}xf8$ d2 3.c7 d1 $\mathbb{W}+$ 4. $\mathbb{Q}g2$
 $\mathbb{W}g4+$ 5. $\mathbb{Q}f1$ $\mathbb{W}c4+$ 6. $\mathbb{Q}g2$ e2
 7. $\mathbb{Q}f2$ $\mathbb{W}e6$ 8. $\mathbb{Q}e1$ $\mathbb{W}xd6$ 9. $\mathbb{R}h8+$
 $\mathbb{Q}g6$ 10. $\mathbb{R}g8+$ $\mathbb{Q}h5$**

7. $\mathbb{Q}f2$

White resigned.



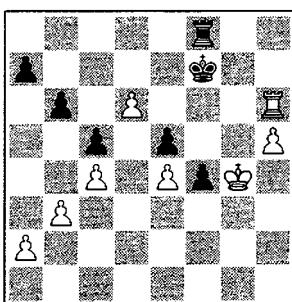
■

433

We can also offer a quick win for Black in Van der Werf-Van den Doel, Dutch Championship semi-finals, Enschede 1994.

1... $\mathbb{R}xf2+$ 2. $\mathbb{R}xf2$ e3

and White resigned.



■

434

Now for a few fragments with 6 versus 5 pawns. We find ourselves at the conclusion of Petrosian-Kortchnoi, Moscow 1963. This conclusion was rather dramatic, as White has just taken a pawn on h6 and that turns out to be fatal.

1...f3

and White is in dire straits. 2. $\mathbb{Q}xf3$ is not on, as after 2... $\mathbb{Q}g7+$ the rook is lost.

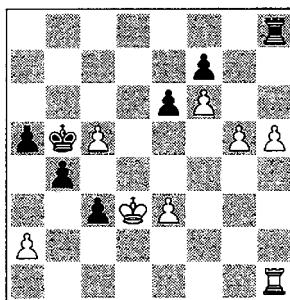
White tried

2. $\mathbb{Q}g5$

after which 2...f2 would be premature (3. $\mathbb{R}f6+$ and 4. $\mathbb{R}g6+$), but after

2... $\mathbb{Q}e8!$

he gave up trying.



□

435

A quite fantastic endgame took place in Yermolinsky-Atalik, San Francisco 2002.

White immediately went wrong with:

1. $\mathbb{H}h4?$

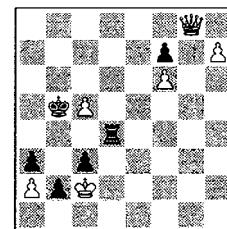
Probably better is 1.c6, after which the players conjured up the following pretty variation in the post mortem: 1... $\mathbb{Q}xc6$ 2.g6 fxg6 3.hxg6 $\mathbb{B}xh1$ 4.f7 $\mathbb{B}d1+$ 5. $\mathbb{Q}c2$ $\mathbb{B}d2+$ 6. $\mathbb{Q}c1$ $\mathbb{B}f2$ 7.g7 $\mathbb{B}xf7$ 8.g8 \mathbb{W} $\mathbb{B}f1+$ 9. $\mathbb{Q}c2$ $\mathbb{B}f2+$ 10. $\mathbb{Q}d3$ $\mathbb{B}d2+$ 11. $\mathbb{Q}e4$ c2, after which it is still unclear if White can win.

1...e5! 2.g6 fxg6?

But now Black is the one to throw away his chances. He could have played for a win with 2... $\mathbb{B}d8+!$, e.g.:

A) 3. $\mathbb{B}d4$ exd4 4.exd4 a4 5.g7 a3 6.h6 (or 6. $\mathbb{Q}c2$ $\mathbb{B}e8$ 7.h6 $\mathbb{Q}c4$ 8.h7 $\mathbb{B}e2+$ 9. $\mathbb{Q}d1$ $\mathbb{Q}d3$ and wins) 6...b3 7.h7 b2 8. $\mathbb{Q}c2$ $\mathbb{B}xd4$ 9.g8 \mathbb{W} (see diagram) 9... $\mathbb{B}d2+$ 10. $\mathbb{Q}xc3$ b1 $\mathbb{Q}!!+$ 11. $\mathbb{Q}b3$ $\mathbb{B}b2$ mate! This under-promotion, followed by mate, is just what White needs...

B) 3. $\mathbb{Q}c2$ $\mathbb{B}d2+$ 4. $\mathbb{Q}b1$ $\mathbb{B}b2+$ 5. $\mathbb{Q}a1$ a4 6.gxf7 b3 and Black wins.



analysis after 9.g8 \mathbb{W}

3.hxg6 $\mathbb{B}d8+$ 4. $\mathbb{B}d4!$ exd4 5.exd4

Not 5.e4 a4! 6.f7 b3 7.axb3 axb3 8.g7 b2 and Black is winning.

5... $\mathbb{B}xd4+$

Just what White needs, again.

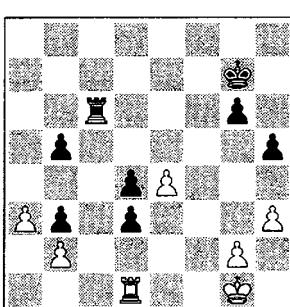
6. $\mathbb{Q}xd4$ c2 7.f7 c1 \mathbb{W} 8.f8 \mathbb{W}

The finale is starting to take shape.

8... $\mathbb{W}g1+$ 9. $\mathbb{Q}d5$ $\mathbb{W}g5+$ 10. $\mathbb{Q}d4$ $\mathbb{W}g1+$ 11. $\mathbb{Q}d5$

and here the players agreed to a ‘peaceful’ draw.

A fascinating story.



■

436

Another little test with the help of Osnos-Shekhtman, Leningrad 1967. It seems to me that you must be able to find the first move with your eyes closed.

1... $\mathbb{B}c3!$

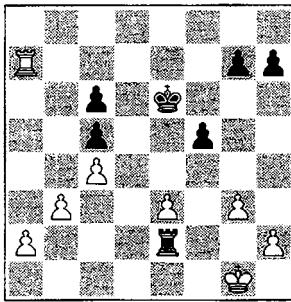
and the continuation was as follows:

2.e5 $\mathbb{Q}f7$ 3.h4 $\mathbb{Q}e6$ 4. $\mathbb{Q}h2$ $\mathbb{Q}xe5$ 5.bxc3

White is now forced to capture. He tries to build a fortress.

5... dxc3 6. $\mathbb{B}xd3$ b2 7. $\mathbb{B}xc3$ b1 \mathbb{W} 8. $\mathbb{B}g3$ $\mathbb{W}e4$ 9. $\mathbb{Q}h3$ $\mathbb{Q}d4$ 10. $\mathbb{B}g5$ $\mathbb{Q}c4$

White resigned in view of 11. $\mathbb{B}g3$ $\mathbb{W}f4$ 12. $\mathbb{B}g5$ $\mathbb{W}xg5!$.



437

Now we move on to a position from the first match game Lilienthal-Smyslov, Moscow 1941, in which Black sacrificed all his worldly goods to realize the draw.

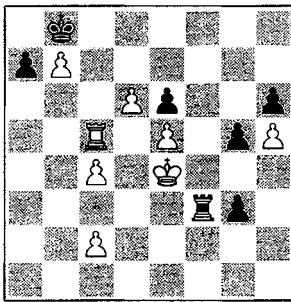
He succeeded in the following manner:

**1...g5! 2.♖xh7 ♜xa2 3.♖h6+ ♔e5! 4.♖xc6 ♔e4
5.♖xc5 f4!!**

That was what Black had planned. His king reaches the safe square f3 and that is sufficient for the draw in spite of the material minus.

6.exf4 ♔f3 7.h3 ♜a1+

Draw agreed.



438

A short but sweet finish we see in the 1988 game Rutten-Versfeld. Black provided his opponent with an ugly hangover with:

1...♗f4+ 2.♔d3 g2 3.d7 ♜d4+!

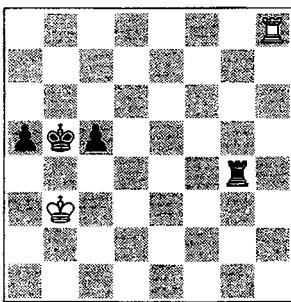
Another horrible disappointment, if you are White and you have not seen this coming.

After 4.♔xd4 comes 4...g1#+ and Black wins the white pawn after a few checks.

A pity for the white player, who had probably imagined a different conclusion to the game!

E) Two or more extra Pawns

Even in this case things can get quite difficult. Think only of the infamous f+h-duo that we have discussed before. I will show once more what misery this endgame can bring in practice, using a purely technical example.



439

This one is from Polugaevsky-Ree, Amsterdam 1981. For two players of this calibre, the job should be an easy one, for a+c-pawn is a well-known draw. But see what happened:

**1...a4+ 2.♔a3 ♜g3+ 3.♔b2! ♔b4 4.♖b8+! ♔c4 5.♖a8
♜g2+ 6.♔a1?**

6.♔a3! was the way to go.

5... ♔c3! 7.♖xa4 c4?

Ree returns the favour. 7...♔b3! would have won.

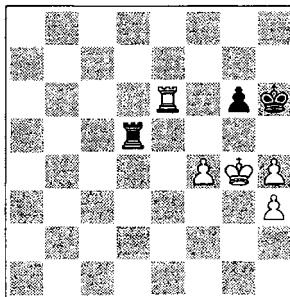
8.♖a8 ♜g7 9.♔a2?

Another elementary mistake. White can draw with 9.♔b1.

**9...♔c2! 10.♔a1 c3 11.♔a2 ♜b7 12.♖a6 ♜d7 13.♖a8
♚d2**

White resigned.

It may be worth mentioning that shortly before in a training camp, Polugaevsky had pointed out to his colleagues how important it is to study this kind of endgames thoroughly. They must have thrown that back to him a few times!



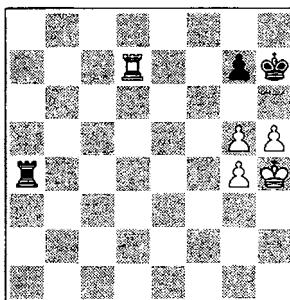
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440

With three pawns against one there is more fun to be had, but in Landau-List, Hastings 1937/38, White cleverly managed to sail round all problems with the small joke

1.h5! ♜xh5 2.♜e5

and Black could resign immediately.



□

441

Not exactly difficult but still rather nice I found the decisive attack in Tseshkovsky-Vladimirov, Tashkent 1987.
White executed the sentence as follows:

1.h6 ♜h8 2.♗h5 ♜a6 3.♗d8+ ♜h7

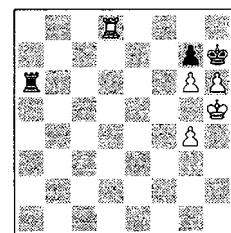
and now, quite neatly:

**4.g6+! ♜xg6 5.♗h8+ ♜xh8
6.♔xg6 ♜g8**

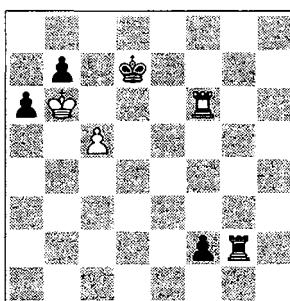
Black still does not want to budge, but...

7.g5!

was too much for him. He resigned.



4.g6+!



■

442

That things can end up worse we demonstrate with the help of Prins-Lehmann, Leipzig Olympiad 1960.

Black could win easily with 1...♝e7 2.♞f3 ♜g6+ and 3...♞f6. But he thought he could win more attractively in a way we have seen many times before, and triumphantly played:

1...♜g6??

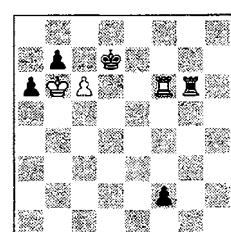
In this case, this move is no good at all and Prins saw this.

2.c6+!

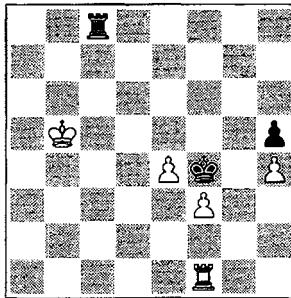
That must have hit hard!

**2...bx_c6 3.♗xf2 ♜d6 4.♗d2+
♚e5 5.♗c2**

and moaning and groaning, Black had to concede the draw.



2.c6+!



443

It is always a dilemma to which side the king must be transported. In Anikaev-Karasev, Severodonetsk 1982, Black faced this tough choice. Guess what: he chose the wrong direction.

1... $\mathbb{Q}e3?$

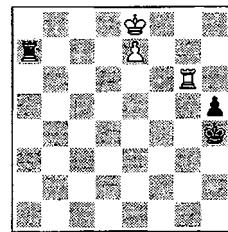
Tempos are important here and Black could have gained a few with 1... $\mathbb{Q}g3!$. The analysis runs as follows: 2.e5 $\mathbb{Q}g2$ 3. $\mathbb{E}e1$ $\mathbb{Q}f2$ 4. $\mathbb{E}d1$ $\mathbb{Q}xf3$ 5.e6 $\mathbb{Q}g4$ 6.e7 $\mathbb{E}e8$ 7. $\mathbb{E}e1$ $\mathbb{Q}xh4$ 8. $\mathbb{Q}c6$ $\mathbb{Q}g3$ 9. $\mathbb{Q}d7$ $\mathbb{E}xe7+!$ 10. $\mathbb{Q}xe7$ h4 with a draw. For that matter, after a move like 1... $\mathbb{E}c7!$ it's also hard to see White making any progress.

After the text move the poor black player was many tempos short, as the further course of the game shows:

2.e5 $\mathbb{Q}e2$ 3. $\mathbb{E}g1!$

We already see the difference: the black king is cut off from the h-file 'too early'.

**3... $\mathbb{Q}xf3$ 4.e6 $\mathbb{E}e8$ 5. $\mathbb{E}g6$ $\mathbb{Q}f4$
6. $\mathbb{Q}c6$ $\mathbb{Q}f5$ 7. $\mathbb{Q}d7$ $\mathbb{E}a8$ 8. $\mathbb{E}h6$
 $\mathbb{E}a7+$ 9. $\mathbb{Q}e8$ $\mathbb{Q}g4$ 10.e7 $\mathbb{Q}xh4$
11. $\mathbb{E}g6!$**

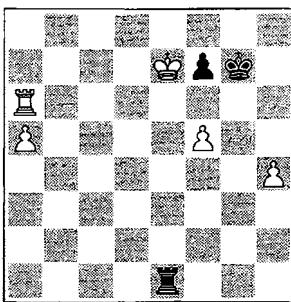


11. $\mathbb{E}g6!$

At the right moment again.

**11... $\mathbb{Q}h3$ 12. $\mathbb{Q}f8$ $\mathbb{E}a8+$ 13.e8 \mathbb{Q} $\mathbb{E}xe8+$ 14. $\mathbb{Q}xe8$ h4
15. $\mathbb{Q}e7$ $\mathbb{Q}h2$ 16. $\mathbb{Q}f6$ h3 17. $\mathbb{Q}f5$ $\mathbb{Q}h1$ 18. $\mathbb{Q}g4$ h2 19. $\mathbb{Q}g3$**

Black resigned.



444

'Go for it', Larsen must have thought in his game as White with Kavalek, Buenos Aires 1980.

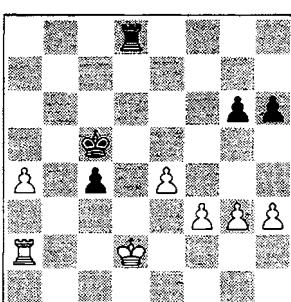
1. $\mathbb{E}e6!!$ $\mathbb{B}b1$

More or less resigning himself to his fate, but 1...fxe6 fails to 2.f6+ and 1... $\mathbb{E}a1$ is met by 2.f6+ $\mathbb{Q}g6$ 3. $\mathbb{E}e5$.

2. $\mathbb{E}b6$ $\mathbb{E}e1+$ 3. $\mathbb{Q}d7$ $\mathbb{E}e5$ 4.f6+ $\mathbb{Q}g6$ 5.a6 $\mathbb{E}a5$ 6. $\mathbb{Q}c7$

Black resigned.

With this combination, a precursor of Gustafsson-Pedersen (diagram 368), White saved himself quite a few technical difficulties!



445

As White, in Scheeren-Brondum, Copenhagen 1982, realized that 1. $\mathbb{Q}e2$ c3 2. $\mathbb{E}a1$ $\mathbb{Q}b4$ 3. $\mathbb{E}b1+$ $\mathbb{Q}xa4$ 4. $\mathbb{E}b6$ c2 5. $\mathbb{E}c6$ $\mathbb{Q}b3$ 6. $\mathbb{E}b6+$ would not yield him more than a draw, Scheeren tried to force the march of his a-pawn tactically.

1. $\mathbb{Q}c2$

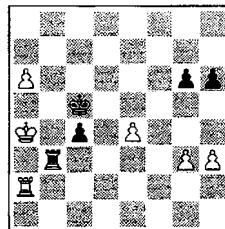
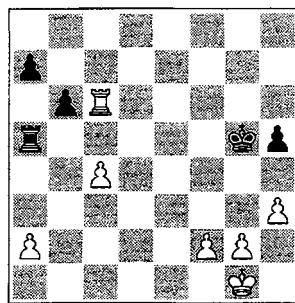
But after

**1... $\mathbb{E}d3$ 2.a5 $\mathbb{E}xf3$ 3.a6 $\mathbb{E}f2+$ 4. $\mathbb{Q}b1$ $\mathbb{E}f1+$ 5. $\mathbb{Q}b2$ $\mathbb{E}f2+$
6. $\mathbb{Q}a3$ $\mathbb{E}f3+$ 7. $\mathbb{Q}a4$**

he was painfully surprised by

7... $\mathbb{E}b3!!$

Now White's idea turns out to be an illusion. Because of the threat of perpetual check he has no more than a draw. If he makes another winning attempt with 8. $\mathbb{B}a1$ $\mathbb{B}b4+$ 9. $\mathbb{Q}a3?$, he even loses: 9... $\mathbb{B}b6!$ 10. a7 $\mathbb{B}a6+$ 11. $\mathbb{Q}b2$ c3+ 12. $\mathbb{Q}b1$ c2+. A draw, therefore.

7... $\mathbb{B}b3!!$ 

More sunny was White's day in Ftacnik-Vogt, Trnava 1983, as Caissa had the following elegant mating attack in store for him:

1. h4+! $\mathbb{Q}xh4$

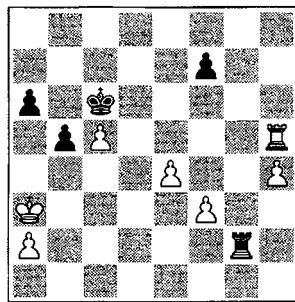
On 1... $\mathbb{Q}f4$ follows 2. $\mathbb{B}h6$ and in a detailed analysis Ftacnik has shown how he would have won in that case. We gladly believe him and follow the further course of the game:

2. $\mathbb{B}g6!$ $\mathbb{B}xa2$ 3. f4

and Black resigned on the grounds of 3...a5 4. f5 a4 5. f6 a3 6. f7 $\mathbb{B}a1+$ 7. $\mathbb{Q}h2$ $\mathbb{B}h1+$ 8. $\mathbb{Q}xh1$ a2 9. $\mathbb{Q}h2$ and Black gets mated.

□

446



□

447

A minor tragedy unfolded in Portisch-Christiansen, Portoroz 1985. Here we see what can happen if the player who possesses a few extra pawns takes things too lightly and pays insufficient attention to his opponent's counterchances.

White could have consolidated his position with 1. $\mathbb{B}f5$ and actually there is no hope for Black after that.

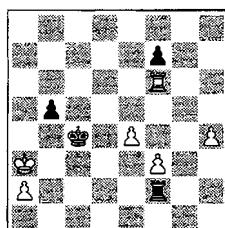
But White did not pay attention for an instant.

1. $\mathbb{B}h6+$ $\mathbb{Q}xc5$ 2. $\mathbb{B}xa6$ $\mathbb{B}f2$ 3. $\mathbb{B}f6$ $\mathbb{Q}c4!$

Suddenly threatening 4...b4+ and 5... $\mathbb{B}xa2$ mate.

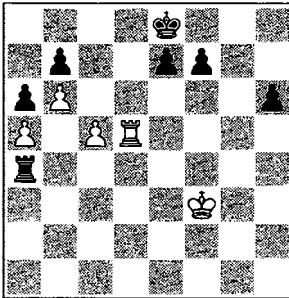
4. $\mathbb{B}c6+$ $\mathbb{Q}d4$ 5. $\mathbb{B}c7$

White should have activated his king. After 5. $\mathbb{Q}b4!$ White is still a healthy pawn up.

3... $\mathbb{Q}c4!$

5... $\mathbb{B}xf3+$ 6. $\mathbb{Q}b4$ $\mathbb{B}f2$ 7. $\mathbb{Q}xb5$

and the White player was robbed of one more illusion. Draw.



□

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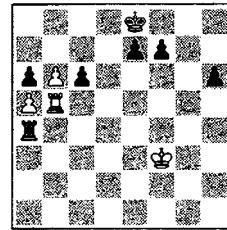
Not unfamiliar, but always nice to see is the way White forced the draw in Eberle-Navarovszky, Hungary 1959. Do you see it?

1.c6! bxc6 2.♘b5!!

A surprise. It's not easy to see that the diagram position contains such a move. White now even has three pawns less, but see what follows.

2...axb5!

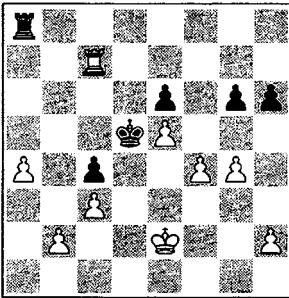
Black is on his guard. After 2...cxb5 he even loses: 2...cxb5 3.b7 ♘xa5 4.b8♕+ ♔d7 5.♕b7+ ♔d8 6.♕b6+.



2.♘b5!!

3.b7 ♘xa5 4.b8♕+ ♔d7

Draw.



□

449

To conclude this chapter we cast a glance at Fischer-Durao, Havana Olympiad 1966.

Of course White is clearly winning, but still it's impressive how the great American gets the job done in a jiffy:

1.b4!

After this elegant move, threatening mate with 2.♘c5, Black immediately surrendered. On 1...cxb3, 2.♔d3 with the threat 3.c4 mate wins.

A worthy conclusion to this chapter!

Chapter 4

Rook + Minor Piece versus Rook + Minor Piece

Now we find ourselves on theoretically less cultivated territory. The degree of difficulty is considerably raised because the players have to be constantly wary of liquidations into either pure rook endgames or pure bishop or knight endgames (or bishop versus knight, of course). Not to mention all the possible exchange sacrifices that must be reckoned with!

In practice this requires a huge amount of extra calculation.

However, we shall restrict ourselves here, too, to the tactical elements. Just like with the endgames of queens with minor pieces we have already dealt with, we can distinguish four types:

- A) Rooks with Bishops of the same colour;
- B) Rooks with opposite-coloured Bishops;
- C) Rook + Knight versus Rook + Knight;
- D) Rook + Bishop versus Rook + Knight.

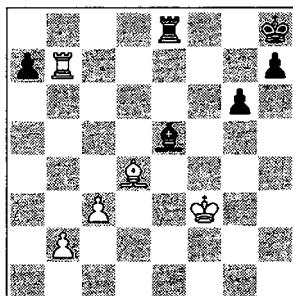
We do not find much established theory on these subjects. But a few general rules can be formulated, such as:

1. Two advantages (e.g. active rook and bishop of the right colour) tend to work cumulatively.
2. If both sides have a positive feature (e.g. more active rook versus superior bishop), then the advantage concerned with the rook tends to outweigh the other.

But that's about all the theory that we can build on. In the following, we will try to return to specific features as we are investigating one of the four distinguished types.

A) Rooks with Bishops of the same colour

From a tactical viewpoint, it is important to be wary of all kinds of treacherous liquidating possibilities in this type of endgame.



□

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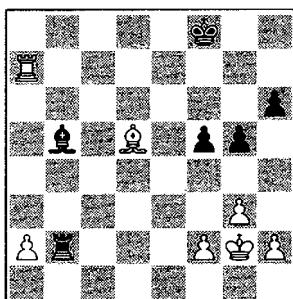
We demonstrate this with Rosenblatt-Wolk from 1977, a quite pretty intro with the pinning motif as its subject.

With the following combination White decides the game in his favour:

1. $\mathbb{Q}b8!! \mathbb{R}xb8$ 2. $\mathbb{Q}xe5+$ $\mathbb{Q}g8$ 3. $\mathbb{Q}xb8$

and Black resigned.

It's these fine moments that give a chess player courage to go on with the game.



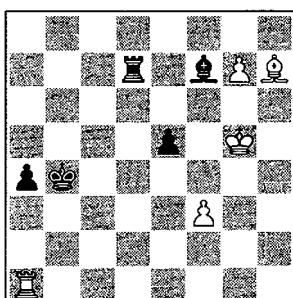
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Also very nice is Tan Hoan Liang-Kchouk, Leipzig Olympiad 1960. With his last move ... $\mathbb{Q}b5$, which has created the threat of 1... $\mathbb{Q}b1$ and 2... $\mathbb{Q}f1+$, Black makes an attempt at counterplay, but White takes care of this adequately.

1. $\mathbb{Q}f7+$ $\mathbb{Q}e8$ 2. $\mathbb{Q}b7$ $\mathbb{R}b1$ 3. $\mathbb{Q}xb5$

A pretty find. Black resigned.



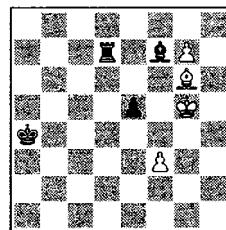
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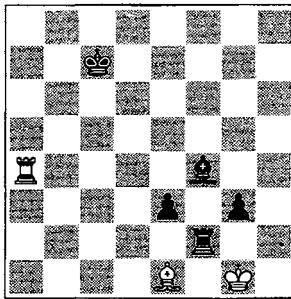
Another beautiful example from pre-war correspondence chess times is Boekdrukker-Lewander, 1936. White found:

1. $\mathbb{Q}xa4+!!$

A move that's not so easy to discover. The point is that 1... $\mathbb{Q}xa4$ is met by 2. $\mathbb{Q}g6!$ (see diagram), after which the threatening pin on e8 is lethal.



analysis after 2. $\mathbb{Q}g6!$



453

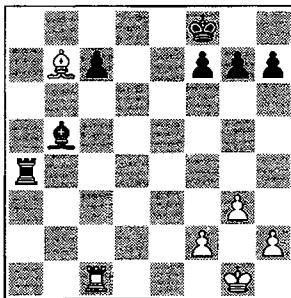
We carry on for the moment with this type of miniatures. In Voitsekhovsky-Sandler, Soviet Union 1982, Black managed to decide the action with the poisonous

1...e2 2.Qxf2

2.Qa5+ does not help either (2...Qc6 3.Qa1 Qe3), and after 2.Qxf4 Qxf4 3.Qxg3 Black casually walks out of the pin with 3...Qc6!. And now Black dealt the heavy blow

2...Qe3!!

Finished.



454

However, it is not always as easy as in these first four examples. Let's focus our attention on Lewis-Pines, Cape Town 1955. Instead of 1...Qc4 2.Qa1 c5, Black decides to mix some tactical venom into the position with:

1...Qa7!?

White jumps at the pawn.

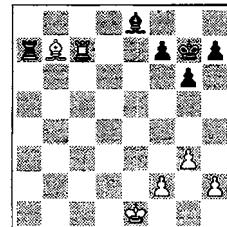
2.Qxc7

True, now the bishop is pinned, but doesn't White have Qc8 at his disposal?

No, he doesn't...

2...Qe8!! 3.Qf1?

Remarkably, this loses! White apparently does not see the danger, but he should have resigned himself to the loss of the f2-pawn with 3.h4 g6 4.Qh2 Qg7 (4...h5 is also promising) 5.Qc8 Qd7 6.Qb8 Qa2 7.Qd8 Qxf2+ 8.Qg1 Qd2 9.Qc8 Qd1+ 10.Qf2 Qg4 11.Qxd1 Qxd1.



3...g6 4.Qe1 Qg7

Now the simple and awkward threat is Qe8-b5-a6 and the pin becomes fatal, but White thinks he can avoid this with

5.Qc8

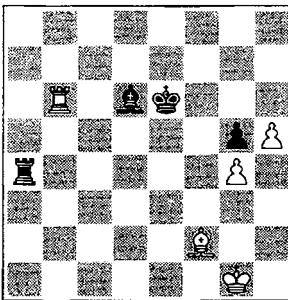
And now we witness White's downfall: Black quite originally converts the horizontal pin into a vertical one.

5...Qd7 6.Qb8 Qa1+ 7.Qd2

By this time White most certainly regretted not having moved his king to h2, as indicated above.

7...Qb1 8.Qe3 Qc6 9.Qxc6 Qxb8

and White resigned.



□

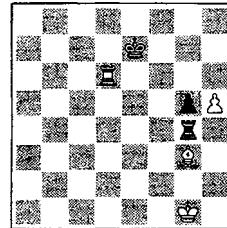
455

Pribyl-Jansa, Czechoslovakian Championship, Trinec 1972, teaches us not to rely on a pin too much.

White went for:

1. ♜c5?

Forceful and winning would have been 1. ♜g3! ♜xg4 2. ♜xd6+ ♚e7 (see diagram) 3. ♜g2 ♜xg3+ 4. ♜xg3 ♜xd6 and the fast runner 5. h6 brings the win at once. That White chose the wrong side with the text move becomes clear from the tragic course that the game now took for him:

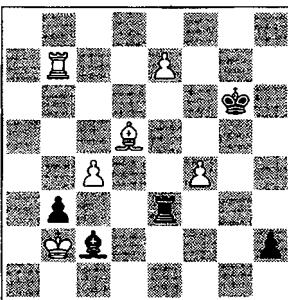


analysis after 2... ♚e7

1... ♜xg4+ 2. ♜f2 ♚d5! 3. ♜xd6 ♜h4

and the win was oh so far away.

Another telling example of the way tragedy and drama are connected in our noble game!



□

456

Close to and sometimes connected with the subject of pins is the promotion combination theme. To illustrate this clearly, I ask your attention for the game Pialetski-Rajkovic, Stip 1977. White did well with:

1. ♜e6!!

Not just a pretty move, it's also the only good one, as 1. ♜c6?? would have been totally mistaken. Black then has 1... ♜f6, since his own trump pawn on h2 is about to promote!

1... ♜xe6 2. ♜b6!!

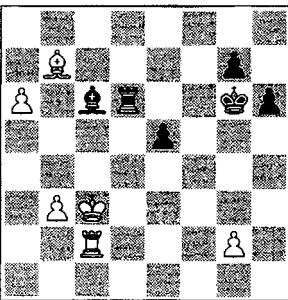
A lovely solution.

2... h1♛

This is forced as other moves don't help, e.g. 2... ♜xb6 3. e8♛+ with check, or 2... ♜f5 3. ♜xe6 h1♛ 4. e8♛ ♜b1+ 5. ♜c3 ♜a1+ 6. ♜b4.

3. e8♛+ ♜f5 4. ♜xe6+ ♜xf4 5. ♜h6+

and Black resigned.



□

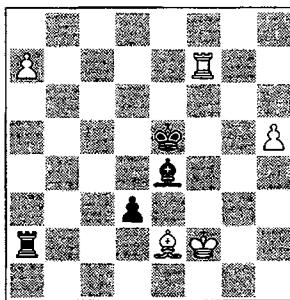
457

Another rook doing a good job on the vertical we see in a game Sziva vs Wemmers, Dutch Team Championship 1994.

1. ♜b2!

and Black resigned.

He has no defence against 1... ♜xb7 2. axb7 ♜b6 3. ♜c6+.



□

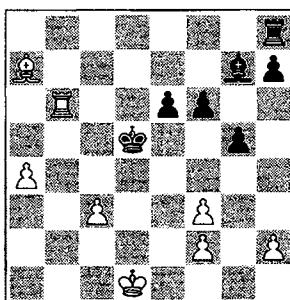
458

The position in diagram 458, from a game Bernes-Thomson in 1910, does not look good for White. The sacrifice of a promoting pawn saved him.

1. $\mathbb{R}e7+$ $\mathbb{Q}d4$ 2. $\mathbb{R}xe4+$ $\mathbb{Q}xe4$ 3. $a8\mathbb{Q}+$ $\mathbb{R}xa8$ 4. $\mathbb{Q}f3+$ $\mathbb{Q}f5$ 5. $\mathbb{Q}xa8$

And by the skin of his teeth he escaped to a draw. A win for White is obviously out of the question, as he is stuck with the wrong rook's pawn.

If Black tries to wriggle out with 1... $\mathbb{Q}d5$ instead of 1... $\mathbb{Q}d4$, then 2. $\mathbb{R}xe4$ comes anyway and after 2... $d2$ (which is supposed to be the justification of 1... $\mathbb{Q}d5$) White always has 3. $\mathbb{R}e8!$ at his disposal. By the way, 3. $\mathbb{Q}c4+$ is also nice.

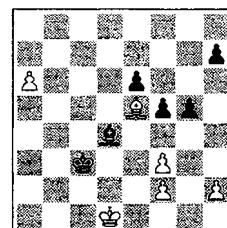


□

459

In Fischer-Euwe, Leipzig Olympiad 1960, White introduced his promotion combination as follows:

**1. $a5$ $f5$ 2. $\mathbb{Q}b8$ $\mathbb{R}c8$ 3. $a6$ $\mathbb{R}xc3$
4. $\mathbb{R}b5+$ $\mathbb{Q}c4$ 5. $\mathbb{R}b7!$**



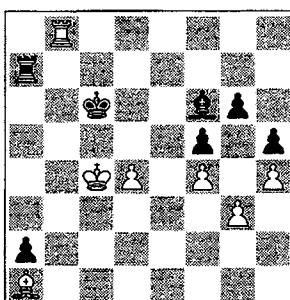
Of course White can win a piece with 5. $\mathbb{R}a5$, but then Black could have struggled on for quite some time. Fischer saw something better!

**5. $\mathbb{Q}d4$ 6. $\mathbb{R}c7+$ $\mathbb{Q}d3$ 7. $\mathbb{R}xc3+$
 $\mathbb{R}xc3$ 8. $\mathbb{Q}e5!!$**

8. $\mathbb{Q}e5!!$

and Black resigned.

Such a fragment you would expect to appear in an endgame study rather than a game.



■

460

How incredibly dangerous a far advanced passed pawn can be in this kind of endgames, we see in Kiril Georgiev-Suba, Dubai Olympiad 1986. White was taken out elegantly with:

1. ... $\mathbb{R}a4+$ 2. $\mathbb{Q}b3$ $\mathbb{R}xd4!!$

That must have hurt. 3. $\mathbb{R}xd4$ fails to 3.. $\mathbb{R}xd4$ 4. $\mathbb{Q}xa2$ (4. $\mathbb{R}a8$ $\mathbb{R}d2!!$) 4... $\mathbb{R}d3$ etc. White preferred

3. $\mathbb{Q}xa4$ $\mathbb{R}xa1$ 4. $\mathbb{R}c8+$

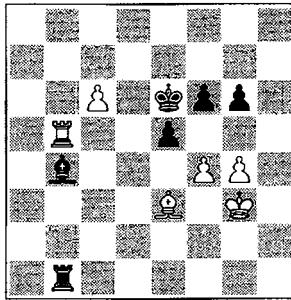
Another sad disappointment is that 4. $\mathbb{Q}b3$ fails to 4... $\mathbb{Q}e5!!$ 5. $\mathbb{R}c8+$ $\mathbb{Q}d7$ 6. $\mathbb{Q}xa2$ $\mathbb{R}xc8$ 7. $fxe5$ $\mathbb{Q}d7$ 8. $\mathbb{Q}b3$ $\mathbb{Q}e6$ 9. $\mathbb{Q}c3$ $\mathbb{Q}xe5$ 10. $\mathbb{Q}d3$ $f4$.

4... $\mathbb{Q}d7$ 5. $\mathbb{R}c2$

and as if all this misery hasn't been enough:

5... $\mathbb{R}b2$

and White resigned.



□

461

Something completely different was shown by Vidmar in a demonstration game (of course, against a player by the name of NN). He prepared his trick with the pawn sacrifice:

1.f5+ gxf5 2.gxf5+ ♔d6

Putting the king on the wrong track. Obviously 2...♔xf5 was not possible either, as then the passed c-pawn decides after 3.c7. After the text move the same happens, only in a more elegant way:

3.♗xb4!!

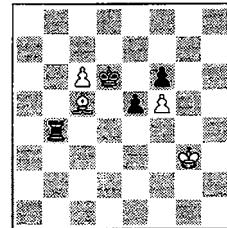
3.♔c5+ is not as good as it looks:
3...♕xc5 4.♗xb1 ♕xc6.

3...♗xb4 4.♔c5+!

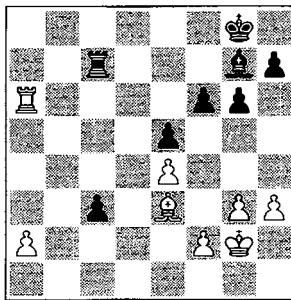
Even prettier!

4...♕xc5 5.c7

and the masterpiece is finished.



4.♔c5+!



□

462

An instructive fragment is this one from the correspondence game Flum-Flatau, 1964/65. White gets himself into trouble with

1.♔f3

This move makes a study-like win possible.

1...h5!

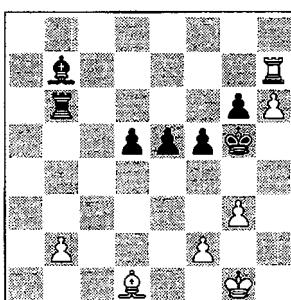
Tempting was 1...c2, but White has counted on that. He can play 2.♔c1 and after 2...♕h6 3.♗xh6 g5 4.♗xf6!, he is suddenly threatening mate. The text move prevents this possibility.

2.♗a7?

Not sensing the danger yet. By the way, White already had problems, as becomes clear from 2.♔e2 c2 3.♔c1 h4! and 4...hxg3 together with 5...♕h6 is threatened. White does not have f2-f4 at his disposal anymore.

2...♗xa7 3.♗xa7 c2 4.♔e3 ♕h6!

Now this is possible! 5.♔xh6 is met by 5...g5 and it's all over. So White resigned.



□

463

One more pretty promotion combination, also derived from a correspondence game: Marks-Clayton, 1994/95.

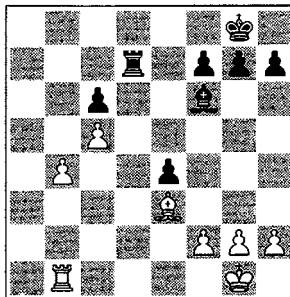
1.f4+!

Black resigned.

A few variations:

A) 1...♔f6 2.♗d7 ♔c6 3.h7 ♗b8 4.♗d6+ ♔g7 5.♗xc6 ♗xb2 6.♗c7+ ♔h8 7.fxe5 ♗b1 8.e6 ♗xd1+ 9.♔f2 ♗b1 10.♗c8+ ♔xh7 11.e7.

B) 1...exf4 2.gxf4+ ♔xf4 3.♗g7 g5 4.h7 ♗h6 5.♗xb7.



□

464

Another far advanced passed pawn we see in Glek-Schlosser, Budapest 1989. White forces matters with:

1.b5 cxb5 2.Qf4!

Not 2.c6? $\mathbb{R}c7$ 3. $\mathbb{R}xb5$ $\mathbb{Q}f8$ 4. $\mathbb{Q}c5+$ $\mathbb{Q}e8$ 5. $\mathbb{R}b8+?$ $\mathbb{Q}d8$ 6. $\mathbb{R}b6$ $\mathbb{R}xc6!$ and White has lost his way.

2...g5

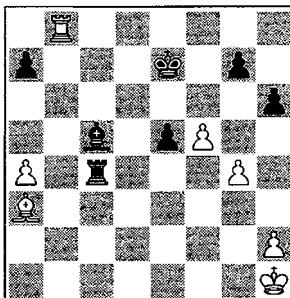
2... $\mathbb{R}d4$ is not on either because of 3.c6 $\mathbb{R}c4$ 4.c7, threatening 5. $\mathbb{R}c1$.

3.c6 $\mathbb{R}d8$ 4.c7 $\mathbb{R}a8$ 5.Qd6 Qc3 6.g3 b4 7.Qxb4 Qe5

And now the pretty decision:

8.Qa5!!

That settles things, see for instance 8... $\mathbb{R}c8$ 9. $\mathbb{R}d1$ $\mathbb{R}xc7$ 10. $\mathbb{R}c1$ $\mathbb{R}xa5$ 11. $\mathbb{R}xc8+$ $\mathbb{Q}g7$ 12. $\mathbb{R}e8$.



□

465

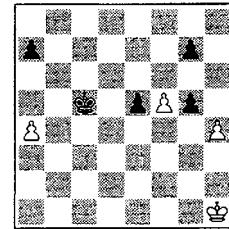
An exchange sacrifice combined with a breakthrough motif could have decided the game Pitschak-Foerder, played in Breslau.

1.Rc8! Qd6 2.Rxc5 Rxc5 3.h4!

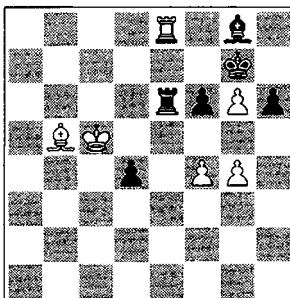
Gaining the decisive tempo for the breakthrough. It is always important to recognize this kind of tactical niceties in time.

3...Qd5 4.Qxc5 Qxc5 5.g5 hxg5 6.f6 gxf6 7.h5

White missed this and played the immediate 1.Qxc5+, with a draw as a result.



5...hxg5



□

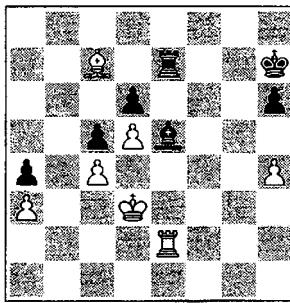
466

Another exercise. This position stems from Slobodjan-Stern, German Championship, Binz 1995, and in fact you ought to see the solution at once.

You have passed the test if your choice is:

1.Rxg8+!

and Black is completely finished.



□

467

A trickier case is the following position from the women's game Pia Cramling-Peng, Belgrade 1996.

1. $\mathbb{Q}xe5!$

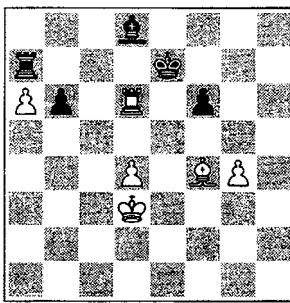
An excellent exchange sacrifice with which White creates some strong passed pawns and decides the game.

1... $\mathbb{Q}xe5$

1... $\mathbb{Q}xe5$ 2.d6 $\mathbb{Q}g7$ 3. $\mathbb{Q}b6$ followed by 4. $\mathbb{Q}e4$ or 1... $\mathbb{Q}xc7$ 2. $\mathbb{Q}e6$ $\mathbb{Q}d7$ and also 3. $\mathbb{Q}e4$.

**2. $\mathbb{Q}xd6 \mathbb{Q}e1$ 3. $\mathbb{Q}xc5 \mathbb{Q}g6$ 4. $\mathbb{Q}b4 \mathbb{Q}h1$ 5.c5 $\mathbb{Q}f7$ 6.c6
 $\mathbb{Q}c1$ 7. $\mathbb{Q}d2$**

and White won easily.



□

468

And an attractive decision was forced by White in Ragatshevsky-Zaverniaev, Soviet Union 1972.

1.g5! fxg5 2. $\mathbb{Q}h6$

Now 3. $\mathbb{Q}h7+$ is threatened.

2... $\mathbb{Q}f8$

2... $\mathbb{Q}xa6$ is met by 3. $\mathbb{Q}xg5+$ $\mathbb{Q}d7$ 4. $\mathbb{Q}h7+$ $\mathbb{Q}c8$ 5. $\mathbb{Q}h8$.

3. $\mathbb{Q}h8+$ $\mathbb{Q}g7$ 4. $\mathbb{Q}b8!$

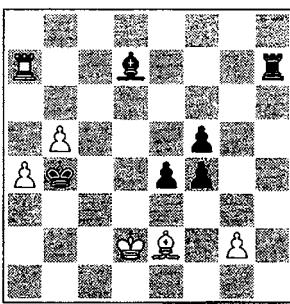
A lovely move, revealing White's evil intentions.

4... $\mathbb{Q}xh8$ 5. $\mathbb{Q}xa7$ $\mathbb{Q}c7$ 6.d5!

Black resigned.

The threat d5-d6, followed by $\mathbb{Q}xb6$ and a decisive king's march to b7 is not to be parried, e.g. 6... $\mathbb{Q}g7$ 7. $\mathbb{Q}c4$ g4 8.d6! $\mathbb{Q}xd6$ 9. $\mathbb{Q}d5$ $\mathbb{Q}f4$ 10. $\mathbb{Q}xb6$ $\mathbb{Q}b8$ 11. $\mathbb{Q}c6$.

Now we will examine bishop sacrifices. We start with two striking generosities on the same square b5. One of those peculiar coincidences that we encounter from time to time!



■

469

The first one is of the poisonous kind, from Ciocaltea-Fischer, Havana 1965.

Black escaped in the nick of time with:

1... $\mathbb{Q}e3+$ 2. $\mathbb{Q}c2$

Less successful would have been 2. $\mathbb{Q}d1$ $\mathbb{Q}b3!$ and suddenly White is in trouble.

2... $\mathbb{Q}xb5!!$

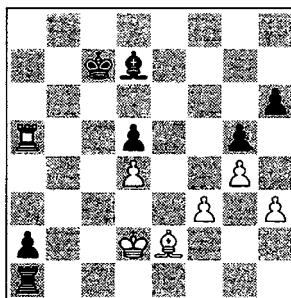
A marvellous find, sufficient for a draw.

3. $\mathbb{Q}xh7$ $\mathbb{Q}xe2$ 4. $\mathbb{Q}f7$ f3 5. $\mathbb{Q}xf3$ $\mathbb{Q}xf3$ 6. $\mathbb{Q}d3$

Watch out: 6. $\mathbb{Q}xf5$ $\mathbb{Q}e4+$, but I'll bet you had seen that.

6... $\mathbb{Q}e4+$ 7. $\mathbb{Q}xe3$ $\mathbb{Q}xa4$

Draw.



470

Very directly did a bishop interfere on b5 in Larrondo-Camacho, Cuba 1979.

1...♝b5!!

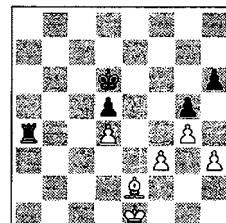
Bull's eye!

2.♜xb5

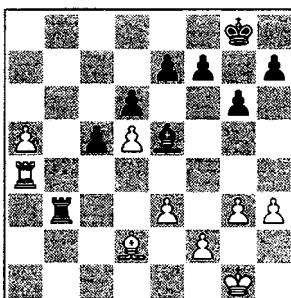
Or 2.♜xb5 ♜b6 3.♜a8 ♜xb5 4.♝c2 ♜h1, liquidating into a winning pawn endgame.

**2...♜b1 3.♜a5 a1♛ 4.♜xa1
♜xa1 5.♝d1 ♜d6 6.♝e1 ♜a2
7.♝e2 ♜a4**

and after all this misfortune the d4 pawn is lost as well. Therefore, White resigned.



7...♜a4

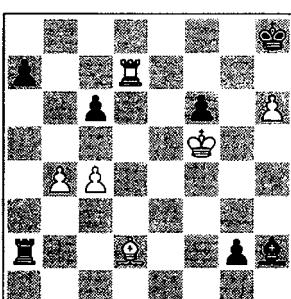


471

Something similar we see in Lengyel-Kaufman, Los Angeles 1974, in which White dumped his bishop on b4 with a bang.

**1.♝b4! cxb4 2.a6 ♜c3 3.a7 ♜c8 4.♜xb4 ♜g7 5.♜b8
♜c1+ 6.♝g2 ♜a1 7.a8♛ ♜xa8 8.♜xa8 ♜f6 9.f4 ♜c3
10.g4 h6 11.h4 ♜b4 12.♜h8**

and Black resigned.

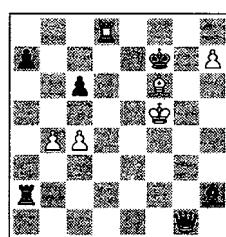


472

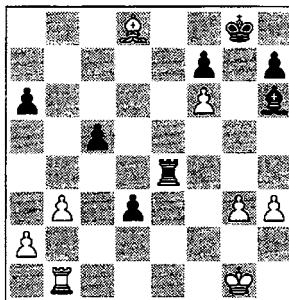
After seeing these examples we don't even blink our eyelids when observing White's first move in diagram 472 from Perenyi-Brandics, Hungary 1985:

1.♝g5!!

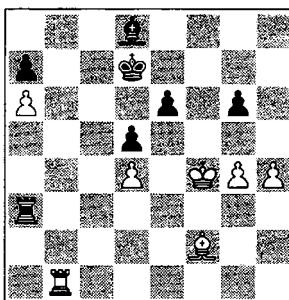
This must have been disconcerting for Black, for at first sight his position looked fine with his menacing g-pawn. What should he do now against the mate threats? The prettiest is 1...g1♛ 2.♜xf6+ ♜g8 3.h7+ ♜f8 4.♜d8+ ♜f7 (see diagram), and now the 'under-promotion mate' 5.h8♛!! . The crudest is 1...fxg5 2.♝g6 and 3.♜d8 mates. Therefore Black had to resign, with his tail between his legs.



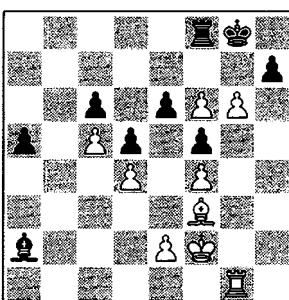
analysis after 4...♜f7



■ 473



■ 474



A tad more complicated were things in the game Toth-Farago, Hungary 1971.

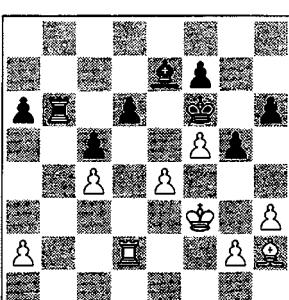
White started an elegant final attack here, heralded with the pawn sacrifice

1.g7! Rxf6 2.Qh5

Cutting off the black rook's retreat.

2...Qc4 3.Qe3 a4 4.Qd2 a3 5.Qc3

and Black resigned. He is doomed to eternal passivity.



□ 475

In Ivanovic-Smejkal, Bar 1977, Black must have eyed his pathetic bishop on e7 with horror.

For White, this was a more pleasant sight. He took optimal advantage of it with the pawn sacrifice

1.e5+!

Clearing the passage to the white squares for his king.

1...dxe5

After 1...Qxf5 the continuation is 2.exd6 Qd8 3.Qe2 Bb8 4.Qe8 with the decisive threat d6-d7.

2.Qe4 Qg7

Or 2... $\mathbb{Q}d6$ 3. $\mathbb{B}xd6+$ and White liquidates into a winning pawn end-game.

3. $\mathbb{Q}xe5+$ f6

Or 3... $\mathbb{Q}f6$ 4. $\mathbb{B}d6!$.

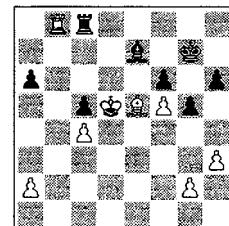
4. $\mathbb{B}b2!$

Keeping a sharp eye on things. Any bishop endgame is unplayable for Black.

4... $\mathbb{B}c6$ 5. $\mathbb{Q}d5$ $\mathbb{B}c8$ 6. $\mathbb{B}b8!$

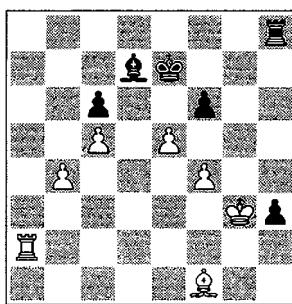
Thus White can force a bishop endgame after all.

Therefore, Black resigned after



6. $\mathbb{B}b8!$

6... $\mathbb{B}xb8$ 7. $\mathbb{Q}xb8$ h5 8.g4



□

477

We have arrived at the subject of liquidation again. A model example of this theme we see in Tal-Trifunovic, Palma de Mallorca 1966.

1.e6!! $\mathbb{Q}xe6$ 2. $\mathbb{B}a7+$ $\mathbb{Q}d7$ 3. $\mathbb{Q}h2$ $\mathbb{B}h5$

And here it comes:

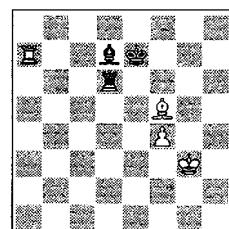
4.b5!! $\mathbb{B}xc5$ 5. $\mathbb{Q}xh3$ f5 6.bxc6

Black's position is raided from all sides!

6... $\mathbb{B}xc6$ 7. $\mathbb{Q}xf5$ $\mathbb{B}d6$ 8. $\mathbb{Q}g3$

For White it must have been a pleasure to play this position, seeing that he can even permit himself this quiet move.

8... $\mathbb{Q}e8$ 9. $\mathbb{B}xd7$

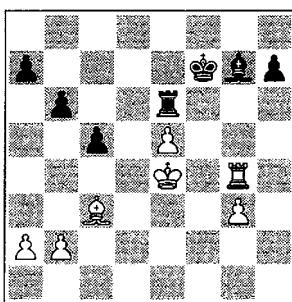


8. $\mathbb{Q}g3$

Here we go!

9... $\mathbb{B}xd7$ 10. $\mathbb{Q}xd7+$ $\mathbb{Q}xd7$ 11. $\mathbb{Q}g4$ $\mathbb{Q}e6$ 12. $\mathbb{Q}g5$ $\mathbb{Q}f7$ 13. $\mathbb{Q}f5$

Black resigned.



□

478

A somewhat simpler example we see in the game Forintos-Utasi, Hungary 1986.

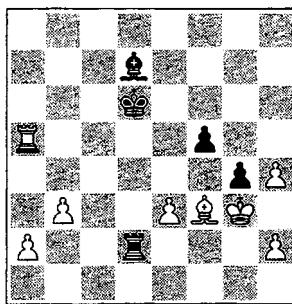
White liquidates after:

1. $\mathbb{Q}d5$ $\mathbb{Q}h8$

Or 1... $\mathbb{Q}f8$ 2. $\mathbb{B}f4+$ $\mathbb{Q}e7$ 3. $\mathbb{B}xf8$.

2. $\mathbb{B}h4$ h6 3. $\mathbb{Q}g4$ $\mathbb{B}e8$ 4.e6+!

and Black cannot escape his fate.



□

479

An attractive example is Sunye Neto-Velimirovic, Rio de Janeiro Interzonal 1979.

White can win in the longrun with 1. $\mathbb{Q}g2 \mathbb{R}e2$ 2. $h5 \mathbb{R}xe3+$ 3. $\mathbb{Q}f2$ as the passed pawn on h5 forces the black rook into a rather cheerless defensive position.

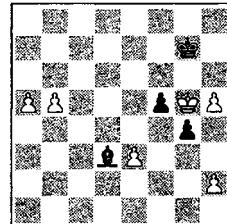
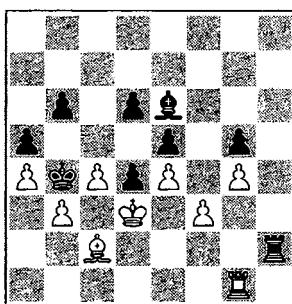
However, White saw a more elegant possibility to get rid of that defending rook once and for all:

1. $\mathbb{B}d5+$! $\mathbb{R}xd5$ 2. $\mathbb{Q}xd5 \mathbb{Q}xd5$

Now the remaining bishop must compete against two passed rook's pawns and possibly a passed pawn in the centre as well. Velimirovic put up some tough resistance...

3. $\mathbb{Q}f4$ $\mathbb{Q}e6$ 4. $\mathbb{Q}g5$ $\mathbb{Q}c6$ 5. $a4$
 $\mathbb{Q}e4$ 6. $a5$ $\mathbb{Q}d3$ 7. $h5$ $\mathbb{Q}f7$ 8. $b4$
 $\mathbb{Q}g7$ 9. $b5!$ $\mathbb{Q}xb5$ 10. $\mathbb{Q}xf5$ $\mathbb{Q}h6$
11. $\mathbb{Q}xg4$

but after about 15 more moves he lost anyway.

9. $b5!$ 

■

480

I would like to show you some attractive mating attacks, as these tend to occur now and then in this type of endgame.

We start with an elementary example, Alenius-Holopainen, Helsinki 1982.

White is clearly strategically outplayed and now Black has to finish the job. Do you see his elegant first move?

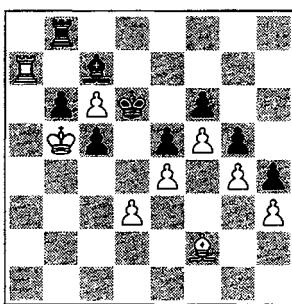
1...d5!!

Threatening mate in two, so White must take on d5. He chose the quickest death.

2. $\mathbb{Q}xd5?$ $\mathbb{Q}c8!$

And there is nothing to be found against the mate threat.

It's cold comfort that 2. $\mathbb{Q}xd5$ forbears the end but does not acquit White: 2... $\mathbb{Q}f7$ 3. $\mathbb{Q}e1$ $\mathbb{Q}g6+$ 4. $\mathbb{Q}e4$ $\mathbb{Q}a3$ 5. $\mathbb{Q}d1$ $\mathbb{Q}b2$ and after 6. $\mathbb{Q}e2$ Black can liquidate with 6... $\mathbb{Q}xe2!$ 7. $\mathbb{Q}xe2$ $\mathbb{Q}xe4$ 8. $fxe4$ $\mathbb{Q}c2$ 9. $d6$ $d3+$.



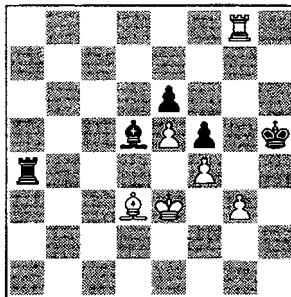
□

481

There's more where that came from, so to speak. In a Russian correspondence game Pokrovsky-Belenko, 1978/80, White struck mercilessly with:

1. $d4!!$

It is all over, for 1... $exd4$ is met by 2. $\mathbb{Q}g1$ and 1... $cxd4$ by 2. $\mathbb{Q}e1$, and there are no alternatives for Black in sight.



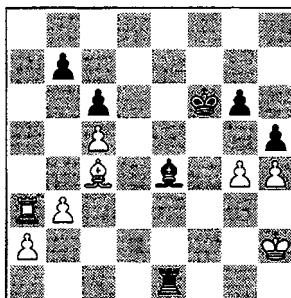
□

482

In the correspondence game Löh-Quist, 1988/89, White also made short work of his opponent with the dagger-thrust

1.g4+!

Black resigned by return post in view of 1...fxg4 2.Qh8 mate and the alternative 1...Qh4(6) is not to be taken seriously either.



■

483

More difficult but beautiful was what happened in a game Sergeev-Legky.

Black initiated the attack with

1...g5! 2.hxg5+

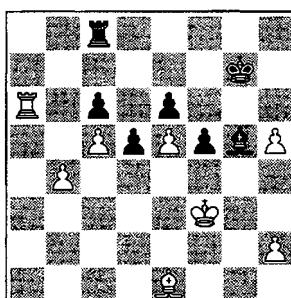
Desperate attempts like 2.Qa4 gxh4 3.g5+ (3.Qf1 hxg4) 3...Qe5 lead nowhere at all.

2...Qxg5 3.Qg3

Or 3.Qa4 Qf4!..

3...h4+ 4.Qf2 h3

The black pieces cooperate perfectly in the mating attack. See 5.Qg3 h2 6.Qxh2 Qh4. That's why White preferred to resign.



□

484

A beautiful, high-class demonstration was given in Botvinnik-Larsen, Oegstgeest 1970. White finishes this endgame flawlessly.

1.b5! cxb5 2.Qxe6 Qc1 3.Qb4 d4

True to his style, Larsen clutches at active counterplay. He does not have much choice anyway.

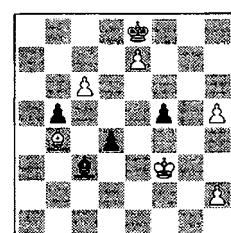
4.Qg6+ Qh7 5.Qd6 Qb2 6.Qd7+ Qg8

An attractive variation is 6...Qh6 7.Qd2+ Qxh5 8.Qd6! Qh8 9.c6 d3 10.c7 Qxe5 11.c8Q and it's over.

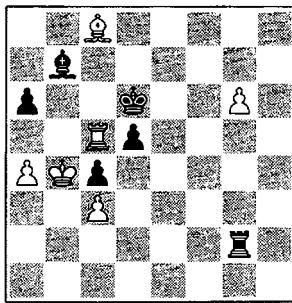
7.e6 Qc3 8.e7 Qe8 9.Qd8 Qf7

10.Qxe8 Qxe8 11.c6!

Black resigned. Even in the twilight of his career, Botvinnik was still able to inflict some damage on his opponents!



11.c6!



■

485

For those interested I have a few characteristic stalemate tricks in store! See for instance the game Honfi-Lengyel from the Hungarian Championship, Budapest 1963.

Black could have won with 1...a5+! 2.♔b5 ♜b2+ 3.♔xa5 ♜xc5 4.g7 ♜b6 (threatening mate) 5.♕xb7 ♜xb7 (threatening mate again) 6.♔a6 ♜xg7 7.♔a5 ♜a7 and now it really is mate.

However, Black mixed up a few variations, as happens to all of us from time to time. He came up with

1...♜b2+? 2.♔a5 ♜xc5

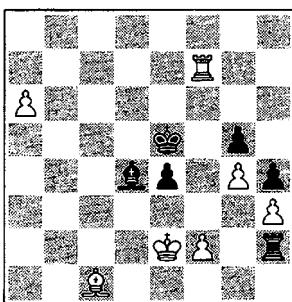
and overlooked the diabolical trick

3.g7 ♜g2 4.♕g4!!

Words are not enough to describe the black player's misery. If your opponent flings a move like that in your face with a vengeance, you know what time it is!

4...♜xg4 5.g8♛ ♜xg8

and stalemate.



■

486

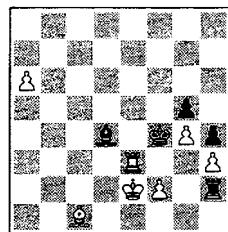
Another victim was the white player in a game Boskov-Delamarre. Black is clearly lost, but in desperation you try to think up something.

1...e3 2.♕xe3?! ♜xe3

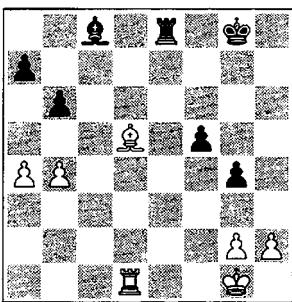
and indeed, White goes astray.

3.♖e7+? ♜f4 4.♖xe3 ♜xf2+!!

and White cannot prevent stalemate now, whereas he had the win for the taking with 2.♖e7+ ♜f4 3.♖xe3! (*see diagram*). We cannot repeat often enough: no opponent is to be trusted and even in the most promising position you have to keep paying attention, no matter how resigned or dismayed the man or woman on the opposite side sits staring at the board.



analysis after 3.♖xe3!



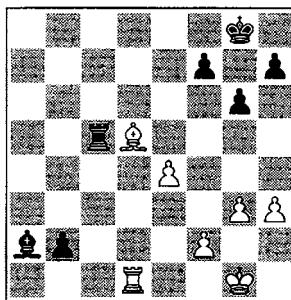
■

487

Now for some more strong examples of misfortune and woeful failure. We cast our eye with some horror on Kohlweyer-Short, Dortmund 1986. Short had been in considerable trouble throughout the game, but by the looks of it he had put the worst behind him and with some relief, he played

1...♚f8??

offering a draw. The white player resignedly accepted instead of giving the position some more thought. Doubtlessly he would have found 2.♕c6! then, pocketing the full point. As it was, he was greeted with howls of derision!



□

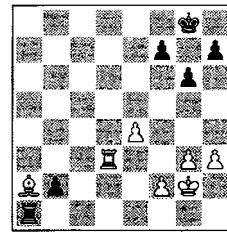
488

The white player in Rudenko-Rootare, Soviet Union 1956, also met this cruel fate, when in the diagram position she resigned, seeing no defence against the 1... $\mathbb{R}c1$ threat. You probably see how White can save herself, it is not very difficult.

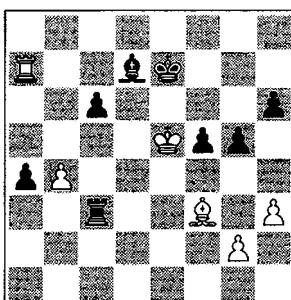
1. $\mathbb{Q}xa2$ $\mathbb{R}c1$ 2. $\mathbb{Q}f1!$

even winning a piece.

But Black also had every reason for sad contemplation. Have another look at the diagram position. Black's last move was ...b3-b2, which also deserves many question marks. Instead, ... $\mathbb{Q}g8-f8$ would have been possible. With 1. $\mathbb{R}d2$, avoiding 1... $\mathbb{R}xd5$ 2. $\mathbb{R}exd5$ b2, White can probably barely draw, see 1... $\mathbb{R}c2$ 2. $\mathbb{R}d3$ b2 3. $\mathbb{Q}xa2$ $\mathbb{R}c1+$ 4. $\mathbb{Q}g2$ $\mathbb{R}a1$ (see diagram) 5. $\mathbb{Q}b1!$ $\mathbb{R}xb1$ 6. $\mathbb{R}b3$.



analysis after 4... $\mathbb{R}a1$



□

489

Great misery by mail in the correspondence game Demian-Charushin, 1977/79.

White carelessly played

1. $\mathbb{R}xa4?$

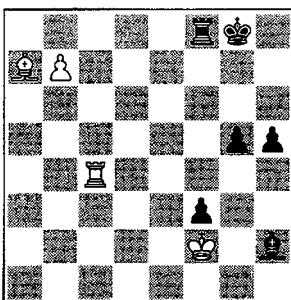
and offered a draw.

The second player quickly opened his eyes:

1... $\mathbb{R}e3+$ 2. $\mathbb{Q}d4$ $\mathbb{R}xf3!$ 3. $\mathbb{Q}xf3$ c5+!!

White resigned.

That's something you can even miss in a correspondence game!



□

490

Things get even crazier in Normann-Palme, Bad Elster 1941: blundering away an entire rook and still saving the draw!?

White came up with the obvious

1. $\mathbb{R}c8$

and now Black should have played 1... $\mathbb{Q}f7$, keeping the squares e8 and g8 under control.

He thought he saw something better.

1... $\mathbb{Q}g4?$

but he had missed the nasty

2. $\mathbb{Q}c5!$

winning a full rook and Black could have resigned here. But he did not and so treated us to the following comic intermezzo:

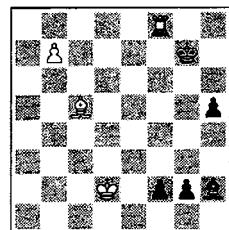
2... $\mathbb{Q}g3+$ 3. $\mathbb{Q}e3$ g2 4. $\mathbb{R}xf8+$ $\mathbb{Q}g7$ 5. $\mathbb{Q}d2??$

Chess blindness or colour blindness? Apparently, White does not

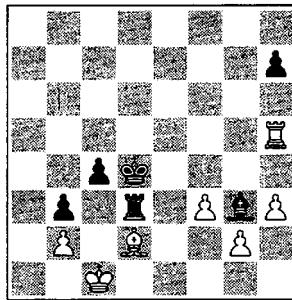
realize – and you know that these things can really happen! – that there is a white rook and not a black one on f8. Otherwise, of course, he would have played 5. $\mathbb{Q}xf3$ after which Black would have had to surrender. The bizarre continuation was:

**5...f2!! 6. $\mathbb{R}xf2$ g1 \mathbb{W} 7. $\mathbb{R}f7+$ $\mathbb{Q}xf7$
8. $\mathbb{Q}xg1$**

Draw. You wouldn't believe it!



5...f2!!



■ 491

In Pliester-Wemmers, from the Dutch team championship 1994/95, the course of the game cannot have pleased White either. Black combined towards – at least – a draw with:

1...c3! 2. $\mathbb{Q}xc3+$

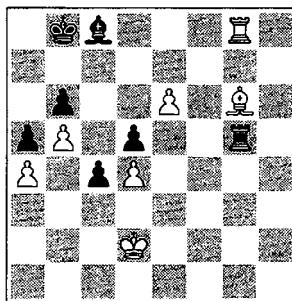
Neither does 2.bxc3+ look very pleasant on account of 2... $\mathbb{Q}c4$.

2... $\mathbb{Q}e3$ 3. $\mathbb{R}xh7?$

A move that makes you tear your hair out. After 3. $\mathbb{R}b5$ $\mathbb{Q}f2$ 4. $\mathbb{R}xb3$ $\mathbb{Q}xg2$ a draw would have been the outcome.

3... $\mathbb{Q}f4!$

Urgh! White had put all his trust in 4. $\mathbb{R}f7$, but alas, this is met by 4... $\mathbb{Q}e2+$ 5. $\mathbb{R}xf4$ $\mathbb{Q}d1$ mate. So he resigned.



■ 492

A quite pretty ambush I have extracted from Ruderfer-Dvoretsky, Odessa 1972.

White must have felt happy, in view of lines like 1... $\mathbb{Q}c7$ 2. $\mathbb{R}xc8+$ $\mathbb{Q}xc8$ 3.e7 and wins.

But Black has a cunning plan.

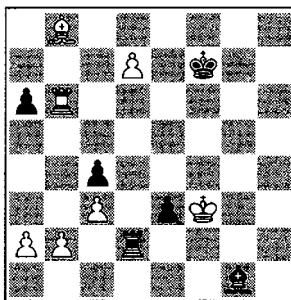
1... $\mathbb{Q}b7!$ 2. $\mathbb{R}xc8?$

White sticks too rigidly to his prepared winning plan, taking on c8, but without check this time. Under these different circumstances he should have switched to his other threat 2.e7!, of course. Now he is treated to a clever intermediate check:

2... $\mathbb{R}g2+!!$

and suddenly the draw cannot be avoided. To avoid the repetition, White has to enter the e-file sooner or later and then Black plays $\mathbb{R}xg6$.

A nice trick to keep in mind!



■ 493

We conclude this paragraph with a comic intermezzo with under-promotions on both sides, from Donnelly-Lewis, Salisbury 1965. Black could have saved himself a lot of fuss with the simple 1... \mathbb{R} x d 7, but he thought he saw something better.

1...e2!?

In itself this is not such a crazy thought. His clever idea is to meet 2.d8 \mathbb{Q} with 2...e1 \mathbb{Q} ! winning a piece. But White proves to be a cool customer as well.

2.d8 \mathbb{Q} !+

With this underpromotion Donnelly beats Lewis to it. Suddenly, Black must pull out all the stops.

2... \mathbb{Q} e7 3. \mathbb{R} e6+ \mathbb{Q} xd8 4. \mathbb{R} xe2 \mathbb{R} xe2 5. \mathbb{Q} xe2

and the game was drawn. I think Black still deserved that.

B) Rooks with Bishops of opposite colour

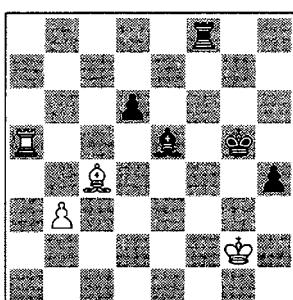
Of the four distinguished types, this endgame looks the simplest as the players do not have to reckon so much with liquidations. After all, if the rooks are exchanged an endgame remains with bishops of opposite colour, with great chances of a draw. And you cannot exchange opposite-coloured bishops.

So there does not seem to be much going on here and indeed, often a long phase of boring wood-shifting ensues.

But please stay alert, for danger lurks even in these endgames. Woe to the careless one who does not realize that even here he is threatened by more poison than he would deem possible.

We will let practice speak for itself again and add weight to our claims with a number of examples.

First of all I ask your attention for a few genuine mating or otherwise decisive attacks.



■ 494

In Garbarino-Yakovich, El Vendrell 1991, Black continued aggressively with:

1...h3+! 2. \mathbb{Q} g1

Not 2. \mathbb{Q} xh3 \mathbb{R} f2.

2... \mathbb{Q} h4

Threatening to tie up the mating net with \mathbb{Q} d4+ and \mathbb{R} f2.

3. \mathbb{R} a2?

Allowing Black's next move, which he could have prevented with 3. \mathbb{R} d5!. It does not look as if Black can make progress then, e.g. 3... \mathbb{R} g8+ 4. \mathbb{Q} h1 \mathbb{R} g2 5. \mathbb{R} d1 \mathbb{R} h2 6. \mathbb{Q} g1 \mathbb{R} b2 7. \mathbb{Q} d5 h2+ 8. \mathbb{Q} h1 \mathbb{Q} g3 9. \mathbb{R} f1!.

3...d5!!

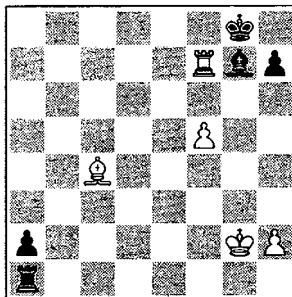
Excellent. Not 3... $\mathbb{Q}g3$ as then White escapes with 4. $\mathbb{R}d2$.

4. $\mathbb{Q}xd5$

Or 4. $\mathbb{R}d3$ $\mathbb{Q}g3$ 5. $\mathbb{R}d2$ $\mathbb{Q}d4+$ 6. $\mathbb{Q}h1$ $\mathbb{R}a8$ 7. $\mathbb{R}d1$ $\mathbb{R}a2$ etc.

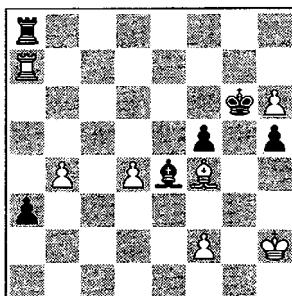
4... $\mathbb{Q}d4+$ 5. $\mathbb{Q}h2$ $\mathbb{R}f1$ 6. $\mathbb{R}a4$ $\mathbb{R}f2+$ 7. $\mathbb{Q}g1$ $\mathbb{Q}g3$ 8. $\mathbb{Q}c4$
 $\mathbb{Q}g2+$ 9. $\mathbb{Q}f1$ h2

White resigned.



□

495



□

496

The position in diagram 495 is derived from Attila Schneider-Ferenc Portisch, Hungarian Championship, Budapest 1986. White initiates the attack with:

1.f6! $\mathbb{Q}g1+$ 2. $\mathbb{Q}h3$

Not much use is 2. $\mathbb{Q}f2$ $\mathbb{R}f1+!$.

2... $\mathbb{Q}xf6$

After 2...a1 \mathbb{W} Black is mated by the discovered check 3. $\mathbb{R}b/c/d7+$ and 4. $\mathbb{R}b/c/d8$. But of course, the text move does not help either.

3. $\mathbb{R}xf6+$ $\mathbb{Q}g7$ 4. $\mathbb{R}f7+$

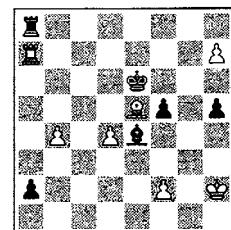
Black resigned.

A quite sharply calculated finish we see in Smith-Sokolsky, quarterfinals of the 4th Correspondence Chess World Championship 1962/65.

1. $\mathbb{R}g7+$ $\mathbb{Q}f6$ 2. $\mathbb{Q}e5+$ $\mathbb{Q}e6$ 3.h7
a2 4. $\mathbb{R}a7!$

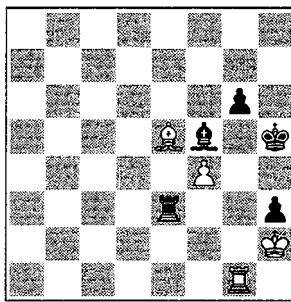
and after this elegant move Black resigned on account of 4... $\mathbb{R}xa7$ 5.h8 \mathbb{W} a1 \mathbb{W} 6.d5+ or 5... $\mathbb{Q}d5$ 6. $\mathbb{W}d8+$ $\mathbb{Q}c6$ 7. $\mathbb{W}d6+$ $\mathbb{Q}b7$ 8.b5.

Please note that the black bishop on e4 does not play any part in the defence. This reveals the contours of this type of endgame. If one of the sides has an active bishop that can be employed in the attack, tactical possibilities arise because the bishop of the defending side is in fact not in the game.



4. $\mathbb{R}a7!$

The same pattern we have encountered in endgames with queens and bishops of opposite colour. Those endgames tend to involve more crude and violent play, but the general picture is comparable. I cannot illustrate this better than with several examples in which heavy material is sacrificed, starting with a few rook sacrifices.



■ 497

The first example is Shirazi-Vasiukov, Thiruchirapalli 1978.

1...♝e2+ 2.♜g3 g5!! 3.♝f3 h2 4.♜a1 g4+!!

Putting an entire rook on offer. This is possible here because the white bishop does not contribute to the defence and the small front of two connected pawns that march towards promotion boasts an immense dynamic power.

5.♝xe2 g3 6.♝f3

6.♜h1 does not help due to 6...♝e4!. After 7.f5 ♜xh1 8.♝xg3 Black has a decisive bishop check. 6.♜a8 loses to 6...♝h3 or 6...g2.

6...♝h4 7.♜d4 ♜h3

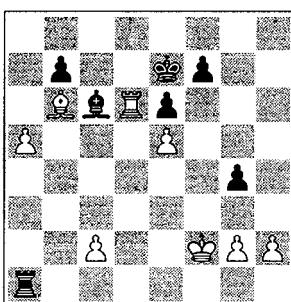
Easier than 3...♝e4+ 4.♝xe4 g2 5.♝f3 h1♛ 6.♝f2+ ♜h5 7.♝g1. After 3...♝h3 White makes a last-ditch attempt, but it also fails.

8.♝f2

8.♜h1 should be met by 8...♝c8, not 8...g2? due to 9.♜xh2+!!

8...g2!

Now this is fine! White resigned. A slice of black magic!!



■ 498

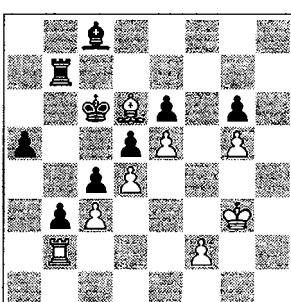
A quite attractive example stems from a simultaneous game Hort-Deuker, 1986. Black tried to escape with

1...f5

Hort, however, finished him off in a few short strokes.

2.exf6+!! ♜xd6 3.♜c5+! ♜e5 4.f7 ♜b5 5.♝g3!!

Black resigned, as after 5...♝f1 White has 6.♝f2.



■ 499

Kmoch-Nimzowitsch, Niendorf 1927, is also a good one. White appears to have organized his defence quite well with a blockade. However, the second player finds a rather violent solution.

1...♝b4!!

White's house of cards suddenly collapses because the bishop is rendered worthless for the defence in one stroke.

2.cxb4 a4 3.b5+ ♜xb5 4.♜a3 c3 5.♜b1 ♜c4 6.f4 ♜xd4 7.♝f2 ♜c4

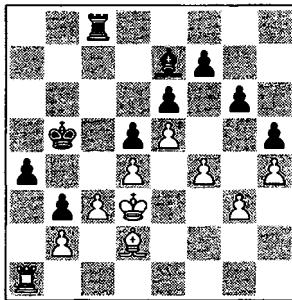
Black is not in a hurry. White's defence is completely powerless.

8.♚e1 d4 9.♝e2 ♜d5 10.♝f3 ♜b7

In peace and quiet the bishop is also activated. What can you do about it?

11.♜e1 ♜c4+ 12.♝f2 b2 13.f5 exf5 14.e6 ♜c6

White resigned.



■ 500

In this blocked position from the game Crabbendam-Andriessen, Wijk aan Zee 1969, there seems to be no way for Black to get through because White can overcome the breakthrough ...a4-a3. The immediate 1...a3 would even be a blunder on account of 2.bxa3 b2 3.Bb1 Qxa3 4.Qc1!.

1...Bb8 2.Qc1

2...a3 was a threat now.

2...Bb6 3.Bb1 f6!

One single weakness is generally not enough to decide a game, therefore Black opens a second front.

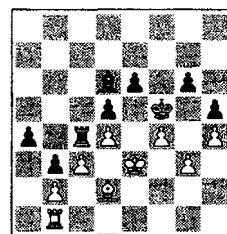
4.exf6

If Black is allowed to capture, new files and diagonals are opened:
4.Qd2 fxe5 5.dxe5 (5.fxe5 Bb8! 6.Bf1 a3 7.bxa3 Qa4 8.Bb1 Bf8)
5...Qc5 6.Qe1 Bc6 7.Ba1 a3 8.bxa3 Qa4 9.c4 b2 10.Bb1 Qb3 and wins.

4...Qxf6 5.Ba1 Qe7 6.Bb1 Qc6

The black king is on his way to the kingside. At the same time, Black must prevent White from freeing himself on the queenside. 7.Ba1, for instance, would be met by the immediate 7...a3.

**7.Qe2 Qd6 8.Qd3 Bb7 9.Qe2
Qd7 10.Qd3 Bc7 11.Ba1 Bc4
12.Bb1 Be7 13.Qd2 Qf6
14.Qe3 Qf5**



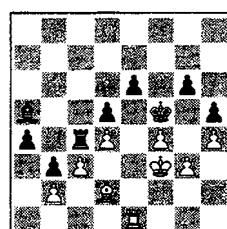
14...Qf5

White must defend on two fronts. In the following phase Black arranges his pieces for the decisive breakthrough.

15.Qf3 Bc8 16.Qe3

A nice example of the way White may be outmanoeuvred is the following line: 16.Ba1 a3 17.bxa3 b2 18.Bb1 Qxa3 19.Qe1 Bb8 20.Qe3 (White has to give way, since 20.Qd2 Bb3! introduces a fatal pin: 21.Qe1 Qb4!) 20...Qg4 21.Qd3 Qf3 22.Qc2 Qe2 23.Qd2 Bb6 24.Qe1 Qf8 25.Qd2 Qe7 (Black wants to have the bishop on e1) 26.Qe1 and now 26...Ba6! is the icing on the cake.

**16...Qg4 17.Qf2 Ba8 18.Qc1
Bc8 19.Qd2 Bc4 20.Qg2 Qc7
21.Qe1 Qf5 22.Qf3 Qa5**

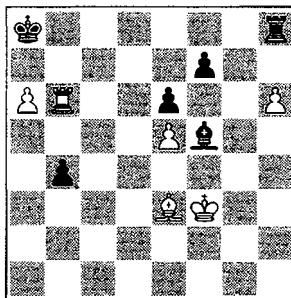


22...Qa5

Finally, everything is arranged for the decisive breakthrough. 23.Ba1 is met by 23...Qxc3!! 24.Qxc3 Bxc3+ 25.bxc3 b2 and wins.

**23.Bb1 a3 24.bxa3 Qxc3 25.Qxc3 Bxc3+ 26.Qf2
Qe4 27.Qe1+ Qd3 28.Qxe6 b2**

and White resigned.



■

501

In Nimzowitsch-Bernstein, Wilna 1912, we again see a few powerful passed pawns. Their march is introduced by a bishop sacrifice. Black tries to remove some material with

1... $\mathbb{B}f8$

Threatening f7-f6. Seemingly resignedly and carelessly, White continues:

2. $\mathbb{B}xb4$ f6

but now he awakes from his feigned lethargy!

3. $\mathbb{B}c5!$ $\mathbb{B}c8$

This is forced, as 3... $\mathbb{B}f7$ fails to 4. $\mathbb{B}b7!$. Such pin-pricks can embitter your chess life!

4.exf6

We're not there yet. A full bishop is sacrificed for the good cause.

4... $\mathbb{B}xc5$ 5.f7 $\mathbb{B}c8$ 6. $\mathbb{B}b7$ $\mathbb{B}d3$ 7. $\mathbb{B}e7$ $\mathbb{B}b5$

In any case the defending bishop tries its best.

8. $\mathbb{B}f4$

Too eager would have been 8. $\mathbb{B}e8?$ $\mathbb{B}xe8$ 9.f8 \mathbb{W} and an unpleasant surprise awaits White: 9... $\mathbb{B}c6+$ and his dream is shattered.

8... $\mathbb{B}h8$ 9.h7

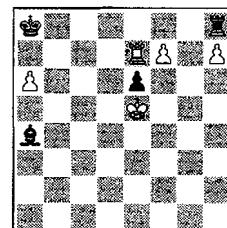
He wants to be in on the action too.

9... $\mathbb{B}a4$ 10. $\mathbb{B}e5$

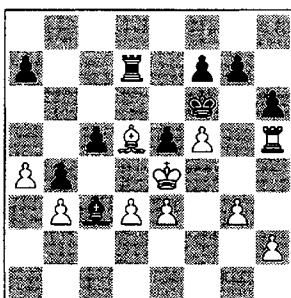
Now the white king intervenes decisively and finishes the job.

10... $\mathbb{B}b5$ 11. $\mathbb{B}f6$ e5 12. $\mathbb{B}g7$

Black resigned.



10. $\mathbb{B}e5$



□

502

A quite beautiful piece sacrifice was made by White in Réti-Romanovsky, Moscow 1925.

White seems to be on the verge of blundering, coming up with:

1.g4 g6 2. $\mathbb{B}xh6$ $\mathbb{B}g5$

It looks as if White has been caught in a trap.

3. $\mathbb{B}h7$ $\mathbb{B}xg4$

But...

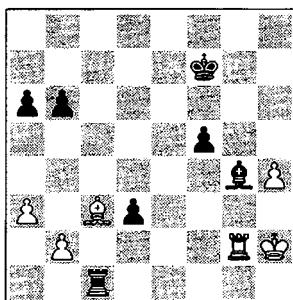
4. $\mathbb{B}e6!!$ fxe6 5.fxg6!

Now this is possible and it becomes clear that White has calculated more deeply. Suddenly it is Black who is lost. There followed:

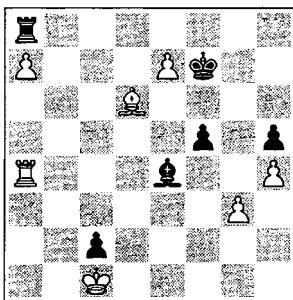
**5... $\mathbb{B}d8$ 6. $\mathbb{B}xa7$ $\mathbb{B}g5$ 7.g7 $\mathbb{B}h6$ 8.a5 $\mathbb{B}h7$ 9.a6 $\mathbb{B}d6$
10.h4 $\mathbb{B}e1$ 11.h5 $\mathbb{B}h4$ 12.h6**

Black resigned.

In the introduction to this chapter I already mentioned exchange sacrifices. With the help of a dozen or so examples I would like to show what's possible in this area.



503

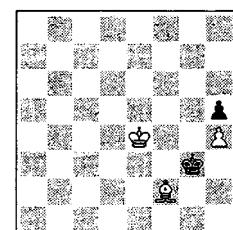


504

Our first position is derived from the game Wedberg-Curt Hansen, Nordic Championship, Esbjerg 1983.
You probably see it immediately:

1... $\mathbb{B}xc3$

and the case is closed after 2.bxc3 $\mathbb{A}e2$.



8. $\mathbb{A}f2+$

A little more complicated is Gelfand-Korniejewich, Minsk 1980.
White immediately eliminates Black's only active piece.

1. $\mathbb{A}xe4!$ fxe4 2. $\mathbb{B}b8$ $\mathbb{A}xe7$ 3. $\mathbb{A}xc2$ $\mathbb{A}e6$ 4. $\mathbb{A}d2!$

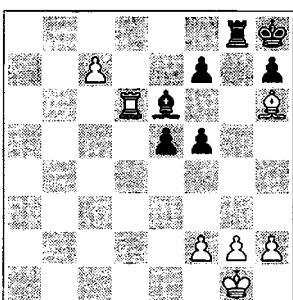
Not too careless: after a move like 4. $\mathbb{A}c3?$ White is in for a nasty surprise: 4... $\mathbb{A}d5!$.

4... $\mathbb{A}f5$ 5. $\mathbb{A}e3$ $\mathbb{A}g4$ 6. $\mathbb{A}xe4$ $\mathbb{A}xa7$

It seems as if Black can still save himself because White has the wrong rook's pawn, but White has one more important trump up his sleeve.

7. $\mathbb{A}xa7$ $\mathbb{A}xg3$ 8. $\mathbb{A}f2+$

An elegant final chord. Black resigned.



505

The following fragment introduces us to modern communication technique. The position is derived from a telex match Krimpen aan den IJssel versus Homécourt in 1985.

White showed some Krimpen chess ingenuity with the hammer blow

1. $\mathbb{A}g5!$

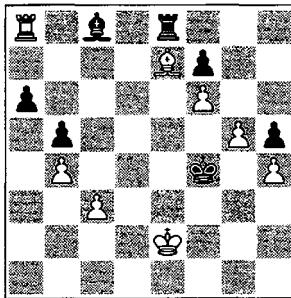
The French opponents saw sharply that this bishop cannot be taken on account of 2. $\mathbb{A}xe6$ and that they were forced to play

1...h5

White kept their cool and played

2. $\mathbb{A}xe6!$

anyway. This really was too much for the black players. 2...fxe6 is met by 3. $\mathbb{A}d8$. So they resigned.



□

506

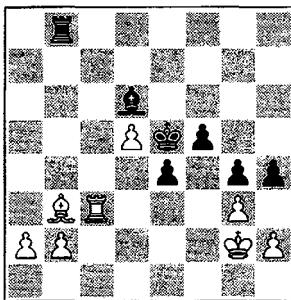
We switch to correspondence chess. Diagram 506 occurred in a game Thurnhuber-Kribbe. White did not lose any time.

1. $\mathbb{R}xc8!$ $\mathbb{R}xc8$ 2. $g6!$

Beautiful.

2... $f6xg6$ 3. $f7$ $g4$ 4. $d3$

Black resigned as there is no salvation, see 4... $g3$ 5. $d4$ $g4$ 6. $d5$ $g3$ 7. $d6$ $g4$ 8. $d7$ $h8$ 9. $f6$.



■

507

For a change, we show you an exchange sacrifice that serves to avoid a draw. In Suetin-Dzindzichashvili, Soviet Union 1972, the second player, adventurous as always, produced

1... $h3+$ 2. $g1$ $f4$ 3. $gxf4+$ $xf4$

in order to blaze away after

4. $\mathbb{R}c4$

with

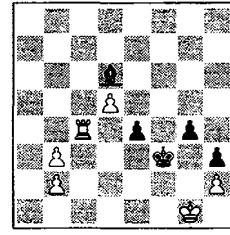
4... $\mathbb{R}xb3!$ 5. $axb3$ $f3$ 6. $\mathbb{R}c2$

What 'Dzin' had neatly calculated was the line 6. $\mathbb{R}c6$ $f4!$ 7. $\mathbb{R}f6$ $e3$ 8. $d6$ $g3!$ 9. $hxg3$ $e2$ 10. $\mathbb{R}xf4+$ $e3!$ 11. $\mathbb{R}f1$ $h2+$.

But what appeared on the board was not to be sneezed at either.

6... $e3$ 7. $f1$ $e7$

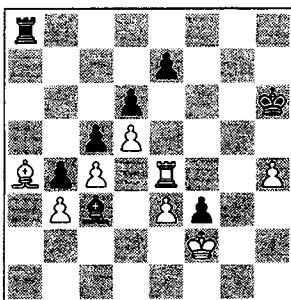
This intervention by the bishop is decisive.



5... $f3$

8. $e1$ $h4+$ 9. $f1$ $f2$

White resigned.



■

508

Very nice is also the course of the game Kotlerman-Zinman, Lenin-grad 1985, where Black struck energetically with

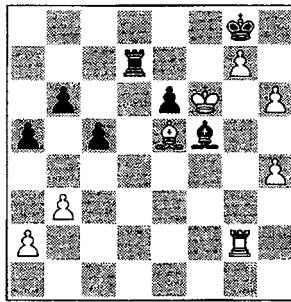
1... $\mathbb{R}xa4!$ 2. $bxa4$ $b3$ 3. $\mathbb{R}g4$

This still looks difficult and the spectators may have wondered if Black had not overlooked something. But look what he had up his sleeve:

3... $e1+!!$

and White was counted out.

Those are pretty moves to keep in mind!



□

509

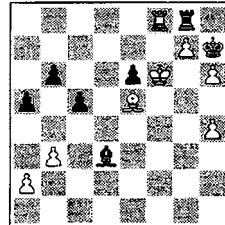
We can always console ourselves with the knowledge that even the greatest players do not always succeed in preserving their calm. Sometimes even they miss tricks that we mere mortals see at one glance. An example is Karpov-Salov, Dos Hermanas 1995. The time control had just passed and in the excitement to which every player is exposed at such moments, the immediate win escaped Karpov's attention. Relying on his technique he played 1.h7+ ♕xh7 2.♕xe6 and after some hard work he won the game in the end. Boris Gelfand later showed him what he had missed:

1.♗g6!!

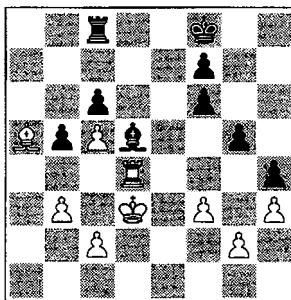
Threatening 2.h7+, so

1...♗d8 2.♔g5 ♔h7 3.♗f6 ♗g8
4.♗f8 ♕d3 5.♔f6 ♔e2 6.♗xg8
♔xg8 7.h7+ ♕xh7 8.♔f7 ♔h5+
9.♔f8

It must have been annoying for a player like Karpov that he hadn't seen this.



5.♔f6



□

510

The position depicted in diagram 510 from Tal-Bronstein, Moscow 1974, was a piece of cake for an artist like the first player. Just like you and I would have done, he fearlessly played

1.♗xd5! cxd5 2.♔d4 ♔e7

Or 2...♗e8 3.c6 ♗e6 4.♔c5 ♔e7 5.♔b6.

3.♔xd5 ♔d7 4.b4!

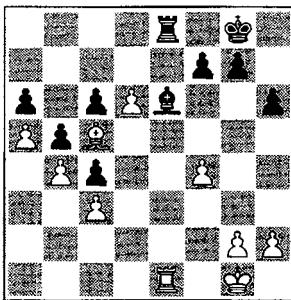
Fixing the pawn structure and preparing c2-c4.

4...♗e8

Black is fighting a losing battle, but he still tries something. The alternative defence 4...♗c6 fails to 5.c4 bxc4 6.b5.

5.c6+ ♔c8 6.c4 ♗e5+ 7.♔d4 bxc4 8.♔xc4 ♗e2 9.b5
♗c2+ 10.♔d5 ♗a2 11.♔c3 ♗xg2 12.b6 ♗f2 13.b7+
♔b8 14.♔xf6

Black resigned.



□

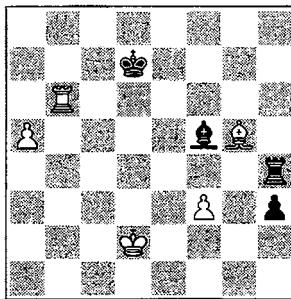
511

In Fomin-Giterman, Moscow 1972, another open door was forced. Just like the white player, we see the winning method immediately:

1.♗xe6!

Black saw it too, resigning dejectedly. See 1...fxe6 2.♔b6! or 1...♗xe6 2.d7 ♗e1+ 3.♔f2 ♗d1 4.♔d4.

After all these successful manoeuvres it is time to show some compassion for players who do not see things so sharply.



□

512

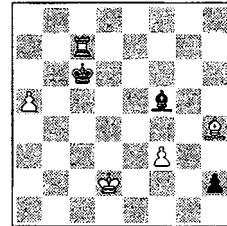
Diagram 512 stems from Hussong-Heinrich, Bad Dürkheim 1935. White hastily alleviated his hunger with

1. ♜xh4

after which Black, with a broad smile, produced

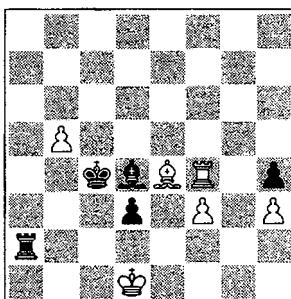
1...h2

under the impression that this would win for him. He overlooked that after 2. ♜b7+ ♜c6 3. ♜c7+ (*see diagram*) there is no win. But that is not the final word on this position. Tactically there is still a lot going on here. A good practical choice for White would have been 1. ♜d6+ instead of 1. ♜xh4. Then, Black faces quite a difficult choice, especially if he loses sight of all objectivity and keeps looking for a win, relying on his big trump, the h-pawn. For the record, I point out some examples of how things can go wrong: 1... ♜c7? 2. ♜xh4 h2 3. ♜g3 h1 ♜ 4. ♜h6+, which is easy to see, and 1... ♜c8? 2. ♜xh4 h2 3. ♜c6+ and 4. ♜c1. He may try 1... ♜e8!?, 2. a6 h2 3. a7 ♜a4 4. ♜h6 ♜xa7. White has to find 5. ♜f4! here, as 5. ♜xh2 obviously fails to 5... ♜a2+.



analysis after 3. ♜c7+

In short, a bundle of deceitful tricks, this diagram! Moreover, it is quite a good example of psychology in chess practice.



■

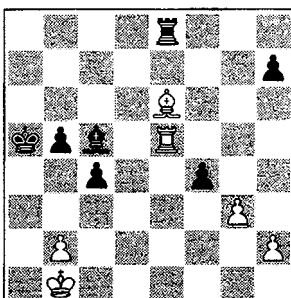
513

Black also proceeded carelessly in Veselovsky-Psakhis, Krasnoyarsk 1980. He has the game in the bag and he could have finished it with 1... ♜c3!. Apparently he did not think this move was elegant enough and decided on

1... ♜e3?

This looks pretty and that's apparently what the white player thought, for he dejectedly resigned here. The spectators had a ball. They all saw immediately that White would suddenly have great hopes again after 2. ♜h7+!

Filled with compassion for the first player I shall limit myself to two main lines: 2... ♜c3 3. ♜c4+ or 2... ♜c5 3. ♜c4+ ♜xb5 4. ♜xd3 and the struggle is not at all decided yet.



■

514

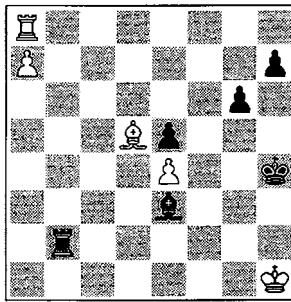
We are equally sorry for the black player in Azmaiparashvili-Ivanchuk, Erevan 1989. With 1... f3! he could have won comfortably, but instead he chose the awful

1... ♜d6?

Undoubtedly White needed some time to recover from his astonishment, but that did not stop him from finding the miraculous rescue:

2. ♜xb5+! ♜xb5 3. ♜d7+ ♜b4 4. ♜xe8 fxe8 5. hgx3 ♜xg3

Draw.



□

515

Melancholic was the fate of the white player in the game Senff-Avrukh, Biel 2001. In the diagram position things looked rosy for him and he merrily continued:

1. $\mathbb{R}b8$

But Black took a different view and replied, no less merrily:

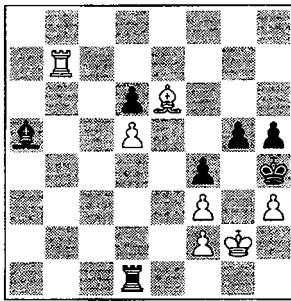
1... $\mathbb{Q}d2!$ 2. $\mathbb{R}b3$

This is sad, but by now White had discovered to his dismay that after 2.a8 \mathbb{Q} $\mathbb{Q}g3$ he would have been confronted with a mate threat that cannot be parried.

2... $\mathbb{Q}xa7$

The proud a-pawn is gone. Black won easily and Senff probably left the playing hall in shock.

We conclude this paragraph with a few genuine showpieces in which a wide range of tricks passes in review.



■

516

A beautiful, classic introduction to this series is Yates-Rubinstein, Moscow 1925, in which Black rejected 1... $\mathbb{Q}e1$, with a probable draw, in favour of the careless

1... $\mathbb{Q}d2?$

upon which the white player had a tremendous surprise up his sleeve.

2. $\mathbb{Q}g4!$ $\mathbb{Q}b6$ 3. $\mathbb{R}xb6$ $hxg4$ 4. $hxg4$

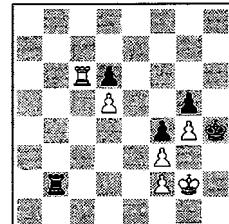
You wouldn't expect all this at a first glance on the diagram position. The conclusion is also attractive as it contains some nice motifs, starting with a few attempts at stalemate by Rubinstein.

4... $\mathbb{Q}b2$ 5. $\mathbb{R}c6!$

And not 5. $\mathbb{R}xd6?$ $\mathbb{Q}b6!$.

5... $\mathbb{Q}b1$

Now 5... $\mathbb{Q}b6$ is, just like in the game, met by the manoeuvre 6. $\mathbb{R}c4!$ $\mathbb{R}b4$ 7. $\mathbb{R}e4!$. If Black tries to prevent this with 5... $\mathbb{R}b4$, he is first put on the wrong track with 6. $\mathbb{R}c1$ $\mathbb{R}b1$ and then counted out again with 7. $\mathbb{R}c4!$.



5. $\mathbb{R}c6!$

6. $\mathbb{R}c4!$

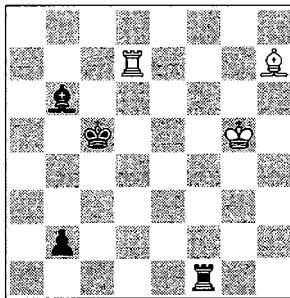
Again, not 6. $\mathbb{R}xd6$ $\mathbb{Q}b6!$.

6... $\mathbb{Q}e1$ 7. $\mathbb{R}e4$ $\mathbb{R}xe4$ 8. $fxe4$ $\mathbb{Q}xg4$ 9. $e5!$

Another breakthrough. All sorts of stuff in one single fragment!

9... $f3+$ 10. $\mathbb{Q}g1$ $\mathbb{Q}f5$ 11. $e6$

Black resigned.



517

Quite a beautiful little masterpiece with minimal material is Petran-Szell, Szopak 1987. Brace yourself! Black sails round the first cliff:

1... $\mathbb{Q}c6!$

And not 1... $b1\mathbb{Q}$ 2. $\mathbb{Q}xb1$, with a theoretical draw.

2. $\mathbb{H}d3$

Not 2. $\mathbb{H}g7?$ $\mathbb{Q}g1+$ 3. $\mathbb{Q}h6 \mathbb{Q}e3+$.

2... $\mathbb{H}g1+!!$

Very good, though the underpromotion 2... $b1\mathbb{Q}$, to prevent 3. $\mathbb{H}c3+$, was also possible.

3. $\mathbb{Q}f4$

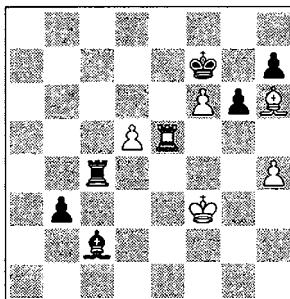
Other possibilities are 3. $\mathbb{Q}h4 \mathbb{Q}f2+$ 4. $\mathbb{Q}h3 \mathbb{H}h1+$ and 3. $\mathbb{Q}f6 b1\mathbb{Q}$ 4. $\mathbb{H}c3+ \mathbb{Q}b7 5.\mathbb{Q}xb1 \mathbb{Q}d4+$.

3... $\mathbb{Q}c7+! 4.\mathbb{Q}e3$

Or 4. $\mathbb{Q}f3 b1\mathbb{Q}$ 5. $\mathbb{H}c3+ \mathbb{Q}b7 6.\mathbb{Q}xb1 \mathbb{H}g3+$.

4... $\mathbb{H}g3+ 5.\mathbb{Q}d2 b1\mathbb{Q}$

White resigned.



518

We would also like to ask your attention for the following show-piece from Radnoti-Liptay, Hungary 1971. Black found the following solution for his quite urgent problems:

1... $\mathbb{H}e4!$

After the immediate 1... $b2$ Black loses his valuable b-pawn: 2. $\mathbb{H}e7+$ $\mathbb{Q}xf6$ 3. $\mathbb{Q}g5+ \mathbb{Q}f5$ 4. $\mathbb{H}f7+ \mathbb{Q}e5$ 5. $\mathbb{Q}f6+$ and 6. $\mathbb{Q}xb2$. White, who was also wide awake, played:

2. $\mathbb{H}e6$

but now Black does have

2... $b2 3.\mathbb{H}c6 b1\mathbb{Q}$

Not 3... $\mathbb{H}e7$ 4. $\mathbb{H}b6!$ and the win is gone.

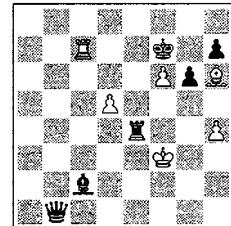
4. $\mathbb{H}c7+$

Hoping for 4... $\mathbb{Q}xf6$ 5. $\mathbb{Q}g7+ \mathbb{Q}f5$ 6. $\mathbb{H}f7$ mate. But Black has another surprise up his sleeve.

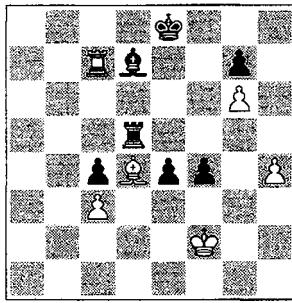
4... $\mathbb{H}e7!! 5.\mathbb{H}xe7+ \mathbb{Q}xf6 6.\mathbb{Q}g5+ \mathbb{Q}f5$

and White resigned.

Like an eel, Black slipped through the net!



4. $\mathbb{H}c7+$



■

519

Energetic play by Black was rewarded in Passerotti-Joksic, Banja Luka 1978.

1...e3+ 2.Qf3

Or 2.Qg2 Rxd4 3.cxd4 Qh3+ 4.Qg1 f3. Neither does 2.Qe2 work due to 2...Qg4+ 3.Qe1 Rxd4 4.cxd4 f3.

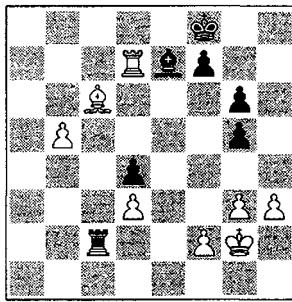
But after the text move the exchange sacrifice on d4 also decides.

2...Rxd4 3.cxd4 Qg4+! 4.Qxf4

White cannot take the bishop, see 4.Qxg4 e2 5.Rc5 e1Q 6.Re5+ Qxe5 7.dxe5 c3. And 4.Qg2 f3+ 5.Qg3 f2 is also hopeless.

4...e2

and White resigned (5.Rc5 e1Q with an easy win).



□

520

How great the danger of a draw is in this type of endgame, we see once more in Uhlmann-Malich, Berlin 1968.

White seems to be on a bed of roses with his active pieces. He thinks he can merrily work on his full point with

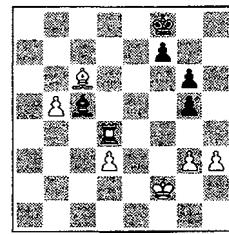
1.Rxd4

But now Malich saves his skin:

1...Rxf2+!! 2.Qxf2 Rc5

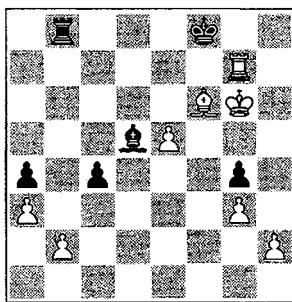
What now? 3.Qe3 is met by 3...f5 and one day White will have to give his rook to get out of the pin. A bizarre case! Uhlmann decides to return the rook right away.

3.Qf3 Rxd4 4.Qe4 Rf2



2...Rc5

and the game was soon drawn.



□

521

We end this paragraph with Miles-Kavalek, Amsterdam 1977. This position was treated with the utmost accuracy by White.

**1.e6! Qxe6 2.Qe7+ Qe8 3.Qd6 Rxb2 4.Qe7+ Qd8
5.Qxe6 Qd7 6.Qe5 Rxh2 7.Qd6+**

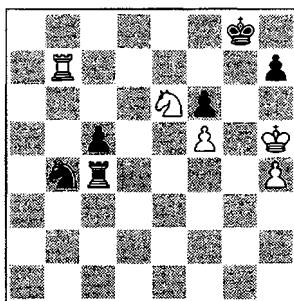
This way White keeps exactly one extra piece, so Black resigned.

C) Rook + Knight versus Rook + Knight

This is an endgame with an entirely different, entirely individual character.

Besides the many fanciful tactical possibilities, active piece cooperation is what this endgame type is about.

The king sometimes plays a crucial role in the open field, as an active leader of the attack. But that is not uncommon in the endgame.



522

We start with Raicevic-Suba, Albena 1977. A frightening example in which Black called down the problems on himself with

1...Qc2?

instead of the more solid 1...Qd5.

2.Qg7+ Kg8 3.Qf7 h6

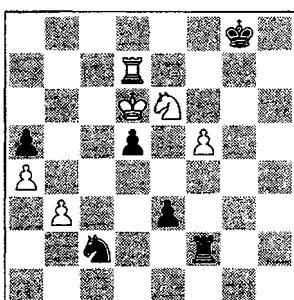
Black must already have regretted what he had done here, as after 1...Qd5 he would have had 3...Qf4 in store, with the elegant stalemate trick 1...Qd5 2.Qg7+ Kg8 3.Qf7 Qf4+ 4.Qxf4 Rxf4 5.Rxh7+.

4.Qg6 Rg4+ 5.Qg5!

Another move that made the black player repent the error of his ways.

5...Qg8 6.Qc7

Black abandoned this cheerless business. 6...Qf8 7.Qxf6 Qe8 8.Qe6 is not seriously playable.



523

A fierce and pointed struggle took place in Shamkovich-Sheiner, United States 1977. White involved his king in the attack.

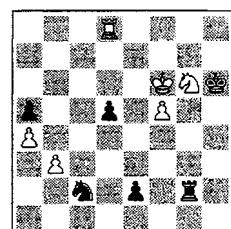
1.Qe5 e2 2.Qf6

With the obvious threat of Rd8 and Qg5.

2...Rg2?

Salvation was still possible, but only with razor-sharp play: 2...Rxf5+! 3.Qg6! Rf8!.

3.Rd8+ Qh7 4.Qf8+ Qh6 5.Qg6 Rxg6+

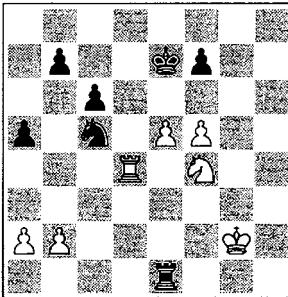


5.Qg6

The alternative was 5...Qh5. Then White decides the game as follows: 6.Qf4+ Qg4 7.Qxg2 Qf3 8.Rc8! Qb4 (or 8...Qd4 9.Qe1+ Qf2 10.Qe5) 9.Qe1+ Qf2 10.Rc1 d4 11.Qe6 d3 12.Qxd3+ Qxd3 13.Rb1.

6.fxg6 Qh5 7.g7 e1R 8.Rh8+ Qg4 9.g8R+ Qf3 10.Qxd5+

Black resigned.



□

524

Another handsome conclusive attack stems from Van der Sterren-Piket, Dordrecht 1988. White decided the game with:

1.f6+ ♔e8 2.♘h5! ♔e6

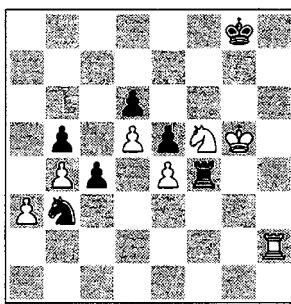
Not 2...♘d7 3.e6!.

3.♘g7+ ♔f8 4.♖h4!

The previous was not very difficult, but this last move had to be seen in advance.

4...♔g8 5.♘f5

and against this violence there is no remedy.
Black resigned.



□

525

We conclude this small series with Pismenni-Bangiev, played in the Soviet Union, 1975.

1.a4 bxa4

Or 1...♜xe4 2.a5!.

2.b5 c3

Black cannot find refuge in the rook endgame, see 2...♘c5 3.♘xd6 ♘xe4+ 4.♘xe4 ♜xe4 5.♗f6!.

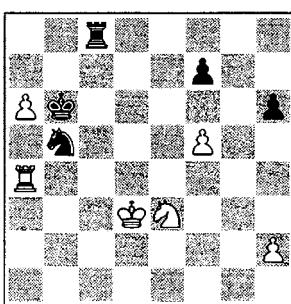
3.♖c2 a3 4.b6 ♜xe4 5.♖xc3 a2 6.♖c8+ ♔h7

Or 6...♔f7 7.♖c7+ ♔f8 8.♔f6!.

7.♖c7+ ♔g8 8.b7 ♜b4 9.♔g6 ♜g4+ 10.♔f6 ♜b4 11.♘h6+

See how well the white pieces cooperate. Black was convinced and he resigned.

Of course, with such attacks success is not always guaranteed, but the pseudo-sacrifice of a knight does occur regularly. Here is a number of poignant examples.



□

526

We start with Parma-Puc, Ljubljana 1969.

1.a7 ♜d8+

If Black captures, he ends up playing a losing pawn endgame:
1...♘xa7 2.♘c4+ ♔b5 3.♖xa7 ♜xc4 4.♖a5+.

2.♘d5+! ♔b7 3.a8♛+! ♜xa8 4.♖b4 ♜a5

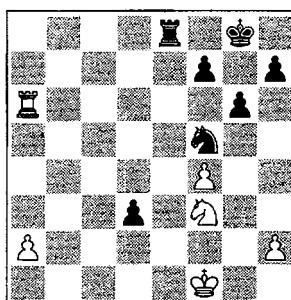
And not 4...♔c6 5.♖xb5!; everything is against Black!

5.♘c3 ♔c6 6.♖xb5 ♜xb5 7.♘xb5 ♔xb5 8.♔d4 ♔c6

This way we end up in the aforementioned pawn endgame after all. There followed:

9.♔e5 ♔d7 10.♔f6 ♔e8 11.♔g7 ♔e7 12.f6+ ♔e6 13.h3!

The decisive reserve tempo. Black resigned.



■

527

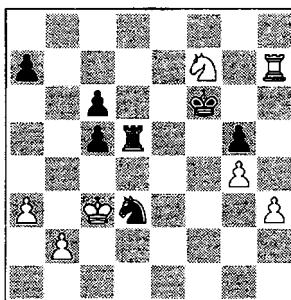
A somewhat less subtle example is diagram 527 from a game Tolhuizen-Engelkes, played in 1988. I'll bet you see it already:

1... ♜d4

White cannot capture on d4 on account of 2...d2 and the pawn marches on, so he chose

2. ♜d2 ♜e2 3. ♜d6 ♜xd2

etcetera.



□

528

A finer display we see in Uhlmann-Larsen, Aarhus 1971. White starts with an overload combination.

1. ♜xg5!

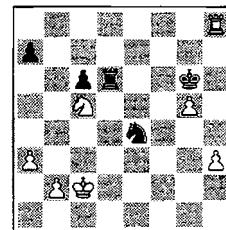
There followed:

1... ♕g6 2. ♜h8 ♜f2 3. ♜g8+ ♕h6 4. ♜e6 ♜e4+ 5. ♜c2 ♜d6 6. g5+ ♕h5 7. ♜h8+ ♕g6

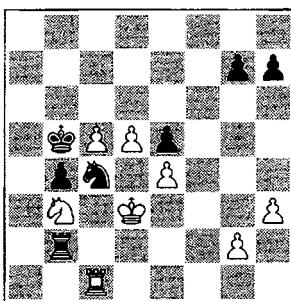
and all this was just the prelude to:

8. ♜xc5!

after which Black resigned with a depressed glance at the bad position of his king. Viz. 8... ♜xc5 9. ♜h6+ or 8... ♜xg5 9. ♜g8+ ♕f6 10. ♜xg5.



8. ♜xc5!



□

529

Now let's have a look at diagram 529 from Barczay-Sebestyen, Györ 1954. With the first player, we see that he can hardly capture on c4 due to 1... ♜xb3+. It seems that the white knight cannot move either, as then 1... ♜d2 mate follows.

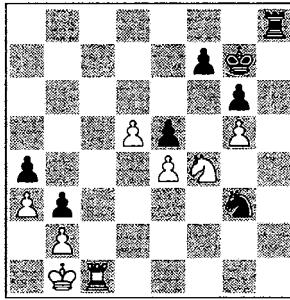
But there turns out to be a pretty solution available.

1. ♜d4+!! exd4

and now the cool

2. ♜xc4

with an easy win!



□

530

An equally unlikely solution, also from Hungary, occurred in Szabo-Dozsa, Budapest 1962. Here also, White solved all his problems in one stroke, with the pseudo-sacrifice of a knight.

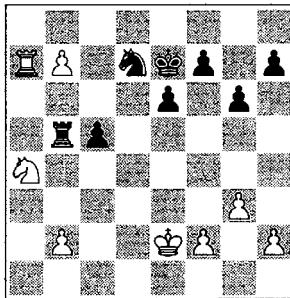
1.♘e6+! fxe6 2.♗c7+ ♔g8 3.♗c8+ ♔g7? 4.♗xh8 exd5

Or 4...♔xh8 5.d6.

5.♗e8

and Black resigned.

3...♗f7, or 2...♗f8 and 3...♗e7 for that matter, would have been much more resilient.



□

531

Very funny I find Smejkal-Jansson, Stockholm 1975, where the white knight even intervenes twice in a row.

1.♘xc5!

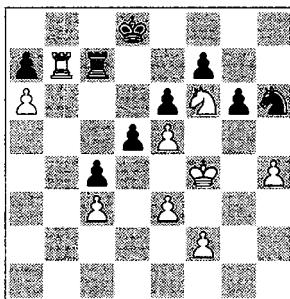
One of those thunderbolts that nobody likes to fall victim to. Black resigned. Trying to get away with a black eye is of little use, e.g.

1...♗b8 2.♘a6! ♗xb2+ 3.♔d3 ♗a2

And the following cannot have pleased him either.

4.♘xb8! ♗xa7 5.♘c6+

That's how annoying these knights can be.



□

532

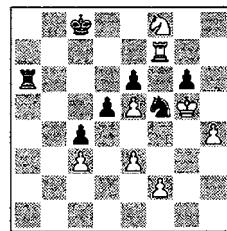
The black player in Dautov-Kaminski, Dresden 1986, also found this to his cost. He was unpleasantly surprised by the spectacular

1.♘e8!!

Quite original. Probably petrified with fright, Black knuckles under immediately.

1...♗e7

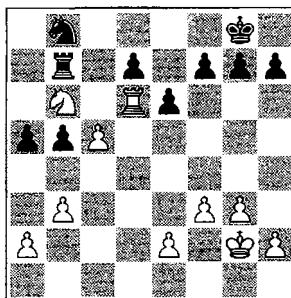
More tenacious was 1...♗c6. White then wins as follows: 2.♗b8+ ♔d7 3.♔g5 ♘f5 4.♗f6+ ♔c7 5.♗b7+ ♔c8 6.♗xa7 ♔b8 7.♗xf7 ♗xa6 8.♘d7+ ♔c8 9.♘f8 (see diagram).



analysis after 9.♘f8

2.♗xe7 ♗xe7 3.♘d6

Now Black had had enough. After 3...♔d7 the quickest win is 4.♔g5 ♘f5 5.♗xf7.



□

533

Van der Wiel must also have felt a considerable shock as Black against Ruben Rodriguez, Moscow Interzonal 1982.
In diagram 533 White treated him to:

1. $\mathbb{Q}xd7!!$

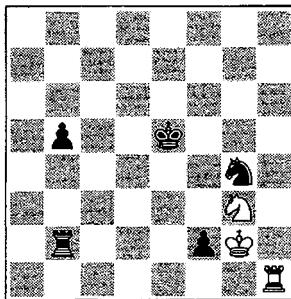
He tried

1... $\mathbb{Q}xd7$ 2. $c6!$

Did you see that one too? Black took a last stand with

2... $\mathbb{Q}xd6$ 3. $c7$ $\mathbb{Q}d7$ 4. $c8\mathbb{Q}+$ $\mathbb{Q}f8$

but lost anyway, after a long struggle.



■

534

I conclude this series with Yates-Alekhine, San Remo 1930, a marvellous illustration of the black player's abilities.

The reigning World Champion, too, conjured up a magnificent first move from his box of tricks.

1... $\mathbb{Q}h2!!$

Vintage Alekhine. White tried

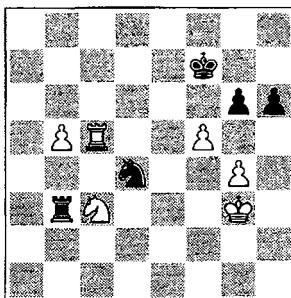
2. $\mathbb{Q}f1$ $\mathbb{Q}xf1$

but after

3. $\mathbb{Q}h5+$ $\mathbb{Q}d4$ 4. $\mathbb{Q}xf1$ b4

he resigned anyway.

Apart from pseudo-sacrifices, of course 'real' knight sacrifices may also be used to force a decision. A few examples.



□

535

In diagram 535 we see Shipov at work against Gagarin in Moscow, 1994. White is slightly better and the obvious move is 1. $\mathbb{Q}h4$.
Shipov, however, chose

1. $\mathbb{Q}f4?!$

and was surprised by

1... $\mathbb{Q}xc3$ 2. $\mathbb{Q}xc3$ $\mathbb{Q}e2+$ 3. $\mathbb{Q}e5$ $\mathbb{Q}xc3$

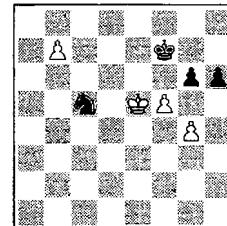
Many a player would now have knuckled under disappointedly, but the white player found a saving combination:

4. $b6$ $\mathbb{Q}a4$ 5. $b7$ $\mathbb{Q}c5$

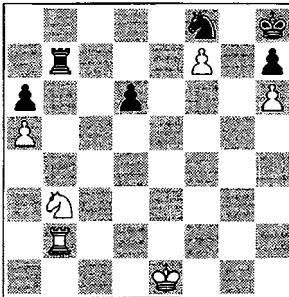
This seems decisive, but now comes

6. $b8\mathbb{Q}!$

The saving underpromotion. We have seen it before, but it's always a treat! Draw.



5... $\mathbb{Q}c5$



□

536

A remarkable win was gained in Kosikov-Bezman, Soviet Union 1986. By holding on to the crucial f7 pawn White boldly puts his knight at stake.

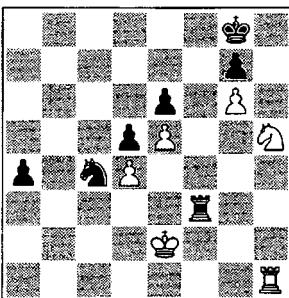
1.♘f2!? ♘xb3? 2.♗g2 ♘b1+ 3.♔f2 ♘b2+ 4.♔g1 ♘xg2+ 5.♔xg2

A unique position; with a full extra piece and reduced material Black is hopelessly lost!

5...♕e6 6.♔f2 ♕f8 7.♔e3 ♕e6 8.♔d3 d5 9.♔e3

Black resigned.

However, Jacob Aagaard has correctly hinted at the saving clause 1...♜e7+! 2.♔d2 ♜e6! 3.♗g2 (threatening mate at g8) 3...♜g6 4.♗xg6 hxg6 5.♗d4 ♜h7 6.♗b5 ♜xh6 7.♗c7 ♜g7 8.♗xa6 ♜e6.



■

537

The second player also had a horrifying experience in Kortchnoi-Eslon, Biel 1984. Eslon had played very well and had posed his great opponent great problems. But as we cannot repeat often enough, you have to remain on your toes at all times.

1...♝b3

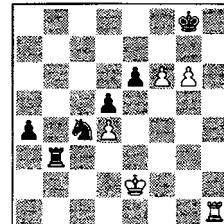
There's nothing wrong with this move, even though it allows the following sacrifice. After 1...♝f8 or 1...♝f5 White would have made Black's life difficult with 2.♗b1 and ♘b7.

2.♗f6+!?

A typical speculative sacrifice in time-trouble (it was the 39th move). With 2.♗f4 ♘b6 3.♔d3 a3 4.♔c3 White could have fought for the draw.

2...gxsf6 3.exsf6 ♘b8?

After this passive move the tables are turned completely. Correct was 3...♝d6! and Black is still on top: 4.♔h7 ♘g3 (4...♝b7 5.♗h3 does not yield Black much) 5.♗d7 ♘xg6 6.♗xd6 ♘f7 7.♗a6 ♘g2+ or 4.♗c1 ♘g3 5.♗c6 ♘xg6 6.♗xd6 ♘f7 etc.

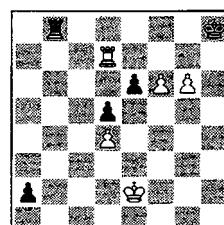


3.exsf6

4.♔h7 ♘d6 5.♗g7+ ♔h8 6.♗d7! ♘a8

Another weak move, but 6...a3 would not have saved Black either: 7.♗xd6 a2 8.♗d7! (see diagram) 8...a1♛ 9.♔h7+ ♔g8 10.f7+ ♔f8 11.♔h8+ ♔g7 12.♗xb8 and Black has only two checks, after which the f-pawn promotes.

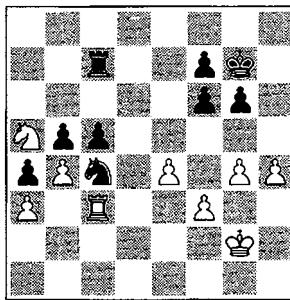
Still, Black had a better possibility, namely 6...♔g8! 7.♗xd6 ♘f8 and White has nothing better than the queen end-game after 8.♗xe6 a3 9.g7 ♘a8 10.♔e7 a2 11.f7+ ♔xg7 12.♔e8 ♘xe8 13.♗xe8 a1♛ 14.♔e5+ etc.



analysis after 8.♗d7!

7.♗xd6 ♔g8 8.♗d7

Black resigned.



In this diagram position, from Hickl-Beliavsky, Germany Bundesliga 2002/03, Black played the more or less standard knight sacrifice

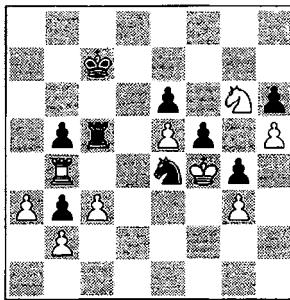
1... $\mathbb{Q}xa3$ 2. $\mathbb{R}xa3$ cxb4

and now his passed pawns skated through unstoppably:

3. $\mathbb{R}a1$ $\mathbb{R}c3$ 4. $\mathbb{Q}g3$ b3 5. $\mathbb{R}b1$ b4 6. $\mathbb{Q}f4$ a3! 7. $\mathbb{Q}xb3!$

Go on, add a rook as well. This was too much for Hickl and he resigned.

■ 538



And another correspondence game, this time Ventura-Neu, 1968/69. With a knight sacrifice Black initiates the decisive attack.

1... $\mathbb{Q}xc3!$

Threatening 2... $\mathbb{Q}d5$ mate and after 2. $\mathbb{Q}e3$ Black can choose between 2... $\mathbb{Q}d1+$ and 2... $\mathbb{Q}d5+$ 3. $\mathbb{Q}d4$ $\mathbb{Q}xb4$ 4. $\mathbb{Q}xc5$ $\mathbb{Q}d3+$ 5. $\mathbb{Q}xb4$ f4!

2.bxc3 $\mathbb{R}xc3$

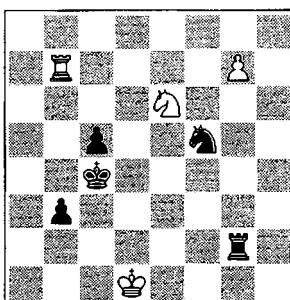
Black does not let go of his prey. Now he threatens 3... $\mathbb{R}f3$ mate.

3. $\mathbb{Q}h4$ $\mathbb{R}c4+$

On top of everything Black has this move.

4. $\mathbb{R}xc4+$ bxc4

White resigned. Actually, quite an original promotion combination.



A totally different method of sacrificing heavy material we see in Sagalchik-Meijers, Soviet Union 1988.

Black correctly rejects 1... $\mathbb{Q}d4$ 2. $\mathbb{Q}xd4$ cxd4 3. $\mathbb{Q}c1$.

1... $\mathbb{Q}d6$ 2. $\mathbb{R}b8$ $\mathbb{Q}b5!$

This combination is correct, see the following:

3.g8 \mathbb{Q} $\mathbb{Q}c3+!!$

An essential check to drive away the king, as on 4. $\mathbb{Q}c1$ White is suddenly mated by 4... $\mathbb{R}c2$.

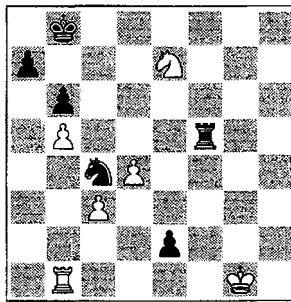
4. $\mathbb{Q}e1$ $\mathbb{R}xg8$ 5. $\mathbb{R}xg8$

White again has a material plus, but...

5... $b2$ 6. $\mathbb{R}b8$ $\mathbb{Q}b5$

White resigned.

■ 540



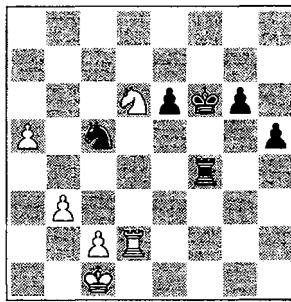
■

541

Another simple but effective rook sacrifice in the correspondence game Shalov-Lendin from 1985.
You should spot this one immediately:

1... ♜e3!! 2. ♜xf5 ♜d1!

and the curtain falls.



□

542

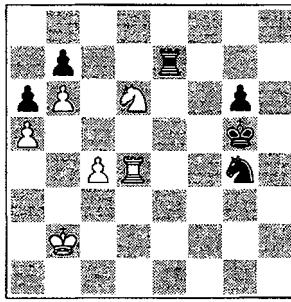
Rook and knight are ‘pseudo-sacrificed’ in Timman-Kramnik, Horgen 1995. White quite inventively played:

1. ♜b7 ♜xb7 2.a6 ♜e7

Trying to stop the pawn, but White has another trick:

3. ♜d8! ♜xd8 4.a7 g5 5.a8♛

Unfortunately for Timman, Kramnik managed to build a fortress and secure the draw after all. White’s pointed play deserved a better fate.



□

543

White did get what he deserved in Psakhis-Vyzhmanavin, Moscow city championship 1981. With brute force he unleashed

1. ♜xb7!

and after

1... ♜xb7

he added

2. ♜xg4+!

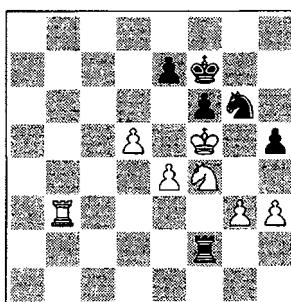
That was too much for Black and he resigned. The c-pawn simply marches through and there is nothing he can do about it.

I have announced some exchange sacrifices and here they come. The first one is not the deepest we have ever seen, but it is rather thematic.

It stems from Saraiva-Dubois, Monaco 1995.

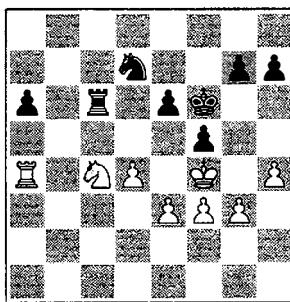
1... ♜xf4+! 2.gxf4 ♜h4

Mate.



■

544



■ 545

We follow up with a not very difficult but still quite pointed combination from Dartov-Kogan, Riga 1977.

Black uses an exchange sacrifice to build up a mating attack with

1... $\mathbb{R}xc4!$ 2. $\mathbb{R}xc4 \mathbb{Q}b6$

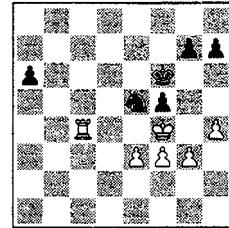
His intentions are clear. White has only one way to prevent mate:

3. $\mathbb{R}c5$

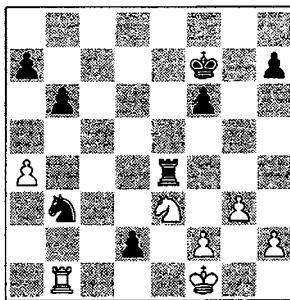
which leads to a losing pawn endgame:

3... $\mathbb{Q}d5+$ 4. $\mathbb{R}xd5 exd5$ 5.e4 fxe4 6.fxe4 dxe4 7. $\mathbb{Q}xe4 \mathbb{Q}e6$

There is a second solution which is at least as effective as the text. Instead of 2... $\mathbb{Q}b6$ Black can play 2...e5+ and after the forced 3.dxe5 $\mathbb{Q}xe5$ (*see diagram*) he wins at once in view of the double threat 4... $\mathbb{Q}xc4$ and 4... $\mathbb{Q}g6$ mate.



analysis after 3... $\mathbb{Q}xe5$



■ 546

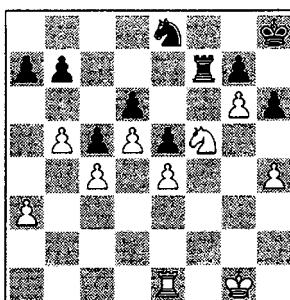
Not all too difficult is this small finger exercise at the end of the game Novkovic-Meijers, Liechtenstein 2002. There followed:

1... $\mathbb{R}xe3$

and White resigned.

The reversed version with 1... $\mathbb{Q}c1$, threatening 2... $\mathbb{R}xe3$, is just as effective, by the way.

Instructive indeed. These tricks absolutely should not be missed by any ambitious player. It must be part of his stock-in-trade.



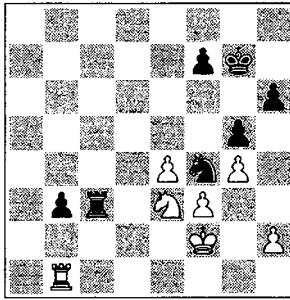
■ 547

A good rescue operation by means of a fortress we see in diagram 547. In Larsen-Torre, Brussels 1987, Black could have put up an impregnable defence with:

1... $\mathbb{R}xf5!$ 2.exf5 $\mathbb{Q}f6$

and White cannot make a breach.

Instead Black chose 1... $\mathbb{Q}d7$ and lost.



■

548

With a pawn sacrifice Black forced a pretty win in Nebojsa Nikolic-Miralles, European Junior Championship, Groningen 1985/86.

1...b2!

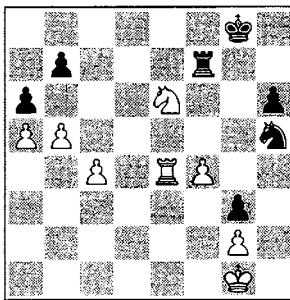
The threat is $\mathbb{Q}c1$ and the b2-pawn cannot be taken due to $2...\mathbb{Q}d3+$.

2. $\mathbb{Q}f1$

Intending to meet $2...\mathbb{Q}c1$ with $3.\mathbb{Q}d2$, but after

2... $\mathbb{Q}d3+$ 3. $\mathbb{Q}e2$ $\mathbb{Q}c1+$ 4. $\mathbb{Q}f2$ $\mathbb{Q}c2+$ 5. $\mathbb{Q}e3$ $\mathbb{Q}e2+$ 6. $\mathbb{Q}d4$ $\mathbb{Q}e1$

White suffered material loss and lost the game in the end.



□

549

After a pawn sacrifice White introduced the familiar breakthrough motif in the position in Jansa-Lechtnsky, Czechoslovakian Championship, Trinec 1972.

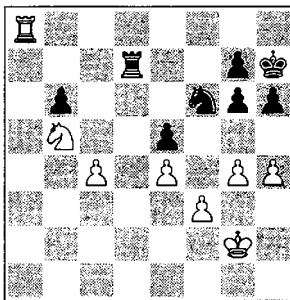
1.c5! axb5 2.a6 bxa6 3.c6 $\mathbb{Q}f6$ 4. $\mathbb{Q}d4$ $\mathbb{Q}e8$ 5. $\mathbb{Q}d8$ $\mathbb{Q}e7$

Black seems to be able to close the ranks, but White has a lovely reply.

6.c7! $\mathbb{Q}xe6$ 7. $\mathbb{Q}f1$ $\mathbb{Q}c6$ 8. $\mathbb{Q}xe8+$

and Black resigned after

8... $\mathbb{Q}f7$ 9.c8 \mathbb{Q} $\mathbb{Q}xc8$ 10. $\mathbb{Q}xc8$



■

550

A good stalemating chance was missed by Black in Sosonko-Timman, Tilburg 1983. He went for $1...\mathbb{Q}d2+$ $2.\mathbb{Q}g3$ $\mathbb{Q}d3$ $3.\mathbb{Q}f2$ $\mathbb{Q}d2+$ $4.\mathbb{Q}e3$ $\mathbb{Q}h2$ $5.\mathbb{Q}d6$ $\mathbb{Q}xh4$ $6.\mathbb{Q}f7$ $g5$ $7.\mathbb{Q}h8+$ and had to resign. He could have played better:

1...h5!! 2.g5

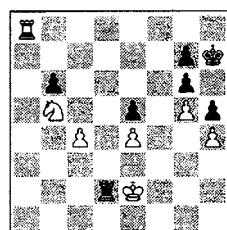
$2.gxh5 \mathbb{Q}xh5$ does not really promise White a win.

2... $\mathbb{Q}xe4$

This piece sacrifice forces stalemate, as you can see coming.

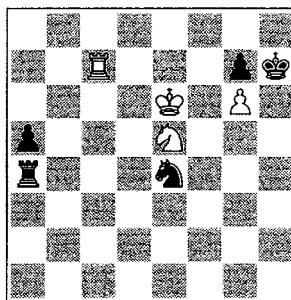
3.fxe4 $\mathbb{Q}d2+$ 4. $\mathbb{Q}f3$ $\mathbb{Q}d3+$ 5. $\mathbb{Q}e2$ $\mathbb{Q}d2+!$

Please note that this stalemate cannot be reached by $1...\mathbb{Q}d2+$ $2.\mathbb{Q}g3$ and then $2...h5$, as White then plays $3.\mathbb{Q}c7!$ $hxg4$ $4.\mathbb{Q}e6$ and the threat of $5.\mathbb{Q}g5+$ is fatal.



5... $\mathbb{Q}d2+!$

I follow up with a number of fragments requiring ‘normal’ skilfulness and a good nose for small tactical chances. All too often such factors decisively turn around a game.



■

551

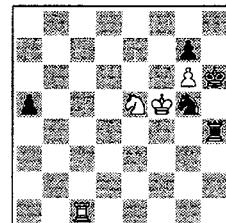
Time-trouble can rather frustrate a man, even with this reduced material. In Vaisser-Vadim Milov, Paris 1994. White had only two seconds left, Black twelve.

1... $\mathbb{Q}h6$ 2. $\mathbb{R}c1$ $\mathbb{Q}g5+$

He could play that quickly; under these circumstances a check comes in handy.

3. $\mathbb{Q}f5$ $\mathbb{R}h4?$

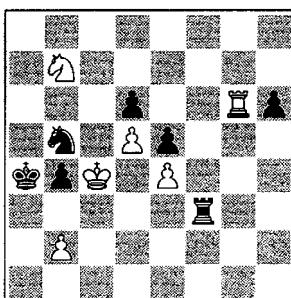
Shutting off the h-file. 3... $\mathbb{Q}h3$ was a better way to reach that aim.

3... $\mathbb{R}h4?$

With one second left on the clock there is no time for deliberation. Small wonder White misses the winning 4. $\mathbb{R}c8$. Now it was Black's turn to appear on top.

4... $\mathbb{R}f4!$ 5. $\mathbb{Q}xf4$ $\mathbb{Q}h3+$

Unfortunately, this line took Vadim the remaining four seconds to find and to carry out; he exceeded the time limit! Another tragedy that can happen to us all.



□

552

Yet another such tragedy, in which both players were equally close to winning and to losing, unrolls before our eyes in Nedeljkovic-Udovcic, Yugoslavia 1952.

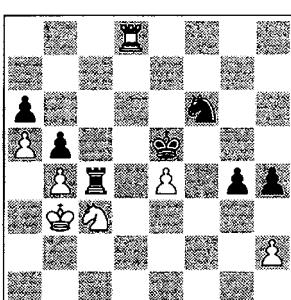
The continuation, so humiliating for White, was

1. $\mathbb{R}g8??$ $\mathbb{Q}a3+$

White resigned in view of 2.bxa3 $\mathbb{R}c3$ mate.

And to think that it was he who could have won so beautifully with 1.b3+ $\mathbb{R}xb3$ and now with his totally rampant knight he plays 2. $\mathbb{Q}c5+!!$.

So close and yet so far away. It doubtlessly resulted in a sleepless night.



■

553

Somewhat more regular but quite subtle play we see at the conclusion of Reshevsky-Keres, Semmering 1937, with a rampant pawn this time!

1... $\mathbb{g}3!$ 2. $\mathbb{h}xg3$ $\mathbb{h}xg3$ 3. $\mathbb{R}d3$

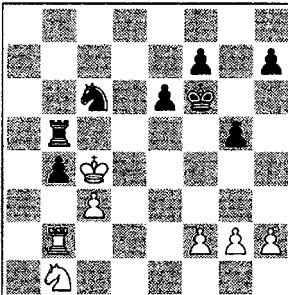
White does not have much choice, as taking refuge in a rook endgame does not offer any hopes.

3... $\mathbb{g}2!$

That's the pawn I was talking about. 4. $\mathbb{R}g3$ $\mathbb{R}xc3+$ 5. $\mathbb{Q}xc3$ $\mathbb{Q}xe4+$ guarantees Black the win. It's tricks like this that lend these endgames such a treacherous character. The game ended:

4. $\mathbb{Q}e2$ $\mathbb{R}xe4$ 5. $\mathbb{Q}g1$ $\mathbb{R}e1$

White resigned.



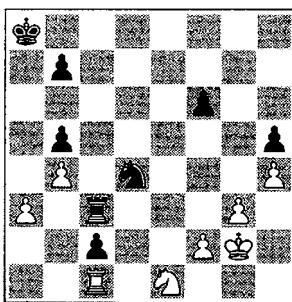
Treacherous was also what Black put on the board in Tseshkovsky-Gulko, Soviet Championship, Moscow 1976. He produced the quite surprising

1...bxc3! 2.Qxb5 c2

and White felt he might as well resign. I give the line that compelled him to do so: 3.Qxc2 Qd4+ 4.Qc4 Qxc2 (another omnipresent knight!) 5.Qd2 Qf5 6.Qc3 Qe1 7.g3 Qg4, threatening Qh3. White preferred all this not to be demonstrated to him, though Black would have liked to finish his show!

■

554



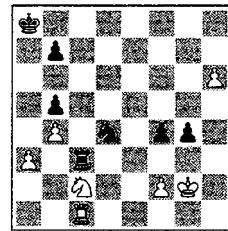
In Carlier-Farago, Amsterdam 1987, White, in a last desperate effort, tried everything to save his position, but in vain.

1.g4 hxg4 2.h5

That would not be such a bad idea if he could swap his h-pawn for Black's dangerous c-pawn. However, Black turns out to have other plans.

2...f5! 3.h6 f4 4.Qxc2

Another drawing attempt that would have succeeded if Black went for 4...Qxc2 5.h7 Qh3 6.Qxc2. Unfortunately for the white player, the immediate 4.h7 is not possible due to 4...Qh3 5.Qxc2 f3+ and White gets mated.



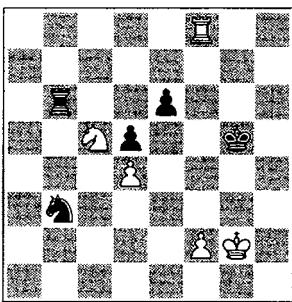
4.Qxc2

4...Qe2! 5.h7 Qh3

White resigned. Against 6...f3+ there is nothing to be found.

□

555



Last-round games often become quite curious showcases, especially for a level-headed spectator who is able to watch everything peacefully and not plagued by the emotions that play a role when a tournament win is at stake.

Watch what happened to Black in Kamstra-Legky, Groningen 1995. White tries a check.

1.f4+

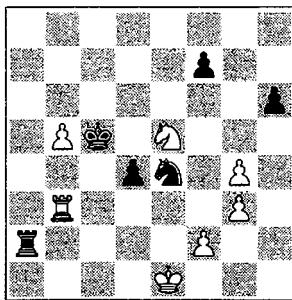
By winning this game Legky would have taken first place in the tournament. Instead of settling for the draw and the shared win with the sober 1...Qg6, he bravely but recklessly preferred to put the rope round his own neck.

1...Qg4? 2.Qd7!!

Have a good look at what Black has done to himself. The black rook on b6 is attacked and to make matters worse, suddenly Qe5 with mate has become an option. No tournament win then, but a sad loss. These things hurt terribly, although we may say that it was Black's own fault!

□

556



■

557

Very exciting was what happened in Bujupi-Mijuskovic, Yugoslavia 1987.

Black finds himself facing a quite menacing passed pawn. First, he invalidates this marvellously.

1...f6! 2.b6 fxe5 3.b7 d3 4.b8=Q a1+ 5.Qb1

and now exhaustion must have befallen him, for he could have won with 5...Rxb1+ 6.Qxb1 d2+ 7.Qf1 Qc3!.

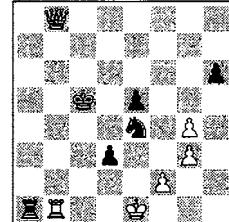
This variation may have dawned on Black but, possibly in time-trouble, he turned the moves around:

5...d2+?

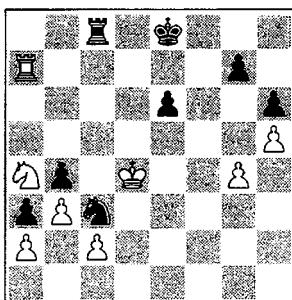
Now White saw his chance and played:

6.Qe2! Rxb1 7.Qc7+!

and half a point was saved!



5.Rb1



□

558

We conclude this part with another fatal mistake from Lerner-Averkin, Odessa 1974. White had calculated everything so neatly:

1.Qxc3 Rxc3 2.Rxa3

and now you might expect Black to cooperate and dutifully capture on c2 with his rook!? But that's exactly what Black didn't do. Do you see what he did to the white player here? Right:

2...e5+

and after this intermediate check the pieces could be put back in the box!

D) Rook + Bishop versus Rook + Knight

We are entering some particularly difficult and theoretically rather uncharted territory here. Actually, we have faced this situation before, in Part II, Chapter 2, par. D, where we investigated the struggle of Queen + Bishop versus Queen + Knight. As in this chapter, the time-honoured battle question was which is stronger in the end-game: bishop or knight.

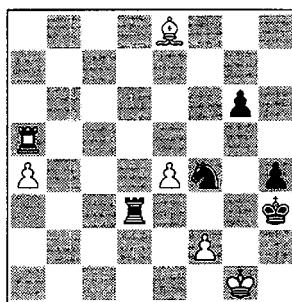
In general we can claim that the bishop side has more chances in open positions and in positions where there are no annoying pawns nailed to squares of the bishop's colour, hampering its movements. Some theoreticians have attempted to quantify this slight difference and advanced the thesis that the bishop side's chances generally lie at 60%, against 40% for the knight side, mainly because in the end-game most positions are open. However, with queens or rooks in the game, more dynamic factors start to play a role. Theoreticians have

claimed that, also in general, a knight cooperates better with a queen, whereas a bishop agrees more with a rook.

In this paragraph, however, we are not solely concerned with the way the various pieces cooperate, we also have to take into account all kinds of transitions and liquidations into different endgames.

It goes without saying that this can involve huge calculation and evaluation problems in practice. Therefore, it can make the task of the toiling player considerably easier if he possesses some feeling for tactical possibilities to make the most of his opportunities in this field.

In this context it is also important to realize that the possibilities for the bishop decrease if the struggle takes place mainly on one wing. Contrary to the bishop, the knight covers squares of both colours and therefore has more attacking possibilities in a smaller area. Let us try to keep all this in the back of our minds, as we look at all the things that can occur in a practical game.



□

559

First we investigate a few positions where the bishop side is pulling the strings, the first example being Sergeev-Panchenko, Soviet Union 1984.

White has a powerful move at his disposal here, which immediately highlights Black's problems:

1. $\mathbb{R}d5!! \mathbb{N}e2+$

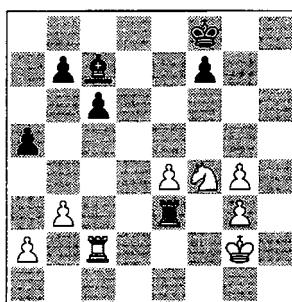
Practically the only chance to play on for a bit, see $1... \mathbb{Q}xd5 2. \mathbb{R}d7$ mate or $1... \mathbb{R}xd5 2. exd5$ and the knight cannot stop White's passed pawns.

2. $\mathbb{K}h1!$

Keeping the mate threat alive.

2... $\mathbb{R}xd5 3. exd5 g5 4. \mathbb{R}d7+ g4 5. a5 \mathbb{N}c3 6. a6 \mathbb{R}xd5 7. a7 \mathbb{N}b6 8. a8\mathbb{Q}! \mathbb{Q}xa8 9. \mathbb{R}c6$

with mate to follow.



□

560

Diagram 560, from a correspondence game Praagman-Timmerman, 1981/82, is a beautiful example. White is tempted by the possibility of a tactical nicety and does not realize the possibilities of the black bishop.

1. $\mathbb{Q}d5?$

After $1. \mathbb{Q}c4$ the battle would not have been decided yet.

1... $\mathbb{R}xg3+ 2. \mathbb{K}f2 \mathbb{R}h3!$

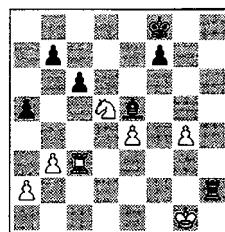
Black does see his chance!

3. $\mathbb{R}c3 \mathbb{R}h2+ 4. \mathbb{K}g1 \mathbb{Q}e5!$

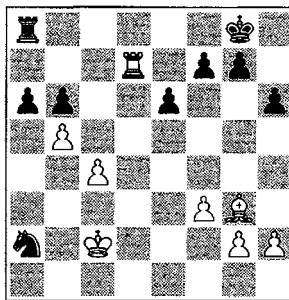
Resuscitating his bishop.

5. $\mathbb{Q}b6 \mathbb{R}d2$

Winning material. White resigned.



4... $\mathbb{Q}e5!$



□

561

In Rublevsky-Volzhin, St Petersburg 1995, White turned the tables.

1.c5!!

A pretty pawn sacrifice, activating the bishop to maximum extent.

1...Bc8

Or 1...Bb4+ 2.Qb2 bxc5 (2...Qd5 3.Bxd5! exd5 4.cxb6) 3.b6 Qc6 4.b7 Bf8 5.Qd6 Be8 6.Bc7 Qa5 7.Bc8.

2.bxa6 Bb4+

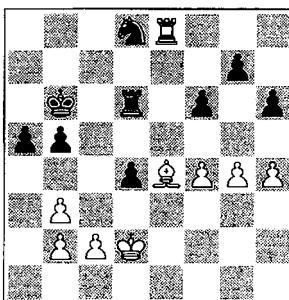
Or 2...Bxc5+ 3.Qb2 Ba5 4.a7 and Black is helpless.

3.Qd2 bxc5 4.a7 c4

4...Ba8 does not help either because of 5.Qb8 Qc6 6.Bc7.

5.Bc7 Bd8+ 6.Qe2

Black resigned.



□

562

Some brilliant tricks, doing his bishop full justice, White put on the scene in Keres-Clarke, Leipzig Olympiad 1960.

1.Qf5!

Threatening to win a pawn already with 2.Bg8.

1...g5 2.Bh8! gxh4 3.Bxh6 Qf7 4.Bg6 Qe5 5.h5!

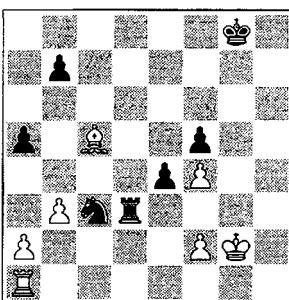
Very funny, see 5...Qxg6 6.hxg6 Bd8 7.Qe6.

5...f3 6.Bg8 d3 7.cxd3 Qxd3!

Imaginative play, as 8.Qxd3 f2 9.Qe2 Bxd3 is no easy win.

8.Qe3 f2 9.Qe2 Qxb2 10.Qxf2 a4 11.bxa4 bxa4? 12.Bb8+

Black resigned.



■

563

Now a few positions in which the knight is pulling the strings, starting with Hans Klarenbeek-Nijboer, Dutch Team Championship 1994/95.

1...Qd5 2.Qd6 e3!

Actions centred around the strongly positioned knight are the appropriate strategy in this kind of positions. 3.fxe3 is not possible now because of 3...Qxe3+ 4.Qf3 Qg4+, winning a piece.

3.Qf3 Qc3 4.Bg1+ Qf7 5.Qe5 e2+ 6.Qg2 Qxa2 7.Qe1 Qc1! 8.Bxc1 Bd1

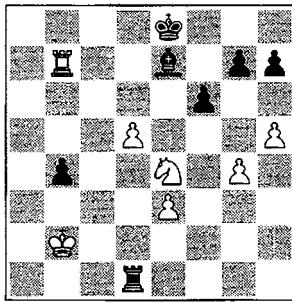
The knight has done its job and has fallen on the field of honour.

9.Bc7+ Qe6 10.Qc3 Bc1 11.Bc8

White is lost. A sideline is 11.Qf3 Bxc3+ 12.Bxc3 e1Q 13.Qe3+ Qxe3+ 14.fxe3 b5 and Black wins the pawn endgame.

11...Bxc3 12.Qe8+ Qf6 13.Qxe2 Bxb3 14.Qa2 b6 15.f3 Bb4 16.Qg3 a4 17.Qc2 Bb5 18.Qc6+ Qe7

White resigned.



□

564

In Panno-Gomez Baillo, Buenos Aires 1987, we also see some elegant actions centred around a knight. The Argentinean grandmaster shows his class:

1.d6! ♖xd6

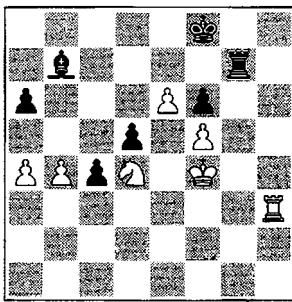
Not 1...♜f8 2.h6! (the *Leitmotiv*) gxh6 3.♕xf6+ ♔d8 4.♖b8 mate.

2.♔c2

Forcing the rook to the most miserable square!

2...♜d5 3.h6!

Black resigned.



□

565

Not that complicated, but rather instructive was the way Black was counted out in a club game Hoeksema-Van Dongen, 1989.

1.♖h8+ ♔e7 2.♖b8 ♔d6 3.♖d8+ ♔e7

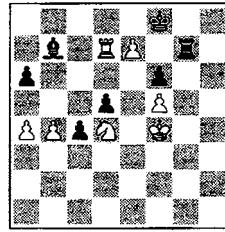
Or 3...♔c7 4.♖f8.

4.♖d7+ ♔f8 5.e7+!

Clearing the way for the knight.

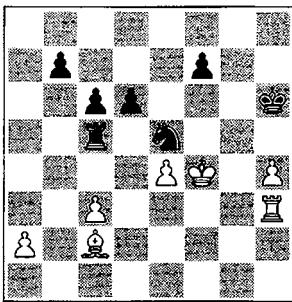
5...♜xe7 6.♕e6+ ♔f7

A pretty picture is created after 6...♔e8
7.♖d8+ ♔f7 8.♖f8 mate.



5.e7+!

Black resigned.



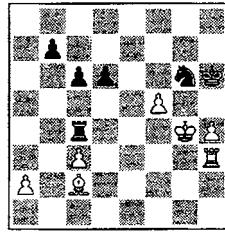
■

566

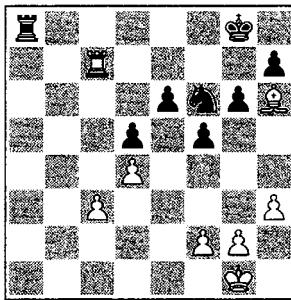
Hlousek-Jansa, Luhacovice 1971, also belongs in this category. Again, we see a beautiful combination of a pawn action with a strongly positioned knight.

**1...♗g6+ 2.♔g4 f5+ 3.exf5
♗c4+**

And White had to resign on account of
4.♔g3 ♕xc3+ 5.♔g4 ♗e5+.



3...♗c4+



□

567

We return to the opportunities for the bishop side and find ourselves back in the distant past. In Tarrasch-Réti, Vienna 1922, White successfully carries out a mating attack.

1. $\mathbb{B}g7+$

Without rooks on the board it would have been Black who was superior, but in this case the white bishop plays an important part in the attack, keeping the black king imprisoned in his tight corner.

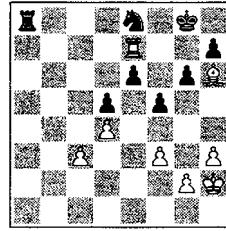
1... $\mathbb{K}h8$ 2. $\mathbb{B}e7$ $\mathbb{R}g8$ 3. $f3!$

An important finesse. Of course, White can win a pawn with 3. $\mathbb{B}xe6$, but then with 3... $\mathbb{K}f7$ the black king escapes to the centre of the board, after which it is precisely the weakness of White's bishop that promises Black drawing chances.

3... $\mathbb{R}e8$ 4. $\mathbb{B}h2!$

Heading for square f7. Remarkably, Black cannot do anything about this. This is one of those pathetic positions in which you are forced to wait motionlessly where the blow will fall and you can only hope for a miracle.

4... $\mathbb{R}d6$ 5. $\mathbb{B}g7+$ $\mathbb{K}h8$ 6. $\mathbb{B}d7$ $\mathbb{R}b5$ 7. $\mathbb{B}g3!$ $\mathbb{R}xc3$

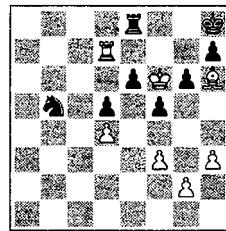


4. $\mathbb{B}h2!$

One more pawn doesn't matter!

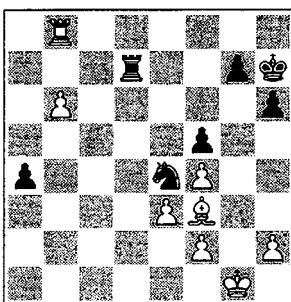
8. $\mathbb{B}f4$ $\mathbb{R}b5$ 9. $\mathbb{B}e5$ $\mathbb{B}e8$ 10. $\mathbb{B}f6$

White has achieved his aim. He now threatens $\mathbb{B}f7$ and $\mathbb{B}g7$ mate. Black resigns in view of 10... $\mathbb{K}g8$ 11. $\mathbb{B}g7+$ $\mathbb{K}h8$ 12. $\mathbb{B}b7$ $\mathbb{R}d6$ 13. $\mathbb{B}d7$ $\mathbb{R}b5$ 14. $\mathbb{B}f7$ $\mathbb{B}g8$ 15. $\mathbb{B}d8!!$ (the brilliant point) 15... $\mathbb{R}d6+$ 16. $\mathbb{B}xd6$ $g5$ 17. $\mathbb{B}d8!$ $\mathbb{B}xd8$ 18. $\mathbb{B}g7$ mate.



10. $\mathbb{B}f6$

It never fails to fascinate seeing the grandmasters from the past at work. Great admiration suits us when we realize how deep these players' understanding must have been to be able to produce all this beauty without the advanced knowledge of the game that we possess nowadays.



□

568

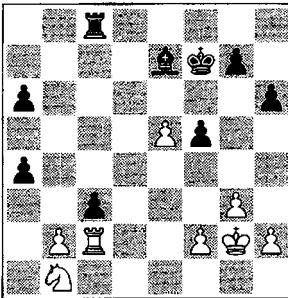
Heavy material is sacrificed by the bishop side in the following examples. First Kjeldsen-Enevoldsen, Sandefjord 1975. White can win a pawn with 1. $\mathbb{B}a8$, but he sees a shorter road to victory.

1. $b7!$

Threatening 2. $\mathbb{B}h8+$ and 3. $b8\mathbb{W}+$.

1... $\mathbb{B}g6$ 2. $\mathbb{B}e8$ $\mathbb{B}xb7$ 3. $\mathbb{B}xe4!$

And now the position of the black rook is fatal. Black can do nothing about it as, paradoxically, after an intermediate check on b1 the rook is also standing on a light square that is covered by the bishop after 3... $fxe4$ 4. $\mathbb{B}xe4+$!



□

569

Back in the human arena, we examine Nikolic-Oll, Biel 1993. White didn't much fancy 1... $\mathbb{E}xc3$ $\mathbb{E}xc3$ 2. $\mathbb{Q}xc3$ a3! and decided on

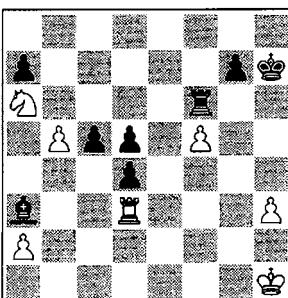
1.f4?

which proved fatal:

1...cxb2!! 2. $\mathbb{E}xc8$ a3 3. $\mathbb{Q}xa3$ $\mathbb{E}xa3$ 4. $\mathbb{E}b8$ a5 5. $\mathbb{E}b3$ a4 6. $\mathbb{E}b7+$ $\mathbb{E}e6$ 7. $\mathbb{E}b6+$ $\mathbb{Q}d7$

and White resigned.

Black can even permit himself a bishop sacrifice on b4 and confronted with such possibilities it is preferable to cease resistance.



■

570

Diagram 570 is taken from Ligterink-Van der Wiel, Hilversum 1985. Black found the tactical solution to decide the game quickly and, comfortably at home behind the board, we're sure to find it too!

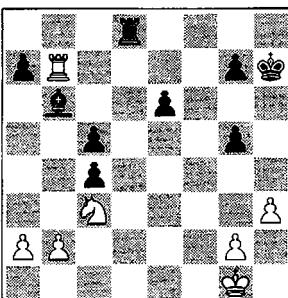
1... $\mathbb{E}xa6!$ 2.bxa6

Now we throw a bishop in as well:

2...c4!

winning easily with our strong passed pawns, as the white rook is no match for them!

Later, by the way, Ligterink indicated that 1...c4 2. $\mathbb{E}xa3$ d3 would also have sufficed for the win.



■

571

I have always watched the following combination, produced by Black in Ortueta-Sanz, Madrid 1933, in amazement. The position looks easily won, but see what daredevil feats the black player must perform for the win.

1... $\mathbb{E}d2$ 2. $\mathbb{Q}a4$ $\mathbb{E}xb2!!$ 3. $\mathbb{Q}xb2$ c3

Elegant, but not really surprising yet. But now...

4. $\mathbb{E}xb6$ c4!!

That must have been some shock for White. The threat is 5...c2 and 5. $\mathbb{E}c6$ is met by 5...cxb2. Therefore:

5. $\mathbb{E}b4$

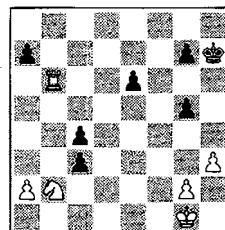
and now comes the actual point...

5...a5!!

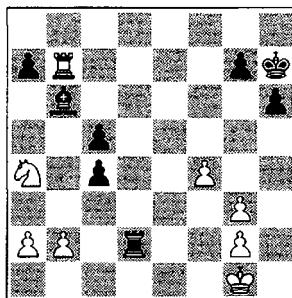
White played

6. $\mathbb{Q}xc4$ c2

and then resigned.



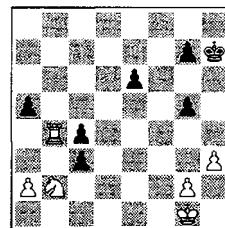
4...c4!!



572

Marvellous, isn't it? But now have a look at diagram 572. According to my sources, this position stems from Tylkowski-Wojciechowski, Poznan 1931, two years before Ortua-Sanz. As you see, the position and Black's winning method are virtually identical:

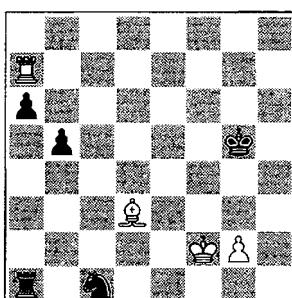
- 1... $\mathbb{Q}xb2$
2. $\mathbb{Q}xb2$ $c3$
3. $\mathbb{Q}xb6$ $c4$
4. $\mathbb{Q}b4$ $a5$

5... $a5!!$

etcetera. Coincidence? Plagiarism? I don't know, but I do know that these are quite special twins!!

For the sake of completeness, we mention that you can find more details about this curious case in Tim Krabbé's book *Chess Curiosities* (George Allen & Unwin 1985).

A quite ostentatious method for the bishop side to demonstrate its superiority is, obviously, by an effective sacrifice of the bishop itself, which is what happens in the next series of examples.



573

We start with Minev-Banas, Rimavska Sobota 1974, where White manages to save his critical position with:

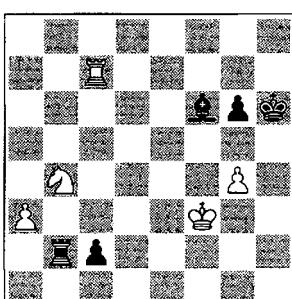
1. $\mathbb{Q}xb5!$ $\mathbb{Q}a2+$
2. $\mathbb{Q}e3$ $axb5$
3. $\mathbb{Q}xa2$ $\mathbb{Q}xa2$
4. $\mathbb{Q}d4!$

and suddenly the draw is within reach. There followed:

- 4... $\mathbb{Q}f4$
5. $\mathbb{Q}c5$ $b4$
6. $\mathbb{Q}c4$

Draw.

Please note: 6... $\mathbb{Q}e3$ 7. $\mathbb{Q}b3$ $\mathbb{Q}d3$ and now White must not continue 8. $\mathbb{Q}xa2??$ $\mathbb{Q}c2$, but 8. $g4!$.



574

We continue with Farago-Peev, Albena 1977.

- 1... $\mathbb{Q}c3!$

And you'll see the tactical justification, as we have dealt with it before: 2. $\mathbb{Q}xc3$ $\mathbb{Q}b3!$. That's why White decided on

2. $\mathbb{Q}xc2$ $\mathbb{Q}xc2$
3. $a4$

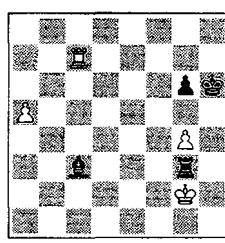
But again, the white position is racked and ruined.

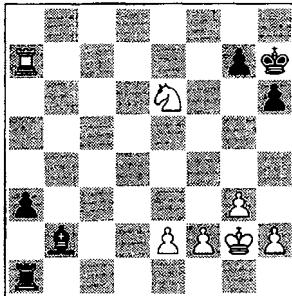
- 3... $\mathbb{Q}h2!$
4. $a5$

White joins in for the moment with a clever move, see 4... $\mathbb{Q}xa5$ 5. $g5+!$.

- 4... $\mathbb{Q}h3+$
5. $\mathbb{Q}g2$ $\mathbb{Q}g3+$

After this piece of cunning White gave up trying: 6. $\mathbb{Q}f2$ $\mathbb{Q}xa5!$ 7. $\mathbb{Q}a7$ $\mathbb{Q}a3$.

5... $\mathbb{Q}g3+$



□

575

The venom is much more deeply hidden and more difficult to trace in the defence that Black put up in Capablanca-Alekhine, AVRO tournament, The Netherlands 1938. White strives to create two connected passed pawns, rejecting 1.h4, which was objectively the strongest move.

1. ♜f4 ♜d4 2. ♜a4 ♜b2 3. e4 g5 4. ♜a7+ ♜g8 5. ♜d5 ♜d4 6. ♜a8+ ♜f7 7. ♜b4

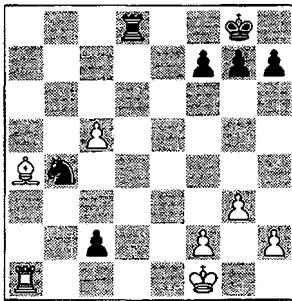
All this looks fine. But Alekhine has calculated more deeply.

7... ♜b1!

A subtle move, threatening 8... ♜xb4 as well as 8... ♜b2.

8. ♜c2 ♜xf2!

Draw: 9. ♜xf2 ♜b2 10. ♜c8 a2 or 9. ♜xa3 ♜c5!.



□

576

Less deep, but tactically strong was the continuation from the diagram in Scheeren-Hjartarson, Wijk aan Zee II (Hoogovens) 1982.

1. ♜c1

attacking Black's trump, the passed pawn on c2.

1... ♜d2

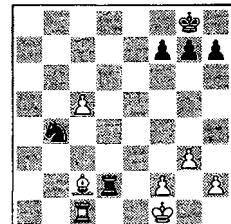
Black must have seen, to his dissatisfaction, that 1... ♜c8 fails to 2. ♜xc2 ♜xc5 3. ♜xh7+, again this cursed bishop sacrifice on h7. Knight moves do not save the game either: 2... ♜a6 3. c6 or 2... ♜a2 3. ♜f5.

2. ♜xc2!!

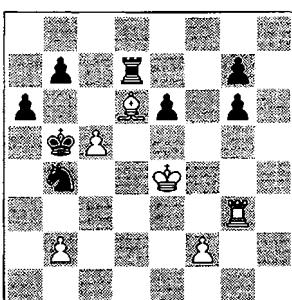
If something like that happens to you in such a seemingly pleasant position, it's time for despair. Black cannot recapture on c2 because after 2... ♜xc2 3. c6 ♜d8 4. c7 ♜c8 White strikes with 5. ♜d1!. So with a weary head, Black played

2... ♜f8 3. ♜e4

and White won quickly.



2. ♜xc2!!



■

577

A comparable disappointment was experienced by Black in a game Yudasin-Kiril Georgiev, Manila Interzonal 1990, where the second player unsuspectingly tried to force a quick win that was, by the way, at hand with 1... a5! 2. ♜xg6 ♜a6 3. ♜xe6 ♜xc5+.

1... b6?

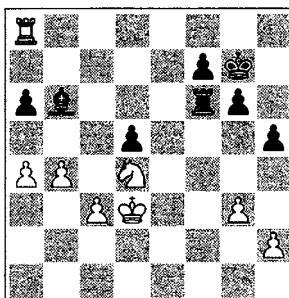
To his dismay came the reply:

2. c6!!

and now Black is in big trouble. 2... ♜xd6 does not work because of 3. c7 ♜c6 4. ♜c3 and 2... ♜xc6 3. ♜xb4 loses a piece. Consequently,

2... ♜xc6 3. ♜b3+ ♜a5 4. ♜a3+ ♜b5 5. ♜b3+

and Black had to content himself with a draw.



□

578

A quite shrewd liquidation we see in Alekhine-Bogoljubow, Dresden 1936.

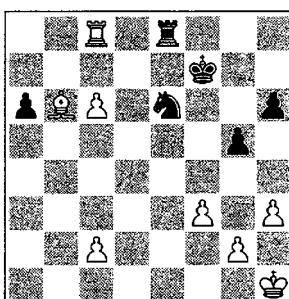
1. $\mathbb{R}xa6!! \mathbb{Q}xd4 2. \mathbb{R}xf6 \mathbb{Q}xf6 3. a5$

Suddenly it is all over, as 3... $\mathbb{Q}d8$ is met by a white king's march to c6. Black tried one more thing:

3... $\mathbb{Q}e5 4. b5 h4$

but decided to resign after

5.a6



□

579

Less obvious and just as clever was what White did in Stein-Bilek, Moscow 1967.

1. $\mathbb{Q}d8!$

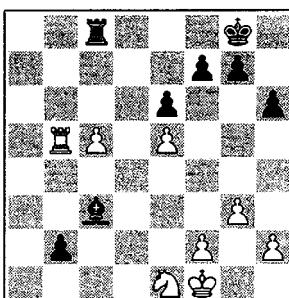
Not an easy move to find. Obviously the white bishop cannot be captured. In despair, Black decided on

1...a5

and was counted out with

2. $\mathbb{B}b8! a4 3. c7$

Black resigned.



■

580

So much for this small series of bishop sacrifices. Now I have some different types of position on offer, showing us what a good cooperation between rook and bishop can bring about.

First we call attention to Dlugy-Flear, London 1986. The introduction is not so difficult here.

1... $\mathbb{E}xc5! 2. \mathbb{E}b8+ \mathbb{Q}h7 3. \mathbb{Q}d3$

But now the chips are down.

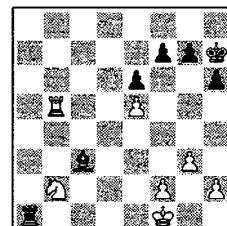
3... $\mathbb{E}c8! 4. \mathbb{E}b5 \mathbb{E}a8 5. \mathbb{Q}xb2 \mathbb{Q}a1+$

Some unpleasant pins for White appear on the horizon. 6. $\mathbb{Q}e2$ is met by 6... $\mathbb{E}a2$ and after the text move

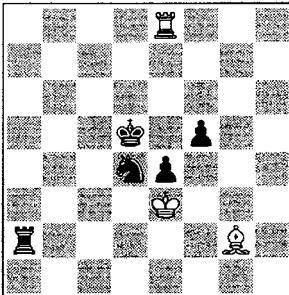
6. $\mathbb{Q}g2$

Black won with

6... $\mathbb{E}b1$



5... $\mathbb{E}a1+$



□

581

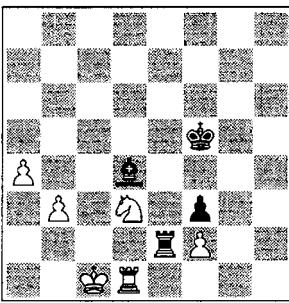
It's time for a stalemate trick. We move on to Lisitsin-Bondarevsky, Leningrad 1950. Just like the white player, you must be able to find it!

1. ♕xe4+! fxe4 2. ♜e5+

Black tried

2... ♔d6 3. ♜xe4 ♔e6

but he didn't get further than a draw.



□

582

A disappointing finish for White in Short-Sax, Candidates' match, Saint John 1988.

1. ♔e1 was White's best chance, although the win is questionable after 1... ♔e4. Short, however, saw

1. ♜d2

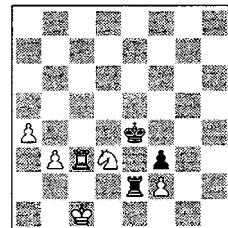
and was completely surprised by the powerful move

1... ♔c3!!

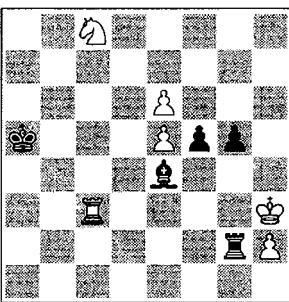
Not so pleasant. After some deep meditation White could not produce anything better than

2. ♜c2 ♔e4! 3. ♜xc3

and a draw offer, which Black accepted with relief. In the rook endgame after 3... ♔d4 4. ♜c8 ♔xd3 5. a5 ♜xf2 Short apparently didn't see any chances and he was probably right.



3. ♜xc3



□

583

The black pieces also cooperated optimally in Rittner-Bruntrup, Berlin 1962. White heads directly and confidently for the pawn promotion.

1.e7

What can Black undertake against that? Well, now the game develops into a true endgame study:

1... ♜g4!!

Threatening, out of the blue, 2... ♜g2 mate and not only that: after 2. ♜g3, 2... ♜h4+ is also mate and if White makes an attempt at ruse and guile with 2. ♜c2!?, he gets no more than a draw out of it after 2... ♜h4+ 3. ♜g3 f4+ 4. ♜f2 ♜xh2+ and the white king cannot walk out of the checks.

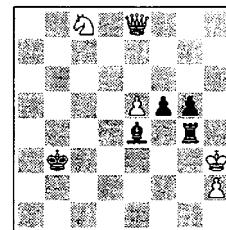
2. ♜a3+ ♜b4 3. ♜a4+?

There is nothing more in it for White than a draw with 3. ♜a2, see

3... $\mathbb{E}h4+$ 4. $\mathbb{Q}g3$ f4+ 5. $\mathbb{Q}f2$ $\mathbb{E}xh2+$ and White can make no progress. But Rittner tries to carry the pawn promotion through after all.

3... $\mathbb{Q}xa4$ 4.e8 $\mathbb{Q}+$ $\mathbb{Q}b3?$

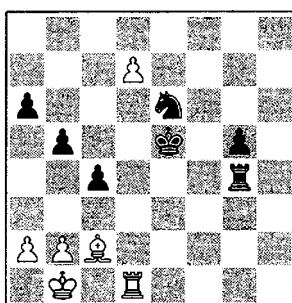
The king could have strolled out of the checks with 4... $\mathbb{Q}b4!$ 5. $\mathbb{W}e7+$ $\mathbb{Q}b3$ 6. $\mathbb{W}e6+$ $\mathbb{Q}c3$ and finish off with 7. $\mathbb{W}a2$ $\mathbb{E}h4+$ 8. $\mathbb{Q}g3$ f4+ 9. $\mathbb{Q}g2$ $\mathbb{E}h2+$ and 10... $\mathbb{E}xa2$.



4... $\mathbb{Q}b3?$

5. $\mathbb{W}b5+$ $\mathbb{Q}c3$ 6. $\mathbb{W}c5+$ $\mathbb{Q}d3$ 7. $\mathbb{W}d6+$ $\mathbb{Q}e3$ 8. $\mathbb{W}c5+$ $\mathbb{Q}f3$ 9. $\mathbb{W}c3+$ $\mathbb{Q}f2$ 10. $\mathbb{W}d2+$ $\mathbb{Q}f3$ 11. $\mathbb{W}d1+$ $\mathbb{Q}f4$ 12. $\mathbb{W}d2+$ $\mathbb{Q}f3$ 13. $\mathbb{W}e1$

Draw.



□ 584

Diagram 584, from Troianescu-Soos, Romania 1987, also looks as if taken from an endgame study.

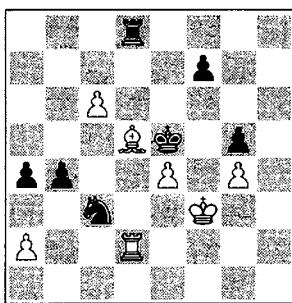
1. $\mathbb{E}e1+$ $\mathbb{Q}f4$ 2. $\mathbb{A}d1!$ $\mathbb{E}g3$ 3. $\mathbb{E}xe6$ $\mathbb{E}d3$

That smells like a draw, you would think, but no:

4. $\mathbb{E}e4+!!$

A grievous awakening!

Black resigned immediately in view of 4... $\mathbb{Q}xe4$ 5. $\mathbb{A}c2$, or 4... $\mathbb{Q}g3$ 5. $\mathbb{E}e3+!$ or 4... $\mathbb{Q}f5$ 5. $\mathbb{A}c2$ $\mathbb{E}xd7$ 6. $\mathbb{E}e7+$.



□ 585

We may label diagram 585 from Karolyi-Gelfand, Amsterdam 1988, as quite a success.

White continued rather surprisingly with the cheeky

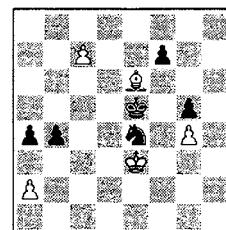
1. $\mathbb{A}e6!?$

which won't have made Gelfand very happy.

1... $\mathbb{E}xd2$ 2.c7 $\mathbb{E}d3+$ 3. $\mathbb{Q}g2$ $\mathbb{E}d2+$ 4. $\mathbb{Q}f3$ $\mathbb{E}f2+$

An alternative way to try to squeeze something out of the position is 4...fxe6!? 5.c8 \mathbb{W} $\mathbb{E}d3+$ 6. $\mathbb{Q}f2$ (6. $\mathbb{Q}g2?$! $\mathbb{A}d4$ is clearly worse) 6... $\mathbb{Q}f4$ 7. $\mathbb{W}f8+$ $\mathbb{Q}xg4$ 8. $\mathbb{W}xb4$ $\mathbb{Q}f4$ 9. $\mathbb{W}b8+$ $\mathbb{Q}xe4$ 10. $\mathbb{W}b7+$ $\mathbb{E}d5$ and this should be a draw after 11. $\mathbb{W}c6!$, but only Black can play for a win.

5. $\mathbb{Q}xf2$ $\mathbb{Q}xe4+$ 6. $\mathbb{Q}e3$ $\mathbb{Q}d6$

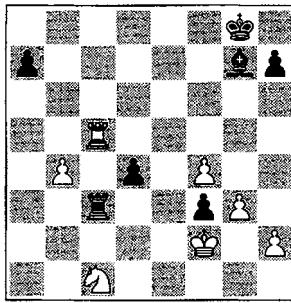


6. $\mathbb{Q}e3$

Now, 7.c8 \mathbb{W} $\mathbb{Q}xc8$ 8. $\mathbb{Q}xc8$ a3 9. $\mathbb{Q}f5$ b3 10. $\mathbb{Q}b1$ bxa2 11. $\mathbb{Q}xa2$ f5 12.gxf5 barely draws, but White made his task easier with

7. $\mathbb{Q}xf7!$

and now Black believed him. Draw.



■ 586

A charming underpromotion is shown in Weber-Raetsky, Düsseldorf 1994, where Black demonstrated the enormous power of his passed pawn:

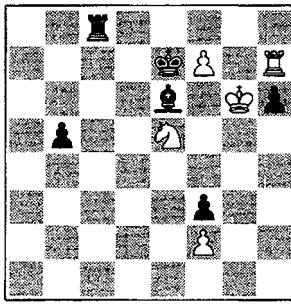
1...d3! 2.♖xc3

Or 2.♕xd3 ♕d4+ or 2.♔e3 f2 3.♕xf2 d2!. After the text move Black continued

2...d2!

and White resigned. 3.♕a2 d1♕+ 4.♕xf3 ♕xc3 does not offer him any chances of survival.

Time to switch to a number of examples in which the knight side shows its fortés.



■ 587

We start with a mating attack from Lasker-Schiffers, Nuremberg 1896. Enthusiastically and optimistically, Black continued

1...b4?

according to the motto ‘Let passed pawns march!’.

That’s exactly what he should not have done; much more sensible would have been 1...♗f8. Lasker now gives a magnificent demonstration of the power of a knight cooperating with a rook in a small space. We have announced it in the introduction!

2.f8♕+!! ♔xf8 3.♘f6!

Suddenly it is all over. See:

- A) 3...♗e8 4.♗h8+ ♕g8 5.♘g6 mate.
- B) 3...♔g8 4.♗g7+ ♔f8 5.♘g6+ (the old winning line 5.♗e7 ♔d5 6.♘g6+ ♔g8 7.♗g7 mate does not hold, as Black has 5...♗f5! and after 6.♗f7+ ♔e8 7.♘xf5 ♘c2! 8.♔e6 ♘xf2 White has no more than a draw) 5...♔e8 6.♘xe6 ♘c6+ 7.♔e5 ♘c2 8.♘f4 ♘xf2 (8...♔d8 9.♘d3) 9.♘e6 ♘e2+ 10.♘f6 and wins;
- C) 3...♔d5 4.♗h8+ ♕g8 5.♘g6+ ♔e8 6.♗xg8+ ♔d7 7.♘e5+ ♔c7 8.♗xc8+ ♔xc8 9.♘xf3 b3 10.♘d2.

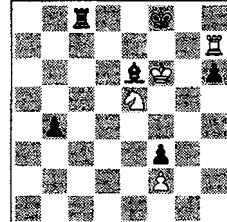
Black even finds a fourth way to lose:

3...♕g8 4.♗e7! ♔h7

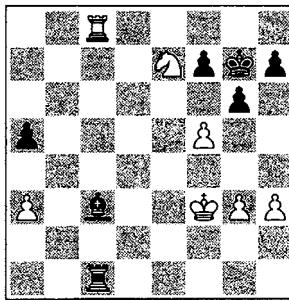
There is nothing else.

**5.♗xh7 ♔g8 6.♗g7+ ♔f8 7.♗b7 ♘a8 8.♗f7+! ♔e8
9.♗e7+**

Black resigned a few moves afterwards.
Quite an instructive fragment.



3.♘f6!



□

588

Less spectacular, but still attractive was the way Pogosov-Kozul, Belgrade 1988, developed.

1.f6+! ♔h6

Or 1... ♕xf6 2. ♔f5+ gxf5 3. ♜xc1 ♔b2 4. ♜c5 ♔xa3 5. ♜xa5 and White should be able to win.

2. ♔g4 g5?

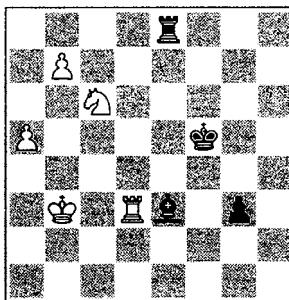
Forsaken by all the gods, Black now gets caught in a mating net. The strongest resistance would have been offered by 2... ♕xf6!, although White should win after 3. ♔g8+ ♔g7 4. ♜xc1 ♔b2 5. ♜c8. After the text move Black is quickly executed.

3. ♜g8 ♜f1 4. ♔f5+

Good enough, though with 4. ♜xg5 and 5. ♔g8 mate White could have gained more honour.

4... ♜xf5 5. ♔xf5

Black resigned.



□

589

A seemingly not so simple position occurred in the game Mardle vs Elaine Pritchard-Saunders, Bognor Regis 1959.

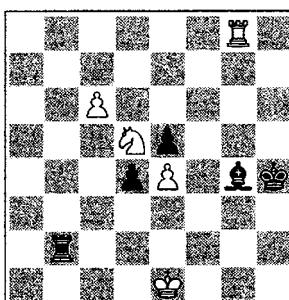
1.a6 g2 2. ♜d1 g1= or 1.b8= ♜xb8+ 2. ♜xb8 g2 does not lead to a win. Therefore White shuffles the cards, making excellent use of the possibilities that his passed pawns offer him.

1. ♔e7+ ♔e4 2. ♜xe3+!

In an analysis I found written that 2. ♔c8 does not win on account of 2... ♔f4, but I really think that 3. ♜d6!! is no less pretty than the game continuation.

2... ♜xe3 3. ♔f5+

and the passed pawns decide. Not so smart would have been 3. ♔c8 g2 4. b8= ♔f2! and the win is still extremely difficult. We repeat once more: stay awake at all times, as danger lurks always and everywhere in this game!



■

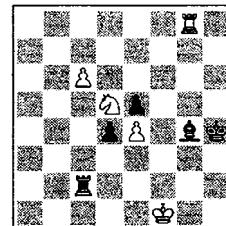
590

This endgame, from Van Wely-Alexandrov, European Championship Istanbul 2003, features only one white passed pawn.

By the looks of it, White is not doing very well, but the position is tense and the sole passed pawn saved White, when Black avoided the 'safe' road to the draw with 1... ♜e2+ 2. ♔f1 (White could try 2. ♜d1, hoping for 2... ♜g2+ 3. ♜xg4+ and 4.c7, but then Black escapes with 2... ♜xe4+! 3. ♔d2 ♜e2+ 4. ♔d3 ♜g2!) 2... ♜c2 (see diagram). Instead, Black completely lost track and went tragically astray with:

1... d3?

Clearly, Van Wely was still in control.



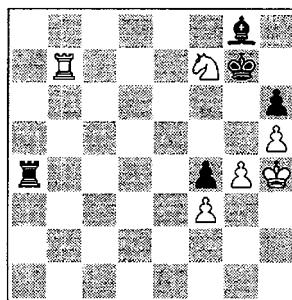
analysis after 2... ♜c2

Gratefully he grabbed the chance that was offered him and to his opponent's dismay, he unleashed

2. $\mathbb{E}xg4+$! $\mathfrak{Q}xg4$ 3.c7

and Black resigned, as 3... $\mathbb{E}c2$ fails to the knight fork 4. $\mathfrak{Q}e3+$. A tragic case where the whole world was against Black!

Now for a few knight sacrifices, for they deserve a closer look as well.



□

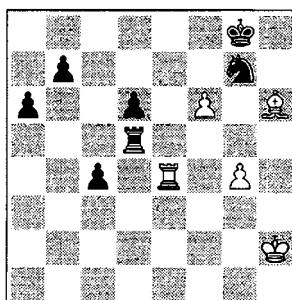
591

First a small exercise that everyone should be able to solve. Ree-Ligterink, Amsterdam 1988. What does White play???

Right:

1. $\mathfrak{Q}xh6+$

Black resigned due to 1... $\mathfrak{Q}xh6$ 2.g5 mate.



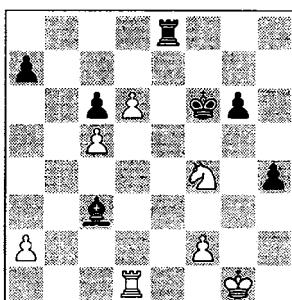
■

592

Over to Szymczak-Orso, Zalakaros 1985, where Black was clearly off track, witness his 1... $\mathbb{E}e5$? after which the game was drawn. Since I have already let on that we would be dealing with knight sacrifices, we immediately see what Black should have done. You guessed right!

1... $\mathfrak{Q}h5!!$

and Black will make the grade!



■

593

It never ceases to make us melancholy when we see a heartless and emotionless computer have a go at a human player; it's hard to get used to. Look what happened in a game Saitek Brute Force versus Kieboom, The Hague Aegon tournament 1994. Black thought he could postpone 1... $\mathbb{E}d8$ for a bit and played:

1... $\mathfrak{Q}f5?$

Now the silicon monster starts to calculate and we must admit, it decides the battle elegantly and, of course, cold-bloodedly.

2.d7 $\mathbb{E}d8$

Alas, too late.

3. $\mathfrak{Q}d5!!$

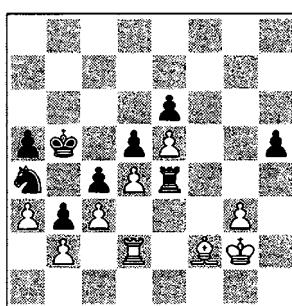
That's something a human being can easily overlook, but not this Saitek!

3...cxd5 4.c6 ♖e5

After 4... $\mathbb{Q}a5$ 5. $\mathbb{B}xd5+$ $\mathbb{Q}e6$ 6. $\mathbb{B}xa5$ $\mathbb{Q}d6$ he (it?) would not have missed 7. $\mathbb{B}c5!$.

5. $\mathbb{B}xd5$ $\mathbb{Q}e6$ 6. $\mathbb{B}xe5+!$ $\mathbb{Q}d6$ 7. $\mathbb{B}e8$ $\mathbb{Q}c7$ 8.f4

and Black resigned.

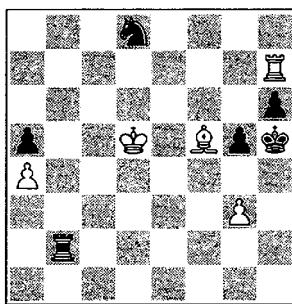


■ 594

To our comfort and satisfaction, this fragment from Zapata-Nogueiras, Thessaloniki Olympiad 1984, was handiwork again. Black struck immediately, as if computer-operated.

1... $\mathbb{Q}xb2!$ 2. $\mathbb{B}xb2$ $\mathbb{Q}a4$ 3. $\mathbb{B}b1$ $\mathbb{Q}xa3$ 4. $\mathbb{B}a1+$ $\mathbb{Q}b2$

and White packed it in.



■ 595

White was threatened by a myriad of stalemate resources while in desperate time-trouble in Miles-Rachels, US Championship, Long Beach 1989.

1... $\mathbb{B}d2+$ 2. $\mathbb{Q}c5$ g4!

In a flash, White sees that the win is not so simple in view of, for instance, 3. $\mathbb{B}g7$ $\mathbb{Q}e6+!$ 4. $\mathbb{Q}xe6$ $\mathbb{B}d5+!$ and there is the first stalemate. Therefore, somewhat resignedly:

3. $\mathbb{B}d7$

and to his relief, Black did not play 3... $\mathbb{B}xd7$ with a draw, but

3... $\mathbb{B}f2?$ 4. $\mathbb{B}d5$ $\mathbb{Q}f7$ 5. $\mathbb{Q}e4+?$

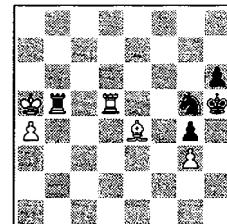
White goes astray again. Correct is 5. $\mathbb{Q}d7+$ $\mathbb{Q}g6$ 6. $\mathbb{Q}xg4$ and he can still play for a win.

5... $\mathbb{Q}g5$ 6. $\mathbb{Q}b5$

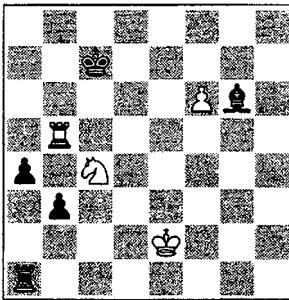
Now Black strikes mercilessly.

6... $\mathbb{B}b2+!$ 7. $\mathbb{Q}xa5$ $\mathbb{B}b5+!!$ 8. $\mathbb{Q}a6$ $\mathbb{B}b6+ 9. $\mathbb{Q}xb6$$

Stalemate.



7... $\mathbb{B}b5+!!$



■ 596

We continue with some other possibilities for the knight side. First a famous escape, from the eleventh match game Hübner-Portisch, Abano Terme 1980. Black could have won here with 1... $\mathbb{Q}f7$, but he chose a different method, which looks good enough.

1...a3? 2. $\mathbb{B}xb3$ a2

2... $\mathbb{Q}f7$ does not win now because of 3. $\mathbb{B}c3$ $\mathbb{Q}xc4+$ 4. $\mathbb{B}xc4+$ $\mathbb{Q}d7$ 5. $\mathbb{B}c2!!$ a2 6. $\mathbb{B}d2+$ $\mathbb{Q}e6$ 7. $\mathbb{Q}d3$ $\mathbb{Q}xf6$ 8. $\mathbb{Q}d4$.

3. $\mathbb{B}a3$ $\mathbb{Q}h5+$

Likewise, 3... $\mathbb{B}h1$ is met by the intermediate check 4. $\mathbb{B}a7+$ with a similar finish to the game.

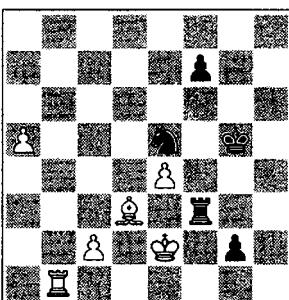
4. $\mathbb{Q}f2$ $\mathbb{B}h1$ 5. $\mathbb{B}a7+!$ $\mathbb{Q}b8$

Or 5... $\mathbb{Q}d8$ 6. $\mathbb{B}a8+$ $\mathbb{Q}d7$ 7. $\mathbb{Q}e5+$ $\mathbb{Q}e6$ 8.f7 with a draw.

6. $\mathbb{B}xa2$ $\mathbb{B}h2+$ 7. $\mathbb{Q}g3$ $\mathbb{B}xa2$ 8. $\mathbb{Q}e5$ $\mathbb{Q}c7$ 9.f7 $\mathbb{B}a8$ 10. $\mathbb{Q}h4$ $\mathbb{B}h8$ 11. $\mathbb{Q}g5$ $\mathbb{Q}d6$ 12. $\mathbb{Q}f6$

Draw.

Another endgame where practice approaches endgame study!



■ 597

Also charming was Certic-Brkljaca, Kladovo 1995.

1... $\mathbb{Q}f4$ 2.a6 $\mathbb{Q}xd3!$

Introducing some beautiful motifs.

3.a7

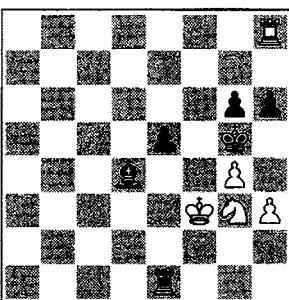
Or 3.cxd3 $\mathbb{Q}g3$ 4.a7 $\mathbb{B}f2+$ 5. $\mathbb{Q}e3$ $\mathbb{B}f1!!$.

3... $\mathbb{B}e3+$ 4. $\mathbb{Q}d2$ $\mathbb{Q}e1!!$

A move like that always makes the grandstands roar!

5. $\mathbb{B}xe1$ $\mathbb{B}xe1$

White resigned in the sad knowledge that 5.a8 \mathbb{Q} would not have saved him either: 5... $\mathbb{Q}f3+$ 6. $\mathbb{Q}c1$ $\mathbb{B}e1+$ 7. $\mathbb{Q}b2$ $\mathbb{B}xb1+$ 8. $\mathbb{Q}xb1$ g1 $\mathbb{Q}+$ 9. $\mathbb{Q}a2$ d4 etc.



■ 598

Somewhat simpler and, actually, slightly outside the scope of our theme, but still funny is Paoli-Mihaljcsin, Debrecen 1968. Black did his utmost to be funny with

1...e4+

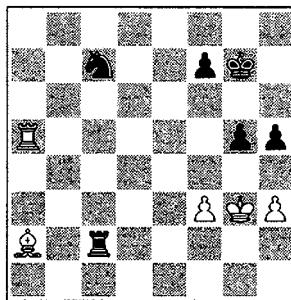
1... $\mathbb{B}e3+$ 2. $\mathbb{Q}g2$ $\mathbb{B}a3$ would have offered considerable winning chances.

2. $\mathbb{Q}xe4+$ $\mathbb{B}xe4$

A nice joke, but White is a comedian, too.

3.h4+! $\mathbb{Q}xh4$ 4. $\mathbb{B}xh6+$ $\mathbb{Q}g5$ 5. $\mathbb{B}xg6+!$

and to his dismay, the hoaxter was hoaxed! Draw.



■ 599

For another funny joke, see diagram 599 from Tavernier-Grodner, Charleville 1952.

Very shrewdly, Black played

1... $\mathbb{Q}g6$

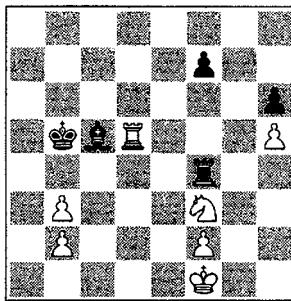
White wants to be demonstrated the win instead of trying to save his skin with 2. $\mathbb{Q}xf7+\mathbb{Q}xf7$ 3. $\mathbb{Q}xg5$.

2. $\mathbb{Q}b1$

and now there follows a quite elegant unpinning sequence crowned by mate.

2... $h4+$ 3. $\mathbb{Q}g4 f5+!! 4.\mathbb{Q}xf5 \mathbb{Q}g2$

Mate.



□ 600

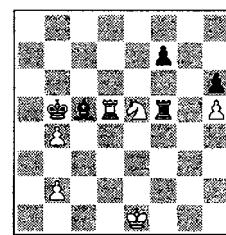
On with a game Lee-Peelen from 1988. White decided the game quickly.

1. $\mathbb{Q}e5!$ $\mathbb{Q}xf2+$ 2. $\mathbb{Q}e1 \mathbb{Q}f5$

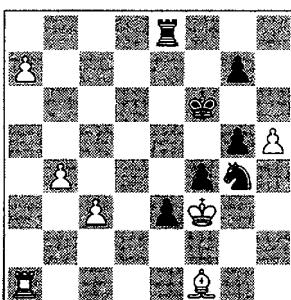
There is no salvation anymore. On 2... $\mathbb{Q}xb2$, of course, 3. $\mathbb{Q}xc5+$ and 4. $\mathbb{Q}d3+$ follows. Now, however, White prepares a similar decision:

3.b4!

and it's over: 3... $\mathbb{Q}xb4$ 4. $\mathbb{Q}d3+$ or 3... $f6$ 4. $\mathbb{Q}xc5+$ $\mathbb{Q}a4$ 5. $\mathbb{Q}d3$.



3.b4!



■ 601

Quite ticklish did the black position look in Womacka-Espig, East Germany 1984, but the second player solved his problems brilliantly.

1... $e2!$ 2. $\mathbb{Q}xg4$

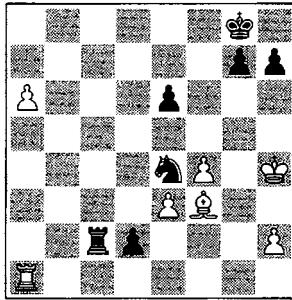
Dangerous would have been the winning attempt 2. $\mathbb{Q}xe2$ $\mathbb{Q}e3+$ 3. $\mathbb{Q}g2 \mathbb{Q}xe2+$ 4. $\mathbb{Q}f1 f3$ 5. $a8\mathbb{Q}$ (even worse is 5. $\mathbb{Q}a6+?? \mathbb{Q}f5$ 6. $a8\mathbb{Q}$) and White is in a right mess after 6... $\mathbb{Q}e3+$) 5... $\mathbb{Q}e3+$ 6. $\mathbb{Q}g1 f2+$ 7. $\mathbb{Q}h1 \mathbb{Q}e1+$ 8. $\mathbb{Q}h2 f1\mathbb{Q}$ and it is questionable if White can escape in one piece.

2... $\mathbb{Q}e3!$ 3. $\mathbb{Q}a6+ \mathbb{Q}e5$

and after

4. $\mathbb{Q}a5+$

the draw was agreed.



■ 602

A similar rescue operation based on tactics did Black produce in Legky-Kiik, Tallinn 1985, where he gave up his proud d-pawn for something better.

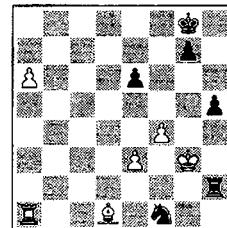
1...d1!! 2.Qxd1

Not possible was 2.Rxd1? Rxh2+ 3.Qg4 h5 mate.

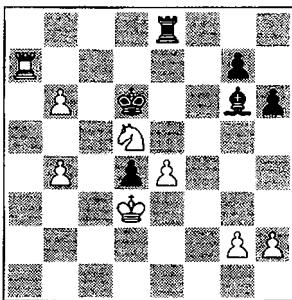
2...Rxh2+ 3.Qg4 h5+ 4.Qf3 Qd2+ 5.Qg3 Qf1+

Draw.

We may add that Black should not be too ambitious in the diagram position. Should he play 1...h5?, then White still wins with 2.a7! d1Q 3.a8Q+ Qf7 4.Qa7+ or 2...Rc8 3.a8Q Rxa8 4.Rxa8+ Qf7 5.Rd8.



5...Qf1+

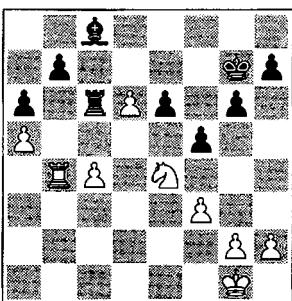


□ 603

A spicy little puzzle you can find in diagram 603 from Piket-Cuijpers, Dutch Championship, Hilversum 1988. White can win instantly. Do you see the elegant move??

1.Re7!

and Black resigned.



□ 604

And another nice puzzle is the following small showpiece from Berelovich-Grigore, Sautron 2002, introduced with the rook sacrifice

1.Rxb7+ Qxb7

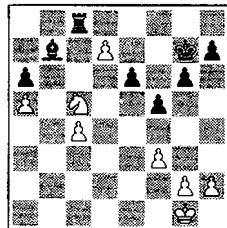
More resistance could have been offered by 1...Qf8 2.Rb8 Qf7 3.Qg5+ Qf6, but White has a great advantage here, too, after 4.f4. Moreover, 1...Qh6 fails to 2.Rb6! Rxc4 (2...Rxb6 3.axb6 fxe4 4.b7 winning) 3.Qf6!.

2.d7 Rc8

Or 2...fxe4 3.d8Q Rc8 4.Qe7+ Qh6 5.Qf8+ Qg5 6.h4+! and Black is mated soon.

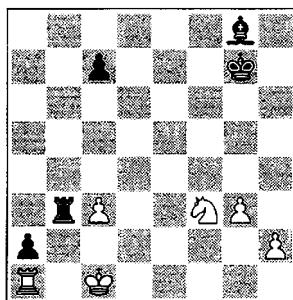
3.Qc5!

and Black resigned.



3.Qc5!

I would like to conclude this chapter with a bit of *schadenfreude* – a few blunders, that is – in order to demonstrate how much can go wrong. First, again, some examples in favour of the bishop side.



□

605

To start with, we have a look at diagram 605 from Wockenfuss-Helgi Olafsson, Hindas 1975, in which White can draw with 1. $\mathbb{R}xa2$.

But with his extra pawn, he felt that was beneath him, so forthwith he decided on:

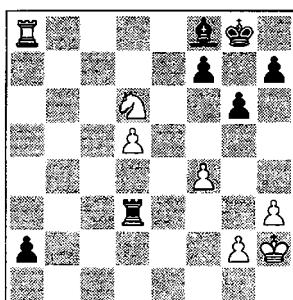
1. $\mathbb{B}c2??$

which brought him unbearable grief. You probably see it, too.

1... $\mathbb{B}b1!$

White resigned.

We have warned before: a bishop has a sizeable range: 2. $\mathbb{B}xb1 \mathbb{Q}h7+!$.



□

606

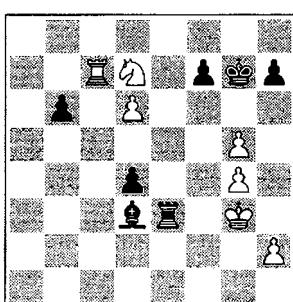
We can see this even more clearly in Cuijpers-Bosboom, Dutch Team Championship 1984, where White unleashed the ‘enormity’

1. $f5??$

The tragic dénouement was:

1... $\mathbb{B}a3!$

and White was outsmarted. A true sledgehammer blow!



□

607

Another irresponsible attempt, in a correspondence game to boot, in Arne Sørensen-Dick Smit, 1992/93. White cannot reconcile himself to the draw and ventures:

1. $\mathbb{Q}h4?$ $\mathbb{Q}f1$ 2. $g6$

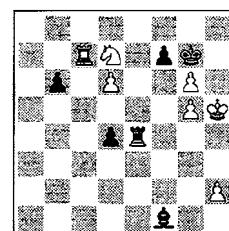
A *luft* for my king, White must have thought, but...

2... $h6$ 3. $g5$ $h5!$

this cannot have been White’s intention.

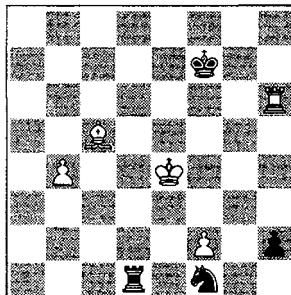
4. $\mathbb{Q}xh5$ $\mathbb{B}e4!$

Suddenly it is all over in view of the double mate threat 5... $fxg6$ and 5... $\mathbb{Q}e2$.



4... $\mathbb{B}e4!$

The knight side can also produce this kind of surprises. We conclude this chapter with some tall tales in this area.



□

608

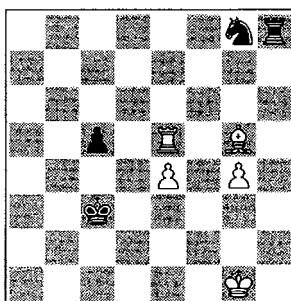
In Riemersma-Enklaar, Dutch Team Championship 1986, White enthusiastically took his king for a walk.

1. ♔e5??

But he had to pay dearly:

1... ♕d2

and despair and deep sorrow were his lot.



■

609

There was also much grief for Black in Kavalek-Ree, Eersel 1969. He started so well with

1... ♕h6!

After 2. ♘f6 ♕xg4 Ree had calculated everything sharply:

A) 3. ♘xh8 ♕xe5 4. ♘xe5+ ♔d3;

B) 3. ♜e8+ ♕xf6 4. ♜xh8 ♕xe4.

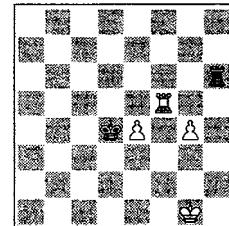
White could believe that and tried something else:

**2. ♔xh6 ♜xh6 3. ♜xc5+ ♔d4
4. ♜f5**

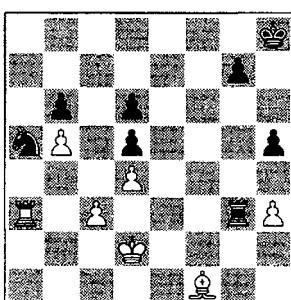
and, sure enough, with success. For instead of choosing the draw with 4... ♜g6 or 4... ♜h4, Ree went for

**4... ♕xe4? 5. ♔g2! ♜h8 6. ♔g3
♜g8 7. ♜a5**

Black resigned.



4. ♜f5



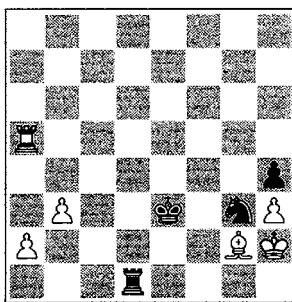
■

610

More grief for the black player in Ponomariov-Adams, Wijk aan Zee 2005. He settled for 1... ♜f3 2. ♔e2 ♜g3 3. ♔d2 ♜f3, although there was a knight fork hanging in the air:

1... ♜xh3!

and even 2. ♜xa5 doesn't help because after 2... ♜h2+ 3. ♔e2 bxa5 4. b6 ♜f2 Black is in time to stop the b-pawn.



□

611

Quite a tall tale is Tomovic-Vladimir Sokolov, Belgrade 1961. With 1. $\mathbb{R}a8$ White could have saved himself much grief, but he must have thought: 'Well, what in the world can go wrong here?' and carelessly played

1. $\mathbb{R}e5+??$

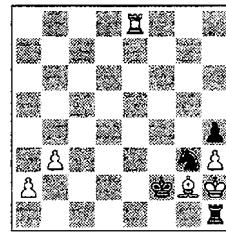
Slippery as an eel, Sokolov immediately hit home:

1... $\mathbb{Q}f2$ 2. $\mathbb{R}e8$

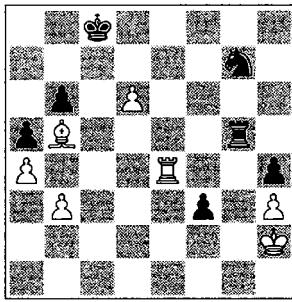
Now he does go to the eighth rank, but unfortunately it's too late.

2... $\mathbb{R}h1+!!$ 3. $\mathbb{Q}xh1$ $\mathbb{Q}f1$

Mate. It's just one of those things!



2... $\mathbb{R}h1+!!$



□

612

White wanted to finish in style in Grünfeld-Sämisch, Baden-Baden 1925.

1. $\mathbb{R}e8+?$ $\mathbb{Q}b7$ 2. $d7?$

and Sämisch escaped with a sigh of relief:

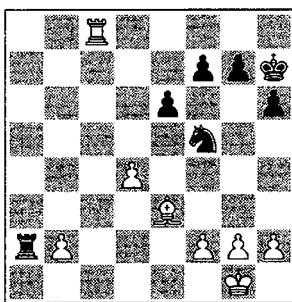
2... $\mathbb{R}g2+$ 3. $\mathbb{Q}h1$ $\mathbb{Q}f5$

and White had to take the draw with

4. $\mathbb{R}b8+$ $\mathbb{Q}a7$ 5. $\mathbb{R}a8+$

He was lucky that that was even possible.

What was worse, in the diagram position he could have won quite neatly with 1. $d7+$ $\mathbb{Q}c7$ and only then 2. $\mathbb{R}e8+!$, and one move later he could have interpolated 2. $\mathbb{R}e7+$ $\mathbb{Q}b8$ and only then 3. $d7$.



□

613

In conclusion, another diabolical trick, from the third match game Larsen-Andersson, Stockholm 1975.

White thought he could first protect his b-pawn before making a *luft* with 1. $h3$.

1. $\mathbb{R}c2??$

The continuation was, to his deep sorrow:

1... $\mathbb{Q}xd4$

and White was beyond salvation.

That brings us to the end of a particularly difficult chapter, in which I had the feeling that I had to find my way on virgin territory, on thin ice if you like.

This road has turned out longer than I thought, but I hope it will give you as much pleasure as it has given me.

I am convinced that here, a wide unexplored field lies open for us. Maybe this can be a first impulse for further development. It seems to me that there is quite some work to give a diligent chess student something to go on!

Chapter 5

The Exchange – Rook versus Minor Piece

One of the most interesting elements of the chess game is the exchange sacrifice in the middlegame. In the endgame, too, things get no less lively if one side has an exchange less, whether or not compensated for by pawns or other sorts of counterchances.

As these counterchances are often based on tactical elements, it will be clear that there is a lot of material for us in this area!

To retain some consistency in my arguments, it seems advisable to make a clear division of the material. It seems feasible to do so as follows:

- A) The endgame of Rook versus Bishop
- B) The endgame of Rook versus Knight
- C) Two Rooks versus Rook plus Bishop
- D) Two Rooks versus Rook plus Knight
- E) Rook + Minor Piece versus two Minor Pieces

A) Rook versus Bishop

I must prepare you for the fact that we are not at all dealing with simple material here. There are preciously few general rules that can be formulated. Sometimes the exchange is more than compensated for by one pawn, sometimes not even two or three pawns are sufficient compensation.

And in the case of strongly reduced material, for instance in endgames of rook + 1 pawn versus bishop + 1 pawn, the win can be quite difficult, as was shown, for instance, in the famous endgame Timman-Velimirovic, Rio de Janeiro 1979, which, by the way, lies outside the scope of this book. For this endgame we must refer you to theoretical works, where it has been discussed exhaustively.

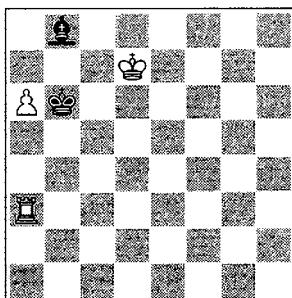
It is possible to claim in general that the outcome of this type of endgame is mainly determined by many combinations of details in the position and out of those many details, we will select the tactical aspects to examine in the following. Here also, for the sake of clarity and transparency, it seems desirable to make a further division. We have chosen:

- A1) Positions where the rook side dominates;
- A2) Positions where the bishop side dominates;
- A3) Balanced positions.

With the help of the above, we hope to develop some feeling as to how positions should be assessed in which one side or the other has tactical chances, and to increase our tactical skills in practice.

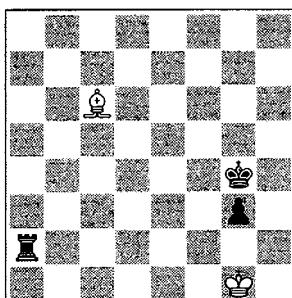
A1) The Rook side dominates

Firstly, we will discuss a few examples where the rook side has an extra pawn, but with reduced material.



□

614



■

615

There was another complete surprise for the white player in Baratz-Tartakower, Paris 1933:

1...g2!

in order to answer 2.♖xg2 with 2...♗g3 (3.♔f1 ♛a1). White did not give up all hope yet and tried to elude his fate, but in vain.

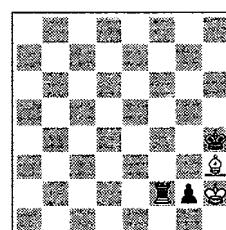
2.♕h2 ♜f2! 3.♔d7+

Or 3.♔b7 g1♛+! 4.♔xg1 ♛g3.

3...♗h4 4.♔h3

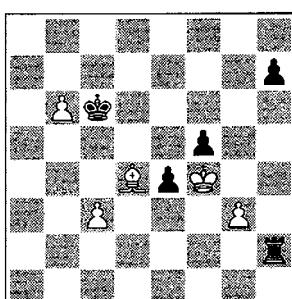
and now it is possible:

4...g1♛+! 5.♔xg1 ♛g3



4.♔h3

White resigned.



■

616

From the classics, we can learn a different possibility to convert surplus material. We move back in time towards a game Bird-Janowski, played in Hastings 1895, though not in the famous tournament.

1...♜d2!

Coming straight to the point: a favourable liquidation by returning the exchange.

2.g4

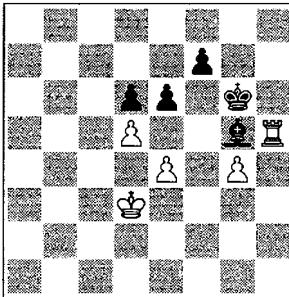
2.♕xf5 is also met by 2...♜xd4 and if White tries to avoid this by 2.♔e3, then 2...♜d3 leaves him without any chance.

2...♜xd4 3.cxd4 e3!

Pay attention! Not 3...fxg4 4.♔xg4 and White escapes.

4.♔xe3 fxg4 5.♕f4 h5 6.d5+ ♜xb6 7.♔e5 ♜c7

White resigned.



□

617

An instructive example is the forceful conclusion of the game Aseev-De Vreugt, Ohrid 2001. In the diagram position, there followed:

1. $\mathbb{E}xg5+$! $\mathbb{Q}xg5$

and now White forces the win in this pawn endgame (which he must have anticipated!) with

2. $e5!$ $exd5$

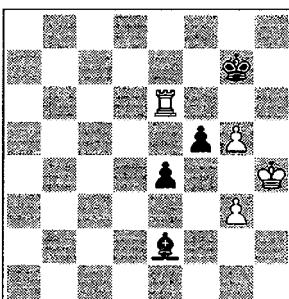
Or 2... $dxe5$ 3. $d6$ $\mathbb{Q}f6$ (after 3... $e4+$ 4. $\mathbb{Q}xe4$ $\mathbb{Q}f6$ 5. $g5+$, a well-known motif) 4. $\mathbb{Q}e4!$, winning.

3. $exd6$ $\mathbb{Q}f6$ 4. $\mathbb{Q}d4$ $\mathbb{Q}e6$ 5. $\mathbb{Q}c5$ $\mathbb{Q}d7$

Or 5... $d4$ 6. $\mathbb{Q}c6$.

6. $\mathbb{Q}xd5$ $f6$ 7. $\mathbb{Q}c5$ $\mathbb{Q}d8$ 8. $\mathbb{Q}c6$ $\mathbb{Q}c8$ 9. $d7+$ $\mathbb{Q}d8$ 10. $\mathbb{Q}d6$ $f5$ 11. $g5$

Black resigned. A colourful combination of motifs!



□

618

A few more fragments where the combatants have an equal number of pawns. The first is Tseskovsky-Alburt, Minsk 1976. This game ended in a draw after 1. $\mathbb{Q}h3?$ $\mathbb{Q}g4+$ and it must have caused White much grief when it dawned on him how subtly he could have won!

1. $g6!$ $\mathbb{Q}h6$ 2. $g7+$

Something to really keep in mind, as this is often the proper method to drive the king back. This may be the key to the win if it is followed by a combined attack with king and rook...

2... $\mathbb{Q}xg7$ 3. $\mathbb{Q}g5$

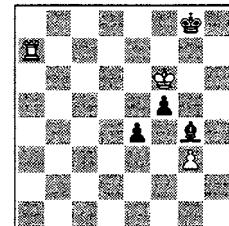
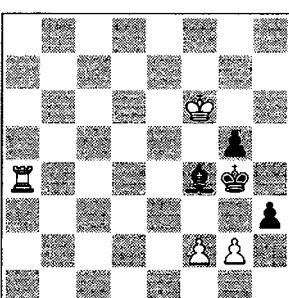
... as is the case here!

3... $\mathbb{Q}g4$ 4. $\mathbb{E}e7+$ $\mathbb{Q}f8$ 5. $\mathbb{Q}f6$ $\mathbb{Q}g8$ 6. $\mathbb{E}a7$ $e3$

Forced, as after 6... $\mathbb{Q}h3$, 7. $\mathbb{E}g7+$ $\mathbb{Q}h8$ 8. $\mathbb{Q}g6$ is decisive.

7. $\mathbb{E}e7$ $e2$ 8. $\mathbb{Q}g6$ $\mathbb{Q}f8$ 9. $\mathbb{E}e5$

and wins. Quite instructive!

6. $\mathbb{E}a7$ 

□

619

Also instructive is Gipslis-Hermansson, Gausdal 1993, where the win is again forced with an exchange sacrifice:

1. $f3+$

Accurate play is required. 1. $gxh3+?$ leads nowhere, see 1... $\mathbb{Q}xh3$ 2. $\mathbb{Q}f5$ $\mathbb{Q}g2$ 3. $\mathbb{E}a2$ $\mathbb{Q}f3!$ 4. $\mathbb{E}c2$ $\mathbb{Q}h2!$ and with 5... $\mathbb{Q}g1$ Black conquers the white f-pawn.

1... $\mathbb{Q}g3$ 2. $\mathbb{Q}xh3$ $\mathbb{Q}xf3$

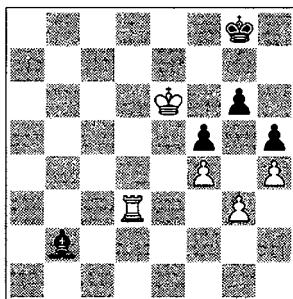
On 2... $\mathbb{Q}xh3$, White immediately sacrifices with 3. $\mathbb{E}xf4$, winning the pawn endgame after 3... $gxf4$ 4. $\mathbb{Q}f5$ $\mathbb{Q}g3$ 5. $\mathbb{Q}e4$.

3. $\mathbb{E}a3+$ $\mathbb{Q}e4$

The alternative $3\dots\mathbb{g}2$ is met by $4.\mathbb{f}5\ \mathbb{g}3\ 5.\mathbb{g}4\ \mathbb{h}4\ 6.\mathbb{a}2+$ $\mathbb{g}1\ 7.\mathbb{f}3\ \mathbb{h}1\ 8.\mathbb{g}2$. As you see, there is still plenty of play in this position!

4. $\mathbb{a}5\ \mathbb{e}3\ 5.\mathbb{g}xg5$

Now he liquidates, forcing Black to resign.



□

620

The breakthrough is a different subject altogether. An example is Radev-Pribyl, Tbilisi 1971.

1.g4!!

A move you wouldn't expect here.

1... $\mathbb{h}xg4\ 2.h5$

Obviously, if Black had captured with the f-pawn, f4-f5 would have followed here.

2... $\mathbb{g}7\ 3.\mathbb{h}xg6\ \mathbb{g}xg6\ 4.\mathbb{d}5\ \mathbb{c}1\ 5.\mathbb{d}xf5\ \mathbb{d}xf4$

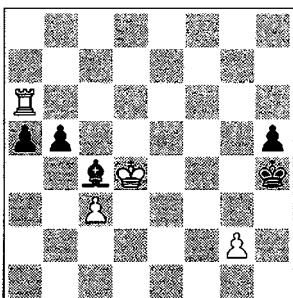
Black tries all kinds of tricks; now he wants to combat the rook with a fast-marching pawn, which is a subject we shall return to in detail.

6. $\mathbb{d}xf4\ \mathbb{g}5\ 7.\mathbb{e}5\ g3\ 8.\mathbb{e}4\ g2\ 9.\mathbb{f}8$

The decisive finesse. The rook is running down the villain. It had to come a long way!

9... $\mathbb{h}4\ 10.\mathbb{g}8$

Black resigned.



□

621

Over to positions in which the bishop side has one or two extra pawns which, however, do not provide sufficient compensation. Our first example consists of a mating pattern that occurs often and should therefore be kept in mind.

It happened in Moldojarov-Samochanov, Soviet Union 1974. This does not look so simple, as after $1.\mathbb{h}xa5\ \mathbb{g}3$ White's winning chances are minimal. The first player finds a quite drastic solution:

1. $\mathbb{g}6$

What do you know? He ignores the a-pawn and starts to play for mate!

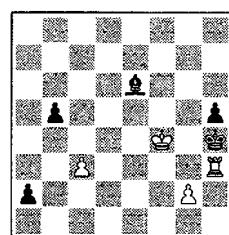
1... $a4\ 2.\mathbb{e}3\ a3\ 3.\mathbb{f}4\ a2\ 4.\mathbb{g}3\ \mathbb{e}6$

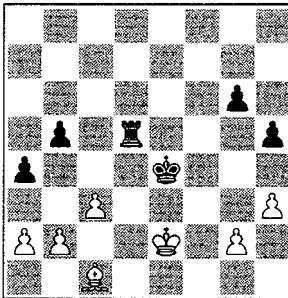
Black thinks he has prevented the mate, but...

5. $\mathbb{h}3+!\ \mathbb{x}h3\ 6.g3$

Mate.

We shall see this motif again at a later stage.

**5. $\mathbb{h}3+!$**



■

622

Another breakthrough, and a very beautiful one at that, we see in Topalov-Short, Amsterdam 1996. Short introduced it with:

1... $\mathbb{H}c5!$

with the nasty threat a4-a3 and if White tries to prevent this with a move like a2-a3, a big hole is created on b3 through which the black king will stroll in.

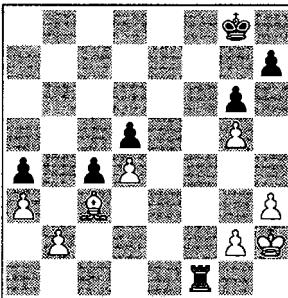
2. $\mathbb{Q}e3$

White chooses an elegant way to go. 2. $\mathbb{Q}d2$ would not have saved him either because of 2...b4! 3.cxb4 $\mathbb{H}c2$.

2...a3 3. $\mathbb{Q}c1$ b4!

White resigned.

A charming finish would have been: 4. $\mathbb{Q}d2$ b3! 5.bxa3 $\mathbb{H}d5+$ 6. $\mathbb{Q}e1$ bxa2 7. $\mathbb{Q}b2$ $\mathbb{H}b5$.



■

623

So there is a lot to enjoy within the scope of this subject. To top it all, we will now deal with a case of zugzwang that occurred in a game Blackburne-Mason, way back in Nuremberg 1883.

White is threatening 2.g2-g4, after which Black will have a hard time getting through. Hence his first move:

1...h5

Now White could have saved himself all the trouble that befell him in the following by playing 2.gxh6 $\mathbb{Q}h7$ and only then 3.g4 and 4.h4. However, he thought he could reach such a position straightforwardly with:

2.g4?

This can happen to you if you are very keen on such a move.

2... $\mathbb{H}f3$ 3. $\mathbb{Q}g2$ $\mathbb{H}e3$

This must have hurt in a big way. Suddenly White is in fatal zugzwang.

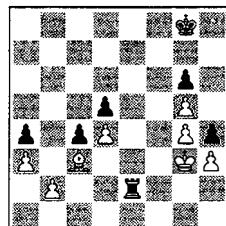
4. $\mathbb{Q}h2$ $\mathbb{H}e2+$ 5. $\mathbb{Q}g3$

Even worse is 5. $\mathbb{Q}g1$ hxg4 6.hxg4 $\mathbb{H}e4$.

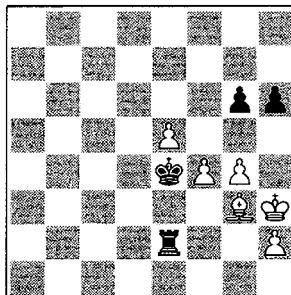
5...h4+! 6. $\mathbb{Q}f3$ $\mathbb{H}h2$

and White resigned.

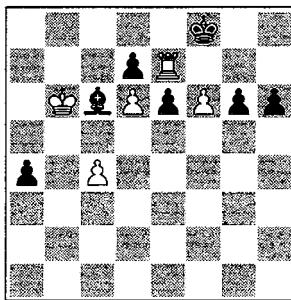
The amusing 6. $\mathbb{Q}xh4$ $\mathbb{H}g2$! 7. $\mathbb{Q}a5$ $\mathbb{H}xb2$ would have been more attractive for the spectators, but we must realize that we could hardly expect high spirits from the white player in this situation.



5...h4+!



624



625

The black player, however, must have enjoyed the position depicted in diagram 624, from Nogueira-Martinez, Sao Paulo 1994, intensely. He immediately revealed his evil intentions with:

1...g5 2.f5

as on 2.fxg5 the mate from diagram 621 comes on the screen again, as I have promised: 2...hxg5 3.e6 ♕f3 4.♕e5 ♜e4! 5.e7 ♜xg4 6.♕g3 and now 6...♜h4+! 7.♕xh4 g4 mate.

2...♕f3 3.f6 h5!

White resigned, as he is mated just as badly as in the above comment after 2.fxg5, see 4.gxh5 ♜e4! 5.f7 ♜h4+ 6.♕xh4 g4 mate.

We end this series with a charming rook sacrifice from Gutman-Knezevic, Baden-Baden 1984.

You probably see this at once:

1.♖xd7!! ♖xd7 2.c5!

Black resigned.

Against the threatened march of the c-pawn there is nothing to be done.

We have had a sufficient view now of what the rook side is capable of. High time to have a look at what the bishop side has going for it.

A2) The Bishop side dominates

Here, we start with what I would like to call the interception trick.

It is demonstrated in Garcia Martinez-Padevsky, Varna 1970.

It is useful to investigate first if moves like 1...♗g3 or 1...g3 are winning and we can conclude that this is not as easy as it looks. After 1...g3, the simplest draw is 2.♗f3 g2 3.♗g7+, but 1...♗g7! 2.♗g7+ ♗f6 3.♗xg4 h2 just might do the job.

Now, look at the trick:

1...♗e5!

Making things a lot easier! If White captures the bishop, the pawns march on: 2.♗xe5 h2 3.♗g7+ ♗h6 4.♗g8 ♗h7.

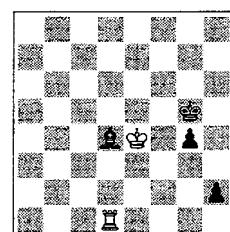
2.♗d7 h2 3.♗d1

Or 3.♗h7 ♗g3, threatening 4...♗h4.

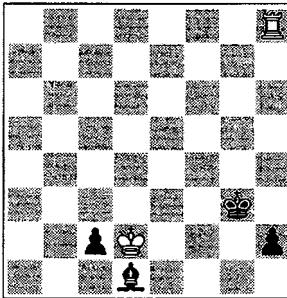
3...♗d4!

Definitely the most elegant killer move!
White resigned.

Again, the bishop cannot be captured. We rarely see this trick in this form!



3...♗d4!



627

In a slightly different form we found it in a game Dziobek-Von Scheve, played around 1920. Black found this variation:

1... $\mathbb{Q}g2$ 2. $\mathbb{B}g8+$ $\mathbb{Q}g4!!$ 3. $\mathbb{B}xg4+$ $\mathbb{Q}h3$ 4. $\mathbb{B}g8$

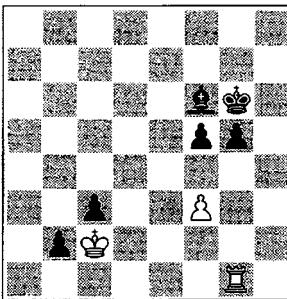
And now comes the actual point, one that we see more often, namely first:

4... $c1\mathbb{W}+$

with check!

5. $\mathbb{Q}xc1$ $h1\mathbb{W}+$

White resigned.



628

An elegant use of the breakthrough mechanism by the bishop side we see in Fine-Keres, AVRO tournament, The Netherlands 1938.

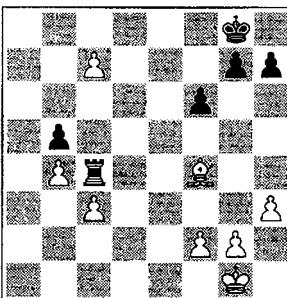
1... $g4!!$ 2. $f x g4$ $f4$ 3. $g5$ $\mathbb{Q}d4$ 4. $\mathbb{B}d1$ $\mathbb{Q}e3$ 5. $\mathbb{Q}xc3$ $\mathbb{Q}c1$

Thus, the white rook is cut off from the b-pawn and it has to lose time to get behind it.

6. $\mathbb{B}d6+$ $\mathbb{Q}xg5$ 7. $\mathbb{B}b6$ $f3$ 8. $\mathbb{Q}d3$ $\mathbb{Q}f4$ 9. $\mathbb{B}b8$ $\mathbb{Q}g3$

White resigned.

A possible continuation is 10. $\mathbb{B}g8+$ $\mathbb{Q}h3$ 11. $\mathbb{B}h8+$ $\mathbb{Q}g2$ 12. $\mathbb{B}g8+$ $\mathbb{Q}f1$ 13. $\mathbb{Q}c2$ $f2$ 14. $\mathbb{B}e8$ $\mathbb{Q}g2$ 15. $\mathbb{B}g8+$ $\mathbb{Q}f3$ 16. $\mathbb{B}f8+$ $\mathbb{Q}f4$ etc.



629

With a few more pawns on the board matters become more complicated again. An astute pawn sacrifice from Ghinda-Majstorovic, Yugoslavia 1973.

1. $\mathbb{Q}d6$

Clearly threatening 2. $\mathbb{Q}c5$. Black thinks he can prevent that:

1... $\mathbb{B}c6$ 2. $c4!!$

Now this is something else. The pawn is taboo, hence:

2... $\mathbb{Q}f7$ 3. $c x b5$ $\mathbb{B}c1+$ 4. $\mathbb{Q}h2$ $\mathbb{Q}e6$ 5. $\mathbb{Q}f4$

It is time to resign, so that's what Black did.

White also resigned after the first powerful black move in diagram 630 from the correspondence game Andreev-Eremin, played in 1975/77.

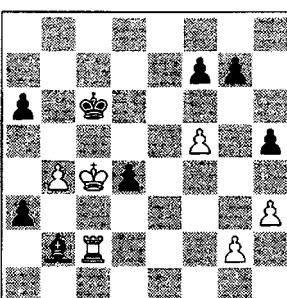
Do you see it?

1... $d3!!$

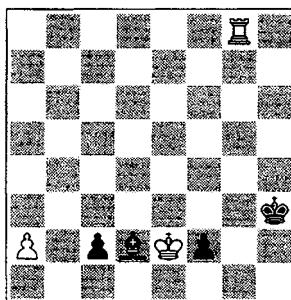
and White lay down his weapons!

There was nothing left to fight for. 2. $\mathbb{Q}xd3+$ $\mathbb{B}b6$ threatens 3... $a2$ and after 2. $\mathbb{B}d2$, 2... $a2!!$ does win.

At the same time, White has been robbed of the illusion 1... $a2??$ because of 2. $\mathbb{Q}b3$ with check.



630



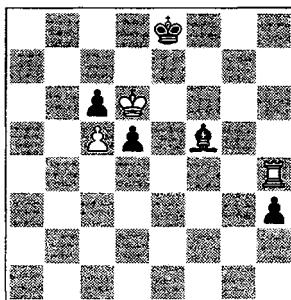
□

631

White did not take heed, despite my continuous warnings, in diagram 631 from Csanadi-Forintos, Budapest 1963. What he omitted was the simple intermediate check 1. $\mathbb{H}h8+$ and only after 1... $\mathbb{Q}g2$ 2. $\mathbb{H}c8$. He had to pay dearly for it.

1. $\mathbb{H}c8?? \mathbb{Q}c3!! 2. \mathbb{H}xc3+ \mathbb{Q}g2$

A victim of our well-known trick, White resigned some ten moves later, having learned an expensive lesson.



□

632

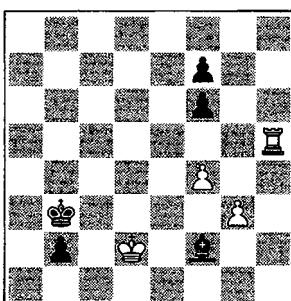
White was also badly fooled in Petrov-Yarovich, Sverdlovsk 1948, when instead of 1. $\mathbb{H}h5$, with winning chances, he went for

1. $\mathbb{Q}xc6??$

The consequences were beyond words:

1...d4! 2. $\mathbb{H}xd4$ h2 3. $\mathbb{H}h4$ h1 $\mathbb{W}+$ 4. $\mathbb{H}xh1$ $\mathbb{Q}e4+$

and the chess community had gained one totally shattered member!



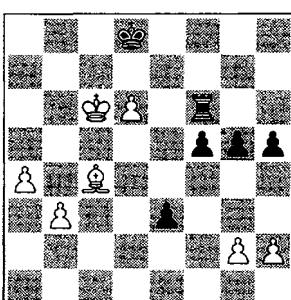
■

633

I have one more beautiful interception, in this case we might call it a real knock-out, from Mateo-Cuartas, Thessaloniki Olympiad 1984.

1... $\mathbb{Q}e1++!$

After such a cuff you go down and fall silent: 2. $\mathbb{Q}xe1$ b1 \mathbb{W} with check, or 2. $\mathbb{Q}e2$ b1 \mathbb{W} 3. $\mathbb{H}b5+$ $\mathbb{Q}b4$. This should not happen too often to a player, or he will really start to hate this game!



■

634

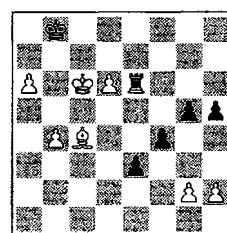
The black player must also have hated the game for a moment after the game Steinitz-Blackburne, London 1863, when he realized that the pretty 1... $\mathbb{H}e6!$, with a quite probable draw, had escaped his attention. He had preferred to roll forward with his pawns and after

1...f4? 2.a5 $\mathbb{Q}c8$

it was too late for 2... $\mathbb{H}e6$ as the a-pawn marches through.

3.a6 $\mathbb{Q}b8$ 4.b4 $\mathbb{H}f8$

After 4... $\mathbb{H}f8$ (see diagram) White now has an elegant mate starting with 5. $\mathbb{Q}xe6!$ e2 6. $\mathbb{Q}b6!$.



analysis after 4... $\mathbb{H}f8$

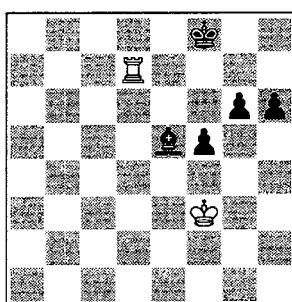
5.d7 ♜f6+ 6.♔d5 ♔c7

Now Black was surprised by the familiar

7.d8♛+ ♔xd8 8.a7

and resigned, as the a-pawn cannot be stopped anymore.

A3) Balanced positions



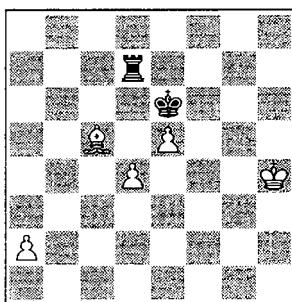
□

635

White did see things sharply in the following happy episode from his chess life. Building on the motif ‘bishop plus wrong rook pawn’ he drew from this position in Parr-Farrand, England 1971. Do you see it as well?

1.♗d5! ♜f6 2.♗xf5!

and as 2...gxf5 3.♗f4 is an immediate draw, Black tried 2...♔e7 3.♗b5 ♔e6, but he soon had to admit that the draw was inevitable.



■

636

The next one is also a sight to see. In Schoffers-Asharin, St Petersburg 1875, the black player had the same high aim as Parr when he gave up his rook.

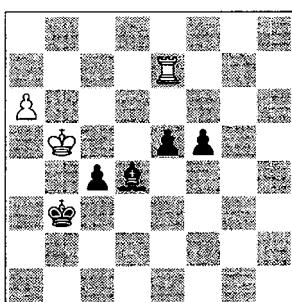
1...♗d5 2.a4 ♜xe5

Certainly not 2...♗xc5? 3.dxc5 ♔xe5 4.a5 and the a-pawn queens.

3.dxe5 ♔xe5 4.a5 ♔d5 5.a6 ♔c6 6.♔g5 ♔c7 7.♔a7 ♔c6

Draw.

This is all not very difficult, but certainly instructive enough to fix in your chess memory!



■

637

Very sly was the way White managed to draw in Kurt Richter-Heinicke, Swinemünde 1933, when Black made the wrong pawn move to convert his advantage. Black mixed up a few things and missed 1...f4! 2.♗xe5 f3 in the diagram position. Instead, he pinned his faith on his other passed pawn.

1...c3? 2.♗xe5

Here, too, but there is an important difference, as the continuation shows.

2...c2

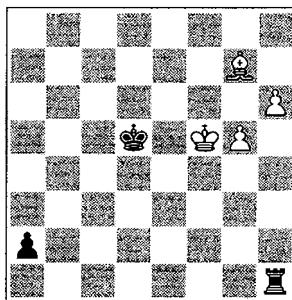
We can establish that 2...♔xe5 does not win due to 3.a7 c2 4.a8♛ c1♛ 5.♗d5+.

3. $\mathbb{E}e1 f4$

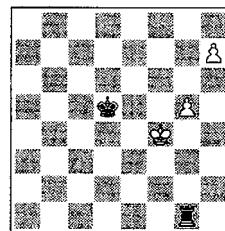
Things are not going Black's way, for now 3... $\mathbb{Q}b2$ meets with 4. $\mathbb{Q}c4!$.

4. $\mathbb{E}f1 \mathbb{Q}e3 5.a7! \mathbb{Q}xa7 6. $\mathbb{E}xf4 c1\mathbb{Q} 7. $\mathbb{E}b4+$$$

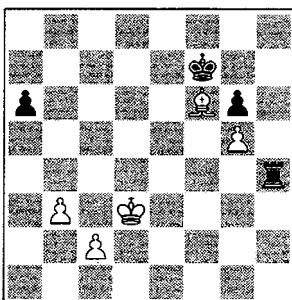
And Richter had fixed it: a draw in view of the continuous rook checks on the a- and b-file.



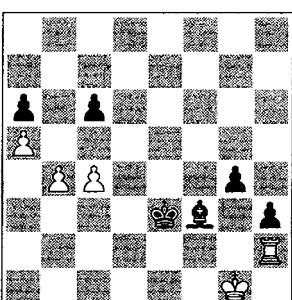
638

5. $\mathbb{Q}f4$

Black resigned.



639



640

Very clever was also the way White saved himself in Sergievsky-Khasin, Soviet Union 1978, making use of a breakthrough:

1. $b5! cxb5 2.cxb5 axb5 3.a6 b4 4.a7 \mathbb{Q}e4$

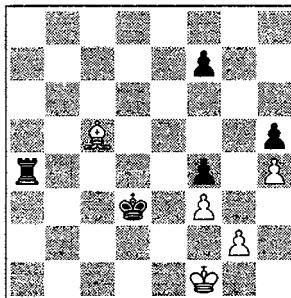
and now not 5. $\mathbb{E}b2$ g3, but first, quite pointedly:

5. $a8\mathbb{W}! \mathbb{Q}xa8 6. $\mathbb{E}b2$$

Now White can eliminate the black b-pawn with check.

6...g3 7. $\mathbb{E}b3+ \mathbb{Q}f4 8. $\mathbb{E}xb4+ \mathbb{Q}e4 9. $\mathbb{E}b2$$$

Draw.



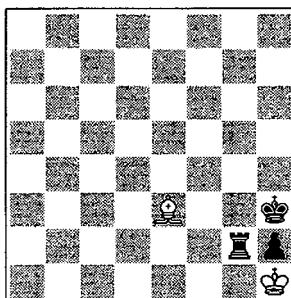
□

641

With an equal amount of pawns on both sides, the white player handled his drawing chances skilfully in Matanovic-B.Tomson, Adelaide 1970.

1. $\mathbb{Q}b6 \mathbb{R}a1+$ 2. $\mathbb{Q}f2 \mathbb{R}h1$ 3. $\mathbb{Q}c7!$

With a draw, because after 3... $\mathbb{R}xh4$ 4. $\mathbb{Q}g1!$ the black rook is off-side and there is no win to be seen elsewhere.



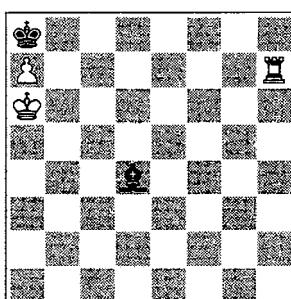
□

642

Some more stalemate tricks in conclusion. First Crowth-Pitzler, Sydney 1948.

1. $\mathbb{Q}f2! \mathbb{R}g7$ 2. $\mathbb{Q}g3!!$

and White can get away with allowing Black to take on g3 as well.



■

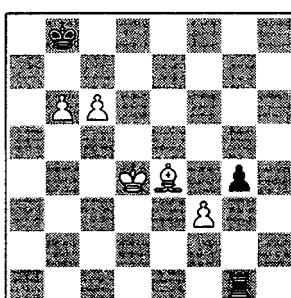
643

Just as classical is Hegde-Palatnik, Calicut 1988, where Black had

1... $\mathbb{Q}g7!$ 2. $\mathbb{R}h4$ $\mathbb{Q}d4!!$

at his disposal. However, he did not see it. Even worse, he resigned. After realizing what he had thrown away here, he must have gone completely berserk!

In fact, it all happened before, with colours reversed, in Gusev-Zhukhovitsky, Alma Ata 1958.



■

644

But here is a considerably more difficult example, from Goldstein-Shamkovich, Moscow 1946. After this game, I imagine that emotions must have run high as well. Black tries an innocent-looking check:

1... $\mathbb{R}d1+$ 2. $\mathbb{Q}e5??$

Giving away his entire advantage. 2. $\mathbb{Q}e3$ leads to a winning position, see 2... $\mathbb{R}xf3$ 3. $c7+$ $\mathbb{Q}c8$ 4. $\mathbb{Q}f5+$ $\mathbb{R}d7$ 5. $\mathbb{Q}xf3$.

The difference will soon become clear.

2... $\mathbb{R}xf3$ 3. $\mathbb{Q}xf3$

Here, 3. $c7+$ does not work: 3... $\mathbb{Q}c8$ 4. $\mathbb{Q}f5+$ $\mathbb{R}d7$ 5. $\mathbb{Q}h3$ $f2!!$, followed by 6... $f1\mathbb{W}$ and 7... $\mathbb{R}xc7$.

3... $\mathbb{B}d7!$

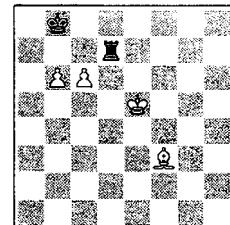
Now the fun really starts for Black!

4. $\mathbb{B}d5 \mathbb{B}b7!$

And this is even funnier!

5. $\mathbb{Q}d6 \mathbb{B}xb6$

Draw.



3... $\mathbb{B}d7!$

That was a dramatic conclusion to the subject bishop versus rook. Now we will investigate what the other minor piece can accomplish against a rook.

B) Rook versus Knight

We will employ the same division. Consequently, first:

B1) The Rook side dominates

In these cases the rook, because of its greater range, will be so dominant that tactical tricks are hardly ever necessary. Still, I have managed to find some examples in which they are.

Your attention please for the following fragment from Tal-Andersson, Tilburg 1980.

White played:

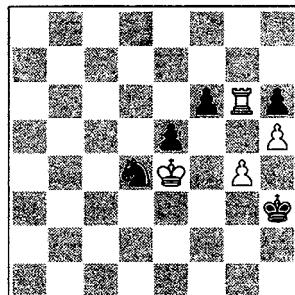
1. $\mathbb{B}xf6?$

and the game ended in a draw after

1... $\mathbb{Q}xg4$ 2. $\mathbb{B}xh6$

White's last winning chance was 2. $\mathbb{Q}xe5$ $\mathbb{Q}g5$ 3. $\mathbb{B}f7$ trying to hunt down the knight.

2... $\mathbb{Q}f3!$ 3. $\mathbb{Q}d5$ $\mathbb{Q}g5$ 4. $\mathbb{B}h8$ $\mathbb{Q}f7$ 5. $\mathbb{B}h7$ $\mathbb{Q}g5$ 6. $\mathbb{B}h6$ $\mathbb{Q}h4$



□

645

Once more Andersson had lived up to his reputation as an endgame specialist.

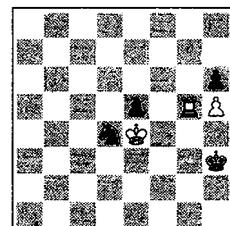
However, the diagram position contained a study-like win. Let's see what Tal missed: 1.g5! fxg5 2. $\mathbb{B}xg5!!$ (see diagram).

Now Black is lost, as the magician from Riga himself illustrated with the following variations in the tournament book:

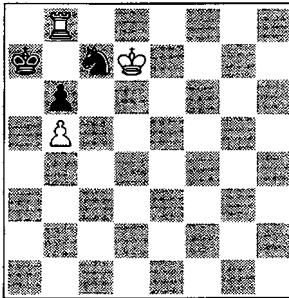
A) 2... $\mathbb{Q}e6$ 3. $\mathbb{B}xe5$ $\mathbb{Q}g7$ 4. $\mathbb{B}g5!!$ – this was the move that Tal had missed;

B) 2... $\mathbb{Q}h4$ 3. $\mathbb{B}xe5$ $\mathbb{Q}c6$ 4. $\mathbb{B}c5$ $\mathbb{Q}d8$ 5. $\mathbb{B}f5$ $\mathbb{Q}xh5$ 6. $\mathbb{B}c1!!$;

C) 2... $\mathbb{Q}e2$ 3. $\mathbb{Q}xe5$ $\mathbb{Q}g3$ 4. $\mathbb{B}xg3+$ $\mathbb{Q}xg3$ 5. $\mathbb{Q}f5$.



analysis after 2. $\mathbb{B}xg5!!$



□

646

A marvellous trick, fitting perfectly in our series, we see in this position, given everywhere as Capablanca-Lasker, Berlin 1914. According to the eminent chess historian Edward Winter, however, this is a joint composition by both great players.

Based on stalemate, Black has built up a wonderful defence, but you probably see how it can be taken apart:

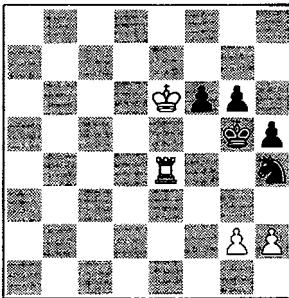
1. $\mathbb{E}a8+!! \mathfrak{Q}xa8$

Or 1... $\mathfrak{Q}xa8$ 2. $\mathfrak{Q}c8!..$

2. $\mathfrak{Q}xc7 \mathfrak{Q}a7$ 3. $\mathfrak{Q}c6 \mathfrak{Q}a8$ 4. $\mathfrak{Q}xb6$

The rest is child's play.

We find this one magnificent. Seeing such a fragment gives us the courage to go on playing the game, in spite of all our misfortunes!



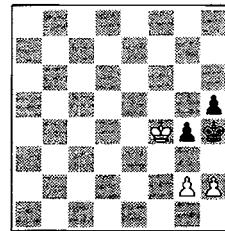
□

647

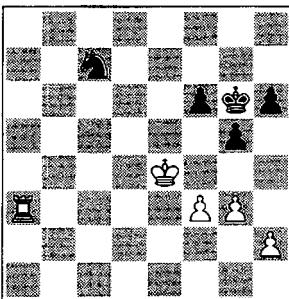
The following self-mate, from the game Narciso Dublan-Medvegy, Andorra 2001, must be included here.

**1. $\mathbb{E}xh4! \mathfrak{Q}xh4$ 2. $\mathfrak{Q}xf6 g5$ 3. $\mathfrak{Q}f5!$
g4 4. $\mathfrak{Q}f4$**

and before he would be forced to play 4...g3 5.hxg3 mate, Black resigned.



4. $\mathfrak{Q}f4$



■

648

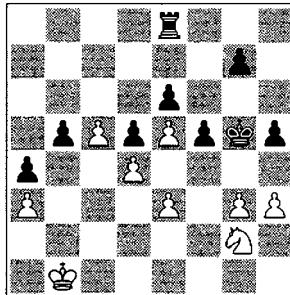
The advantage of an exchange is always quite a job to convert, for instance with three pawns against three on the same wing. In general, we will often have to resort to liquidating into a pawn end-game. An example is Dobosz-Hassenrück, Dortmund 1976.

1... $\mathfrak{Q}b5$ 2. $\mathbb{E}d3 \mathfrak{Q}c7$ 3. f4 $\mathfrak{Q}e8$ 4. $\mathbb{E}d7 \mathfrak{Q}g7$

If Black wanted to avoid the following liquidation, he should have played 4...h5 here, but that would not have saved the game either, see 4...h5 5.f5+ $\mathfrak{Q}h6$ 6.h4. Now, however, comes the liquidation we already mentioned:

5. $\mathbb{E}xg7+! \mathfrak{Q}xg7$ 6. f5 g4 7. $\mathfrak{Q}d5$

Black resigned.



■ 649

In Davidovic-Farago, Dortmund 1986, Black required a double breakthrough to break White's resistance.

Since my interest lies mainly in the unique finish, I give the final moves of this game, which are beautiful to see, and will not pay much attention to other defensive possibilities for the white player, who cannot ward off defeat anyway.

1...f4! 2.♘xf4 ♔f5

The king enters the passage that was cleared by the first pawn sacrifice.

3.♔b2 ♔e4 4.♘xh5 ♔xe3 5.♔c3 b4+!!

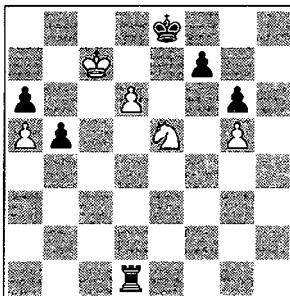
Creating two outside passed pawns; try to defend against that.

6.axb4 a3 7.♔b3 ♛a8

Rook behind the pawn!

8.♔a2 ♔xd4 9.♘f4 ♔c4 10.♘xe6 d4

White resigned.



■ 650

And then diagram 650, which does not look at all simple for Black. In Glek-Hector, Copenhagen 1995, the black player could not find a way to win.

He did not attain more than a draw after

1...♝c1+? 2.♘c6 ♞xc6+

And yet, there was a winning trick here, which can only be discovered if Black realizes that he can liquidate into an endgame in which he can still win with his b- and g-pawn (two outside passed pawns again) against a knight and an off-side white king.

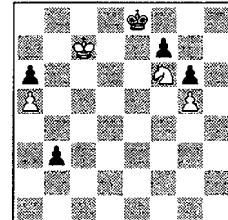
Glek's analysis, extracted from Yearbook

43, runs as follows:

1...b4! 2.d7+ ♞xd7+! 3.♘xd7 b3 4.♘f6+ (see diagram) and now:

A) **4...♔e7? 5.♘e4! b2 6.♘c3 f5 7.gxf6+ ♘xf6 8.♘b6 g5 9.♘xa6 g4 10.♘b5 g3 11.a6=;**

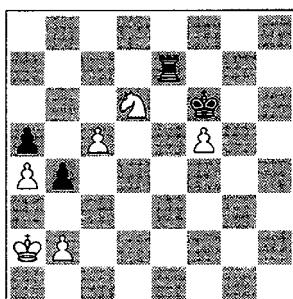
B) **4...♔f8!! 5.♘e4 b2 6.♘d2 f5! 7.gxf6 (not with check this time!) 7...g5! and wins.**



analysis after 4.♘f6+

Those were a few of the problems that the side with a dominant rook can encounter on its way to the win. Now let us examine under which conditions there are still real possibilities for the knight side.

B2) The Knight side dominates



□

651

Opportunities for the knight side occurred in Sivkov-Faizulin, Soviet Union 1973. White decided that game quite smartly in his favour:

1.c6!

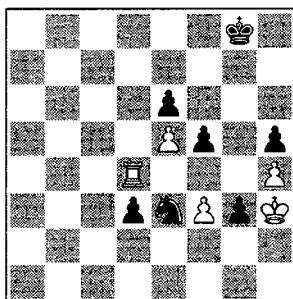
Threatening 2.c7, when the pawn cannot be captured due to 3.Qe8+.

1...Qe5 2.f6!!

and Black had to consent to the losing liquidation:

2...Qxd6 3.fxe7 Qxe7 4.Qb3 Qd6 5.Qc4 Qxc6 6.b3

Black resigned.



□

652

And now the very special case of Chan-Depasquale, Laoag Zonal 1985, on which Ian Rogers, in an article on underpromotions in *New In Chess* 1996, issue 4, drew attention. I will largely follow his humorous comments on the course of the game starting from diagram 652.

In this position White (that is, the rook side) is winning and he can convert his advantage with 1.Rxd3 f4 2.Rxe3!. Possibly, he did not fancy calculating everything through and decided on:

1.f4??

which brings us within the scope of our subject, as all of a sudden only the knight side – Black – has chances of an advantage. According to Rogers and on the authority of the black player (who published his own comments to this endgame in *Chess in Australia*, July 1985), the latter had recovered his belief in God after the blunder 1.f4? (so you immediately understand the importance of a good position for a chess player! –vP) and gladly he lay his great trump card on the table:

1...g2! 2.Rxd3!

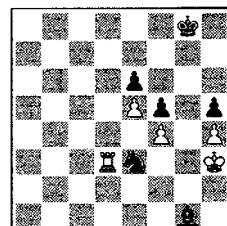
After this move the religious feelings of Depasquale were dented, as both 2...g1R and 2...g1B and 2...g1Q lead to a draw. But those feelings were immediately revived by his discovery of the fourth promotion possibility:

2...g1Q!

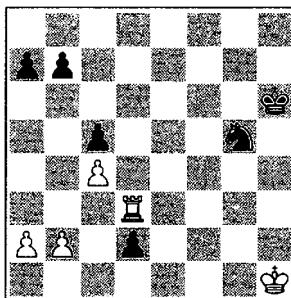
because this does win. There followed:

**3.Rd8+ Qf7 4.Rh8 Qd5 5.Qg3
Qe3 6.Rxh5 Qxf4+ 7.Qf3 Qg7
8.Qf2 Qh6**

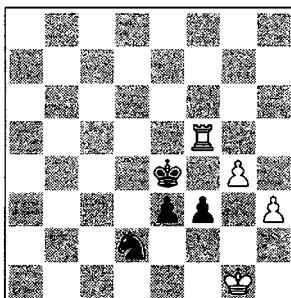
White resigned.



2...g1Q!



653



654

Full of trust in a satisfactory result, Black sacrificed his knight in Sternberg-Pawelczak, Berlin 1964.

1... ♜f3!!

and White immediately resigned, as 2. ♔g2 does not work because of 2... ♜e1+ and 2. ♜d7 is met by 2... ♜d4. Moreover, Black is threatening to march to e4 with his king and there is nothing to be done about that.



Positions like the one in diagram 654 from Shaposhnikov-Ivanets, Soviet Union 1972, are much harder to assess in practice. Black is better, but after

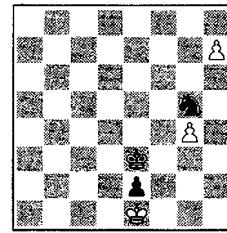
1.h4 ♜d3 2.h5

things went wrong when Black went for:

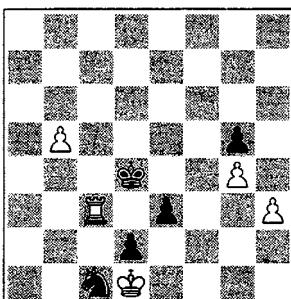
2... ♜e2? 3.h6 ♜d1 4.h7 e2 5. ♜e5 ♜e1 6. ♜xe2+ ♜xe2 7. h8♛ f2+ 8. ♜h2 f1♛ 9. ♜e5+ ♜f2 10. ♜g3+

Draw.

Should the black player blame himself for this? He could have won with 2... e2 3. ♜f2 ♜e4+ 4. ♜e1 ♜e3 5. ♜xf3+ ♜xf3 6. h6 ♜e3 7. h7 ♜g5 (*see diagram*), but it's not so easy to see such a variation in the heat of the battle. So we will excuse him. At least, we understand his problems!



analysis after 7... ♜g5



655

Such understanding and pity we should also feel for the white player in Pohl-Wolff, Pasewalk 1978, but our disposition is not always so noble. In this case it is not easy to hide our *schadenfreude* after what happened:

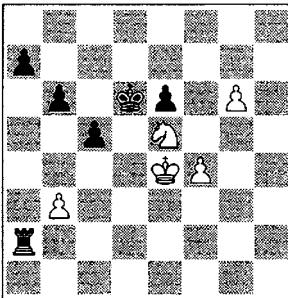
1. ♜xc1?

Sorry, dear white player, you should have realized that Black would not allow this to go unpunished. You must always be watchful and wary of all evil in this world!

1... ♜d3!!

This is what I mean. White resigned.





□

656

In this position, from Saltaev-Docx, Belgian Interclubs 2003/04, Black is totally winning and in such cases concentration tends to slacken. Such was the case here, as Black played

1...♝e2+?? 2.♔f3 ♛xe5

apparently convinced that all is over now. After all, 3.fxe5+ ♜e7! leads to an easily won pawn endgame. Saltaev took a different view, however, and saw the terrible hitch.

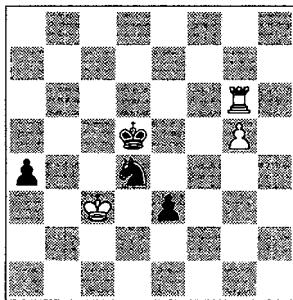
3.g7!

and not Black but White won in a few moves.

A deeply tragic disillusion, enough to depress a player for weeks on end.

B3) Balanced positions

We will show with a few examples how hard it can be to attain such an equilibrium.



■

657

First, a quite well-known one: Smyslov-Fischer, Candidates' tournament Bled/Zagreb/Belgrade 1959. Bobby Fischer saw that he would not be able to frighten the former World Champion with 1...♞f3 2.♝g8 e2 because of 3.♞d8+!, followed by ♜e8 and ♛xe2. The brilliant American found a much better solution:

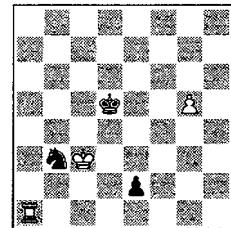
1...a3! 2.♝a6 ♞b3!!

That's how we can recognize a genius. Smyslov even has to tread carefully now, which he does. After all, he, too, hadn't been World Champion for nothing!

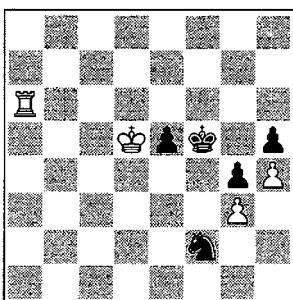
3.♛xa3 e2 4.♝a1!

Draw.

Wow, what a fragment. So much beauty in so few moves!!



4.♝a1!



□

658

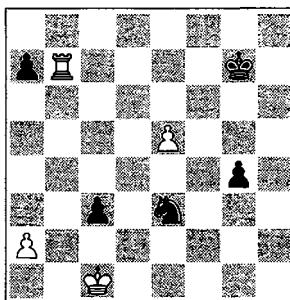
In Keene-Daniel Roos, Berlin 1980, the knight side also had to work hard to maintain the balance:

1.♞a1 ♜d3 2.♝f1+?

Not until here does Black get possibilities. After 2.♝b1! things would still have looked gloomy for him. After 2...♞f6 3.♝f1+ ♜g6 4.♝e4 the e-pawn is lost and if, as in the game, he tries to save himself with 2...♞f4, there follows 3.gxf4 exf4 4.♝b8! g3 5.♝g8 and the rook controls the passed pawns (5...f3 6.♝xg3 ♜f4 7.♝g8! and wins). But now the knight move does save Black.

2...♞f4+! 3.gxf4 exf4 4.♝d4 g3 5.♞d3 ♜g4 6.♞e2

Draw.



659

Diagram 659 is extracted from my own practice, a correspondence game Meddeler-Van Perlo, which was to decide the Dutch Championship in 1957. Time flies like an arrow! For the title a draw would suffice for me, but that's a long way off in the diagram position. Let us follow the course of this rather unique endgame:

1... $\mathbb{Q}f8!$

Certainly not 1... $\mathbb{Q}g6?$ 2. $\mathbb{R}b8$ $\mathbb{Q}f5$ 3.e6 and the title would have gone to Meddeler, as so often in those years.

2.e6 g3 3. $\mathbb{R}f7+$ $\mathbb{Q}g8$ 4. $\mathbb{R}f3$ g2 5. $\mathbb{R}g3+$ $\mathbb{Q}f8$ 6.e7+ $\mathbb{Q}e8$

You must agree with me that this is all not very common. This position has even inspired several composers to make an endgame study and was exhaustively investigated by Euwe at the time.

7. $\mathbb{Q}b1$ a5 8.a4

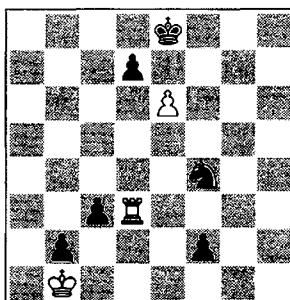
A short phase of navigation and tempo play starts. I will not tire you with all the technical details.

8... $\mathbb{Q}c4!$ 9. $\mathbb{R}xg2$ $\mathbb{Q}b6$ 10. $\mathbb{R}g4$ $\mathbb{Q}xe7$ 11. $\mathbb{Q}c2$ $\mathbb{Q}d5$ 12. $\mathbb{R}g7+$

Or 12. $\mathbb{R}g6$ $\mathbb{Q}d7$ 13. $\mathbb{Q}b3$ $\mathbb{Q}c7$ 14. $\mathbb{Q}c4$ c2 15. $\mathbb{R}g1$ $\mathbb{Q}b4$ 16. $\mathbb{Q}b3$ $\mathbb{Q}c6$. Whatever White tries, Black always reaches a drawn position! White makes a final attempt:

12... $\mathbb{Q}d6$ 13. $\mathbb{R}a7$ $\mathbb{Q}c5$ 14. $\mathbb{R}xa5+$ $\mathbb{Q}c4$ 15. $\mathbb{R}a8$ $\mathbb{Q}b4+$ 16. $\mathbb{Q}d1$ $\mathbb{Q}b3!$

Draw agreed. Phew, that was hard work!



660

Out of interest (or vanity!?) I will show one of the compositions inspired by the above fragment. This one is by Milescu and was published in *Schach-Echo* 1961.

1.exd7+ $\mathbb{Q}d8$ 2. $\mathbb{R}f3$

Not 2. $\mathbb{R}d1$ $\mathbb{Q}d3!$ 3. $\mathbb{R}f1$ $\mathbb{Q}xd7$ 4. $\mathbb{Q}c2$ $\mathbb{Q}e1+$ 5. $\mathbb{Q}b1$ $\mathbb{Q}f3$.

2... $\mathbb{Q}d3$ 3. $\mathbb{R}f7!$

White must pull out all the stops.

3... $\mathbb{Q}e5$

Or 3... $\mathbb{Q}c7$ 4. $\mathbb{Q}c2$ (4. $\mathbb{R}f3?$ c2+, I warned you!) 4... $\mathbb{Q}d8$ 5. $\mathbb{Q}b1$ and we find ourselves more or less in Meddeler-Van Perlo.

4. $\mathbb{R}xf2$ $\mathbb{Q}c4!$

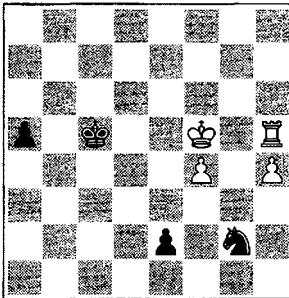
This way, Black sails toward a certain draw.

5. $\mathbb{R}f8+$!

And there is no alternative for White either.

5... $\mathbb{Q}xd7$ 6. $\mathbb{R}b8$ $\mathbb{Q}a3+$ 7. $\mathbb{Q}a2$ $\mathbb{Q}c4$ 8. $\mathbb{Q}b1$ $\mathbb{Q}c6$ 9. $\mathbb{Q}c2$

with equality.



□

661

Shorter, but rather sweet is the following fragment from Sorokin-Suetin, Kirovabad 1973.

1. ♕e6+!

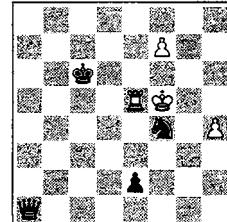
Correct. Woe is White if he plays 1. ♔g4+?, as then comes 1... ♔d4! 2. ♜e5 ♖e3+.

1... ♖c6

Or 1... ♔d4 2. ♜d5+! ♖e3 3. ♜e5+ ♖f3 4. ♜xe2 ♖xf4+ 5. ♜d6 ♖xe2 6. ♜c5.

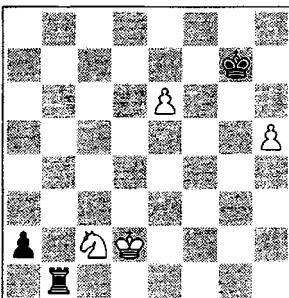
2. ♜e5 a4 3. h5!

Certainly not 3. f5? a3 4. f6 a2 5. f7 ♖f4+! 6. ♜f5 a1♛ (see diagram) 7. f8♛ ♖xe5+!! 8. ♜xe5 ♖g6+, the truth lies in the details.



analysis after 6...a1♛

Draw.



□

662

A stalemate trick to conclude. This one is a ‘golden oldie’ from Teichmann-Marble, Leipzig 1913, an untraceable game by the way. Do you see the elegant combination?

1. h6+ ♖xh6 2. e7 ♜b8! 3. ♜c1 ♔g7? 4. e8♛ ♜xe8 5. ♜b2

In the corner, of course.

5... ♜e2

Or 5... ♜a8 6. ♜a1 ♜a4 7. ♜e1 ♜a3 8. ♜c2 and the knight cannot be held off from the a-pawn. This would, however, have been possible had Black given his king a more active position on move 3: 3... ♔g5! and now the 4.e8♛ trick doesn’t work: 4... ♜xe8 5. ♜b2 ♜a8! 6. ♜a1 ♔f4! 7. ♜b4 ♔e3 8. ♜xa2 ♜b8! and the knight will be decisively separated from the king.

6. ♜a1

with a draw. 6... ♜xc2 is stalemate and after other moves the white knight captures the a2-pawn.

In true fact, however, the trick does not work if Black activates his king properly with 3... ♔g5!. After 4.e8♛ ♜xe8 5. ♜b2 ♜a8! 6. ♜a1 the move 6... ♜f4! makes all the difference – the black king enters the battlefield just in time, viz. 7. ♜b4 ♔e3 8. ♜xa2 ♜b8! and surprisingly the knight gets lost: 9. ♜c3 ♔d3!.

So we have laid a foundation for the assessment of this type of endgames. This may facilitate the study of the next paragraphs, which sometimes tend quite heavily towards the middlegame and are often not easy to assess.

Prepare yourself for some fireworks in the next paragraph.

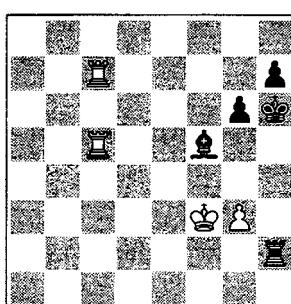
C) Two Rooks versus Rook + Bishop

Not much theory about this endgame is available. As a rule, we can offer no more than the advice (which also applies to endgames with two rooks versus rook + knight, but more about that in the next paragraph) to strive for the exchange of pieces whenever this makes matters easier.

That does not bring us much further, but the material is scarce and we have to limit ourselves to a number of more or less representative examples from practice. We will try to find out if these show any patterns, aiming, as always, at pure tactical elements. Let us not forget about our starting-point and try to keep things entertaining! In this case, that's not such a difficult job, as there is a lot of action in these endgames.

In this paragraph, the division is comparable to the one in the previous paragraphs.

C1) The Two Rooks are stronger



□

663

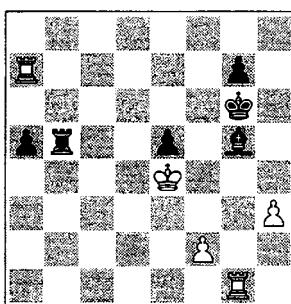
Our first example, Goglidze-Kasparian, Soviet Union 1934, features no less than a mating attack. The attack was initiated with:

1.g4!

There followed:

1...♜h3+ 2.♗f4 ♜h4 3.♜xf5 gxh5 4.♗xf5

Black resigned.



□

664

Now for a fragment in which the combinations sweep the entire board empty. It happened in Kalomuev-Isakov, also played in the Soviet Union, but in 1970.

1.h4!

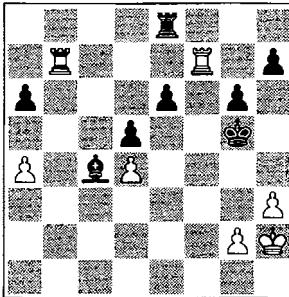
The bad placement of the king and the bishop on the g-file is violently exploited.

1...♜b4+ 2.♗xe5 ♜xh4 3.f4!

The rook is also navigated into the field of fire.

3...♜xf4 4.♜xg7+ ♛xg7 5.♜xg5+

Black resigned.



□

665

Another beautiful mating attack we found in Mednis-Kaimo, New York 1977.

In this position, the white player faces the problem that 1. $\mathbb{Q}xh7$ $\mathbb{Q}f4$ gives the opponent all kinds of counterchances, so it may be useful to search for a simpler, tactical solution. This turns out to be possible here. Look how White solves this problem:

1. $\mathbb{Q}g3$

Threatening mate in a few moves.

1... $\mathbb{h}6$ 2. $\mathbb{h}4+$ $\mathbb{Q}h5$ 3. $\mathbb{Q}h3$ $\mathbb{Q}e2$ 4. $\mathbb{Q}f4$ $e5$

Or 4... $g5$ 5. $g4+$ $g6$ 6. $h5$ mate.

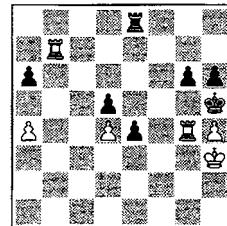
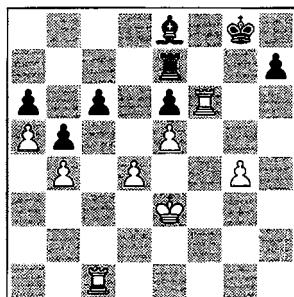
5. $g4+$ $\mathbb{Q}xg4+$ 6. $\mathbb{Q}xg4$ $e4$

It is remarkable that White misses 7. $\mathbb{Q}g5+!$ $hxg5$ 8. $\mathbb{Q}h7$ mate here, but he still won after:

7. $\mathbb{Q}f4$ $e3$ 8. $\mathbb{Q}b1$ $e2$ 9. $\mathbb{Q}e1$

and Black resigned.

And yet, the white player must have gulped when he was shown 7. $\mathbb{Q}g5+$.

6... $e4$ 

□

666

A charming breakthrough to bring matters to a swift end appeared in Alekhine-Treybal, Baden-Baden 1925:

1. $d5!$

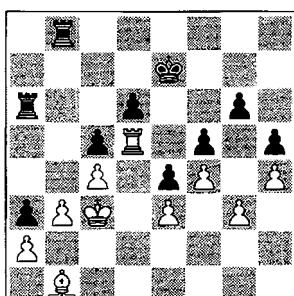
The quickest way, which is why this is a useful fragment to show.

1... $exd5$

Or 1... $cxd5$ 2. $\mathbb{Q}c8$, threatening 3. $\mathbb{Q}a8$.

2. $e6$ $\mathbb{Q}g7$ 3. $g5$ $h5$ 4. $\mathbb{Q}d4$ $\mathbb{Q}c7$ 5. $\mathbb{Q}c5$ $\mathbb{Q}c8$ 6. $\mathbb{Q}b6$ $d4$ 7. $e7$

Black resigned.



■

667

To round off this series, a fine moment in the career of a great player. In Brzozka-Bronstein, Miskolc 1963, Black produced a wonderful combination:

1... $\mathbb{Q}xb3+!!$

A surprising sacrifice, which was necessary as White threatened to build an impregnable fortress with $\mathbb{Q}b1-c2$.

2. $\mathbb{Q}xb3$

Not very alluring was 2. $a xb3$ $a2$ 3. $\mathbb{Q}xa2$ $\mathbb{Q}xa2$ 4. $\mathbb{Q}d2$ $\mathbb{Q}a1$ 5. $\mathbb{Q}g2$ $\mathbb{Q}f1$ followed by a king's march to $a5$.

2... $\mathbb{Q}b6+$ 3. $\mathbb{Q}c2$ $\mathbb{Q}b2+$ 4. $\mathbb{Q}c1$ $\mathbb{Q}e2$

Hunting for tasty pawn snacks.

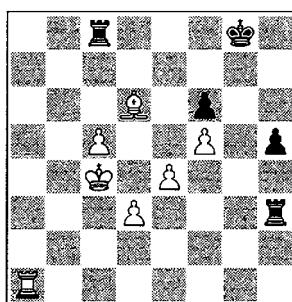
5. $\mathbb{Q}d1$ $\mathbb{Q}xe3$ 6. $\mathbb{Q}g1$ $\mathbb{Q}c3+$ 7. $\mathbb{Q}d2$ $\mathbb{Q}xc4$ 8. $\mathbb{Q}c2$ d5

Now look how the black pawn steamroller rolls on. It is always an impressive sight.

**9. $\mathbb{Q}b1$ d4 10. $\mathbb{Q}d1$ $\mathbb{Q}c3$ 11. $\mathbb{Q}b3$ e3+ 12. $\mathbb{Q}e2$ $\mathbb{Q}c1$
13. $\mathbb{Q}xa3$ c4 14. $\mathbb{Q}a7+$ $\mathbb{Q}d6$ 15. $\mathbb{Q}a4$ $\mathbb{Q}h1$ 16. $\mathbb{Q}d7+$ $\mathbb{Q}c5$
17. $\mathbb{Q}c7+$ $\mathbb{Q}b4$ 18. a3+ $\mathbb{Q}c3$ 19. $\mathbb{Q}b5$ $\mathbb{Q}h2+$ 20. $\mathbb{Q}f1$ d3**

White resigned.

C2) Bishop and Rook in the attack



□ 668

We start with a straightforward piece from the game Ribli-Kavalek, Manila Interzonal 1976.

1. d4 h4 2. $\mathbb{Q}d5$ $\mathbb{Q}e3$

In any case, better than 2... $\mathbb{Q}c3$ 3. e5 h3 4. $\mathbb{Q}g1+!$. Now White obviously takes his c-pawn for a stroll.

3. c6 h3 4. c7 $\mathbb{Q}f7$ 5. $\mathbb{Q}b1$ $\mathbb{Q}e8$ 6. e5

Everything is properly stationed and White can prepare himself for the finale!

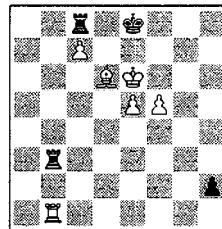
6...fxe5 7. dxе5 h2 8. $\mathbb{Q}e6$ $\mathbb{Q}b3$

Black manages to find an attractive riposte, but White keeps a cool head.

9. f6!

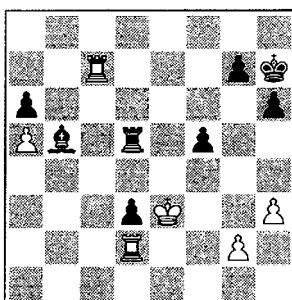
A mate on f7 is not bad either. Black must acquiesce:

9... $\mathbb{Q}xc7$ 10. $\mathbb{Q}xb3$



8... $\mathbb{Q}b3$

Black resigned.



□ 669

Totally desperate White must have been in diagram 669 from a game Adams-Lputian, Ljubljana 1995. Normally a white player would slog on with 1.g3, but Adams preferred to give us the opportunity to learn something:

1. $\mathbb{Q}f2$

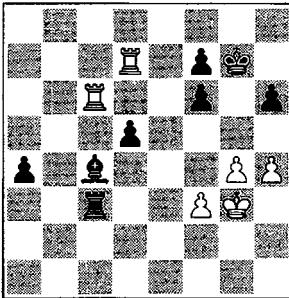
Find the knock-out!

1...d2! 2. $\mathbb{Q}xd2$

Back in prison and on its way to the scaffold!!

2...f4+

White resigned.



■

670

For a change, a computer demonstration which we have derived from a blitz game Short-Fritz 3, Munich 1994. Short was surprised by:

1...a3

He had thought that this wouldn't work due to 2. $\mathbb{Q}xd5$, but in the speed of the Blitzkrieg he forgot that Blitz Fritz would take him in with 2... $\mathbb{Q}xf3+ 3. \mathbb{Q}xf3 \mathbb{Q}xd5+$.

Often, especially when you see such a joke, you hear that computers are tactically extremely strong, especially in rapid games. I think that's a misconception, as a computer simply cannot have any notion of tactics! I'd rather see this reserved for human beings, i.e. those with a finely tuned feeling for it. What a computer can do, that is to say, what it is programmed to do, is calculate quickly, deeply, without nerves, and extremely accurately. And as we have seen so often, plain good calculation does play a role with many tactical tricks, although that's not all there is to them.

The merit of the computer is mainly that it may be of use to us in discovering this kind of tricks during its calculations, and that's what it was built for.

However this may be, Short must have been quite shocked when he discovered his misapprehension. Down-heartedly he continued, knowing that the calculating monster would not give him much chance of an escape:

2. $\mathbb{Q}a7?$!

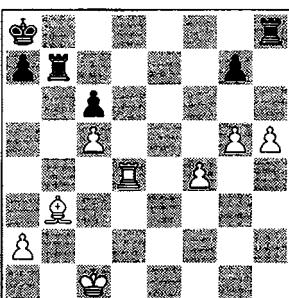
White could still have reached a comfortable draw, and maybe even more, with 2. $\mathbb{Q}cc7! d4 3. \mathbb{Q}xd4 a2 4. \mathbb{Q}a7 \mathbb{Q}e6 5. \mathbb{Q}d2$.

2...d4 3. $\mathbb{Q}d6?$

Not a good move. Maybe 3. $\mathbb{Q}xa3 \mathbb{Q}xa3 4. \mathbb{Q}xc4 \mathbb{Q}d3 5. \mathbb{Q}c5$ should have been tried, with some technical problems for Black. If you are not prepared to resign, that is what you must try against a computer. After 3. $\mathbb{Q}d6?$ it is over quickly.

3...d3 4. $\mathbb{Q}f4 a2 5. g5 \mathbb{Q}c1 6. gxf6+ \mathbb{Q}g6 7. h5+ \mathbb{Q}xh5$

White resigned.



□

671

Not very difficult, though it still needs to be discovered, is the combination in Alekhine-Flohr, Nottingham 1936, when computer programs like Fritz 10 could not even be dreamt of. White's best chance to finish the game quickly – you probably see it already in this position – lies in a breakthrough.

1. h6! $\mathbb{Q}xh6 2. g6 \mathbb{Q}g7$

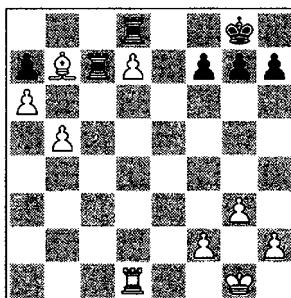
Also attractive is 2... $\mathbb{Q}f8 3. f5 \mathbb{Q}xf5 4. \mathbb{Q}d8+ \mathbb{Q}b8 5. \mathbb{Q}xb8+ \mathbb{Q}xb8 6. g7$.

3.f5 $\mathbb{Q}f8$

Or 3... $h5 4. \mathbb{Q}c2 \mathbb{Q}hg8 5. f6 \mathbb{Q}xg6 6. \mathbb{Q}xg6 \mathbb{Q}xg6 7. f7$.

4. $\mathbb{Q}c2 h5 5. \mathbb{Q}d6 \mathbb{Q}e7 6. f6 \mathbb{Q}e1+ 7. \mathbb{Q}d2 \mathbb{Q}f1 8. f7 h4 9. $\mathbb{Q}d7$$

Black resigned.



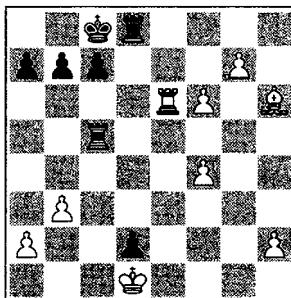
□

672

A finger exercise, also with a breakthrough, from Ribli-Unzicker, Germany Bundesliga 1985/86.

1.b6! axb6 2.a7

Black resigned.



□

673

A new case for therapeutic treatment occurred in a simultaneous game between Carlos Torre against Parker, New York 1924. In the diagram position White resigned on account of the threat 1... $\mathbb{R}c1+$. Even for a simultaneous player it must have been a terrible shock to be told by a couple of sneering bystanders how beautifully he could have won!

1. $\mathbb{R}d6!!$

Did you see that one too?

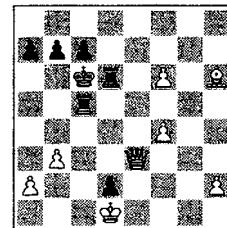
1... $\mathbb{R}xd6$ 2. $\mathbb{R}g8\#$ + $\mathbb{K}d7$ 3. $\mathbb{R}f7+$ $\mathbb{R}c6$ 4. $\mathbb{R}e8+$ $\mathbb{K}b6$ 5. $\mathbb{R}e3$ $\mathbb{R}c6$

Here, Torre didn't even get the chance to ask if that was all, as eager hands immediately grabbed the rook:

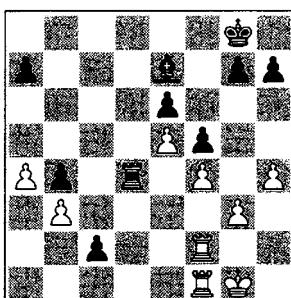
6. $\mathbb{R}xc5+$ $\mathbb{K}xc5$ 7. $\mathbb{R}f8$

Finished.

Even the life of a simultaneous player can be hard!



5... $\mathbb{R}c6$



■

674

We move on to a charming finger exercise from Yurgis-Botvinnik, Leningrad 1931, where a rook was put *en prise* as well:

1... $\mathbb{R}c4!!$ 2. $\mathbb{R}bc4$

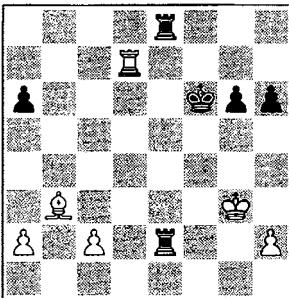
No better would have been 2. $\mathbb{R}c1$ $\mathbb{R}c5$.

2... $\mathbb{R}c5$

Stay alert – not 2... $b3$ 3. $\mathbb{R}xc2$ and your tears will flow!

3. $\mathbb{R}g2$ $\mathbb{R}xf2$ 4. $\mathbb{R}xf2$ $b3$

White resigned.



□

675

A sizable blunder by Black in diagram 675 from the correspondence game Malmberg-Nordström, 1964, offers us the opportunity to show another characteristic trick for the benefit of the bishop side. After

1. $\mathbb{Q}f7+$

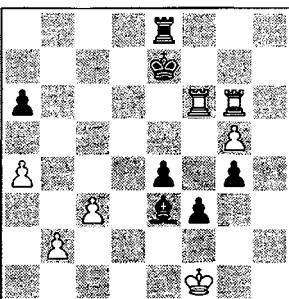
the black player was kind enough to put his king exactly on the wrong square.

1... $\mathbb{Q}g5??$

Laughing in his sleeve, White grabbed this chance that was quite unique for a correspondence game:

2. $\mathbb{Q}h4+$ $\mathbb{Q}h5$ 3. $\mathbb{Q}f5+!$

followed by 4. $\mathbb{Q}f7$ mate.



□

676

That you cannot always trust the grandmasters, I hope to illustrate with the help of diagram 676 from Kotov-Lambert, London 1978. The game was adjourned, which was still customary in those days, and at that moment, a sensible person leaves for his home or his hotel room to recover from all emotions in peace, and only later make an attempt at objective analysis, as far as that's possible with a game by oneself. Apparently, Lambert did not do that. He chewed the fat a little longer with the grandmaster, which, by the way, we can understand as well. After all, you don't get such a chance every day! Kotov was kind enough – or clever enough, we do not know – to reveal his sealed move:

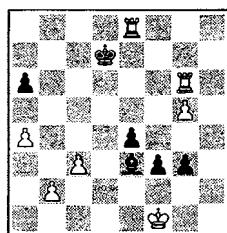
1. $\mathbb{Q}e6+$

Nonchalantly, he must have demonstrated that the game is over after 1... $\mathbb{Q}d7$ 2. $\mathbb{Q}xe8$ $\mathbb{Q}xe8$ 3. $\mathbb{Q}e6+$, followed by 4. $\mathbb{Q}xe4$, for what does Black want to do in this position? Lambert could not find anything either and doubtlessly impressed by the grandmaster's reputation he resigned the game.

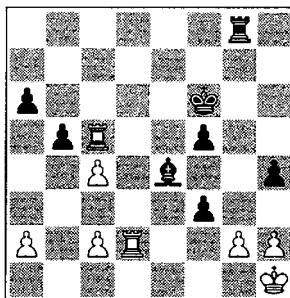
If only he had gone home straightaway and followed the course of action I have indicated above – which, by the way, I have not always followed myself against my better judgment! Peacefully analysing at home, he would doubtlessly have found that not the grandmaster, but he himself was winning! Do you see the joke?

1. $\mathbb{Q}e6+$ $\mathbb{Q}d7$ 2. $\mathbb{Q}xe8$ and now Black is not obliged to recapture on e8. We're not playing checkers here. We prefer to play 2... $g3!!$ (see diagram) and then the result will be 0-1 instead 1-0!!

The moral of this story is: never believe a bluffer. Even though you are sitting opposite a World Champion, there is no reason at all to be impressed. Just like you, he has 16 chess pieces at his disposal at the start of the game and you yourself decide what you do with them!



analysis after 2...g3!!



□

677

To conclude this paragraph, we are obliged to bring a sad incident out into the open. In Hansen-Møller, Denmark 1964. White must have felt a bit cramped. When you're feeling that way, it is not easy to keep your thoughts cool and clean, and that's why we can perfectly understand the further course of the game. Which, by the way, was quite entertaining. Have a look:

1.h3? ♕xg2! 2.♕xg2 f2

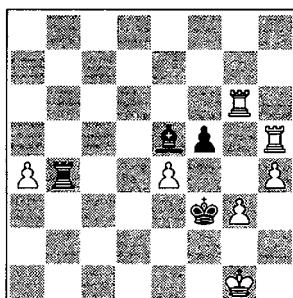
and White resigned.

This mountain of misery could have been avoided. A clear thinker would find that the diagram position holds the move 1.♔g1! and if you examine this position more deeply, it will become clear to you that the game is not at all decided yet.

We have a short way to go yet. The next paragraph is about:

C3) Balanced positions

If a position is balanced, there may still be some work that needs to be done.



■

678

Our first example is Andrianov-Kremenetsky, Moscow City Championship 1982. Here, Black solved his many problems smartly.

1...f4!

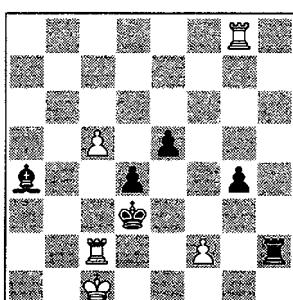
with the intention to sacrifice the bishop in order to protect his king against the intervention of the battery of white rooks.

2.♕xe5

White must stay awake too, as after 2.gxf4? ♜b1+ 3.♔h2 ♜xf4+ he will be mated.

2...♜b1+ 3.♔h2 ♜b2+ 4.♔h3 ♜b1

Draw.



□

679

Sharp play was also required in diagram 679 from Chatalbashev-Mirkovic, Belgrade 1992, where White had to resort to:

1.c6!

which was exactly right, as on 1.♖d2+ or 1.♗b2, 1...♔c3! would be too strong.

1...♝xc2 2.c7 ♜h1+ 3.♔b2 ♜b1+ 4.♔a2!

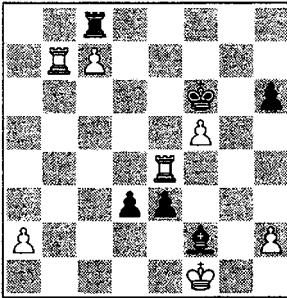
Quite right again, see 4.♔a3? ♜b3+ 5.♔a2 ♜c3 6.c8♛ ♜xc8 7.♜xc8 e4.

4...♜b4!

The easiest way, if Black is satisfied with a draw.

5.c8♛ ♜a4+ 6.♔b2 ♜b4+ 7.♔a3 ♜a4+

Draw.



■

680

A true endgame study appeared on the board in a game Kuijpers-Finn Petersen, played in the Halle Zonal, 1967.
In the diagram position the following came to pass:

1...Bg8

threatening with – the at first sight unavoidable – 2...Bg1 mate. Do you see the pretty parade?

2.Be6+ Qxf5 3.Bg6!!

That's the way we like it! The rook cannot be taken, but Black has something else up his sleeve.

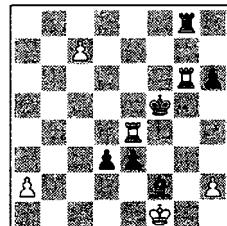
3...Be8 4.Be6!!

White has something too. Capturing on e6 does not lead to a clearly winning position, see 4...Qxe6 5.Bb8 Qd6 6.Bxe8 Qxc7 7.a4 Bg1 8.a5 e2+ 9.Bxe2 and Black is left with the wrong rook's pawn. However, 4...e2+! 5.Qg2 Qxe6 6.Bb8 Bxb8 7.cxb8=Q e1Q would have been less comfortable for White.

The game concluded:

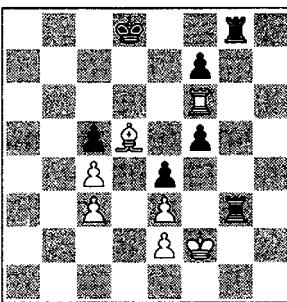
4...Bg8 5.Bg6 Be8 6.Be6 Bg8

and the draw was agreed. Remarkably, White could have carried out the same concept much more forcefully by using the other rook: 2.Bb6+! Qxf5 3.Bg6!! (see diagram) and after the forced 3...Bc8 4.Bgg4 Bxc7 5.Bef4+ Qe5 6.Be4+ it is an immediate draw.



analysis after 3.Bg6!!

Will we see a stalemate yet?, you may ask. At your service:



■

681

Have a look at diagram 681 from Perez Perez-Ivkov, Havana 1962. If Black wants something, he will have to play 1...B3g5, but this is not so simple, so it is understandable that he chose:

1...Bg1

and...White resigned!

How wrong! An escape artist would certainly have discovered that this position was still tenable. See:

2.Qxe4! fxe4 3.Bd6+

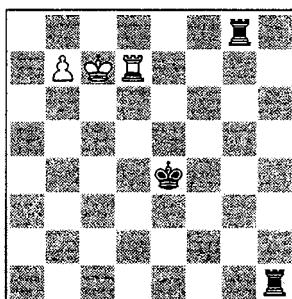
and you may see it coming again:

3...Qe7 4.Be6+!

and it's a draw, for if Black captures the rook it is stalemate and the pawn endgame after 4...Qf8 5.Be8+ Qg7 6.Bxg8+ Qxg8 7.Qxg1 cannot be won either.

D) Two Rooks versus Rook + Knight

Mostly these endgames are clear and there is not so much tactics going on, but still we have found some attractive fragments.



□

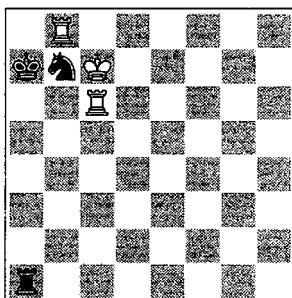
682

If we assume that as a rule, without pawns it's a draw, then diagram 682 from Lesiège-Moutousis, Biel Interzonal 1993, is nice. White to move would lose after 1.b8♕ ♜c1+. White may hope for a draw with 1.♖e7+ or 1.♔b6, but there is a more rigorous solution to this problem. Do you see it?

It lies in underpromotion:

1.b8♘!

with a draw, although Black tried for a couple more moves.



■

683

To the rule that without pawns this endgame is a draw, I will provide you with an exception straightaway, which can be found in Kristinsson-Benediktsson, Iceland 1961.

Black cannot draw with 1...♞a5 here, as this is met quite elegantly by 2.♖a8+! and 3.♖a6 mate.

The best practical chance appears to be:

1...♝d6!

The knight cannot be captured on account of 2.♖xd6 ♜c1+. This check is also the answer to 2.♖cb6 and Black forces a draw with a rampant rook. However, there is a small road to the win, starting with:

2.♖b2

The intricacy of the win does not lie in this introductory move, as White has many alternatives, but the following variations are instructive to show the problems Black faces with his cornered king:

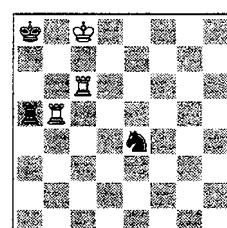
A) 2...♝e8+ 3.♗c8 ♜a5 4.♖b7+ ♜a8 5.♖e7 winning the knight;

B) 2...♝f7 3.♖b7+ ♜a8 4.♗c8!, threatening 5.♖b8+, 6.♖c7+ and 7.♖a8+;

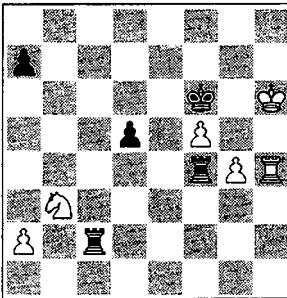
C) 2...♝f5 3.♗cc2 ♜a6 4.♖b8 ♜a7 5.♖b7+ ♜a8 6.♖cb2 and wins, e.g. 6...♜c1+ 7.♖b6 ♜a1 8.♖h7 or 6...♝d6 7.♖b6 ♜e8+ 8.♗d7 and the knight is driven away;

D) 2...♝e4 3.♖b7+ ♜a8 4.♗c8 ♜a5 5.♖b1! (see diagram), a quite attractive way to push back the black pieces, see 5...♜a2 6.♖b4 ♜g5 7.♖c7 followed by mate.

I have not been able to find out what was played in the game, but this diagram clearly suggests that only in this kind of extreme situations a winning try is possible.



analysis after 5.♖b1!!



684

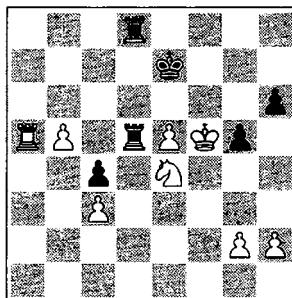
With a few more pawns, we have some interesting positions, starting with a correspondence game Bryson-Dick Smit, played around 1988.

1... $\mathbb{E}xg4!!$

After this White could bury his illusions and resign immediately, see:

- A) 2. $\mathbb{E}xg4$ $\mathbb{E}h2+$ and mate;
- B) 2. $\mathbb{E}h5$ $\mathbb{E}c8$ 3. $\mathbb{Q}h7$ $\mathbb{E}g7+$ 4. $\mathbb{Q}h6$ $\mathbb{E}h8$ mate;
- C) 2. $\mathbb{E}h1$ $\mathbb{E}c8$ 3. $\mathbb{Q}h5$ $\mathbb{E}g5+$ 4. $\mathbb{Q}h6$ $\mathbb{E}h8$ mate.

In short, mate in all lines!



685

Diagram 685 is from Miles-Mestrovic, Lone Pine 1978. The white king has moved to f5 after a check by the black g-pawn. Is this possible?, you may ask yourself, just like Mestrovic did. There followed:

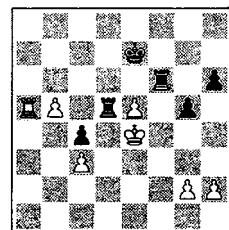
1... $\mathbb{E}f8+$ 2. $\mathbb{Q}f6$ $\mathbb{E}xf6+$

but now, to Mestrovic's dismay:

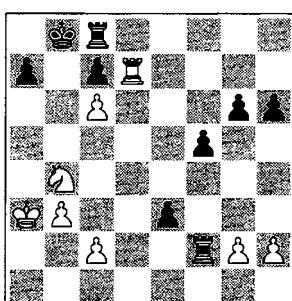
3. $\mathbb{Q}e4!!$

Black resigned.

Tough and cruel, we have seen it so often already.



3. $\mathbb{Q}e4!!$



686

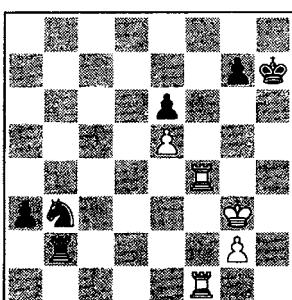
Diagram 686 stems from a game that Janowski played around 1900 against an amateur, probably in a simultaneous exhibition. Here we see another example of the great abilities of the classic masters:

1. $\mathbb{Q}a6+$ $\mathbb{Q}a8$ 2. $\mathbb{Q}xc7+$ $\mathbb{Q}b8$

Sad necessity.

3. $\mathbb{Q}a6+$ $\mathbb{Q}a8$ 4. $\mathbb{Q}b7$

Black resigned, for against 5. $\mathbb{Q}b8+$ $\mathbb{Q}xb8$ followed by 6. $\mathbb{Q}c7$ mate there is nothing to be found.

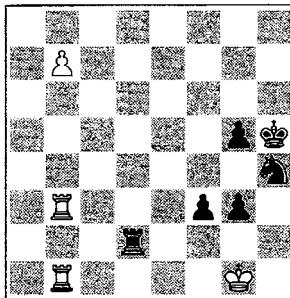


687

And I would like to implement a hearty discussion about diagram 687 from Nemet-Adorjan, Biel 1983. White lost after

1. $\mathbb{E}g4?$ $\mathbb{Q}g8!$ 2. $\mathbb{E}a4$ a2 3. $\mathbb{E}a8+$ $\mathbb{Q}h7$ 4. $\mathbb{E}a7$ $\mathbb{Q}h6$

The question seems to have been raised whether White had not missed a draw with 1. $\mathbb{E}f8!$ a2 2. $\mathbb{E}f4$, threatening perpetual check. This looks correct, provided that Black plays 2...a1 \mathbb{E} at once. Does it also hold if Black interpolates 2... $\mathbb{E}xg2+$ and 3...a1 \mathbb{E} ? It seems to. After 4. $\mathbb{E}h4+$ $\mathbb{Q}g6$ 5. $\mathbb{E}g4+$ $\mathbb{Q}h5$ 6. $\mathbb{E}xg7$ $\mathbb{W}b2+$ 7. $\mathbb{Q}h3$ $\mathbb{Q}h6$ 8. $\mathbb{E}g3$ $\mathbb{W}xe5$ 9. $\mathbb{E}xb3$ Black does not have more than a draw either.



□

688

White was close to saving half a point in Jovcic-Rajkovic, Belgrade 1977.

The game continued:

1.b8♛ f2+ 2.♔h1 g2+ 3.♔h2 g1♛+ 4.♕xg1

White had not anticipated

4...♞f3+!!

and it is over, e.g.:

- A) 5.♕xf3 f1♛+ 6.♔g3 ♛xg1+ and mate follows;
- B) 5.♔h3 g4+! 6.♕xg4 f1♛+ and wins.

However, White could have made the win far more difficult in the diagram position. Only with the help of Fritz have we been able to find a hidden win in Variation B) below.

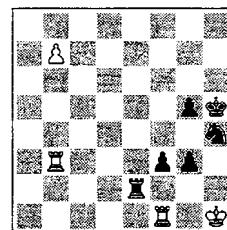
After the not so obvious

1.♕f1!

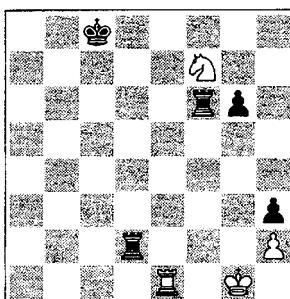
Black cannot get through with 1...g2 2.♕bb1!! gxf1♛+ 3.♔xf1 ♕d8, but the hidden win lies in the following line:

1...♞g2+ 2.♔h1 ♜e2! (see diagram).

We will soon see why this square is so important. 2...♜e2! is the computer's improvement over 2...♝h2+ 3.♔g1 f2+ (or 3...g2?) 4.♕xf2 fxg2+ 5.♔f1!. The line continues 3.♔g1 g2 4.♕bb1 gxfl♛+ 5.♔xf1 ♜f5! 6.b8♛ ♜e3+ 7.♔g1 f2+ 8.♔h1 ♜el+. That's it. White is soon mated after 9.♔h2 ♜g4+ 10.♔g3 f1♛.



analysis after 2...♜e2!



□

689

Another stalemate at the end of this paragraph, from Gilg-Mohrlok, Würzburg 1959. White starts quite courteously by voluntarily putting his knight *en prise*:

1.♞g5

This gift is just as courteously accepted by Black.

1...♜g2+ 2.♔h1 ♜xg5

It's rather strange that Black doesn't even try 2...♝ff2! 3.♞f3 g5!. That would not have done White any good. What follows now is easy to guess:

3.♜e8+ ♔d7 4.♜e7+!

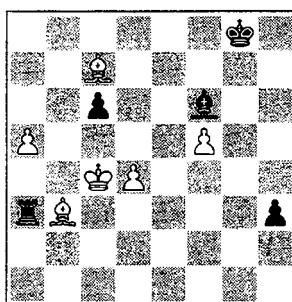
That was the idea!

4...♔d6 5.♜e6+ ♔d5 6.♜xf6

Draw agreed. After all, White can also take the pawn on g6 and still the stalemate threat is not neutralized.

E) Rook and Minor Piece versus 2 Minor Pieces

First, we investigate two positions where rook + bishop compete against two bishops.



□

690

To commence, we have chosen a correspondence game Schütt-Hunter, 1975/77.

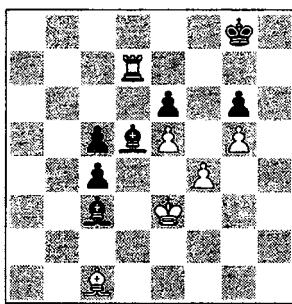
White is not in great shape and Black makes optimal use of his opportunities to decide the game quickly in his favour:

1... ♜d8! 2. ♜d6 ♜xa5!

Perfect. The white bishop is tied to the b8-h2 diagonal and White's other bishop cannot move now because of 3... ♜c3 mate. In desperation, White decides to capture the black rook:

3. ♜xa3 h2 4. ♔c5+ ♕g7 5. d5 h1♛ 6. dxс6 ♛a1

White resigned.



□

691

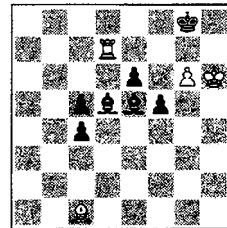
Very interesting was the endgame Pirc-Gligoric, Yugoslav Championship, Zagreb 1953.

1. f5!!

Forcing a passed pawn and clearing the way for the white king, a procedure we have seen before. But that's not the end of it!

1... ♜xe5

If Black plays 1... gxf5, the white king intervenes triumphantly: 2. ♔f4 ♜d4 3. g6 ♜c3 4. ♜g5! ♜xe5 5. ♔h6 (*see diagram*).



2. f6 ♜d4+ 3. ♔e2 ♜e4 4. ♜a3!

Threatening 5. f7+ ♜g7 6. f8♛+! and 7. ♜xd4.

4... ♜d3+ 5. ♔d2 e5 6. ♜g7+

Actually this check is unnecessary and it only delays the win.

analysis after 5. ♔h6

6... ♜h8 7. ♜d7 ♜g8 8. ♜g7+ ♜h8 9. ♜c7 e4

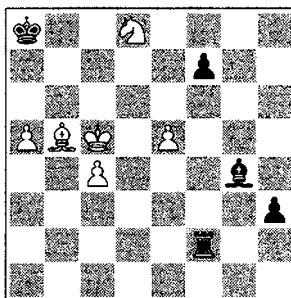
The critical phase has started. A single tempo can be decisive.

10. ♜xc5 e3+ 11. ♔c1 e2 12. ♜b4

With the king still on g8, 12. f7+ would have decided at once here.

12... ♜e3+ 13. ♔b2 ♜xg5 14. f7 ♜f6+ 15. ♔a3 ♜g7 16. ♜c3!

An elegant conclusion to a fragment brimming with combinations. Black resigned.



□

692

We stay with the rook + bishop endgame to see what problems the rook side can encounter. We start with an example of downright coffee-house chess from Anshan-Prieditis, Balby 1974. Black is completely winning, but White does not lose courage and pushes some pawns forward:

1.a6 ♜f3 2.e6 fxe6 3.♘xe6 h2

With a meaningful look at his opponent. The latter, however, keeps shifting his pieces without a blush.

4.♔b6 h1♛

Not bad, but more patient would have been 4...♜a2 and only then 5...h1♛, after which White could have resigned.

5.a7

One more pawn forward. Black now decided to improve the position of his queen immediately, creating a pin at the same time. ‘That ought to do’, he must have thought. You will understand that it oughtn’t!

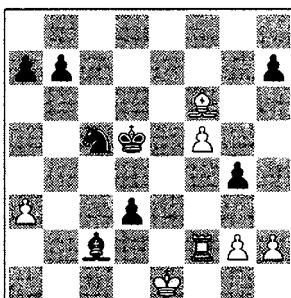
5...♛h6??

Question marks and tears abound. 5...♛h7 or 5...♛h2 would still have won.

6.♗c6+! ♜xc6 7.♘c7

Mate.

That’s how White cashed in a full point and his opponent was plunged into indescribable misery. I assume that time-trouble played a role here. We have all witnessed such scenes at one time or another!



■

693

In the next example a promotion to a queen was also not enough to save the skin of the player with the rook, but this took some more ingenuity! For in a game Artur Frolov-Maliutin, Yurmala 1989, Black hit on the brilliant idea to play

1...g3!

which was exceptionally strong. The clever thought behind it was that the immediate 1...♝e4 is strongly met by 2.♕h4!, which is prevented now.

2.hxg3 ♘e4 3.♗c3 ♜xc3!!

Black takes the risk, allowing the f-pawn free passage.

4.f6 ♘e4 5.f7 ♘xf2 6.f8♛ ♘e4

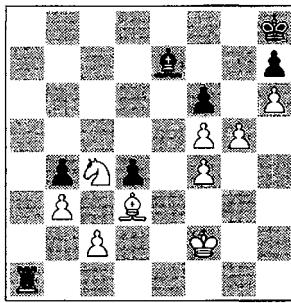
White has his queen, but at what price?

7.♛d8+ ♖c4 8.♛g8+

However White checks, the black king crawls towards c1, after which his d-pawn cannot be stopped. A superb piece of calculation which deserves admiration.

8...♖c3 9.♕g7+ ♖b3 10.♕f7+ ♖b2 11.♕xb7 ♖c1

White resigned.



□

694

Now we ask your attention for an especially pointed finish, which we found in Rogulj-Semkov, Varna 1977.

1.g6 $\mathbb{Q}h1$

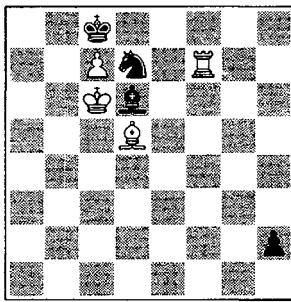
The alternative was 1...hxg6 2.fxg6 $\mathbb{Q}h1$ 3.g7+ $\mathbb{Q}g8$ 4. $\mathbb{Q}d6!!$ (this move is what this fragment is about) 4... $\mathbb{Q}xh6$ 5. $\mathbb{Q}e8$ or 5. $\mathbb{Q}c4+$ $\mathbb{Q}xg7$ 6. $\mathbb{Q}f5+$ $\mathbb{Q}h7$ 7. $\mathbb{Q}xe6$.

2.g7+ $\mathbb{Q}g8$ 3. $\mathbb{Q}d6!$

Here it is again!

3... $\mathbb{Q}xh6$ 4. $\mathbb{Q}e8$ $\mathbb{Q}h2+$ 5. $\mathbb{Q}g3$

Black resigned.



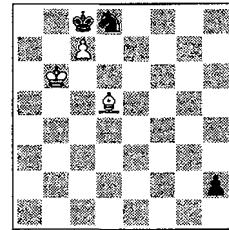
■

695

Another masterpiece by Bobby Fischer, who demonstrates that there are still many possibilities even with greatly reduced material. It happened in Browne-Fischer, Zagreb 1970:

1... $\mathbb{h}1\mathbb{Q}!$

The immediate 1... $\mathbb{Q}e5+?$ would have lost, as Gerhard Josten has pointed out in *Rochade Europa 5*, 2006. White does not take on d6 as indicated in the first edition of this book, but plays 2. $\mathbb{Q}b6!$ $\mathbb{Q}c5+$ 3. $\mathbb{Q}xc5$ $\mathbb{Q}xf7$ 4. $\mathbb{Q}b6$ $\mathbb{Q}d8$ (*see diagram*) and now White has loads of winning moves, as long as he does not capture on d8. With the text, Black achieves that the white bishop must abandon the protection of the $\mathbb{Q}f7$.



analysis after 4... $\mathbb{Q}d8$

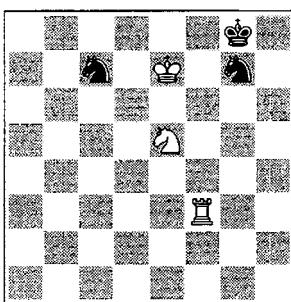
2. $\mathbb{Q}xh1$ $\mathbb{Q}e5+$ 3. $\mathbb{Q}b6$ $\mathbb{Q}c5+!$

A second fantastic move which was also necessary, as 3... $\mathbb{Q}xf7$ fails to 4. $\mathbb{Q}b7+$.

4. $\mathbb{Q}xc5$ $\mathbb{Q}xf7$ 5. $\mathbb{Q}b6$ $\mathbb{Q}d6$ 6. $\mathbb{Q}d5$ $\mathbb{Q}d7$ 7. $\mathbb{Q}c6+$ $\mathbb{Q}c8$

Draw.

We end this paragraph with four fragments in which the rook cooperates with the knight to join battle with two minor pieces.



□

696

In its purest shape, we see this taking place in Landau-Abrahams, Bournemouth 1939. There followed:

1. $\mathbb{Q}d7!$

With this move, White threatens to start a mating attack with 2. $\mathbb{Q}f6+$ and 3. $\mathbb{Q}h3+$.

1... $\mathbb{Q}d5+$ 2. $\mathbb{Q}d6$ $\mathbb{Q}e3$

Despite all his troubles, Black does not lose his sense of humour, which is praiseworthy.

3. $\mathbb{Q}e5$ $\mathbb{Q}g4+$ 4. $\mathbb{Q}f4$ $\mathbb{Q}h6$ 5. $\mathbb{Q}g5$ $\mathbb{Q}f7+$ 6. $\mathbb{Q}f6$ $\mathbb{Q}d6$ 7. $\mathbb{Q}f1$

White wants to occupy the g-file without being hindered by knight checks.

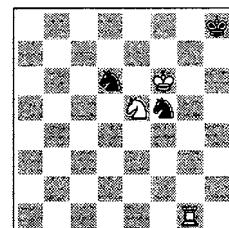
7... $\mathbb{Q}gf5$ 8. $\mathbb{B}g1+$ $\mathbb{Q}h8$ 9. $\mathbb{Q}e5!$

Tying up the mating net slowly but surely.

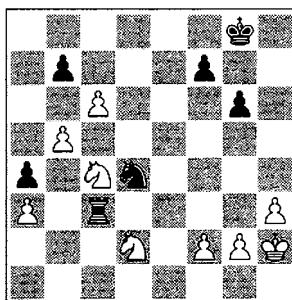
9... $\mathbb{Q}h6$ 10. $\mathbb{B}h1$ $\mathbb{Q}h7$ 11. $\mathbb{Q}g4.$

Black resigned.

You may recognize the final theme:
11... $\mathbb{Q}f7$ 12. $\mathbb{Q}xh6$ $\mathbb{Q}xh6$ 13. $\mathbb{B}h2$ and it's over.



9. $\mathbb{Q}e5!$



■ 697

An attractive finish was created by the white player in Chernenko-Bakunin, Soviet Union 1968. Here, Black abandoned all caution and chose, in his endeavour to avoid losing material:

1... $bxc6?$

It would have been more clever to eliminate the white pawn force at the cost of a knight with 1... $\mathbb{Q}xc6$.

2.b6! c5 3. $\mathbb{Q}a5$ $\mathbb{B}c2$ 4.b7 $\mathbb{B}b2$

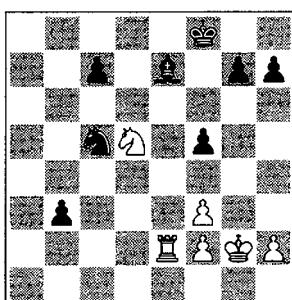
Apparently Black had put his faith in this move, but...

5. $\mathbb{Q}db3!!$

The icing on the chess cake, we might say. To the black player it must have been more like a poisoned cup, but it's been his own doing. We have no sympathy!

5... $\mathbb{B}xb3$ 6. $\mathbb{Q}xb3$ $\mathbb{Q}c6$ 7. $\mathbb{Q}xc5$

and White won.



■ 698

From the AVRO tournament, The Netherlands 1938, stems the next, exceedingly pointed endgame from Fine-Keres:

1... $\mathbb{Q}d3!$

This is just possible in view of the threats b3-b2 and/or $\mathbb{Q}f4$.

2. $\mathbb{B}d2$ b2 3. $\mathbb{B}d1$

The first threats have been warded off, but Black can lay a few more trumps on the table.

3...c5 4. $\mathbb{B}b1$ c4 5. $\mathbb{Q}f1$ $\mathbb{Q}c5!$

Introducing some more pretty tricks. There are some positions in which you can spread one threat after the other over your opponent's head and he can only sit and wait where the *coup de grâce* falls.

White does what can reasonably be expected from him.

6. $\mathbb{Q}e2$ $\mathbb{B}xf2$ 7. $\mathbb{Q}e3$ c3

Now this. Black liquidates flawlessly and artistically, as we could expect from Paul Keres.

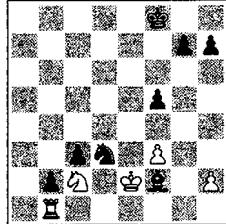
8. $\mathbb{Q}c2$

It seems as if White will win a piece. Please note that 8. $\mathbb{Q}xd3$ fails to 8... $\mathbb{Q}xe3$ 9. $\mathbb{Q}xc3$ $\mathbb{Q}c1$.

8... $\mathbb{Q}e1!$ 9. $\mathbb{Q}a3$ $\mathbb{Q}c5!$

The actual point. It all fits like clockwork.

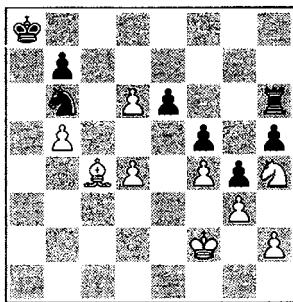
10. $\mathbb{Q}xe1$ $\mathbb{Q}xa3$ 11. $\mathbb{Q}d1$ $\mathbb{Q}d6$ 12. $\mathbb{Q}c2$ $\mathbb{Q}xh2$ 13. $\mathbb{Q}h1$ $\mathbb{Q}e5$ 14. $\mathbb{Q}xh7$ $\mathbb{Q}f7$ 15. $\mathbb{Q}h1$ $g5$ 16. $\mathbb{Q}e1$ $\mathbb{Q}f6$ 17. $\mathbb{Q}g1$ $\mathbb{Q}g6$ 18. $\mathbb{Q}e1$ $\mathbb{Q}f6$ 19. $\mathbb{Q}g1$ $g4$



8. $\mathbb{Q}c2$

and Black won.

The attractive winning method is described in diagram 628 in the previous chapter.



□

699

We conclude this chapter with another high-level struggle from Jarke Kristensen-Psakhis, Gausdal 1994.

1. $d5!$

White does not pull his punches and gives Black plenty of opportunities to lose the thread. Psakhis gives (and I trust him blindly):

- A) 1... $\mathbb{Q}xc4?$ 2. $d7$ $\mathbb{Q}h8$ 3. $dxe6$ $\mathbb{Q}b6$ 4. $\mathbb{Q}g6$ $\mathbb{Q}g8$ 5. $\mathbb{Q}e7$;
B) 1... $\mathbb{Q}xd5$ 2. $\mathbb{Q}xd5$ $exd5$ 3. $\mathbb{Q}xf5$ $\mathbb{Q}f6$ 4. $d7$ $\mathbb{Q}f8$ 5. $b6$ $\mathbb{Q}d8$ 6. $\mathbb{Q}e3$ $\mathbb{Q}xd7$ 7. $\mathbb{Q}d4$;
C) 1... $exd5$ 2. $\mathbb{Q}xf5$ $\mathbb{Q}f6$ 3. $\mathbb{Q}d3$.

1... $\mathbb{Q}b8!!$

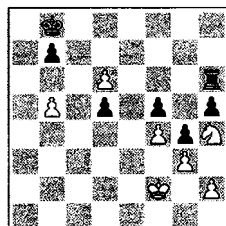
A small but extremely important step in the direction of the actual battlefield.

2. $\mathbb{Q}b3$

Or 2. $dxe6$ $\mathbb{Q}xc4$ 3. $e7$ $\mathbb{Q}xd6$ 4. $\mathbb{Q}xf5$ $\mathbb{Q}e4+!$ 5. $\mathbb{Q}e3$ $\mathbb{Q}e6$.

2... $\mathbb{Q}xd5$ 3. $\mathbb{Q}xd5$ $exd5$ 4. $\mathbb{Q}e3$

More or less resigning himself to his fate, but as Psakhis indicates in his analysis in *Informant* 61, 4. $\mathbb{Q}xf5$ $\mathbb{Q}f6$ 5. $\mathbb{Q}d4$ $\mathbb{Q}c8$! does not save the game either.



3... $exd5$

4... $\mathbb{Q}xd6$ 5. $\mathbb{Q}d4$ $\mathbb{Q}e6$ 6. $\mathbb{Q}xf5$ $\mathbb{Q}e2$ 7. $b6$ $\mathbb{Q}xh2$ 8. $\mathbb{Q}xd5$ $\mathbb{Q}b2$

and White resigned.

That takes us to the end of our selection of possibilities that may occur in a type of endgame that lends itself pre-eminently for fighting chess, and which leaves plenty of space for cleverness and creativity.

To chart this territory systematically is virtually impracticable within this scope, but hopefully we have given you a small helping hand to deal with this subject matter in practice.

Chapter 6

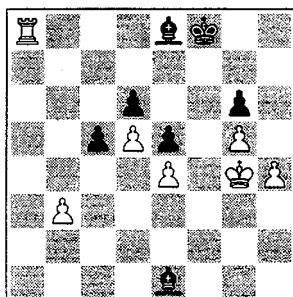
Other Endgames of Rooks with Minor Pieces

In the preceding chapter, we have dealt with many different endgame types of rooks with or versus minor pieces. The remaining material is featured in this chapter, namely:

- A) Rook versus Bishop pair
- B) Rook versus 2 Knights
- C) Rook versus Bishop and Knight
- D) Rook + Bishop versus Rook
- E) Rook + Knight versus Rook
- F) Bizarre curiosities

A) Rook versus Bishop pair

Without any special features in the position, this battle generally offers the rook side few prospects. But of course, we have searched for exceptions to this rule again, which can lead to expensive losses of points if they are not timely recognized.



□

700

We start with Touzane-Pfeifer, Villeneuve 1988. At first glance we already see that the black bishops are not ideally posted in this position. Still, two bishops are two bishops. If White wants to take advantage of this temporary situation, he must force a breakthrough:

1.h5! gxh5+

Black has to capture; 1... $\mathbb{Q}e7$ 2.h6.

2. $\mathbb{Q}f5$ h4

Assuming that White has overplayed his hand, Black starts running with his passed pawn. After 2... $\mathbb{Q}e7$ 3.g6 $\mathbb{Q}d7+$ 4. $\mathbb{Q}g5$ $\mathbb{Q}d2+$ 5. $\mathbb{Q}xh5$ $\mathbb{Q}e8!$ a dynamic equilibrium would have arisen, which neither White nor Black can break out of.

3.g6 h3 4. $\mathbb{Q}e6$ h2 5. $\mathbb{Q}xe8+!$ $\mathbb{Q}g7$

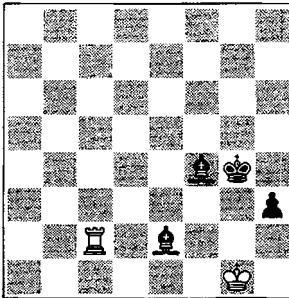
Black still appears to be in the right, but now White conjures up a beautiful reply:

6. $\mathbb{Q}h8!!$

Stopping the h-pawn and threatening mate.

6... $\mathbb{Q}xh8$ 7. $\mathbb{Q}f7$

Black resigned.



■

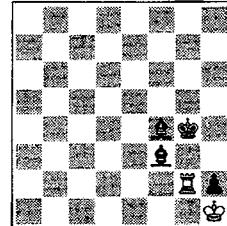
701

Diagram 701 from Ciocaltea-Pachman, Prague 1954, deserves attention too, as here the bishops side goes quite astray:

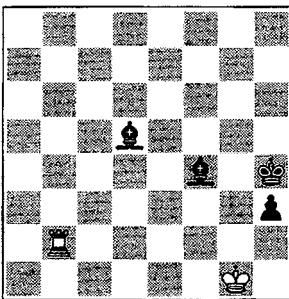
1...h2+? 2.Qh1 Qf3+ 3.Qg2+!

and stalemate is inevitable.

With 1...Qf3! 2.Qf2 Qd5 Black could have won. How this is done is shown in the next diagram.



3.Qg2+!



■

702

The winning method has already been worked out by Kling and Horwitz in a study from 1851. The bishops can take the rook by the short hairs:

1...Qg3 2.Qg2+ Qf3

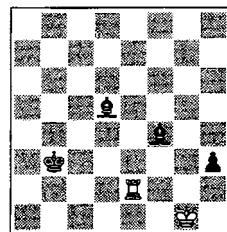
The king hurries towards a safer place.

3.Qc2

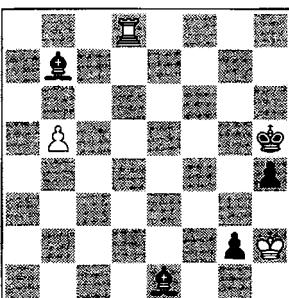
Or: A) 3.Qe2 Qe3+ 4.Qf1 Qc4 5.Qe1 Qg1, threatening h3-h2;
B) 3.Qf2+ Qe4 4.Qh1 Qd3+ 5.Qg1 Qe3.

**3...Qe4 4.Qe2+ Qd3 5.Qb2 Qc3
6.Qe2 Qb3**

and the rook has no squares left. That's the way to play it!



6...Qb3



□

703

Often, stalemate is an apt method for the rook side to save himself. Two more examples, the first from Raina-Lintia, Lugoj 1960. White's first move is:

1.Qg8

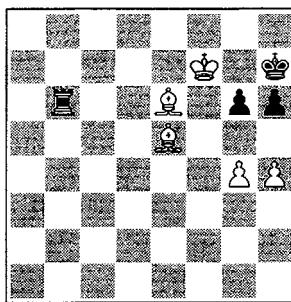
Threatening 2.Qxg2, after which Black is left with the wrong rook's pawn.

1...Qg3+

But now there follows:

2.Qxg3! hxg3+ 3.Qg1

and the stalemate is inevitable: 3...Qh4 4.b6 Qc8 5.b7 Qxb7.



704

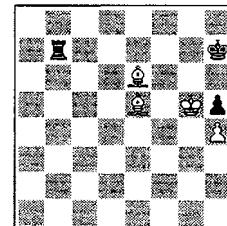
One more example, from Smyslov-Blackstock, London 1988. Black went down after

1...♜b5? 2.♖h5!

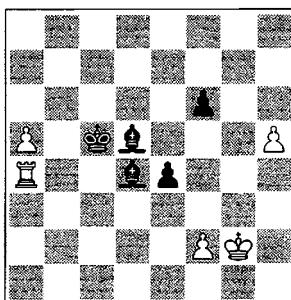
and Black resigned.

Apparently, he didn't believe in salvation anymore, which was wrong because 1...h5! would have given him good saving chances. Many stalemate possibilities appear on the horizon:

- A) 2.g5 ♜b7+ 3.♔f8 ♜f7+! 4.♕e8 ♜e7+;
- B) 2.gxh5 ♜b7+ 3.♔f6 (3.♔f8 ♜h6) 3...gxh5 4.♕g5 (*see diagram*) 4...♜g7+! 5.♕xh5 ♜g5+!.



analysis after 4.♕g5



705

The bishops side did win in Hradeczky-Hardicsay, Hungary 1980, although after

1...e3+ 2.♔f1!

it does not look easy at all: 2...exf2 3.h6 and the a- and h-pawn decide the issue for White. Do you see the solution?

2....♜g2+!! 3.♔xg2

Forced. After 3.♔e2 Black does play 3...exf2.

3...e2 4.a6

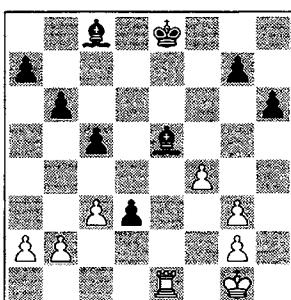
Or 4.♜xd4 ♜xd4!. It cannot go wrong!

4...e1♛ 5.♜a2

Nothing helps now; 5.a7 ♛xf2+ 6.♔h3 ♛f3+ 7.♔h2 ♛e5+ 8.♔g1 ♛d1+, winning the rook and stopping the a-pawn.

5...♛e4+ 6.f3 ♛b1 7.♜a5+ ♛b4 8.a7 ♛g1+

White resigned.



706

Diagram 706 from Czerniak-Sacharowsky, Tel Aviv 1963, also looks bad for Black at first glance. However, he has an adequate solution to his problems:

1...d2!

White would have done better to reject the bishop now, but I can imagine that he didn't think that 2.♜d1 would pay.

2.♜xe5+ ♛e6!

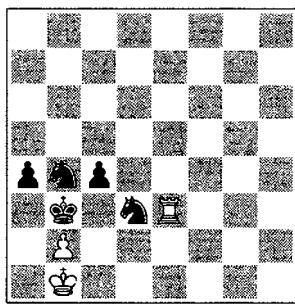
The standard solution in such cases!

3.♜xe6+ ♛d7

and the d-pawn cannot be stopped, so White resigned.

B) Rook versus 2 Knights

Especially in a small space the rook side has not much chance here.

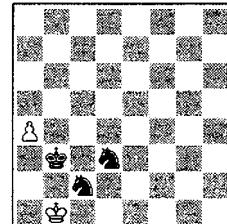


■ 707

A good example is Van der Houw-Stoll, Südlohn 1975:

1...a3! 2.bxa3 c3 3.Qe2 c2+
4.Qxc2 Qxc2 5.a4

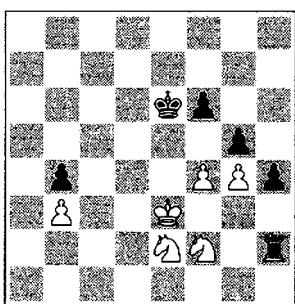
This position gives me the opportunity to point out the important distinction between positions with bare king against two knights (which are drawn) and king with pawn against two knights, where a win for the knights' side is often possible. Troitzky has made a deep study of this endgame. If the pawn has not advanced beyond a certain square, different for each file, it is a theoretical win for the knights. The point is that after the enemy king is driven into a corner by one knight, the other will lift the blockade of the pawn, which has to advance thereby eliminating possible stalemate threats. The knights can subsequently weave a mating net. That is what also happens in this example:



5.a4

5...Qa3+ 6.Qa1 Qb4 7.a5 Qbc2

Mate.



□ 708

How difficult this configuration can be was illustrated in Miles-Yakovich, Ostend 1993.

1.Qd4+

Rejecting 1.f5+ Qe5 2.Qf3 Qxf2+! 3.Qxf2 Qe4 4.Qg2 Qd3.

1...Qd5 2.fxg5 fxg5 3.Qf3 Qg2 4.Qxg5 h3!! 5.Qf3

Or 5.Qgxh3 Qg3+ and there are enough chances for the rook now that the knights have difficulty cooperating on two wings.

5...Qg1 6.Qgxh3 Qb1 7.Qf4+ Qc6 8.g5 Qxb3+
9.Q2d3 Qd6 10.Qe4 Qb1 11.g6 Qg1

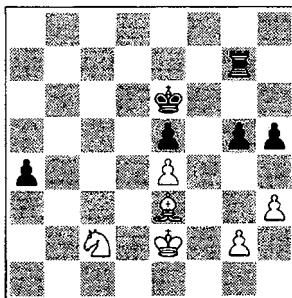
Again we see how much more mobile the rook is in such positions.

12.Qf5 b3

and the game was drawn after ten more moves.

C) Rook versus Bishop and Knight

Here the perspectives for the rook side are much better and the examples will make clear that in this type of endgame it is often small details that make the difference.



□

709

Like in Réti-Bogoljubow, Kissingen 1928, where White mistakenly went for

1.g4? h4!

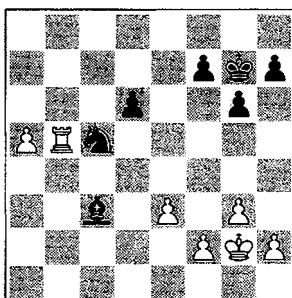
The h3-pawn is weak now and this counts heavily. Without the two h-pawns White would be better in view of the possibility $\mathbb{Q}c2-e1-f3xg5$.

2.♖c1 ♖c7 3.♕d3 ♖b7! 4.♖xg5 ♖b3+ 5.♔c4 ♖xh3 6.♔b4 a3! 7.♖xa3 ♖xa3

This tactical finesse illustrates the fatal consequences of 1.g4? to full extent. The black rook cannot be taken as then the black h-pawn marches on. There followed:

8.♖xh4 ♖e3 9.♔c4 ♖xe4+ 10.♔d3 ♖xg4 11.♔f2 ♖f5 12.♔e3 ♖a4 13.♔f3 ♖a3+ 14.♔e3 ♖b3!

Threatening 15...♔e4. White resigned.



□

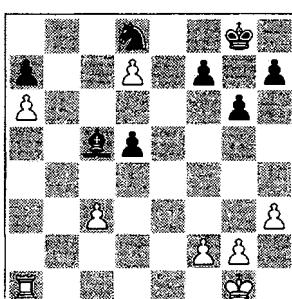
710

Short but clear-cut is the solution in Ribli-Szuk, Hungarian Team Championship 1995/96. Do you see the combination?

1.♖xc5!

Black resigned.

The bishop is too late to stop the a-pawn.



□

711

White had liquidated into a position full of tactical venom in a game Judit Polgar-Keith Arkell, London 1988. She executed the sentence as follows:

1.♖a5! ♖b6

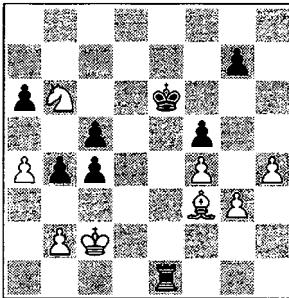
The alternative is 1...♗e7, but then follows 2.♖b5 ♗f6 3.♖b7 (always this move) 3...♗xc3 4.♖xa7 ♗f6 5.♖a8 d4 6.♖xd8+ ♗xd8 7.a7.

2.♖b5

And now White is threatening 3.♖xb6 again. Judit always has something up her sleeve!

2...♗c7 3.♖b7!

That, too. Black preferred to resign.



■

712

An extremely interesting endgame appeared on the board in a game Wessman-Lev, European Junior Championship, Arnhem 1987/88. Black starts energetically:

1...b3+! 2.♔d2 c3+!

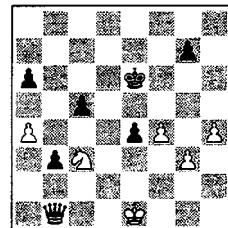
Not leaving White any choice.

3.♗xe1 cxb2 4.♕d5+ ♔f6 5.♗e4!

White goes all out, too. At the cost of his bishop but gaining a tempo, he brings his knight to square c3 to stop Black's passed pawn.

5...fxe4 6.♘d5+ ♔f5?

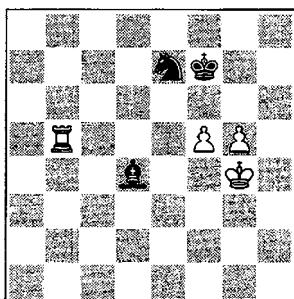
Unfortunately Lev goes astray here. He could have won extraordinarily beautifully with 6...♔e6 7.♘c3 b1♛+! (see diagram) Black forces a free passage for his king, 8.♘xb1 ♔d5 9.h5 c4 10.f5 ♔d4 11.h6 gxh6 12.f6 c3 13.♔d1 (or 13.♘xc3 ♔xc3 and Black wins the queen endgame) 13...c2+ 14.♔c1 e3! 15.♘d2 e2! and wins. Wonderful!



analysis after 7...b1♛+

7.♘c3 ♔g4 8.♔f2 e3+ 9.♔xe3 ♔xg3 10.f5

Draw.



□

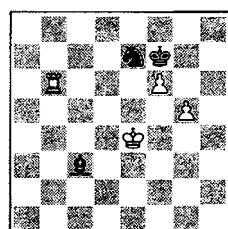
713

Better are the chances for the rook side when it has two or more extra pawns, especially when they are connected and passed. See diagram 713 from the 13th World Championship match game Zukertort-Steinitz, New Orleans 1886.

1.♖b7 ♔c3 2.♔h5 ♔d4

2...♔g7 has been deeply analysed by Berger and his fine main line that leads to a win goes 3.♔g4! ♔c3 4.♖b3! ♔g7 5.♔f4! ♔h8 6.♔e4 ♔g7 7.♖b6 ♔c3 8.f6 (see diagram) Finally, after much preparation, White can take this step forward. 8...♗g6 9.♖b7+ ♔e6 10.♖g7 ♔h4 11.♖e7+ ♔d6 12.♖h7 ♔g6 13.♔f5 ♔f8 14.g6!.

The game went differently, it finished even quicker.



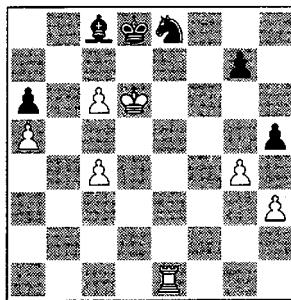
analysis after 8.f6

3.♔h6 ♔g7+ 4.♔h7

An important difference with Berger's analysis. The white king has reached an ideal position without a fight.

4...♔e5 5.g6+ ♔f8 6.♖xe7!

Zukertort could be trusted to find this! Black resigned.



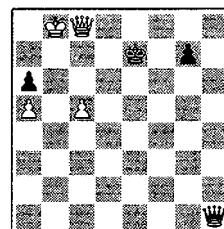
□

714

A pawn surplus sometimes offers chances to liquidate quickly into a win. That's what we see in diagram 714 from the correspondence game Podgorny-Sevecek, 1985:

1. $\mathbb{B}xe8+$! $\mathbb{K}xe8$ 2. $\mathbb{Q}c7$ $\mathbb{L}e6$

Or 2... $h\times g4$ 3. $\mathbb{Q}xc8$ $g\times h3$ 4. $\mathbb{Q}b8$ $h2$ 5. $c7$ $h1\mathbb{Q}$ 6. $c8\mathbb{Q}+$ $\mathbb{K}e7$ 7. $c5$ (see diagram).



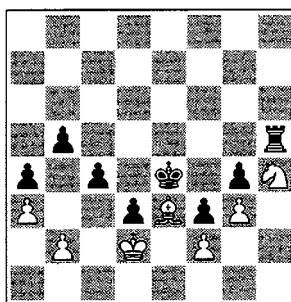
analysis after 7. $c5$

3. $g\times h5$ $\mathbb{L}xh3$

The pawn endgame is also losing: 3... $\mathbb{K}e7$ 4. $\mathbb{Q}b8$ $\mathbb{Q}d6$ 5. $c7$ $\mathbb{Q}c5$ 6. $c8\mathbb{Q}+$ $\mathbb{Q}xc8$ 7. $\mathbb{Q}xc8$ $\mathbb{Q}xc4$ 8. $\mathbb{Q}d7$.

4. $\mathbb{Q}b8$

Black resigned.



■

715

And a glorious triumph was in store for the black player in Lund-Nimzowitsch, Oslo 1921, when he carried out the following classic breakthrough:

1... $b4!$ 2. $a\times b4$ $\mathbb{B}xh4$

Thunder and lightning.

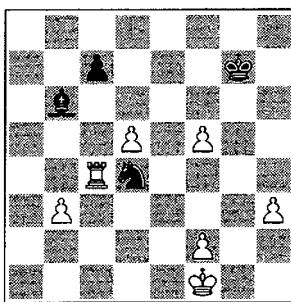
3. $g\times h4$ $g3!$ 4. $f\times g3$

Now the white bishop is unprotected.

4... $c3+$ 5. $b\times c3$ $a3$

White resigned.

Certainly not an everyday combination.



□

716

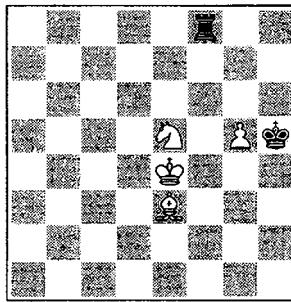
In a game Chandler-Short, London 1986, White played 1.b4 and won after a tough struggle. As Larsen later pointed out, he could have done it much quicker with the following tactical joke:

1. $d6!$

Black can react in two ways, both of which lead to a quick loss. See:

- A) 1... $c\times d6$ 2. $\mathbb{B}b4$ $\mathbb{Q}c5$ 3. $\mathbb{B}b7+$ $\mathbb{Q}f6$ 4. $b4$ winning a piece;
- B) 1... $c5$ 2. $\mathbb{B}a4!$ $\mathbb{Q}xf5$ 3. $\mathbb{B}a6$ $\mathbb{Q}d8$ 4. $\mathbb{B}a8$ $\mathbb{Q}\sim$ 5. $d7$ and wins.

It pays to stay sharp!



□

717

Black was certainly sharp in his cramped position in diagram 717 from Kotov-Langeweg, Amsterdam 1967.

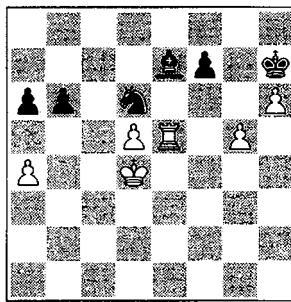
Kotov saw that his winning chances were endangered by stalemate tricks. That's why he rejected 1.g6 $\mathbb{R}g8!$ 2. $\mathbb{Q}f5 \mathbb{R}xg6!$ 3. $\mathbb{Q}xg6$ stalemate and tried:

1. $\mathbb{Q}f4 \mathbb{R}g8$ 2. $\mathbb{Q}f3 \mathbb{R}f8$ 3. $\mathbb{Q}d2 \mathbb{R}e8+$ 4. $\mathbb{Q}e5 \mathbb{R}g8$ 5. $\mathbb{Q}f3 \mathbb{R}e8+$ 6. $\mathbb{Q}f4 \mathbb{R}f8+$ 7. $\mathbb{Q}g3 \mathbb{R}d8$ 8. $\mathbb{Q}c3 \mathbb{R}d3$ 9. $\mathbb{Q}f6$

Or 9. $\mathbb{Q}d2 \mathbb{R}xd2!$. Like an annoying gadfly Langeweg keeps circling around Kotov's weary head with drawing threats.

9... $\mathbb{R}d1$ 10. $\mathbb{Q}f4 \mathbb{R}c1$

And now Kotov had to resign himself to a draw, as 11. $\mathbb{Q}e5 \mathbb{R}f1+$ 12. $\mathbb{Q}g3 \mathbb{R}g1+$ 13. $\mathbb{Q}f4 \mathbb{R}xg5$ again leads to stalemate.



□

718

In Armas-Rogers, Sonnevank Tournament, Wijk aan Zee 1995, White also had to fight for his life. He managed to find something:

1.a5! bxa5 2. $\mathbb{Q}xe7$

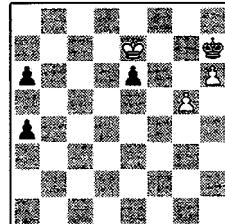
That's nice and with a bit of luck, it should barely suffice for a draw. That would have been easier to reach with the pretty 2.g6+! $\mathbb{Q}xh6$ (the point is that 2... $\mathbb{Q}xg6?$ even loses after 3. $\mathbb{Q}xe7 \mathbb{Q}f5+$ 4. $\mathbb{Q}c5 \mathbb{Q}xe7$ 5.d6) 3.gxf7 $\mathbb{Q}f8$ 4. $\mathbb{Q}e8 \mathbb{Q}g7$ 5. $\mathbb{Q}a8=$. In the game White was still hard-pressed after:

2... $\mathbb{Q}f5+$ 3. $\mathbb{Q}c5 \mathbb{Q}xe7$ 4.d6 $\mathbb{Q}g6$
5.d7 $\mathbb{Q}f8!$

A nasty intermediate move, but after

6.d8 \mathbb{Q} $\mathbb{Q}e6+$ 7. $\mathbb{Q}xe6$ $\mathbb{Q}xe6$
8. $\mathbb{Q}d6$ a4 9. $\mathbb{Q}e7!$

White, after a long struggle, navigated to a draw in a queen endgame and to my mind, that's what he deserved!



9. $\mathbb{Q}e7!$

Another interesting possibility to escape with stalemate remained undiscovered in Gligoric-Liberzon, Moscow 1963.

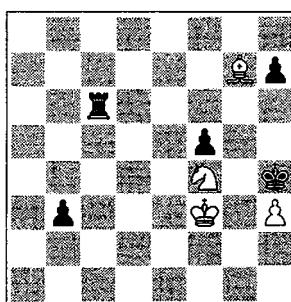
The game continued:

1... $\mathbb{Q}g5$ 2. $\mathbb{Q}g3 \mathbb{R}a6$

Draw.

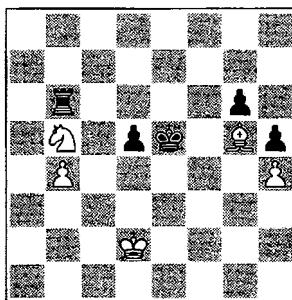
That's pretty, but prettier would have been 1... $\mathbb{R}b6$ 2. $\mathbb{Q}d4$ b2! 3. $\mathbb{Q}xb6 \mathbb{Q}g5$ 4.h4+ (4. $\mathbb{Q}c5?$ h5!) 4... $\mathbb{Q}h6$ 5. $\mathbb{Q}c5!$ $\mathbb{Q}g7!$ 6. $\mathbb{Q}d4$ $\mathbb{Q}h6!!$ 7. $\mathbb{Q}xb2$ stalemate.

An ingenious line, suitable to demonstrate to your friends and acquaintances!



■

719



□

720

Also very cleverly, and with a fine feeling for subtle jokes, White won from the position in diagram 720 in Gheorghiu-Honfi, Monaco 1968.

1. ♜d4!

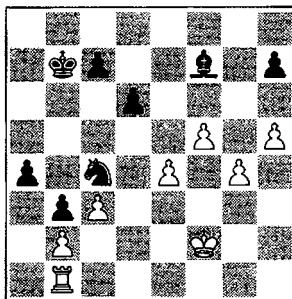
This move must have been received with deep distrust by the black player. Neither the pawn nor the knight can be captured.

1... ♕e4 2. b5 ♜b7 3. ♜c3 ♜b8 4. ♜e7 ♜e8 5. ♜c6 ♜f5

Resigning himself too easily to his fate. 5...d4+ 6. ♜d2 ♜a8 would have put up some fight, though White should emerge victorious after 7.b6 ♜a2+ 8. ♜c1 ♜a1+ 9. ♜b2 ♜a6 10. ♜c5.

6. ♜d4 ♜e6 7. b6 ♜c8 8. b7 ♜xc6 9. ♜c5!

Accurate till the end. Black resigned.



■

721

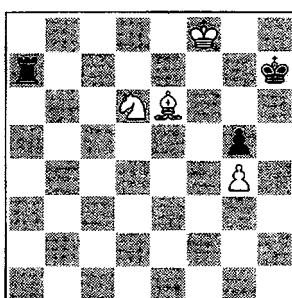
A small exercise to test your tactical skills as we go along.

What is Black's quickest win in this position from Nilsson-Hoen, Sweden 1970? You will go on to the next round if you find:

1... ♜xb2 2. ♜xb2 a3

White resigned.

I'll bet you managed that!



□

722

A wonderful example of his chess playing abilities was shown by the white player in Mednis-Peelen, Lugano 1986:

1. ♜c8!! ♜b7 2. ♜e7

With quite subtle play White starts to besiege Black with all kinds of mate threats. It pays to take a close look at the way he pulls it off.

2... ♜b8+ 3. ♜f7 ♜a8 4. ♜f6!

Certainly not 4. ♜f5+ ♜h6 5. ♜g5+??, as after 5... ♜xg5 it suddenly turns out that Black is not to be caught.

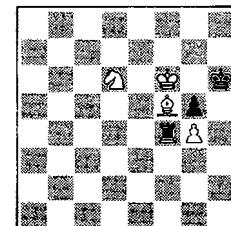
4... ♜a6 5. ♜f5 ♜b6 6. ♜g3! ♜h6

7. ♜e4 ♜b4 8. ♜d6!

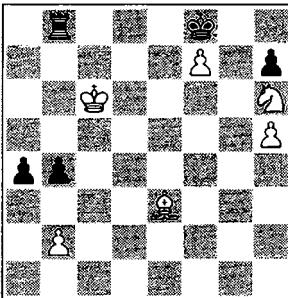
I keep warning you: 8. ♜xg5? ♜xg4!=.

8... ♜f4+ 9. ♜f5

Threatening 10. ♜f7 mate and tying up the mating net.



9. ♜f5



723

It's remarkable how clever we sometimes think we are and how terribly wrong we can turn out to be. These and similar thoughts must have run through the mind of the black player in the game Tchelbi-Barcza, Munich Olympiad 1958, when in diagram 723 he carelessly rejected the prosaic 1...a3, with a probable draw, triumphantly put forward the idea

1... $\mathbb{Q}c8+?$ 2. $\mathbb{Q}d7 \mathbb{Q}c4?!$

and it turned into a pitch-black nightmare!

3. $\mathbb{Q}f5!$ a3 4. $\mathbb{Q}d6 \mathbb{Q}g7$ 5. $\mathbb{Q}h6+$

and Black resigned.

Out of the blue he had been chucked off the board!

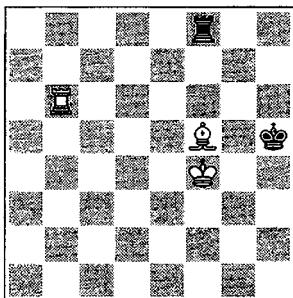
D) Rook + Bishop versus Rook

As in the previous paragraph we are dealing with positions that, as a rule, are decided because of the material advantage.

With few or no pawns on the board, however, problems may occur and positions can arise that are impossible to win.

This makes the material attractive again and that's what I will try to demonstrate.

Of course, we start with the problem in its purest form – without pawns – in five examples taken from life, that is, from tough everyday practice, where things can get horribly out of hand sometimes.



724

That becomes clear from the first example, from Klaman-Kholmov, Tbilisi 1949. Watch and be amazed!

1. $\mathbb{Q}b7?$

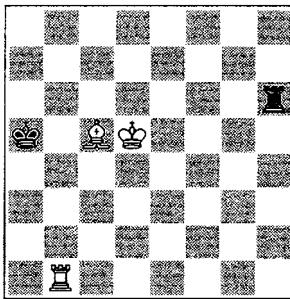
Ready knowledge of the classics would have been of good use to White here, for endgame study composers in the 18th and 19th century have already occupied themselves with this type of endgame. I shall return to this subject in my section on minor pieces, but here I will give away that the winning continuation in this position is 3. $\mathbb{Q}b1!$ $\mathbb{Q}h6$ 4. $\mathbb{Q}b7!$. This is the correct mating procedure.

1... $\mathbb{Q}f6!$

Here the white player must have understood that something had gone terribly wrong.

2. $\mathbb{Q}h7+$ $\mathbb{Q}h6$ 5. $\mathbb{Q}f7 \mathbb{Q}a6$

and after another 25 moves White was forced to agree to a draw.



□

725

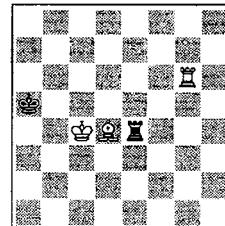
Bronstein, too, had to pay dearly for his lack of basic knowledge in Smyslov-Bronstein, Soviet Championship, Moscow 1949:

1.♖e3 ♜h5+?

From the old masters (Philidor, 1749!) he could have learned that, among others, 1...♜g6! draws here!

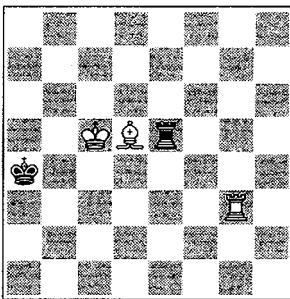
Now Black lands into trouble, for you should not give Smyslov such a chance.

2.♕c4 ♜h4+ 3.♕d4 ♜a6 4.♖b6+ ♜a5 5.♖g6 ♜e4 6.♖g1! ♜a6 7.♖g7



5...♜e4

Black resigned.



□

726

We continue this series, which is getting quite dramatic, with diagram 726 from Böhm-Debarnot, Amsterdam IBM 1974. Here, things also got completely out of hand after White's first move:

1.♖g2?

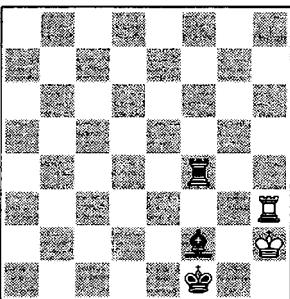
This is about the only rook move that does not win. The simplest was 1.♜g4+, followed by 2.♜g2 and 3.♜a2 mate. Now, however, there followed:

1...♜e3! 2.♕c4 ♜a5 3.♖g6 ♜e1 4.♕c5 ♜b1! 5.♕c4 ♜b5+!

To top it all, Black has this second rank defence trick.

6.♕d4

After a game of 170 moves, White had enough of trying: draw.



□

727

And if you think that we have had it now, you are mistaken. What happened in Knezevic-Vaganian, Erevan 1980, must be called downright shocking. Please follow me and watch this thriller:

1.♔h1??

How can one even think of such a move? There were four rook moves along the third rank that would have drawn.

1...♜g3!

Finished, a normal human being would think.

2.♖h7 ♜a4?

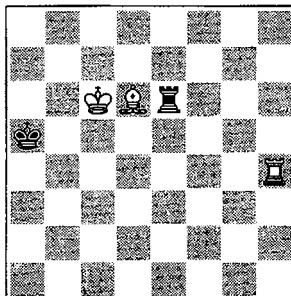
Unbelievable. 2...♜g4! 3.♖f7+ ♜f4 and White can resign.

3.♖f7+ ♜f4?

3...♜f2 was still a theoretical, albeit more complicated win.

4.♖a7 ♜d4 5.♖a4!

Suddenly White is wide awake, he closes the stalemate trap and has some breathing space again. A good recovery from the shock of 1...♜g3. To us it confirms that in this game nothing is too crazy.



□

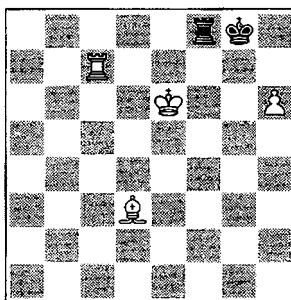
728

It occurs to me that you might need a short recovery. To that end we insert a finger exercise that you should be able to solve in your sleep. We find it in diagram 728 from Wedberg-Sjöberg, Stockholm 1986, and play off the cuff:

1. $\mathbb{E}h8$ $\mathfrak{Q}a4$ 2. $\mathbb{E}h3$

and mate follows.

Those who wanted to play 1. $\mathbb{E}h3??$ at once ($1... \mathbb{E}e4!$), must continue their exercises, for instance with the help of the aforementioned classic endgame composers!



■

729

After this cosy *tête-à-tête* I have to prepare you for a terrible come-down again. It happened to the white player in Basman-Hartston, Southend 1968.

It's even worse here, since we have given him an extra pawn. Look what he did after Black's desperate

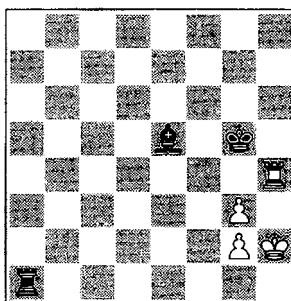
1... $\mathfrak{Q}h8$

You won't believe it, but he actually played:

2. $\mathfrak{Q}e7??$ $\mathbb{E}f7+$ 3. $\mathfrak{Q}xf7$

Stalemate.

That this had to happen to Basman! You will have understood that he should have driven the black king from the corner with 2. $\mathbb{Q}g6$ $\mathbb{E}a8$ 3. $\mathfrak{Q}f6$ $\mathbb{E}a6+$ 4. $\mathfrak{Q}g5$ $\mathbb{E}a5+$ 5. $\mathfrak{Q}f5$ $\mathbb{E}a8$ 6. $\mathbb{E}h7+$ $\mathfrak{Q}g8$ 7. $\mathbb{E}e7$ $\mathbb{E}b8$ 8. $\mathfrak{Q}e6+$.



□

730

We give the rook side two pawns now. But even these were wasted on the white player in Doda-Sliwa, Polanica Zdroj 1967, as witness the following:

1. $\mathbb{E}g4+!$

The famous stalemate joke. Black declines with thanks.

1... $\mathfrak{Q}f5$ 2. $\mathbb{E}g8$ $\mathbb{E}a7$ 3. $\mathfrak{Q}g1?$

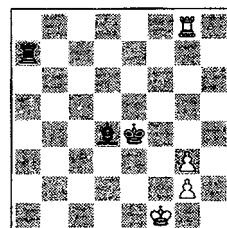
Asking for trouble. To a draw would have led 3. $\mathbb{E}f8+$ $\mathfrak{Q}g4$ 4. $\mathbb{E}g8+$ $\mathfrak{Q}g7$ and only now 5. $\mathfrak{Q}g1$ $\mathfrak{Q}xg3$ 6. $\mathfrak{Q}f1$, after which there is not much to fear.

3... $\mathfrak{Q}d4+$ 4. $\mathfrak{Q}f1$ $\mathfrak{Q}e4$ 5. $\mathbb{E}e8+$

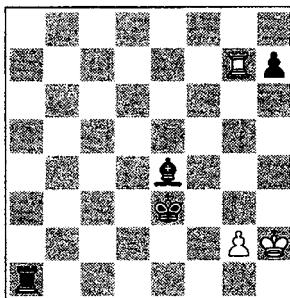
Now White is beyond salvation. He should have created some extra space for his king with 5. $g4$ $\mathbb{E}a1+$ 6. $\mathfrak{Q}e2$ $\mathbb{E}a2+$ 7. $\mathfrak{Q}f1$ $\mathfrak{Q}d3$ 8. $g3$.

5... $\mathfrak{Q}d3$

White resigned.



4... $\mathfrak{Q}e4$



□

731

Good chess in a position with one pawn for both sides, we see in Polasek-Karolyi, Prague 1988:

1. $\mathbb{H}g3+$

Perhaps slightly better was 1. $\mathbb{H}g8$ $\mathbb{R}a8$ 2. $\mathbb{H}g7!$ $\mathbb{R}a6$ 3. $\mathbb{H}f7!$ $\mathbb{H}h6+$ 4. $\mathbb{Q}g1$ $\mathbb{H}g6$ 5. $\mathbb{H}f2$ with a tough battle ahead.

1... $\mathbb{Q}f2$ 2. $\mathbb{H}g7$ $\mathbb{R}a2$ 3. $\mathbb{H}d7$

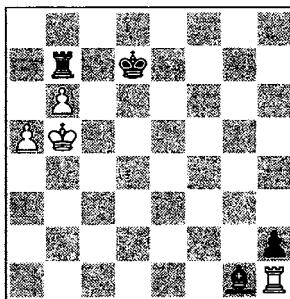
Or 3. $\mathbb{H}f7+$ $\mathbb{Q}e1$ 4. $\mathbb{H}g7$ $\mathbb{Q}f1$ 5. $\mathbb{H}f7+$ $\mathbb{H}f2$.

3... $\mathbb{H}e2$

Black remains alert and avoids stalemate.

4. $\mathbb{H}d1$ $\mathbb{Q}xg2$ 5. $\mathbb{H}d2$ $\mathbb{Q}f3$

White resigned.



□

732

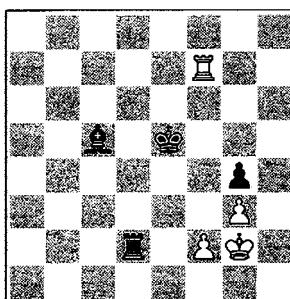
Now for some light fare; a position with two pawns against one. First diagram 732 from Chistiakov-Iliushenko, Moscow 1962. This looks bad for White in view of, e.g., 1. $\mathbb{Q}a6$ $\mathbb{Q}c8$ (and not 1... $\mathbb{Q}c6?$ 2. $\mathbb{H}xh2$ $\mathbb{Q}xh2$ stalemate) 2. $\mathbb{Q}b5$ $\mathbb{H}h7$ 3. $a6$ $\mathbb{H}h5+$, but White springs a surprise with:

1. $\mathbb{H}xh2!$ $\mathbb{Q}xh2$ 2. $a6$ $\mathbb{H}b8$ 3. $a7$

Pushing the right pawn. 3. $b7?$ $\mathbb{Q}g1$ is no use.

3... $\mathbb{H}a8$ 4. $\mathbb{Q}a6$

A draw, as after 4... $\mathbb{Q}g1$ 5. $\mathbb{Q}b7$ Black must return the rook.



□

733

Amusing is Melnikov-Ruban, Soviet Union 1979. This does not only look hopeless for White, it is hopeless. But he tries his best with

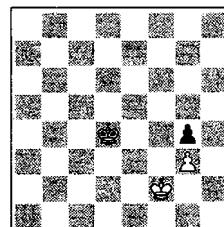
1. $\mathbb{H}f4$

Now it could still have ended in a draw after 1... $\mathbb{H}d4?$ 2. $\mathbb{H}xd4$ $\mathbb{Q}xd4$ 3. $f3!$.

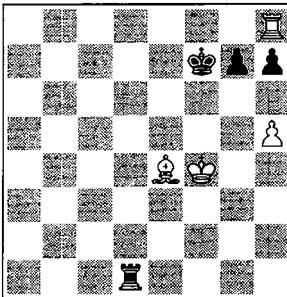
However, Black kept his head cool and his nerves steady, and he was rewarded with the following discovery:

1... $\mathbb{H}xf2+!$ 2. $\mathbb{H}xf2$ $\mathbb{Q}xf2$ 3. $\mathbb{Q}xf2$ $\mathbb{Q}d4!$

White resigned.



3... $\mathbb{Q}d4!$



□

734

Great temptations plagued White in the game Sax-Kovacevic, Sarajevo 1982.

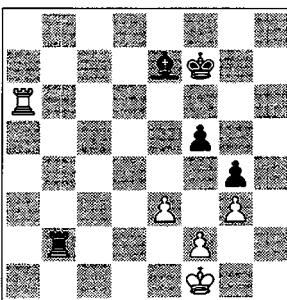
It is clear that 1. $\mathbb{B}xh7$ is not great after 1... $\mathbb{B}g8!$. But what can there be against capturing with the bishop, he must have thought. Less materialistically inclined players, by the way, would have chosen a simple winning move like 1. $\mathbb{Q}e5$. Not so Sax:

1. $\mathbb{B}xh7?$ $\mathbb{g}5+!!$

A nasty surprise.

2. $\mathbb{h}xg6+$ $\mathbb{Q}g7$

and suddenly Sax was left holding the baby. He cannot free his bishop and there is no passage for the g-pawn. A sad draw, therefore, although he did try for about ten more moves.



■

735

In Mirchev-Dimitrov, Bulgaria 1974, there were more pawns on the board. Still, this fragment is of interest:

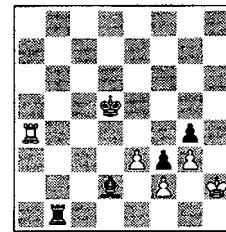
1... $f4!$ 2. $\mathbb{B}a4$

The pawn cannot be taken as then the black bishop interferes with an attack on the f2-pawn.

2... $f3$ 3. $\mathbb{Q}g1$

Or 3. $\mathbb{B}a1$ $\mathbb{Q}c5!$ and 4... $\mathbb{Q}xe3$ is threatened.

**3... $\mathbb{Q}b4!$ 4. $\mathbb{B}a1$ $\mathbb{Q}e6$ 5. $\mathbb{B}d1$ $\mathbb{Q}d2$
6. $\mathbb{B}a1$ $\mathbb{Q}d5$ 7. $\mathbb{B}a4$ $\mathbb{B}b1+$ 8. $\mathbb{Q}h2$
 $\mathbb{Q}xe3$**

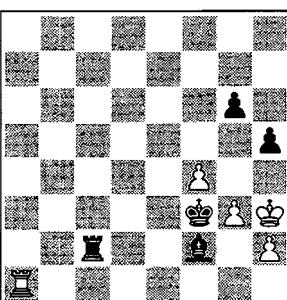


8. $\mathbb{Q}h2$

Now this bishop sacrifice comes anyway.

9. $fxe3$ $f2$

White resigned.



■

736

Kenez-Meleghegyi, Hungary 1973, also featured a quick decision, introduced by Black with:

1... $h4!$ 2. $\mathbb{B}a3+$

Or 2. $gxh4$ $\mathbb{Q}xf4$ 3. $\mathbb{B}a6$ $\mathbb{Q}f5$.

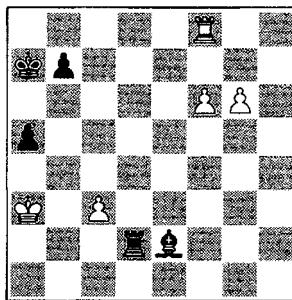
2... $\mathbb{Q}e3$ 3. $\mathbb{Q}xh4$ $\mathbb{B}c5!$

Suddenly and out of the blue, a mating attack!

4. $g4$ $\mathbb{Q}xf4$ 5. $\mathbb{Q}h3$ $\mathbb{Q}f3$

White resigned.

That's how fast it can go!



□

737

Legky-Zhelesny, Odessa 1991, was very intelligently decided by the white player in his favour.

1. $\mathbb{Q}a8+$!

Such moves are always a marvellous sight. Speed and vigour are called for in this position.

1... $\mathbb{Q}b6$

After 1... $\mathbb{Q}xa8$, obviously the f-pawn promotes with check.

2. $\mathbb{Q}c8$ $\mathbb{Q}g4$ 3. $\mathbb{Q}e8$

3... $\mathbb{Q}e6$ had to be prevented, as a player who is on the *qui vive* sees instantly.

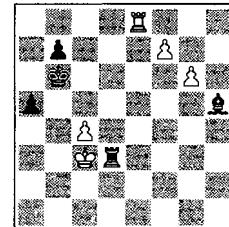
3... $\mathbb{Q}f3$

Neither does 3... $\mathbb{Q}h5$ work, see 4.f7 $\mathbb{Q}f2$ 5.f8 \mathbb{Q} $\mathbb{Q}xf8$ 6. $\mathbb{Q}xf8$ $\mathbb{Q}xg6$ and White has 7. $\mathbb{Q}f6+$ up his sleeve, winning the bishop.

4.c4?

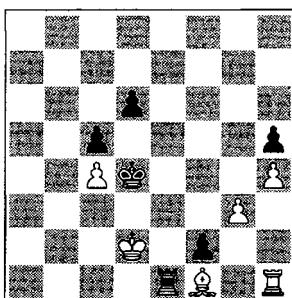
Of course the bishop must be kept from the d5-square, but 4. $\mathbb{Q}e5!$ was better suited for this purpose, for now Black could have reached a tenable endgame with 4... $\mathbb{Q}h5!$ 5.f7 (5.g7 $\mathbb{Q}f7!$) 5... $\mathbb{Q}d3+$ 6. $\mathbb{Q}b2$ $\mathbb{Q}d2+$ 7. $\mathbb{Q}c3$ $\mathbb{Q}d3+!$ (see diagram) 8. $\mathbb{Q}xd3$ $\mathbb{Q}xg6+$ and 9... $\mathbb{Q}xf7$.

**4... $\mathbb{Q}e2?$ 5. $\mathbb{Q}xe2!$ $\mathbb{Q}xe2$ 6. $g7$
 $\mathbb{Q}g2$ 7. $f7$ $\mathbb{Q}xg7$ 8. $f8\mathbb{Q}$ $\mathbb{Q}g6$
 9. $\mathbb{Q}f5$**



analysis after 7... $\mathbb{Q}d3+$!

and White won soon afterwards.



□

738

White had to act just as vigorously in Rajkovic-Damljanovic, Cetinje 1991. And that's what he did by choosing the only right move:

1. $g4!$ $hxg4$ 2. $h5$ $g3$ 3. $h6$ $\mathbb{Q}xf1!$

Suddenly the situation was critical, see 3...g2? 4. $\mathbb{Q}h4+$ and 5. $\mathbb{Q}xg2$.

4. $\mathbb{Q}h4+$!

Bright lads, these two: 4. $\mathbb{Q}xf1?$ g2 5.h7 $gxg1\mathbb{Q}$ 6.h8 $\mathbb{Q}+$ $\mathbb{Q}xc4$.

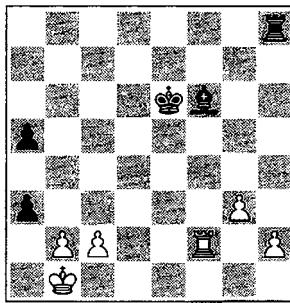
4... $\mathbb{Q}e5$ 5. $h7$ $\mathbb{Q}d1+$!

Excellently played again.

6. $\mathbb{Q}c2$ $\mathbb{Q}c1+$!

Black does not let go.

A draw which does both players honour, and half a point was in fact a poor reward for them both.



□

739

A nice puzzle for the white player we find in diagram 739 from Wang Zili-Popovic, Lucerne 1989. He was tempted by a fatal check, preferring, instead of the immediate 1.bxa3,

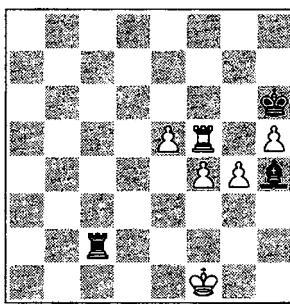
1. $\mathbb{R}e2+?$

Well, preferring?!?

1... $\mathbb{Q}f7$ 2. $bxa3$ $\mathbb{R}b8+$ 3. $\mathbb{Q}c1$ $\mathbb{Q}g5+$

The difference is clear. On e2, the rook is badly in the way and White gets mated.

So beware of such checks. In this case White himself is mated and that can't have been his intention!



□

740

We end this paragraph with a charming pawn demonstration from Serper-Bern, World Junior Championship, Baguio City 1987.

1. $e6!$ $\mathbb{Q}a2$

Not 1... $\mathbb{R}f2+$ 2. $\mathbb{Q}g1$ $\mathbb{R}e2$ 3. $\mathbb{R}e5!$. The check does not help Black much. By the way, neither does the text move.

2. $g5+$ $\mathbb{Q}xh5$ 3. $e7$ $\mathbb{Q}g4!$

The rogue has thought up something, just in case White too quickly plays 4. $e8\mathbb{W}$? now, for then it's a draw after 4... $\mathbb{R}a1+$ 5. $\mathbb{Q}g2$ $\mathbb{R}a2+$ 6. $\mathbb{Q}f1$ $\mathbb{R}a1+$ 5. $\mathbb{Q}e2$ $\mathbb{R}e1+!$. A little patience is required.

4. $\mathbb{R}e5$ $\mathbb{R}a8$ 5. $e8\mathbb{W}$ $\mathbb{R}xe8$ 6. $\mathbb{R}xe8$ $\mathbb{Q}xf4$ 7. $g6$ $\mathbb{Q}f6$

And now the final chord:

8. $\mathbb{R}e7!$

Black resigned.

E) Rook + Knight versus Rook

In itself, this endgame should not entail all too many problems, but of course there are exceptions also here that are worth a second look. Without pawns, it is usually a draw with this material. With pawns, however, even just one or two, considerable problems can crop up.

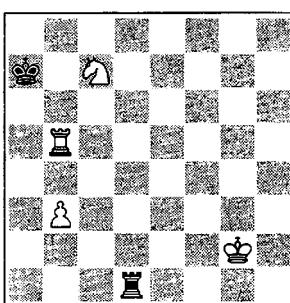
In the next fragment, from Matulovic-Suttles, Palma 1970, a careful player could win in many ways by untying the 'stalemate net', for which a wide variety of moves is available, for instance 1. $\mathbb{Q}e6$, 1. $\mathbb{Q}d5$, or 1. $\mathbb{R}d5$ $\mathbb{R}b1$ 2. $\mathbb{Q}b5+$. But instead Matulovic played:

1. $\mathbb{Q}f2??$

1. $\mathbb{R}c5$ $\mathbb{R}b1$ 2. $\mathbb{R}c3$ $\mathbb{R}xb3!$ would have been rather unfortunate too.

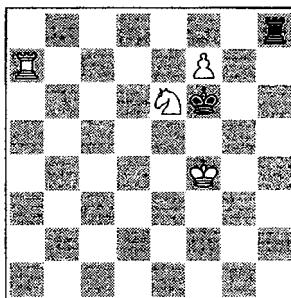
1... $\mathbb{R}d2+$ 2. $\mathbb{Q}e1$ $\mathbb{R}e2+!$ 3. $\mathbb{Q}f1$ $\mathbb{R}f2+!$

and there was no escaping the draw. That would also have been the case if White had moved his king up on the second move: 2. $\mathbb{Q}e3$ $\mathbb{R}d3+$ 3. $\mathbb{Q}e4$ $\mathbb{R}xb3!$.



□

741



□

742

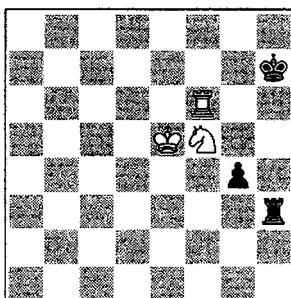
A quite curious stalemate pattern appeared on the board in Balcerowski-Witkowski, Poland 1971.

A patient white player would have settled for 1. $\mathbb{Q}g5$ or, if he were even more patient, the winning rook ending after 1. $\mathbb{Q}g4$ $\mathbb{Q}xe6$ 2. $\mathbb{Q}g5$!.

White, however, was in a hurry and fell for the temptation:

1. $\mathbb{f}8\# +?? \mathbb{Q}xf8$ 2. $\mathbb{Q}xf8$

resulting in a wonderful stalemate, even though White must have viewed it with horror at the time!



□

743

A quite elegant mate attack was shown by White in Akopian-Khenkin, Las Vegas 1994. A truly excellent achievement.

1. $\mathbb{Q}f7+! \mathbb{Q}h8$

Or 1... $\mathbb{Q}g6$ 2. $\mathbb{Q}g7+$ $\mathbb{Q}h5$ 3. $\mathbb{Q}f6$.

2. $\mathbb{Q}f6 \mathbb{Q}a3$

Or 2... $\mathbb{g}3$ 3. $\mathbb{Q}g6$.

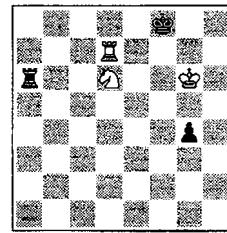
3. $\mathbb{Q}d7!$ $\mathbb{Q}a6+$ 4. $\mathbb{Q}d6 \mathbb{Q}g8$

There is no escape after 4... $\mathbb{g}3$ 5. $\mathbb{Q}g6!$ $\mathbb{Q}a8$ 6. $\mathbb{Q}h7+$ $\mathbb{Q}g8$ 7. $\mathbb{Q}g7+$ $\mathbb{Q}f8$ 8. $\mathbb{Q}h7$. Especially White's last move you should keep in mind, because that's what this example is about.

5. $\mathbb{Q}g6 \mathbb{Q}f8$

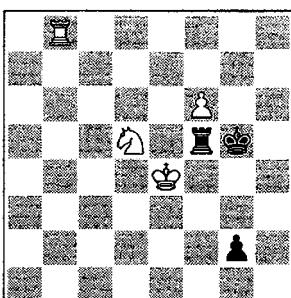
Now Black was manoeuvred into a mating net as follows:

**6. $\mathbb{Q}f7+ \mathbb{Q}g8$ 7. $\mathbb{Q}f6$ $g3$ 8. $\mathbb{Q}e6$ $\mathbb{Q}a8$
9. $\mathbb{Q}e7$ $g2$ 10. $\mathbb{Q}g7+$ $\mathbb{Q}f8$ 11. $\mathbb{Q}h7!$**



5... $\mathbb{Q}f8$

However, it had escaped White's attention that he could have saved himself this entire beautiful sequence, if he had found his final king sally already on the 6th move!



■

744

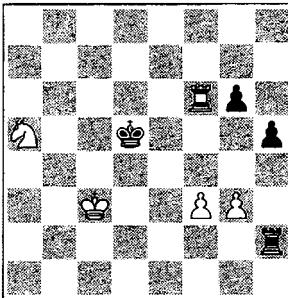
The next stalemate trick, from Tatiana Rubtsova-Zaitseva, Sochi 1985, is charming. I urge you to see if you can find the trick for yourself:

1... $\mathbb{Q}xf6!$ 2. $\mathbb{Q}xf6$ $g1\#$ 3. $\mathbb{Q}g8+$

'Gotcha', White must have thought in Russian here.

3... $\mathbb{Q}h6!$

'U2!', Black replies in Irish.
Draw!



745

Quite uncommon was the finish of the game Gennady Kuzmin-Smyslov, Lvov Zonal 1978. Would you expect a quick mate here? But that's precisely what happened:

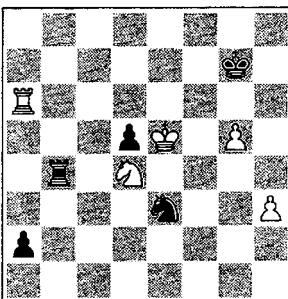
1...h4

In his death agony he tries to exchange all the pawns.

2.♘c4! hxg3 3.♗b4!!

Now all the white pieces join in to construct a truly exceptional mate.

Black resigned.



746

Much *schadenfreude* the spectators must have experienced when watching Partos-Planinc, Porec 1974.

Black appears in trouble here, though after 1...♝c4+ 2.♗xd5 ♜b6+ 3.♔e5 (3.♔c5? ♜a4!) 3...♝c4+ 4.♗f5 ♜e3+, it looks as if he will be able to draw. With much bravado, however, he decided on:

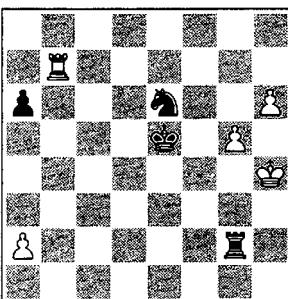
1...♜xd4

and offered a draw. Against Planinc that's not bad, the white player may have thought, and he accepted.

Of course, the entire audience fell over him and everyone present wanted to be the first to crush his ego by demonstrating the crystal-clear winning variation that White had within reach:

2.♔xd4 a1♛+ 3.♜xa1 ♜c2+ 4.♔c3!! ♜xa1 5.♔b2

White must have felt the ground opening up and swallowing him.



747

We carry on for a while with genuine chess players' grief, which can be experienced to the full in this example from Rubin-Harshberger, United States 1987.

1.h7

Black is a piece up, but he is facing quite a threat of a pawn roller. It seems logical to transport the king to the endangered zone, so that's what Black did.

1...♚f5?

But that was precisely what led to his tragic demise:

2.♜f7+ ♚g6

Counting on 3.♜f6+ ♜xh7 4.♜xe6 ♜xa2.

But cruel was his fate, for now came

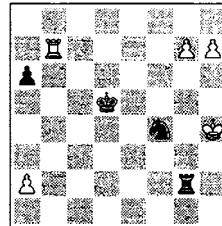
3.h8♛!

Mate!

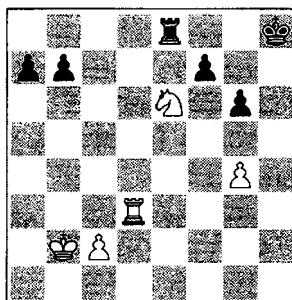
Imagine how the black player must have felt here. But what should he have done?

The answer is 1... $\mathbb{Q}d5$, moving to the other side and after 2.g6 $\mathbb{Q}f4$ 3.g7 (see diagram) 3... $\mathbb{Q}g6+$ 4. $\mathbb{Q}h5$ $\mathbb{Q}f4+$ it's a draw by perpetual. White cannot avoid this, because if he plays 5. $\mathbb{Q}h6??$ he is the one to get mated by 5... $\mathbb{Q}g6$.

Chess is a tough game, we'll say it again!



analysis after 3.g7

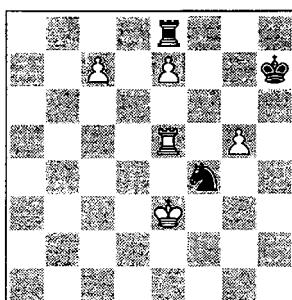


748

In diagram 748 from Gallagher-Tolnai, Kecskemet 1990, especially the beginning is remarkable:

1. $\mathbb{M}d8$ $\mathbb{Q}g8!$ 2. $\mathbb{M}xg8+?$

After this, Black had breathing space again and after a long struggle he gained a draw. White had a much stronger move: 2. $\mathbb{Q}g5!!$. Now Black does not have much better than 2...f6 3. $\mathbb{Q}f7+$ $\mathbb{Q}h7$ 4. $\mathbb{M}d7$ $\mathbb{Q}g7$ 5. $\mathbb{M}xb7$ and there is no escape anymore. It's this kind of details that so often make the difference between a whole point and a half, or even a zero!

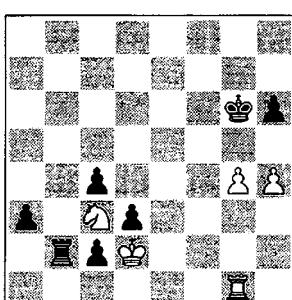


749

Black was successful in Vaganian-Vasiukov, Soviet Championship, Leningrad 1974, with quite sharp play.

1... $\mathbb{Q}d5+!!$ 2. $\mathbb{Q}d4$ $\mathbb{Q}xc7$ 3. $\mathbb{Q}c5$ $\mathbb{M}a8$ 4. $\mathbb{Q}c6$ $\mathbb{Q}e8$

and White had to cease his winning attempts.
Draw.



750

One more pretty example to end this paragraph, derived from the correspondence game Seibold-Rey, 1932.

1. $\mathbb{M}a1$

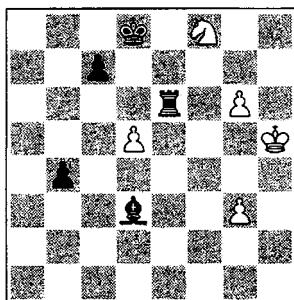
Or 1. $\mathbb{Q}c1$ $\mathbb{M}b1+$ 2. $\mathbb{Q}xb1$ a2.

1... $c1\mathbb{Q}+!$ 2. $\mathbb{Q}xc1$ $\mathbb{M}c2+$

Winning a knight. White resigned.

That's about all on the subject of endgames with rooks and minor pieces, but there remain a few odd bits, which we will deal with under the heading:

F) Bizarre curiosities



□

751

In the 8th game of the match Boleslavsky-Bronstein, Moscow 1950, being a full rook down, a bare knight, in harmonious cooperation with several far advanced pawns, brings the white player's project to a good end.

1.g7!!

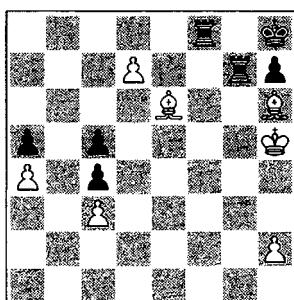
After 1.dxe6?? Black saves his skin with 1... $\mathbb{Q}xg6+$ 2. $\mathbb{Q}xg6$ b3.

1... $\mathbb{Q}e2+$ 2. $\mathbb{Q}g5!$

Certainly not 2. $\mathbb{Q}h4$ $\mathbb{Q}e4+$! with the threat 3... $\mathbb{Q}g4+$.

2... $\mathbb{Q}e4$ 3. $\mathbb{Q}f6$ $\mathbb{Q}g4$ 4. $\mathbb{Q}g6$ $\mathbb{Q}xg6+$ 5. $\mathbb{Q}xg6$ $\mathbb{Q}d3+$ 6. $\mathbb{Q}h6$

Black resigned.



□

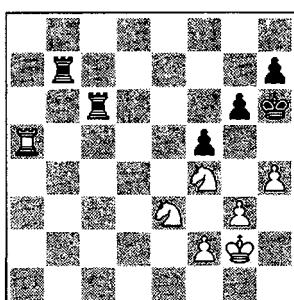
752

Amusing complications can be seen in this position from Pieterse-Roebers, Zaandam 1986. The players had a good time of it with:

1. $\mathbb{Q}f4$ $\mathbb{Q}xd7$ 2. $\mathbb{Q}e5+$ $\mathbb{Q}g7$ 3. $\mathbb{Q}h6$ $\mathbb{Q}f6+$ 4. $\mathbb{Q}xf6$

Stalemate.

Such a situation with two rooks against two bishops is quite a rarity.



■

753

That can also be said from the last fragment of this chapter, from De Firmian-Azmaiparashvili, Erevan Olympiad 1996. Actually there are a few too many pieces on the board, but I think it's a charming conclusion.

Black does not see all the dangers that are threatening him.

1... $\mathbb{Q}cb6?$ 2. $\mathbb{Q}xf5$

The spirit comes out of the bottle and horrified, Black reacts:

2... $\mathbb{Q}b5?$ 3. $\mathbb{Q}g4+$

And after 3... $\mathbb{Q}g7$ 4. $\mathbb{Q}e6+$ and 5. $\mathbb{Q}f8$ Black will be mated.

For the spectators this must have been a funny little scene. It's what they come for!

Chapter 7

Endgames with 4 (or 3) Rooks

Just like with the chapter Queen + Rook versus Queen + Rook (treated in Part II of this book) we can establish that this type of endgame contains many middle-game features and would just as well fit into a different treatise. Still, it's undeniable that there are so many endgame finesses that a discussion at this juncture is justified, although systematic and comprehensive theory on the subject is lacking.

This subject matter is exceedingly difficult and dangerous. First and foremost, the initiative is important, as it is everything but simple for the defending side to find his way out of the labyrinth.

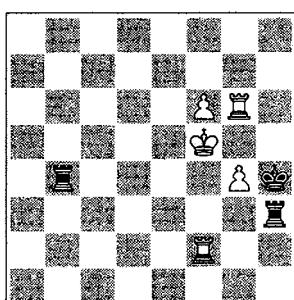
Often, the role of the seventh rank is important.

In practice we often see positions that are quite cumbersome and unmanageable, in which there is not much to pry up. In such cases, many players do not think that they can get anything out of the position and take refuge in a draw.

But we are frequently confronted with extremely tense positions that demand tough and dynamic play and form a challenge for any player who really loves the game. Of course, we will deal with such cases and we start with the most notorious item.

A) Rampant Rooks

We have encountered these before, but in this type of endgame they are almost the order of the day.



■ 754

To come straight to the point, I present the wild example Henley-Bonin, New York 1983, which even features two consecutive rooks on the rampage!

1...Rf3+

The first!

2.Rxf3 Rb5+ 3.Qe6 Re5+

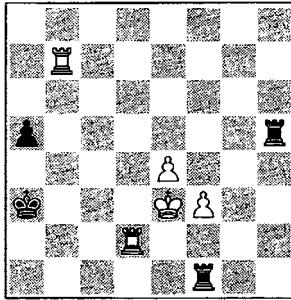
And there is number two!

4.Qf7 Re7+ 5.Qg8 Rg7+! 6.Qh8 Rg8+

Even this is possible.

7.Qh7 Rg7+

And White acquiesced: 8.fxg7 is stalemate.



■ 755

A quite notorious classic example is diagram 755 from Post-Nimzowitsch, Barmen 1905. For once, I will require your patience to play through a lot of moves, for if there is one fragment in which we can see how terribly difficult all this can get and how easily even very strong players can go astray, it's this one:

1...a4

Now the black king has no move, which allows him to launch his rampant rooks.

2.♔f4

He does not see it, or maybe he doesn't believe it.

2...♜h4+ 3.♕g5 ♜xf3 4.♕xh4 ♜h3+ 5.♕g4

Slightly more accurate is 5.♕g5. What little theory exists on this subject, teaches that the hunted king must go to the intersection of the rook lines, in this case d7.

By the way, it's rather strange that on this subject, which has considerable practical relevance, there is so little theory available. In fact, the only place where I have been able to find anything sensible is in chapter 2 of Tim Krabbé's book *Nieuwe Schaakkuriosa* (Amsterdam 1977) and I share his amazement about this. Small wonder that quite a few mistakes keep occurring in both practice and analysis.

5...♜g3+ 6.♔f4 ♜f3+ 7.♕g5

On the road after all!

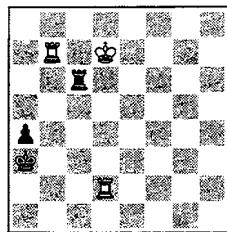
7...♜f5+ 8.♕g6 ♜f6+ 9.♕g7 ♜g6+ 10.♕h8 ♜g8+
11.♕h7 ♜h8+ 12.♕g6 ♜h6+ 13.♕f5 ♜f6+ 14.♕g5?

As said, it was better to go to d7 with 14.♕e5.

14...♜f5+ 15.♕g6 ♜f6+ 16.♕g7 ♜g6+ 17.♕h8 ♜g8+
18.♕h7 ♜h8+ 19.♕g6 ♜h6+ 20.♕g5 ♜g6+ 21.♕f4
♕g4+ 22.♕f3?

Again stubbornly refusing to play 22.♕e5.

22...♜f4+	23.♕e2	♜xe4+	
24.♕d1	♜e1+	25.♕c2	♜c1+
26.♕d3	♜c3+	27.♕d4	♜c4+
28.♕d5	♜c5+	29.♕d6	♜c6+
30.♕d7			



30.♕d7

So the marathon man, almost exhausted by now, has landed on d7 after all and the rook's rampage has ended for the moment. A reason for Black to resign?

No, he is still hoping.

30...♜b6 31.♖c7! ♜b2 32.♖d4

Because of the a-pawn, White avoids the exchange of rooks.

32...♜b8 33.♖cc4 ♜a8 34.♖b4 ♜a6 35.♕e7

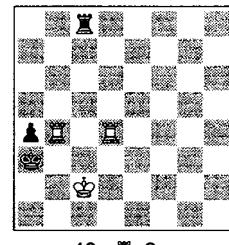
Heading for an amazing climax.

35.♕c7 would have been simplest, but White has become impatient

– as we can understand – and thinks he sees a quick mate. A new race starts!

**35... $\blacksquare a7+$ 36. $\diamond e6$ $\blacksquare a6+$ 37. $\diamond e5$
 $\blacksquare a5+$ 38. $\diamond e4$ $\blacksquare a6$ 39. $\diamond d3$ $\blacksquare a8$
40. $\diamond c2$ $\blacksquare c8+$ 41. $\diamond b1??$**

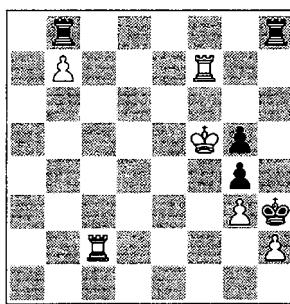
Totally wrong, but can you imagine White's relief? After all he is threatening mate in three, but...



40... $\blacksquare c8+$

41... $\blacksquare b8!!$

Quite incredible; it's a draw. If the white player burst into tears here, we could fully understand it!



Shorter, but not devoid of tragedy either, was this fragment from a World Cup game Hübner-Salov, Skellefteå 1989.

This looks good for White, but Black finds a radical solution:

1... $\blacksquare xb7!!$ 2. $\blacksquare xb7$

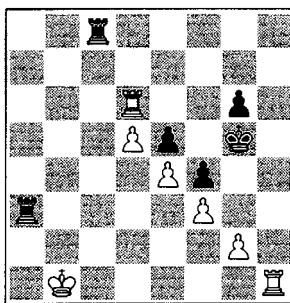
Precisely the only square on the 7th rank where the white rook is in the way, giving Black the opportunity to escape. There followed:

**2... $\blacksquare f8+$ 3. $\diamond e4$ $\blacksquare e8+$ 4. $\diamond d3$ $\blacksquare d8+$ 5. $\diamond e2$ $\blacksquare e8+$
6. $\diamond d1$ $\blacksquare e1+$ 7. $\diamond d2$ $\blacksquare d1+$**

Draw.

■

756



■

757

Also interesting was Brenninkmeijer-Van der Wiel, Dutch Championship, Eindhoven 1991, where two rampant rooks also entered the arena.

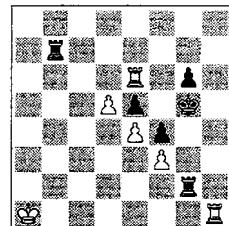
1... $\blacksquare b3+$ 2. $\diamond a2$

Now Black could have activated his rampant rooks already with 2... $\blacksquare b2+$ 3. $\diamond xb2$ $\blacksquare c2+$, but first Van der Wiel tried for more:

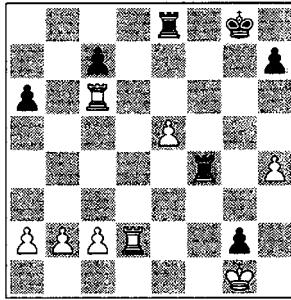
**2... $\blacksquare b7$ 3. $\blacksquare a6$ $\blacksquare c2+$ 4. $\diamond a1$ $\blacksquare xg2$ 5. $\blacksquare e6$ $\blacksquare a7+$ 6. $\diamond b1$
 $\blacksquare b7+$ 7. $\diamond a1$**

Draw agreed. For the audience it would have been entertaining to demonstrate the double rook sacrifice, which is still possible. On behalf of the players I will show it: 7... $\blacksquare a7+$ 8. $\diamond b1$ $\blacksquare a1+$ 9. $\diamond xa1$ $\blacksquare a2+$.

Just for curiosity seekers: this diagram position features no less than four rampant rooks!



7. $\diamond a1$



□

758

I must beg for your patience once more, for you will need it to fully understand the following drama.

This position demonstrates the restrictions that apply even to a rampant rook.

In our game, much is possible, but not everything!

This took place in Schallopp-Blackburne, Frankfurt am Main 1887.

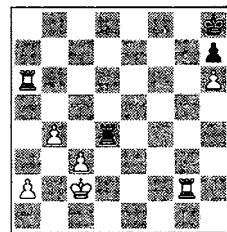
1. $\mathbb{R}xg2+$ $\mathbb{Q}h8$ 2. $\mathbb{R}xc7$ $\mathbb{R}fe4$ 3. $\mathbb{R}a7$ $\mathbb{R}4xe5$ 4. $\mathbb{R}xa6$ $\mathbb{R}e4$ 5. $\mathbb{R}h5$ $\mathbb{R}h4$ 6. $\mathbb{R}h6?$

Giving Black a chance: 6... $\mathbb{R}e1+$ 7. $\mathbb{R}f2$ $\mathbb{R}f4+$ 8. $\mathbb{R}xe1$ $\mathbb{R}f1+$.

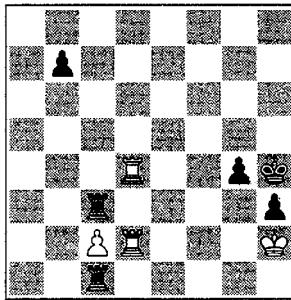
But Black does not take it yet and that should have proved fatal for him.

6... $\mathbb{R}d4?$ 7. $c3!$ $\mathbb{R}d1+$ 8. $\mathbb{R}h2$ $\mathbb{R}d5$ 9. $b4$ $\mathbb{R}h5+$ 10. $\mathbb{R}g1$ $\mathbb{R}e1+$ 11. $\mathbb{R}f2$ $\mathbb{R}f5+$

And the draw was agreed due to the rampant rook. But that's exactly what Black shouldn't have done as he could have escaped the checks, see: 12. $\mathbb{R}xe1$ $\mathbb{R}f1+$ 13. $\mathbb{R}e2$ $\mathbb{R}e1+$ 14. $\mathbb{R}f3$ $\mathbb{R}e3+$ 15. $\mathbb{R}g4$ $\mathbb{R}e4+$ 16. $\mathbb{R}h5$ $\mathbb{R}h4+$ 17. $\mathbb{R}g5$ $\mathbb{R}h5+$ 18. $\mathbb{R}g4$ $\mathbb{R}h4+$ 19. $\mathbb{R}f3$ $\mathbb{R}f4+$ 20. $\mathbb{R}e2$ $\mathbb{R}e4+$ 21. $\mathbb{R}d2$ $\mathbb{R}d4+$ and with 22. $\mathbb{R}c2$ (see diagram), Black could have followed the escape route that he created on his 7th and 9th move and grabbed the full point!



analysis after 22. $\mathbb{R}c2$



□

759

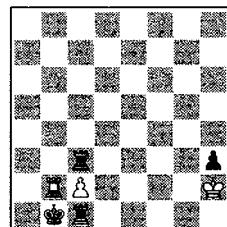
In the game Matusin-Varavin, Soviet Union 1991, White could have attained a draw as follows:

1. $\mathbb{R}xg4+!$ $\mathbb{Q}xg4$ 2. $\mathbb{R}d4+$ $\mathbb{Q}f3$ 3. $\mathbb{R}f4+!$

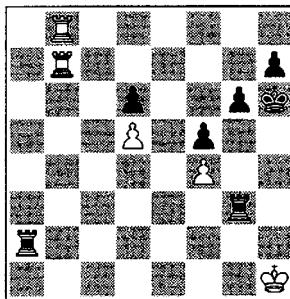
Here and in the following, White must always take care that he checks on the right square, as this fragment, too, contains a few narrow escape routes on the intersections that may remove the stalemate threats.

After the preceding, I think that little comment is needed and that I can confine myself to exclamation marks at the critical moments.

3... $\mathbb{Q}e2$ 4. $\mathbb{R}f2+$ $\mathbb{Q}e3$ 5. $\mathbb{R}e2+!$ $\mathbb{Q}d4$ 6. $\mathbb{R}e4+$ $\mathbb{Q}c5$ 7. $\mathbb{R}e5+$ $\mathbb{Q}b6$ 8. $\mathbb{R}b5+$ $\mathbb{Q}c7$ 9. $\mathbb{R}xb7+$ $\mathbb{Q}d6$ 10. $\mathbb{R}d7+$ $\mathbb{Q}c5$ 11. $\mathbb{R}d5+$ $\mathbb{Q}b4$ 12. $\mathbb{R}b5+$ $\mathbb{Q}a3$ 13. $\mathbb{R}a5+$ $\mathbb{Q}b2$ 14. $\mathbb{R}a2+!$ $\mathbb{Q}b1$ 15. $\mathbb{R}b2+!$



15. $\mathbb{R}b2+!$



□

760

Things went totally wrong in the game Pavlovic-Mikhailchishin, Yugoslavia 1991.

White could not resist the temptation to play for a win and so things quickly got out of hand:

1. $\mathbb{R}h8?$ $\mathbb{Q}h5$ 2. $\mathbb{R}bxh7+$ $\mathbb{Q}g4$ 3. $\mathbb{R}h4+$ $\mathbb{Q}f3$

White resigned.

We all fall for such tricks from time to time, but here it was doubly tragic, as the diagram position cries out for a rampant rook ride and of course, there is one.

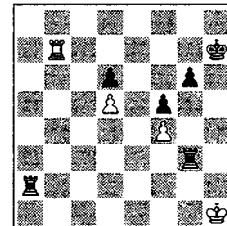
This is how White should have done it:

1. $\mathbb{R}xh7+$ $\mathbb{Q}xh7$ 2. $\mathbb{R}b7+!$ (see diagram).

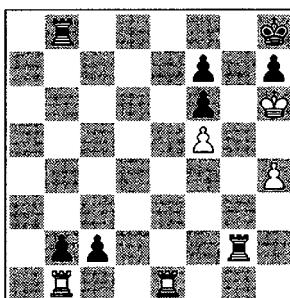
White has to be extremely careful, as after the tempting 2. $\mathbb{R}h8+?$ Black escapes with 2... $\mathbb{Q}g7$ 3. $\mathbb{R}g8+$ $\mathbb{Q}f7$ 4. $\mathbb{R}f8+$ $\mathbb{Q}e7$ 5. $\mathbb{R}e8+$ $\mathbb{Q}d7$ 6. $\mathbb{R}d8+$ $\mathbb{Q}c7$ 7. $\mathbb{R}c8+$ $\mathbb{Q}b7$ 8. $\mathbb{R}b8+$ $\mathbb{Q}a7$ 9. $\mathbb{R}b7+$ $\mathbb{Q}a6$ (sailing into the safe haven!) 10. $\mathbb{R}b6+$ $\mathbb{Q}a5$ 11. $\mathbb{R}b5+$ $\mathbb{Q}a4$ 12. $\mathbb{R}b4+$ $\mathbb{Q}a3$ 13. $\mathbb{R}a4+$ $\mathbb{Q}b2$.

Now the draw is inevitable after 2... $\mathbb{Q}g8$ 3. $\mathbb{R}b8+$ $\mathbb{Q}f7$ 4. $\mathbb{R}b7+=$.

You see the difference. The white pawn on d5 closes off all escape routes, if only the white rook keeps giving vertical checks and is not so stupid as to leave the file!



analysis after 2. $\mathbb{R}b7+!$



□

761

A very special case is Edward Lasker-Lewitt, Hamburg 1910. I advise you to take some time for this. In itself the position is unusual. It is clear that White has been outplayed completely. His only chance is a stalemate construction, hence his first move:

1. $\mathbb{h}5!$

locking in the white king. Black now has a choice and we can quickly establish that the following alternatives do NOT win:

A) 1... $\mathbb{c}xb1\mathbb{W}$ 2. $\mathbb{R}e8+!$ $\mathbb{R}xe8$;

B) 1... $\mathbb{R}bg8$ 2. $\mathbb{R}xb2$ $\mathbb{c}1\mathbb{W}+$ 3. $\mathbb{R}xc1$ $\mathbb{R}xb2$ 4. $\mathbb{R}c8!=$.

So we can understand why Black chooses:

1... $\mathbb{c}1\mathbb{W}+$ 2. $\mathbb{R}bxc1$ $\mathbb{b}xc1\mathbb{W}+$ 3. $\mathbb{R}xc1$ $\mathbb{R}bg8$

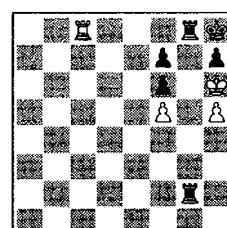
Black must have played this with some relief, as he appears to have a remedy against the ever threatening $\mathbb{R}c1-c8$. But no...

4. $\mathbb{R}c8$ $\mathbb{R}g6+$

That was meant to be the point.

5. $\mathbb{f}xg6$

Careful; not 5. $\mathbb{h}xg6??$, as then Black does capture on c8 because the white king suddenly has an escape square.



4. $\mathbb{R}c8$

5... $\mathbb{R}xc8$

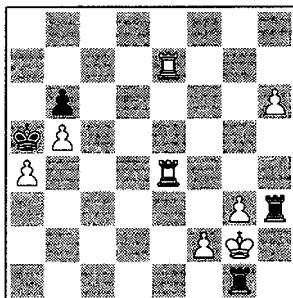
Resignation. Why not 5... $\mathbb{h}xg6$, I hear someone ask. Well, then comes 6. $\mathbb{R}xg8+$ $\mathbb{Q}xg8$ 7. $\mathbb{h}xg6$ and now the nasty 7... $\mathbb{Q}f8$, after which

only 8.♕h7! still draws (8.gxf7? ♔xf7 loses, as well as 8.g7+? ♔g8). Many a player would still have tried!

6.g7+ ♔g8

Stalemate.

A beautiful endgame, rich with small traps and finesse.



□

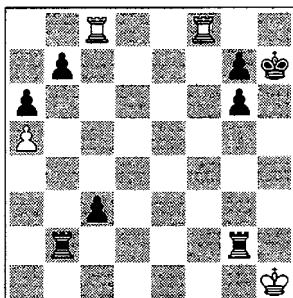
762

In the magazine *De Schaakwereld*, diagram 762 was printed, from a game Donk-Adema, played in 1941 in Amsterdam. In this position White played:

1.♔f3

and the game was drawn in view of Black's rampant rooks. In his examinations, Krabbé has provided this result with a question mark, as White can always escape and is simply winning, see: 1...♜gxg3+ 2.fxg3 ♜xg3+ 3.♔f4 ♜f3+ 4.♔e5 ♜f5+ 5.♔e6 ♜f6+ 6.♔d5 ♜d6+ 7.♔c4 ♜c6+ 8.bxc6 and wins.

Moreover, in the diagram position White could have captured on g1 already, as the white king can always reach square d5 and then the game runs along the same lines.



■

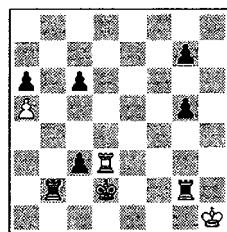
763

Two more rampant rooks we see at work in Marcel Piket-Dörenberg, Eindhoven 1989.

1...g5 2.♖h8+ ♔g6

Now it is clear that White must seek refuge in a draw and he did so competently.

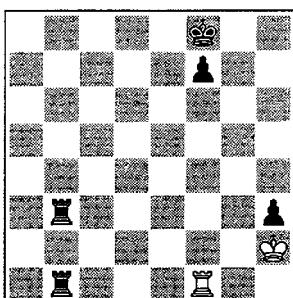
3.♖c6+ bxc6 4.♖h6+! ♔f5
5.♖f6+ ♔e4 6.♖f4+ ♔e3 7.♖f3+
♔d2 8.♖d3+!



He had to take the right square! Things could have gone wrong with 8.♖f2+? ♜xf2 and the stalemate is gone.

The game was drawn after some more moves.

8.♖d3+!



□

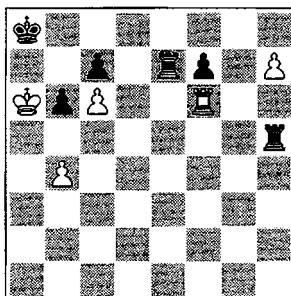
764

With two rooks against one, a rescue turned out to be possible in Garnier-Schout from a junior tournament, Verdun 1994. Do you see how White can draw here?

1.♖xf7+ ♔e8 2.♖e7+ ♔d8 3.♖d7+ ♔c8 4.♖c7+ ♔b8
5.♖c8+ ♔a7 6.♖a8+ ♔b6 7.♖a6+ ♔c5 8.♖c6+

Draw.

I think I will end this crazy series now with a rather special dessert, also with the two rooks versus one configuration. Enjoy!



□

765

We are talking about Marshall-Kljua, New York 1923.
White amazed everyone present with:

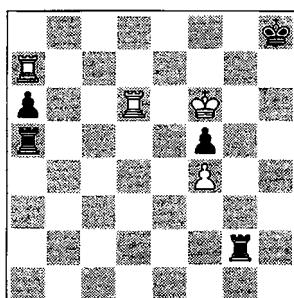
1. $\mathbb{R}h6!$ $\mathbb{R}xh6$ 2. $h8\mathbb{W}+$ $\mathbb{R}xh8$ 3. $b5!!$

Here we see a real Houdinian artist at work. With two extra rooks Black has to concede the draw, for if he removes the stalemate threat things can even go wrong, see: 3... $\mathbb{R}d7?$ 4. $cxd7$ $c6??$ 5. $bxc6$ $\mathbb{R}b8$ 6. $\mathbb{B}xb6$ $\mathbb{R}c8$ 7. $c7+$ and Black turns out to have found a brilliant way to cook his own goose. Kljua was wiser and preferred to keep the white king confined in his self-created prison.

Aren't you rampaged yourself by now?
Let's move on to the next paragraph then, with the obvious subject:

B) Mating attacks

Naturally, this type of endgame also lends itself extremely well for that which the game of chess is all about: mating the enemy king.



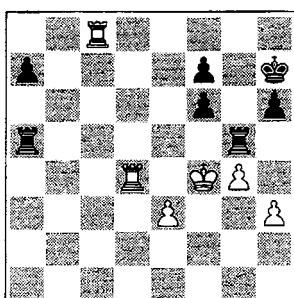
□

766

As a first example, an elementary but instructive trick that White missed in Englisch-Gunsberg, Hamburg 1885. The game was drawn after:

1. $\mathbb{R}dxa6$ $\mathbb{R}xa6+$ 2. $\mathbb{R}xa6$ $\mathbb{R}g1$

but the win was up for grabs with 1. $\mathbb{R}a8+$ $\mathbb{R}g8$ 2. $\mathbb{R}f7!!$. It's always annoying to have to establish these things after the event!



□

767

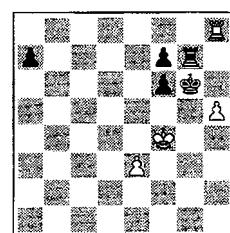
We keep dwelling in the remote past for the moment and have a look at diagram 767 from Marshall-Kupchik, Havana 1913, where White carries through a mating attack with great verve. Something you might expect from Marshall.

1. $\mathbb{R}dd8$ $\mathbb{R}g7$

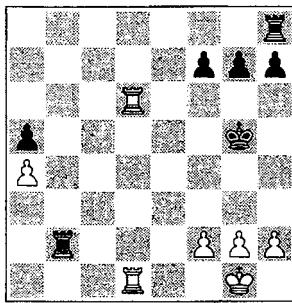
With 1... $f5$ there was no escape either:
2. $\mathbb{R}h8+$ $\mathbb{R}g6$ 3. $\mathbb{R}cg8+$ $\mathbb{R}f6$ 4. $\mathbb{R}xh6+$ $\mathbb{R}g6$
5. $g5+$ $\mathbb{R}e7$ 6. $\mathbb{R}hxg6$ $fxg6$ 7. $\mathbb{R}g7+$ $\mathbb{R}e8$
8. $\mathbb{R}xg6$.

2. $h4$ $h5$ 3. $\mathbb{R}h8+$

Black resigned because of 3... $\mathbb{R}g6$ 4. $gxh5+$ $\mathbb{R}xh5$ 5. $\mathbb{R}xh5$ $\mathbb{R}xh5$ 6. $\mathbb{R}h8+$ $\mathbb{R}g6$ 7. $h5$ mate (*see diagram*).



analysis after 7. $h5$



□

768

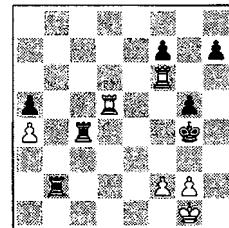
From a correspondence game Soultanbeieff-O'Kelly, 1943, I have taken diagram 768. Anyone can imagine that White is playing for a win here and that he will start hunting the black king, who is quite uncomfortably posted right in the centre. But look how O'Kelly weathers all the storms and holds the draw:

**1.h4+ ♕xh4 2.♖d5 g5! 3.♗1d3
♖c8 4.♘h3+ ♔g4 5.♘g3+ ♔f4
6.♘f3+ ♔g4 7.♘f6 ♖c4**

The fourth rank must be defended, for now mate is threatened.

8.♔h2 ♔h5 9.g3 ♔g4!

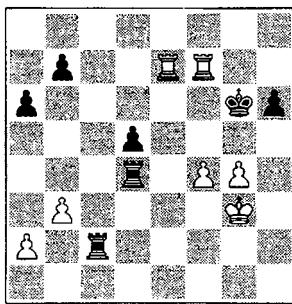
Now White threatened to weave a mating net with 10.♕h3, followed by f3 and g4.



7...♖c4

**10.♖xf7 ♖xa4 11.♖ff5 h6 12.♘f6
♖ab4 13.♔g2 ♖b6**

Draw.
Admirable!



□

769

Black was mated in Chiburdanidze-Feustel, Tbilisi Interzonal 1976. You probably see it already.

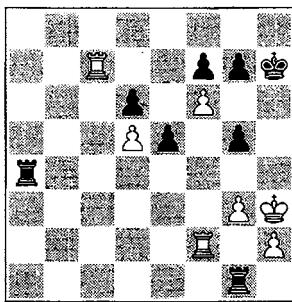
1.♗g7+ ♔f6 2.g5+!

That's the one you had to find.

2...hxg5 3.♗gf7+ ♔g6 4.f5+ ♔h6 5.♗h7

Mate.

Nice. White forced the pawn to go to g5, depriving its king of this escape square, after which no escape is possible.



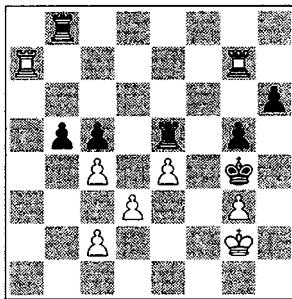
■

770

Next, two identical mating tricks that we have seen before. First Wekkawi-Frank, Nigeria 1976:

1...♗h4+! 2.gxh4 g4+

Mate.



□

771

Diagram 771 stems from Durao-Catozzi, Dublin Zonal 1957. You should recognize this one.

1. $\mathbb{R}af7$ bxc4

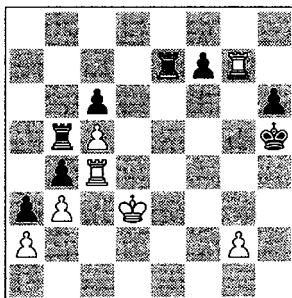
Or 1... $\mathbb{Q}h5$ 2. $\mathbb{R}f1$ bxc4 3. $\mathbb{R}h1+$ $\mathbb{Q}g4$ 4. $\mathbb{R}h4$ mate.

2. $\mathbb{R}f4+$ $\mathbb{Q}h5$

There we go again.

3. $\mathbb{R}h4+$ gxh4 4.g4

Mate.



■

772

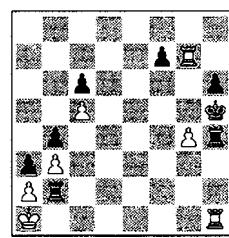
A successful attempt at suicide was made in Karpov-Larsen, Linares 1983, where Black could have avoided a quick death with 1... $\mathbb{R}e1$. However, abandoned by all the gods, he played:

1... $\mathbb{R}bb7?$

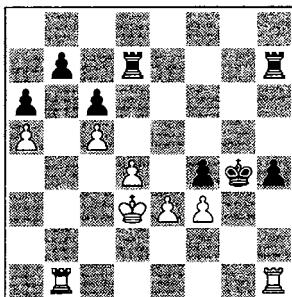
and was promptly treated to:

2. $\mathbb{R}c1!$

Black resigned in dismay because of the inevitable 2... $\mathbb{R}bd7+$ 3. $\mathbb{Q}c2$ (you do not hope for 3. $\mathbb{Q}c4$ $\mathbb{R}e4$ mate against Karpov!) 3... $\mathbb{R}e2+$ 4. $\mathbb{Q}b1$ $\mathbb{R}b2+$ 5. $\mathbb{Q}a1$ $\mathbb{R}d4$ 6. $\mathbb{R}h1+$ $\mathbb{R}h4$ 7.g4 mate (*see diagram*).



analysis after 7.g4



■

773

In rapid tournaments sometimes nice motifs can be found. An example is Kasparov-Nikolic, New York 1994.

The black king is in check and if it moves to g3 mate quickly follows: 1... $\mathbb{Q}g3$ 2. $\mathbb{R}hg1+$ $\mathbb{Q}h2$ 3. $\mathbb{Q}e2$ fxe3 4. $\mathbb{Q}xe3$.

What Nikolic did almost ended happily, probably to his own surprise:

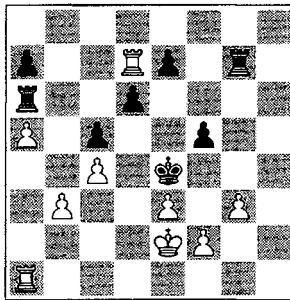
1... $\mathbb{Q}xf3$

Now White could have announced mate in about three moves, starting with 2. $\mathbb{R}hg1$.

But even World Champions don't see everything! Kasparov continued

2. $\mathbb{R}bf1+?$

and won the game, but it was a quite laborious affair.



□

774

A powerfully waged conclusive attack we see in Keene-Mortensen, Aarhus 1983:

1.b4!! cxb4 2.f4!

Quite surprising. Suddenly Black is caught in a mating net and if he tries to escape with 2... $\mathbb{Q}h7$, then 3. $\mathbb{Q}xe7+!! \mathbb{Q}xe7$ 4. $\mathbb{Q}d1$ and mate follows. Therefore:

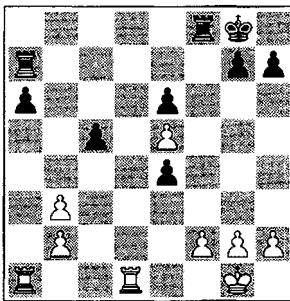
2... $\mathbb{Q}c6$

but now

3. $\mathbb{Q}d1 \mathbb{Q}xc4$ 4. $\mathbb{Q}c7!!$

Black resigned.

A quite remarkable role for White's $\mathbb{Q}d7$, which de-activates first one black rook and then the other!



□

775

How apprehensive one must be of mate threats and how sharply a defence must be conducted, we can see in Van der Sterren-Timman, Dutch team competition 1980/81:

1. $\mathbb{Q}d6 \mathbb{Q}b7!$

A shrewd move, trying to lure White's queen's rook away from the back rank.

2. $\mathbb{Q}axa6$

That's worked.

2... $\mathbb{Q}bf7$ 3.f3

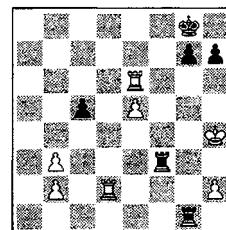
As 3. $\mathbb{Q}d2$ fails to 3...e3.

3...exf3 4.gxf3 $\mathbb{Q}xf3$ 5. $\mathbb{Q}d2?$

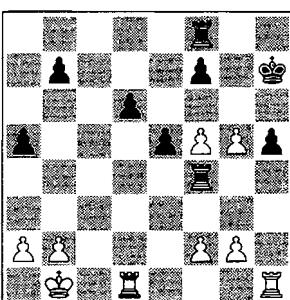
5. $\mathbb{Q}d1 \mathbb{Q}f2$ 6. $\mathbb{Q}xe6 \mathbb{Q}xb2$ 7. $\mathbb{Q}e7$ would have offered more counterchances.

**5... $\mathbb{Q}f1+$ 6. $\mathbb{Q}g2 \mathbb{Q}f15$ 7. $\mathbb{Q}xe6$
 $\mathbb{Q}g5+$ 8. $\mathbb{Q}h3 \mathbb{Q}f3+$ 9. $\mathbb{Q}h4 \mathbb{Q}g1!$**

White resigned in view of the threat 10...g5+ and 11... $\mathbb{Q}h3$ mate.



9... $\mathbb{Q}g1!$



□

776

Quite subtle and sharp was the way White conducted the attack in Serper-Mestel, Hastings 1990/91:

1.g4!

Much better than the obvious 1. $\mathbb{Q}xh5+ \mathbb{Q}g7$ 2. $\mathbb{Q}dh1?$ $\mathbb{Q}xf5=$.

1... $\mathbb{Q}xg4$

Or 1... $\mathbb{Q}g7$ 2. $\mathbb{Q}xh5 \mathbb{Q}h8$ 3.f6+ $\mathbb{Q}g8$ 4. $\mathbb{Q}xd6 \mathbb{Q}xh5$ 5.gxh5.

2. $\mathbb{Q}xh5+$ $\mathbb{Q}g7$ 3. $\mathbb{Q}dh1 \mathbb{Q}g8$

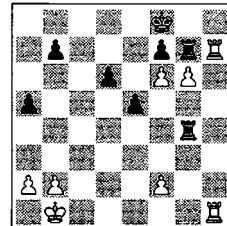
Or 3... $\mathbb{Q}e8$ 4. $\mathbb{Q}h7+$ $\mathbb{Q}f8$ 5.g6!.

4. $\mathbb{Q}h7+$ $\mathbb{Q}f8$ 5.g6!

Always this trick.

5...Bg7 6.f6!! B7xg6 7.Bh8+

Black resigned in view of 7...Bg8 8.Bc1 Bg1 9.Bxg8+ Bxg8 10.Bc8 mate.



6.f6!!

Another example where the dangers of a mating attack were recognized too late was Beliavsky-Adams, Haifa 1989:

1.h5+ Qxh5

Safer was 1...Bf6. The text is not wrong, except that Black is approaching the ambush step by step...

2.Bxf7 bxc4 3.Bf6!!

A move like that ought to open the black player's eyes, you would think!

3...cxb3?

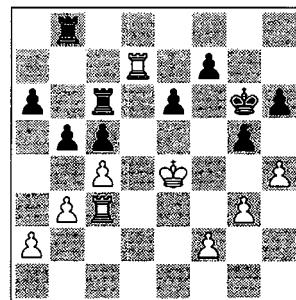
But apparently it did not! After, for instance, 3...g4, the danger would have been averted: 4.Bxc4 Bd8! 5.b4 Bg5 6.Bf7 Bg6 7.Bf4 h5 with mutual – and equal – chances.

4.g4+! Bxg4 5.Bg3+

A time-trouble check. With 5.Bxh6! White could have delivered a quicker mate.

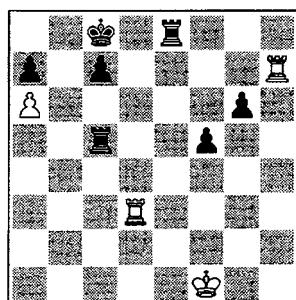
5...Qh5 6.Bh3+ Qg4 7.Bfxh6 Bb4+ 8.Qe5

Black resigned, as on 8...Bf4, to prevent f2-f3 mate, 9.Bg3 mate follows.



□

777



□

778

A horrible short circuit concludes this paragraph, from Motwani-Wicker, British Championship, Southampton 1986.

White tried

1.Bb3

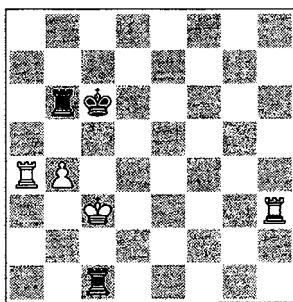
after which Black showed great helpfulness by unsuspectingly rising to the bait:

1...Be6?? 2.Bb8+!

and the chess community counted one more disillusioned member. Black resigned.

C) Other tricks

In this paragraph, anything can happen and nothing is too crazy.



□

779

We start with Prokes-Janos Balogh, The Hague Olympiad 1928. After White's first move

1. ♔b2

nothing much seems to be going on; with a move like 1... ♜c4 Black can steer towards a draw. Balogh, however, thought he saw something more attractive and – as it happens to ourselves only too often – that's when things get really risky. The Romanian, who later turned Hungarian, devised:

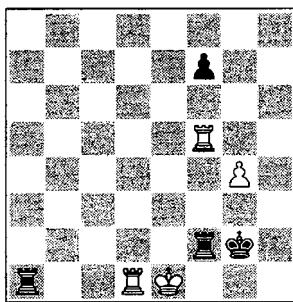
1... ♜b5??

attacking the white rook in turn.

The reply brought him down to earth with a bump:

2. ♜a5+! ♜xb4 3. ♜ha3!

and these pieces could also be put back in the box.



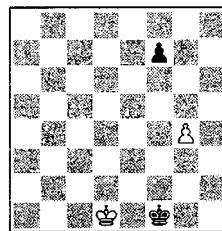
■

780

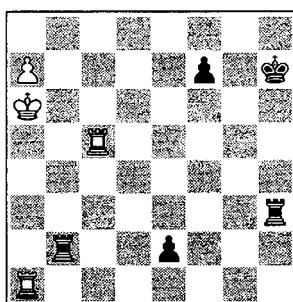
As we have seen many times before, to liquidate correctly is also an art. If he had mastered that, Black could have gained an extra half point in Sidney Bernstein-Dake, US Championship, New York 1936. He played:

1... ♜xd1+? 2. ♔xd1 ♜xf5 3. gx5 f6

And the pawn endgame was drawn. Winning would have been the good-looking 1... ♜f1+!! 2. ♜xf1 ♜xd1+ 3. ♔xd1 ♜xf1 (see diagram) and this pawn endgame is winning after 4. ♔d2 ♜f2 5. ♔d3 ♜f3 6. g5 ♜f4 7. ♔e2 ♜xg5 8. ♔f3 ♜f5.



analysis after 3... ♜xf1



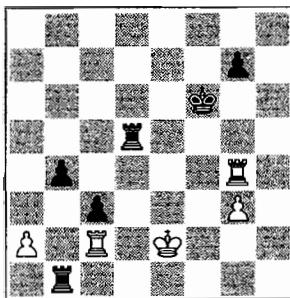
■

781

Two pawns are about to promote and in such cases, it comes in handy if you manage to get there first. That is what Black must have thought in Shamshin-Polovodin, Lugansk 1989. Do you see his elegant solution?

1... ♜h6+ 2. ♔a5 ♜a2+! 3. ♜xa2 e1♛+

White resigned.



782

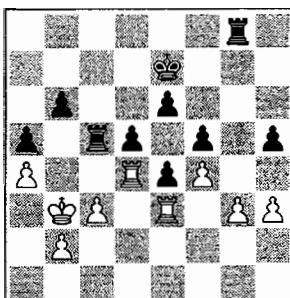
We can even encounter the breakthrough motif in this endgame type. A correspondence game Footner-Kramer, 1981/84, was decided by:

1...b3!

This pawn must be taken, as 2. $\mathbb{R}xc3$ $\mathbb{b}xa2$ will cost White a rook.

2. $\mathbb{a}xb3$ $\mathbb{R}b2$

White resigned because of 3. $\mathbb{R}f4+$ $\mathbb{g}5$ 4. $\mathbb{R}xb2$ $\mathbb{c}xb2$ 5. $\mathbb{R}f1$ $\mathbb{R}b5$.



783

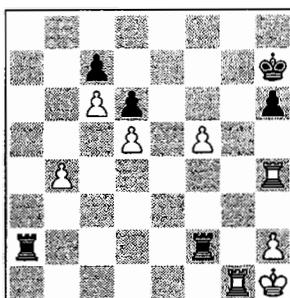
Another example of a breakthrough is Wahltuch-Capablanca, London 1922:

1...h4! 2. $\mathbb{g}xh4$ e5! 3. $\mathbb{f}xe5$ f4 4. $\mathbb{e}e1$ $\mathbb{e}e6$ 5. c4 $\mathbb{e}xe5!$

This is all not very difficult, but it is vintage Capablanca, who pulled it off again, as he so often did!

6. $\mathbb{R}xd5+$ $\mathbb{R}xd5$ 7. $\mathbb{c}xd5$ f3

White resigned.



784

Another breakthrough in the game Petrosian-Gligoric, Candidates' Tournament, Yugoslavia 1959.

1.b5

Now, Black, as Gligoric himself has indicated, could have maintained equality with 1... $\mathbb{R}ac2$ 2. f6 $\mathbb{R}xf6$ 3. $\mathbb{R}hg4$ $\mathbb{R}f7$. However, he thought he saw a safer and quicker way and preferred to keep White's b-pawn under control with

1... $\mathbb{R}ab2?$

and now we get to see Petrosian as a clever tactician:

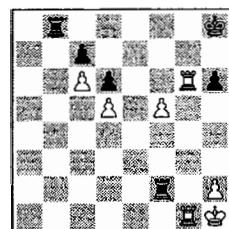
2. $\mathbb{b}6!!$ $\mathbb{R}xb6$

Or 2... $\mathbb{c}xb6$ 3. $\mathbb{R}c1$ $\mathbb{R}bc2$ 4. $\mathbb{R}xc2$ $\mathbb{R}xc2$ 5. $\mathbb{R}g4$ and one of the pawns triumphantly marches through.

3. $\mathbb{R}hg4$

Here, too!

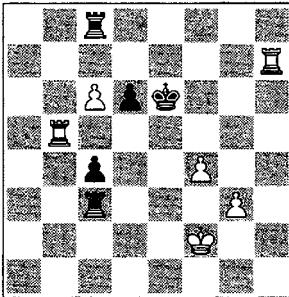
3... $\mathbb{R}b8$ 4. $\mathbb{R}g7+$ $\mathbb{h}8$ 5. $\mathbb{R}7g6$



5. $\mathbb{R}7g6$

Black resigned.

The finish might have been: 5... $\mathbb{h}7$ 6. f6! $\mathbb{R}c8$ 7. $\mathbb{R}g7+$ $\mathbb{h}8$ 8. $\mathbb{R}xc7$ $\mathbb{R}2xf6$ 9. $\mathbb{R}d7$ and there is no hope left for Black.



■

785

Several times we have seen that tactics are also a matter of good calculation. This is once more illustrated in Suba-Hebden, Hastings 1983/84.

1...Rc2+

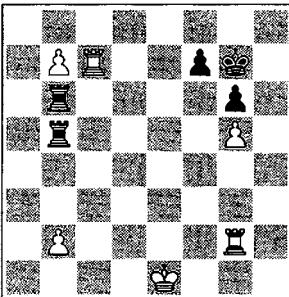
Or 1...Rxc6 2.f5+ Rf6 3.Rh6+ Rg7 4.Rg6+ Rf7 5.Rb7+ Rf8 6.Rh6 Rg8 7.f6. Optimal cooperation of two rooks with an advanced passed pawn! But after the text, White had a liquidation at his disposal that he had calculated sharply:

2.Qf3 Rc3+ 3.Qg4 Rg8+ 4.Rg5 Rxg5+ 5.fxg5 Ra3

Now the fun starts again:

6.g6! Ra8 7.g7 Rg8 8.c7

Black resigned in view of 8...Rd7 9.c8Q+ Rxc8 10.Rh8 or 8...Rf7 9.Rh8!.



□

786

The game Budnikov-Varavin, Leningrad 1989, was also finished with a neat liquidation.

1.Rf2 Rf5 2.Rxf5 gxf5

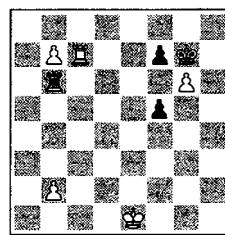
And now the surprising

3.g6!! Rxb2

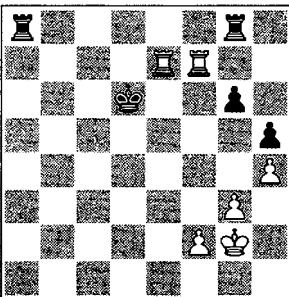
3...Rg6 fails to 4.Rc6+. You saw that, I hope?!

4.gxf7

Black resigned.



3.g6!!



□

787

Three versus two on one wing in Petrosian-Balashov, Soviet Championship, Leningrad 1977. In this position you wouldn't expect a quick decision yet, but here it is.

1.Re2 Raf8 2.Ra7 Ra8 3.Rae7 Rac8 4.R2e6+ Qd5

and after the fine

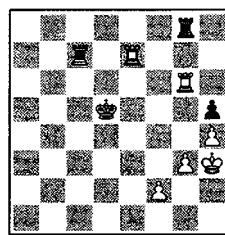
5.Qh3

Black, in despair, hastened the end with

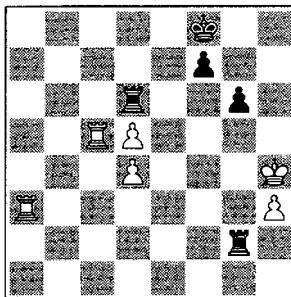
5...Rc7? 6.Rxg6!

and after this knock-out punch he resigned at once.

The position wasn't great for Black anyway. But White played it jolly well, this rooks' switch from the 7th rank to the e-file rounded off with a tactical finesse.



6.Rxg6!



788

Stalemate is threatened in diagram 788 from Pelitov-Ivanov, Plovdiv 1994, but Black cleverly sneaks past it.

1...g5+ 2.♔h5 ♔g7 3.♕c6 ♕d8! 4.♕h6

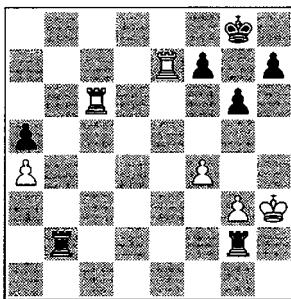
Or 4.♖aa6 ♕e8 5.h4 ♕e4.

4...g4! 5.d6 gxh3 6.♕a5

Neither does 6.♕xh3 offer any solace because of 6...f6, threatening 7...g5+.

6...h2 7.♕g5+ ♕xg5+ 8.♕xg5 f6+

White resigned.



789

An especially mean attack with an attractive final chord could have been put on the board by Black in Zukertort-Steinitz, Vienna 1882:

1...h5

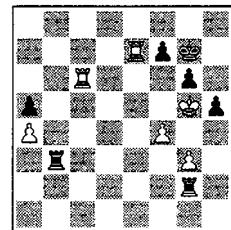
Threatening mate already.

2.♔h4 ♕b3! 3.♔g5 ♔g7!!

That takes courage!

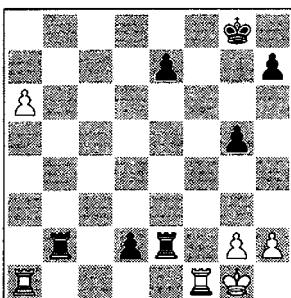
4.♕xg6+ ♔f8

Exactly the same trick as in Miles-Mestrovic, diagram 685. One white rook will perish.



3...♔g7!!

However, the future World Champion did not see this elegant win and the game itself ended in a draw after 1...♕h2+ 2.♔g4 ♕h5 3.♕f6.



790

A trick that occurs quite regularly in practice we see in Borkowski-Pioch, Poland 1979:

1...♕xg2+ 2.♔h1 ♕xh2+

These two pawns are a welcome bonus already.

3.♔g1

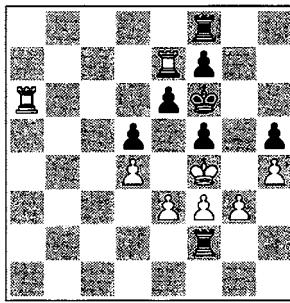
And now for the liquidation with:

3...d1! 4.♕fxd1 ♕bg2+ 5.♔f1 ♕d2! 6.♔g1

Or 6.♕xd2 ♕h1+ 7.♔g2 ♕xa1 8.♕d8+ ♔g7 9.♕a8 h5 etc.

6...♕xd1+ 7.♕xd1 ♕a2

White resigned.



□

791

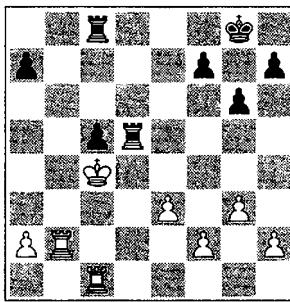
How careful you have to go about this game is once more illustrated in Miles-Hort, Amsterdam 1982. Instead of settling for a draw with 1. $\mathbb{H}aa7$, White went pawn-hunting with

1. $\mathbb{H}d7??$

and punishment was severe:

1... $\mathbb{H}g8!$

and White could resign. True, 2.e4 prevents the direct mate, but the loss of several pawns is inevitable.



■

792

From a rapid tournament, London 1995, stems diagram 792, Dreev-Ivanchuk, with the attractive introduction:

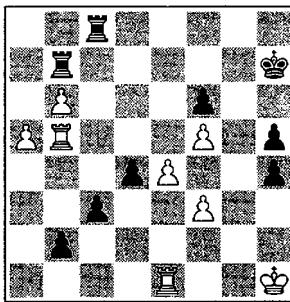
1... $\mathbb{H}d4+!$

This way Black saves himself out of his somewhat cramped position, as he obtains active counterplay.

2. $\mathbb{Q}c3 \mathbb{H}a4! 3. \mathbb{H}cc2 \mathbb{H}c6 4. \mathbb{Q}b3!$

Accurate and sufficient for the draw.

Examples like this one indicate how important it is to have an eye for this kind of tactical finesse, even with little time, and to train on this.



□

793

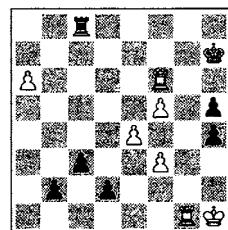
Also quite illustrative is the next fragment, from Smyslov-Botvinnik, Absolute Soviet Championship, Moscow 1941. White will win a rook after:

1. $a6 \mathbb{H}xb6 2. \mathbb{H}xb6$

but Black is the one left with the passed pawns, and watch how clever he makes use of them.

2... $d3 3. \mathbb{H}g1 d2! 4. \mathbb{H}xf6 \mathbb{H}c7$

Excellent. He should certainly not play 4...c2? too early, due to 5. $\mathbb{H}f7+ \mathbb{Q}h8 6. \mathbb{H}f6$ and White holds the draw.



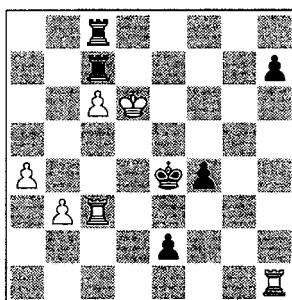
4. $\mathbb{H}xf6$

5. $\mathbb{H}fg6$

The same trap once more: if, again, Black plays 5...c2? too early, then 6. $\mathbb{H}6g5!=$.

5... $d1\mathbb{W}!$

This is the final blow, as after 6. $\mathbb{H}xd1$, 6...c2 decides now. So White resigned.



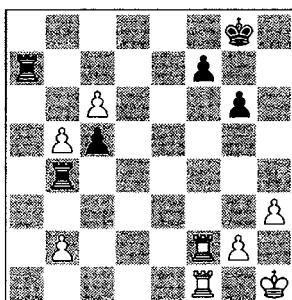
■

794

In Zarychta-Biedunkiewicz, a correspondence game played in 2003, Black finished the game radically with a rook sacrifice:

**1... $\mathbb{R}xc6+$! 2. $\mathbb{R}xc6$ $\mathbb{R}xc6+$ 3. $\mathbb{Q}xc6$ f3 4. $\mathbb{R}xh7$ f2
5. $\mathbb{R}e7+$ $\mathbb{Q}d3$**

and White resigned, because Black's passed pawns cannot be stopped anymore.



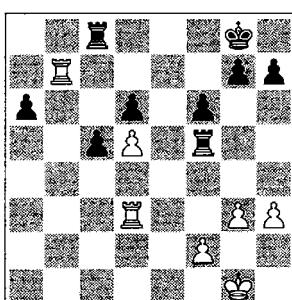
□

795

Another quick liquidation, which can serve as a finger exercise, from Arlandi-Grivas, European Junior Championship, Groningen 1985/86:

1. $\mathbb{R}xf7!$ $\mathbb{R}xf7$ 2. $\mathbb{R}xf7$

Black resigned as the c-pawn marches on.



□

796

Another episode in the history of 'miraculous escapes'. In Teichmann-Perlis, San Sebastian 1912, the remarkable continuation was:

1.f4

Clearly intending to move the rook from d3 to e3 and to penetrate on the 7th rank. To carry this out to maximum effect, White prevents $\mathbb{R}g5$ first.

1...c4?

It would have been wiser to play 1... $\mathbb{Q}f8$ in order to meet 2. $\mathbb{R}e3$ with 2... $\mathbb{R}e8$.

2. $\mathbb{R}e3$ $\mathbb{R}xd5?$

Black still does not grasp what is hanging over his head. Some chances were still offered by 2...c3.

**3. $\mathbb{R}ee7$ $\mathbb{R}h5$ 4. $\mathbb{R}xg7+$ $\mathbb{Q}h8$
5. $\mathbb{Q}g2$ c3**

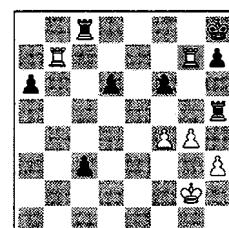
Extremely risky would have been 5...d5 6.g4 $\mathbb{R}h6$ 7.f5.

6.g4 c2

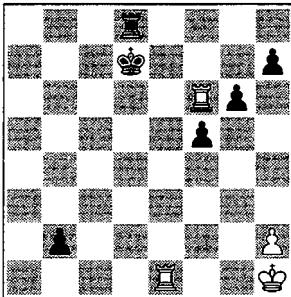
Or 6... $\mathbb{R}h6$ 7. $\mathbb{R}gc7$ $\mathbb{R}xc7$ 8. $\mathbb{R}xc7$ f5=.

7.gxh5 c1 \mathbb{Q} 8. $\mathbb{R}xh7+$

and the draw was agreed.



6.g4



Despite being a rook down, Black also saved himself quite skilfully in Garcia-Hartoch, Manchester 1981.

1...Rc8!

Neither 1...Rb8? 2.Rb1 nor 1...Ra8? 2.Rb6 Ra1 3.Rg1 Ra2 4.Rb1 will do the trick.

2.Rb6 Rc1 3.Rg1 Rc2!

Now this is possible. Draw agreed in view of 4.Rf1 f4 5.Qg1 f3.

■

797

Chapter 8

Rook versus Pawn(s)

This shouldn't be a problem for the rook side, you might think, but the experts know better.

In previous chapters we have already come across liquidations that lead to this type of endgame. Rook endgames are difficult, we know that by now. But things get doubly tough when, after hours of struggle and hounded by the clock, we have to take into account that the opponent may sacrifice a rook to create one or more swift passed pawns threatening to promote. The bare thought of this can become an obsession for tired and hounded fighters! Often they land in gigantic calculating problems in situations where a single tempo can be decisive and a single mistake can be fatal.

The importance of a certain amount of study on this subject is evident. It occurs frequently and some ready knowledge of what is just possible and what not can save a player heaps of trouble.

We start our tour of practical examples with the simplest conceivable item:

A) Rook versus 1 Pawn

This is the problem in its pure form. Whoever thinks that not much can go wrong here, will have his eyes opened straightaway.

We will do this with the aid of Marshall-Duras, San Sebastian 1912. We are talking renowned players here, but what happened?

1. ♕d2?? h3 2. ♕e2 h2 3. ♜g5+ ♔h1!

and the black king is safe in his stalemate corner. Draw agreed. So this was not the way to go about it. Then what was?

1. ♜g5+! ♔f3

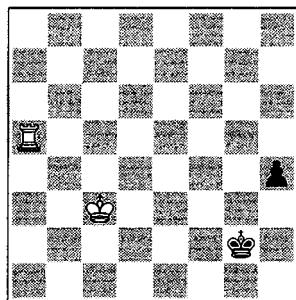
Now the king cannot enter the corner on account of a very important standard trick: 1... ♔h2 (1... ♔h1? drops the pawn to 2. ♜h4) 2. ♕d2! (now the king does join. This subtle concept of 'first give check, then bring the king' we will come across more often) 2... h3 3. ♕e2 ♔h1 4. ♕f2 h2 5. ♕g3!. This manoeuvre is what we require here!

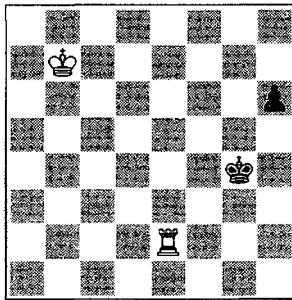
2. ♜h5! ♔g3 3. ♕d2 h3 4. ♕e2 ♔g2

Please note the finesse 4... h2 5. ♔f1.

**5. ♜g5+ ♔h1 6. ♕f3! ♔h2 7. ♕f2 ♔h1 8. ♜e5 ♔h2
9. ♜h5 ♔h1 10. ♜xh3**

Mate.





□

799

We have already mentioned that it can be important to give a check first and only then approach the pawn with the king. This is clearly demonstrated in Fries Nielsen-Plachetka, Rimavská Sobota 1991. White could not summon enough self-control here.

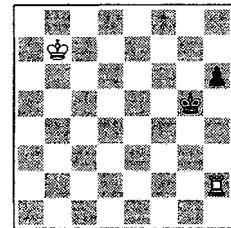
1. $\mathbb{Q}c6?$ $h5$
2. $\mathbb{Q}d5$ $h4$
3. $\mathbb{Q}e4$ $h3$
4. $\mathbb{Q}e3$ $\mathbb{Q}g3$
5. $\mathbb{Q}e1$ $h2$
6. $\mathbb{Q}e2$ $\mathbb{Q}g2$

Now White apparently felt challenged to finally show something good, and finished with:

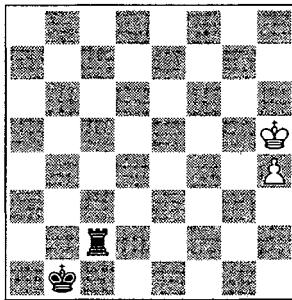
7. $\mathbb{Q}h1$ $\mathbb{Q}xh1$
8. $\mathbb{Q}f1$

Stalemate.

He could have shown his capacities in a more productive vein by following our 'rule of thumb' in the diagram position: 1. $\mathbb{Q}g2+$! $\mathbb{Q}f4$ (or 1... $\mathbb{Q}h3$ 2. $\mathbb{Q}g8$ $h5$ and only now 3. $\mathbb{Q}c6$ $h4$ 4. $\mathbb{Q}d5$ $\mathbb{Q}h2$ 5. $\mathbb{Q}e4$ $h3$ 6. $\mathbb{Q}f3$ etc.) 2. $\mathbb{Q}h2!$ $\mathbb{Q}g5$ (*see diagram*) and only then 3. $\mathbb{Q}c6$ $h5$ 4. $\mathbb{Q}d5$ $h4$ 5. $\mathbb{Q}e4$ $\mathbb{Q}g4$ 6. $\mathbb{Q}g2+$ $\mathbb{Q}h3$ 7. $\mathbb{Q}g8$.



analysis after 2... $\mathbb{Q}g5$



■

800

To demonstrate that this does not always go wrong in practice, I give diagram 800 from Benko-Barcza, Hungarian Championship, Budapest 1951, which was rounded off smoothly by Barcza.

- 1... $\mathbb{Q}g2!$

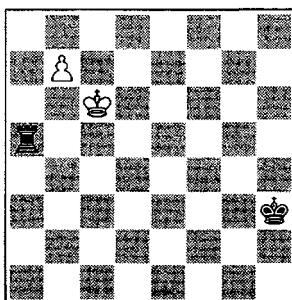
First he cuts off the white king from the g-file, as 1... $\mathbb{Q}b2?$ leads to a draw after 2. $\mathbb{Q}g6!$ $\mathbb{Q}g2+$ 3. $\mathbb{Q}f6!$.

2. $\mathbb{Q}h6$

and now the king joins in:

- 2... $\mathbb{Q}c2$
3. $h5$
4. $\mathbb{Q}d3$
5. $\mathbb{Q}h7$
6. $\mathbb{Q}e4$
7. $h6$
8. $\mathbb{Q}f5$

White resigned, for stalemate is no longer possible.



■

801

We turn away from the rook's pawn and move on to positions with a b- or g-pawn. That brings us to the notorious diagram 801 from Fenton-Potter, England 1875, an episode from chess history about which much has been said and written.

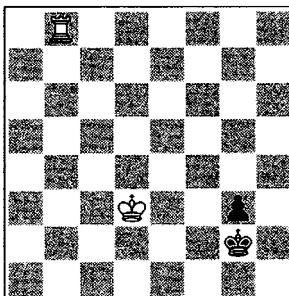
We prefer to concentrate on the position itself right now. Every true connoisseur immediately shouts 'Saavedra!' at the sight of this diagram. This famous study is depicted in diagram 231.

But right now we are looking at the game on which this study was based. Black offered a draw and Fenton accepted, for Potter was a strong player and that can be an argument, too.

In this case, however, it wasn't. Have a good look at the winning method, which is exceptionally beautiful in all its simplicity and has become a classic:

- 1... $\mathbb{Q}a6+$
2. $\mathbb{Q}c5!$ $\mathbb{Q}a5+$
3. $\mathbb{Q}c4$
4. $\mathbb{Q}a4+$
5. $\mathbb{Q}c3$
6. $\mathbb{Q}a3+$
7. $\mathbb{Q}b2$

and the b-pawn promotes.



802

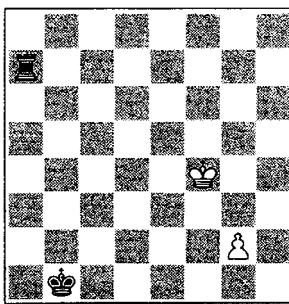
The following example, from Mednis-Dukic, Nice 1977, does not amount to much, but I include it in this treatise to show you how a player can be mated out of the blue with this reduced material, for instance in time-trouble.

In the game this didn't happen, for there came:

1... $\mathbb{Q}f2$ 2. $\mathbb{R}f8+$ $\mathbb{Q}e1$

Draw.

But during analysis I saw 1... $\mathbb{Q}f1?$ 2. $\mathbb{Q}e3$ g2?? 3. $\mathbb{R}b1$ mate. I thought it appropriate to warn you!



803

Before I show you some dramatic games where things went out of hand, first two examples of a perfect winning method. The first is from Byvsh-Simakin, Soviet Championship, Moscow 1951:

1... $\mathbb{R}f7+!$

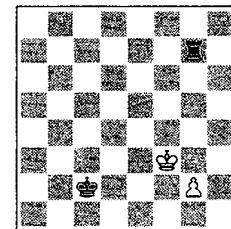
That's the way to play in this position: first put your rook on a good square and hold back the enemy king, then move your own king there! The consequences of the immediate 1... $\mathbb{Q}c2?$ are downright disastrous: 2.g4! $\mathbb{Q}d3$ 3.g5 $\mathbb{Q}d4$ (this is a fatal loss of time) 4. $\mathbb{Q}f5$ and Black can forget the win.

2. $\mathbb{Q}e4$ $\mathbb{R}g7$! 3. $\mathbb{Q}f3$ $\mathbb{Q}c2!$

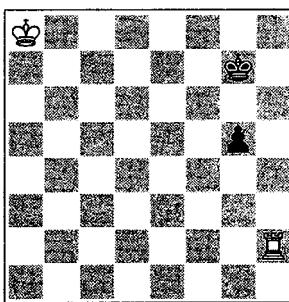
Only now.

**4.g4 $\mathbb{Q}d3$ 5. $\mathbb{Q}f4$ $\mathbb{Q}d4$ 6. $\mathbb{Q}f5$
 $\mathbb{Q}d5$ 7.g5 $\mathbb{R}f7+$**

White resigned.



3... $\mathbb{Q}c2!$



804

Lerner-Dorfman, Tashkent 1980, is another masterly display of endgame technique.

1. $\mathbb{R}f2!!$

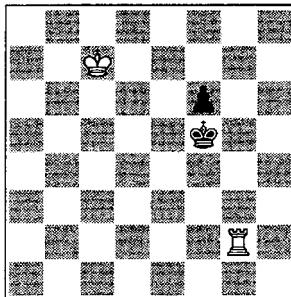
Again the 'natural' 1.. $\mathbb{Q}b7?$ turns out to be wrong: 1... $\mathbb{Q}f6!$ 2. $\mathbb{Q}c6$ $\mathbb{Q}e5!$ (this defensive method is called 'shouldering' and aims to keep the enemy king at bay for as long as possible) 3. $\mathbb{Q}c5$ (or 3. $\mathbb{R}g2$ $\mathbb{Q}f4$ 4. $\mathbb{R}f2+$ $\mathbb{Q}e3$ 5. $\mathbb{R}f8$ g4 6. $\mathbb{R}g8$ $\mathbb{Q}f3$ 7. $\mathbb{Q}d5$ g3) 3...g4! 4. $\mathbb{Q}c4$ $\mathbb{Q}e4$ 5. $\mathbb{Q}c3$ g3 6. $\mathbb{R}h8$ g2 7. $\mathbb{R}g8$ $\mathbb{Q}f3$ 8. $\mathbb{Q}d2$ $\mathbb{Q}f2$ drawing.

Amazingly there is only one satisfactory reply to 1.. $\mathbb{R}a2?$, since 1... $\mathbb{Q}f6?$ allows 2. $\mathbb{Q}a5!$ (cutting off the black king) and if 2...g4 3. $\mathbb{Q}b7$ g3, White picks up the pawn with 4. $\mathbb{Q}a3$.

Correct is 1... $\mathbb{Q}g6!$ 2. $\mathbb{Q}a5$ $\mathbb{Q}h5$ (crossing the Rubicon) 3. $\mathbb{Q}b7$ $\mathbb{Q}g4$ 4. $\mathbb{Q}c6$ $\mathbb{Q}f4!$ (again applying the shouldering technique) 5. $\mathbb{Q}d5$ g4 6. $\mathbb{Q}a4+$ $\mathbb{Q}f3$ 7. $\mathbb{Q}e5$ g3 8. $\mathbb{Q}a3+$ $\mathbb{Q}f2$ 9. $\mathbb{Q}f4$ g2 10. $\mathbb{Q}a2+$ $\mathbb{Q}g1$ (10... $\mathbb{Q}f1$ 11. $\mathbb{Q}f3$ g1 $\mathbb{Q}+=$) 11. $\mathbb{Q}g3$ $\mathbb{Q}h1$ 12. $\mathbb{Q}xg2$ stalemate.

**1... $\mathbb{Q}h6$ 2. $\mathbb{Q}b7$ g4 3. $\mathbb{Q}c6$ $\mathbb{Q}g5$ 4. $\mathbb{Q}d5$ g3 5. $\mathbb{R}f8$ $\mathbb{Q}g4$
6. $\mathbb{Q}e4$**

White's king is close enough to stop the pawn. Black resigned.



■ 805

The fatal consequences of inattention and the disregard of these rules are aptly illustrated in Diaz-Dominguez, Pinar del Rio 1981.

1... $\mathbb{Q}e4$

and now we all would have played **2. $\mathbb{M}e2+!$** . Then the win is within our reach after **2... $\mathbb{Q}d5$** (or **2... $\mathbb{Q}f3$** **3. $\mathbb{M}e1 f5$** and only then **4. $\mathbb{Q}d6$**) **3. $\mathbb{M}f2!$ $\mathbb{Q}e5$** and only now **4. $\mathbb{Q}c6$** **f5** **5. $\mathbb{Q}c5$** **$\mathbb{Q}e4$** **6. $\mathbb{Q}c4$** **f4** **7. $\mathbb{M}e2+$** **$\mathbb{Q}f3$** **8. $\mathbb{Q}d3$** etcetera.

However, the white player took his king for a walk too soon.

2. $\mathbb{Q}d6?$

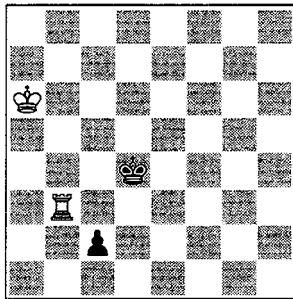
and he could forget the win at once:

2...f5 3. $\mathbb{M}e2+$

Too late.

3... $\mathbb{Q}d4!$

Draw.



□ 806

How often have I warned you to remain careful and alert and have I pointed at the dangers that keep threatening a careless player? Another frightening example is diagram 806 from a Dutch club game Ephraim-Hoogenboom. The position looks a bit like Saavedra's, (you know, for the connoisseurs!). The white player merrily sets off:

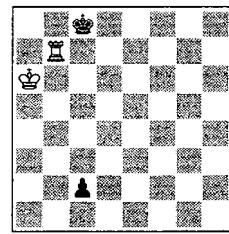
1. $\mathbb{M}b4+$ $\mathbb{Q}d5$ 2. $\mathbb{M}b5+$ $\mathbb{Q}d6$ 3. $\mathbb{M}b6+$ $\mathbb{Q}d7$ 4. $\mathbb{M}b7+$ $\mathbb{Q}c8$

The job is done, Black must have thought here. But have a good look at the position of both kings. Danger is lurking here, and indeed, fate strikes.

5. $\mathbb{M}b5!!$ c1 \mathbb{W} 6. $\mathbb{M}c5+!!$ $\mathbb{W}xc5$

Another victim of stalemate!

It is clear: It isn't all that simple and it can get worse, as now we will deal with:

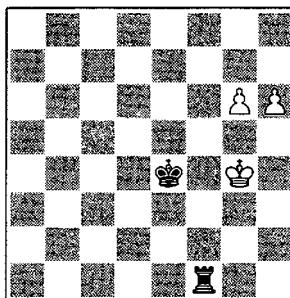


4... $\mathbb{Q}c8$

B) Rook versus 2 Pawns

You can guess that panic can strike here even more heavily, especially if you have to compete with your rook against two marching passed pawns that are connected to boot! Or you are the one that has to move his two pawns forward in the correct order. Not exactly easy either! Add a little fatigue and time-trouble and the foundation has been laid for indescribably dramatic scenes.

In practice the examples of human failure are there for the picking. We have made a selection and we will start with some examples where we see two connected passed pawns at work. We have already come across several examples of this kind; I refer first of all to Piket-Sokolov, diagram 373. A devil of a job, even for the commentators afterwards.



□

807

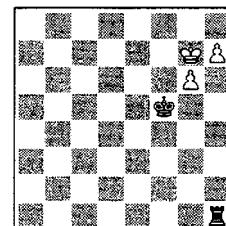
We start with Kozma-Demeter, Slovak Championship, Hlohovec 1975. This is one that merits a closer look, for many things can go wrong here. Like:

A) 1.g7? The wrong pawn, see 1... $\mathbb{R}g1+$ 2. $\mathbb{Q}h3$ $\mathbb{Q}f3$ 3. $\mathbb{Q}h2$ $\mathbb{R}g6$ 4.h7 $\mathbb{R}h6+$ 5. $\mathbb{Q}g1$ $\mathbb{R}g6+$ 6. $\mathbb{Q}f1$ $\mathbb{Q}a6!$ and the continuous mate threats keep White so busy he cannot even think of a win.

B) 1. $\mathbb{Q}g5?$ $\mathbb{Q}e5!$ 2.h7 $\mathbb{R}g1+$ 3. $\mathbb{Q}h6$ $\mathbb{R}h1+$ 4. $\mathbb{Q}g7$ $\mathbb{Q}f5$ (*see diagram*) and Black is in time with his king.

Kozma, however, kept his head cool and his nerves in control, and won neatly as follows:

1.h7!

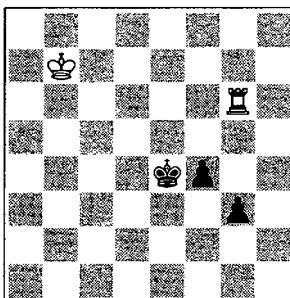


analysis after 4... $\mathbb{Q}f5$

The right one!

1... $\mathbb{R}g1+$ 2. $\mathbb{Q}h3$

Black resigned, see 2... $\mathbb{Q}f3$ 3. $\mathbb{Q}h2$ $\mathbb{R}g2+$ 4. $\mathbb{Q}h1$.



■

808

A quite remarkable instance of analogy we find in the next two diagrams. First Van Leene-Houweling, a Dutch team competition game.

Black played:

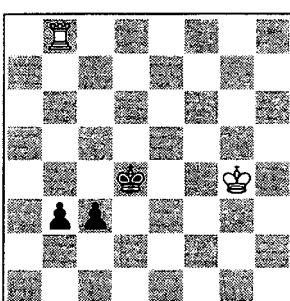
1...f3?

expecting to haul in the loot after 2. $\mathbb{R}xg3$ f2. This illusion was cruelly destroyed.

2. $\mathbb{R}g4+!$

Draw.

There was a win in the diagram position with 1... $\mathbb{Q}f3!$ 2. $\mathbb{Q}c6$ $\mathbb{Q}g2$ (not 2... $\mathbb{Q}f2?$ 3. $\mathbb{Q}d5$ f3 4. $\mathbb{Q}e4$ g2 5. $\mathbb{Q}f4=$) 3. $\mathbb{Q}d5$ f3 4. $\mathbb{Q}e4$ f2.



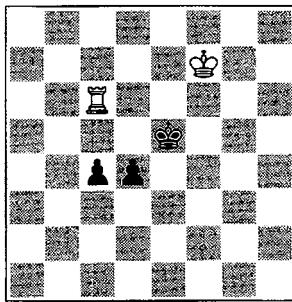
□

809

The same drama in a slightly different shape, and with a different outcome, had taken place earlier in Fridstein-Lutikov, Riga 1954. In the position of diagram 809 White resigned because of 1. $\mathbb{R}xb3$ c2. By now, we see the solution at once:

1. $\mathbb{R}b4+!$

with a draw. So you see how our aspirations can be thwarted by hallucinations that ruin our chess lives!



■

810

This also happened to the black player in Ambartsumova-Zaiats, Sochi 2004. White had just recaptured on f7, so she has to make up her mind what to do with the c-pawn.

1... $\mathbb{Q}d5?$

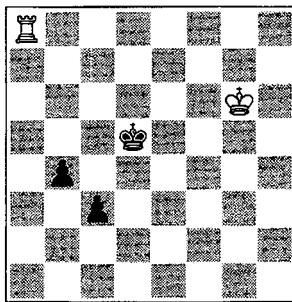
Passed pawns must be pushed – the straightforward 60...d3! 61. $\mathbb{R}xc4$ d2 would have secured the win.

2. $\mathbb{R}c8!$ $d3$ 3. $\mathbb{Q}f6$ $\mathbb{Q}d4$ 4. $\mathbb{Q}f5$ $d2$ 5. $\mathbb{Q}f4$ $\mathbb{Q}d3$ 6. $\mathbb{R}d8+$ $\mathbb{Q}e2$ 7. $\mathbb{R}e8+$ $\mathbb{Q}f2$ 8. $\mathbb{R}d8$ $c3$ 9. $\mathbb{R}d3!$

The saving clause! Black can no longer make any progress.

9... $\mathbb{Q}e2$ 10. $\mathbb{R}e3+$ $\mathbb{Q}f2$ 11. $\mathbb{R}d3$ $\mathbb{Q}e2$ 12. $\mathbb{R}e3+$ $\mathbb{Q}f2$ 13. $\mathbb{R}d3$

Draw.



□

811

In Arshak Petrosian-Tseshkovsky, Minsk 1976, Black conceded the draw after

1. $\mathbb{Q}f5$

This was totally unnecessary as he could have won quite subtly with

1... $b3$ 2. $\mathbb{R}d8+$ $\mathbb{Q}c5!$ 3. $\mathbb{R}c8+$ $\mathbb{Q}d4$ 4. $\mathbb{R}d8+$ $\mathbb{Q}e3$ 5. $\mathbb{R}b8!$

Forcing Black to play very accurately. After the clumsy 5. $\mathbb{R}e8+$ $\mathbb{Q}d2$ 6. $\mathbb{R}d8+$ $\mathbb{Q}c2$ White is finished.

5... $b2!$

Certainly not 5...c2? 6. $\mathbb{R}xb3+$ $\mathbb{Q}d4$ 7. $\mathbb{R}b4+$ $\mathbb{Q}d5$ 8. $\mathbb{R}b8!!$ and Black has to force the draw with 8... $\mathbb{Q}d4$, as 8... $c1\mathbb{W}?$ fails to 9. $\mathbb{R}d8+$, 10. $\mathbb{R}c8+$ and 11. $\mathbb{R}xc1$.

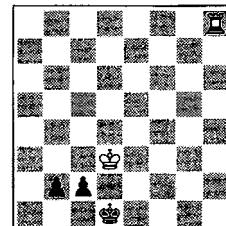
6. $\mathbb{Q}e5$ $\mathbb{Q}f3$ 7. $\mathbb{Q}f5$

Parrying c3-c2, but Black has more tricks up his sleeve.

7... $\mathbb{Q}e2$ 8. $\mathbb{Q}e4$ $\mathbb{Q}d1!$ 9. $\mathbb{Q}d3$ $c2$ 10. $\mathbb{R}h8$

Parried everything? No. For a change, we have kept an underpromotion in reserve!

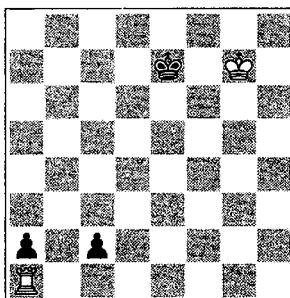
10... $c1\mathbb{Q}+$



10. $\mathbb{R}h8$

That's what should have happened. Just try to find all this.

In the examples we have seen so far, the pawns were already far advanced. If such is not the case, matters are usually simpler for the rook side, although accurate play remains required. A good example we have seen already in part III, diagram 353, Eliskases-Levenfish. Assuming that a reference to that one will do, I move on to a few examples where the pawns are not connected. These contain their own specific possibilities.



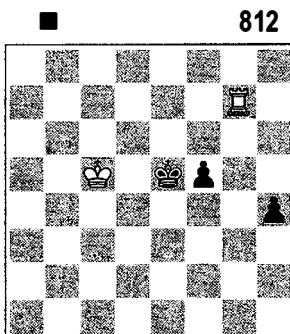
We start with an example where the pawns are separated by one file. In Ullrich-Muhlmann, East Germany 1960, we see the white player take refuge in a well-known drawing trick.

1... $\mathbb{Q}e6$ 2. $\mathbb{Q}g6$ $\mathbb{Q}e5$ 3. $\mathbb{Q}g5$ $\mathbb{Q}e4$ 4. $\mathbb{Q}g4$ $\mathbb{Q}e3$ 5. $\mathbb{Q}g3$ $\mathbb{Q}d3$ 6. $\mathbb{Q}f3$ $\mathbb{Q}c3$

and you must see it coming.

7. $\mathbb{Q}e3$ $\mathbb{Q}b2$ 8. $\mathbb{Q}d2$ $\mathbb{Q}xa1$ 9. $\mathbb{Q}c1$

Stalemate.



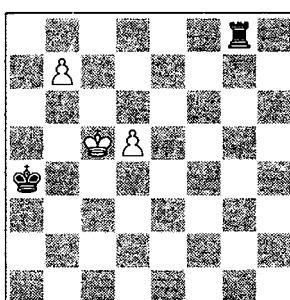
A stereotypical blunder we see in Beutum-Czerniak, Jerusalem 1937, where White played

1. $\mathbb{Q}h7?$

Winning would have been 1. $\mathbb{Q}c4$, for in this position the white king must try to reach f1 and then cooperate with the rook to draw the teeth of the black pawns. After the text White cannot manage that anymore. With a pawn sacrifice Black immediately grabs his chance.

1... $\mathbb{Q}e4!$ 2. $\mathbb{Q}xh4+$ f4

Draw.



We found an analogy in the following two diagrams. First Parma-Bleiman, Netanya 1971.

1. $\mathbb{Q}b6!$

Certainly not 1. $\mathbb{Q}c6?$ $\mathbb{Q}a5$.

1... $\mathbb{Q}g6+$

Now comes the joke:

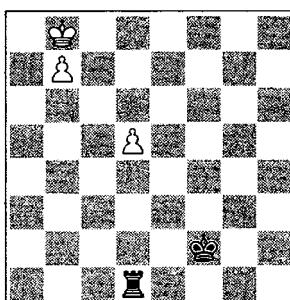
2.d6!

Not the only win, but certainly the most demoralizing for Black. This pawn cannot be captured as after 3. $\mathbb{Q}c7$ the b-pawn queens. Black resigned.

The same ploy we see in Khasin-Geller, Leningrad 1954.

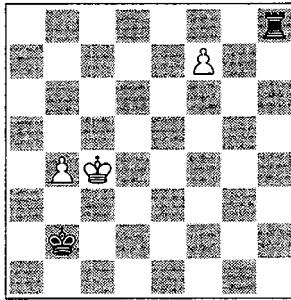
1.d6! $\mathbb{Q}xd6$ 2. $\mathbb{Q}c7$ $\mathbb{Q}d4$ 3.b8 \mathbb{Q} $\mathbb{Q}e3$ 4. $\mathbb{Q}c6$

Now Black resigned himself to his sad fate and surrendered.



□

815



■

816

The pawns are further apart in the next diagrams, starting with Dückstein-Keller, Bad Pyrmont 1963. We are witness to a small drama here.

1... $\mathbb{H}d8$

Excellent; Black restricts the white king's freedom of movement.

2. $\mathbb{Q}c5 \mathbb{Q}a3$ 3.b5! $\mathbb{Q}a4$

And now, White could have forced a draw not only with 4. $\mathbb{Q}c6$, but also with the quite witty 4.b6! $\mathbb{Q}a5$ 5.b7 $\mathbb{Q}a6$ 6.b8 \mathbb{Q} $\mathbb{Q}xb8$ 7. $\mathbb{Q}d6$. By the sacrifice of the b-pawn, the white king manages to cross the d-file after all and secures the draw with his f-pawn. In the game things went wrong as follows:

4. $\mathbb{Q}b6?$

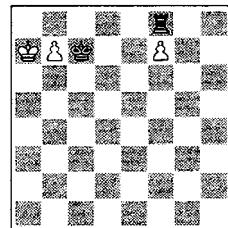
Now White loses after two powerful black moves.

4... $\mathbb{H}f8!$ 5. $\mathbb{Q}a6 \mathbb{Q}b4!$ 6.b6 $\mathbb{Q}c5$

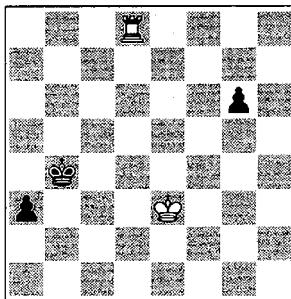
Both pawns are within range now. White is left with a ruined position.

7. $\mathbb{Q}a7 \mathbb{Q}c6$ 8.b7 $\mathbb{Q}c7$

White resigned.



8... $\mathbb{Q}c7$



□

817

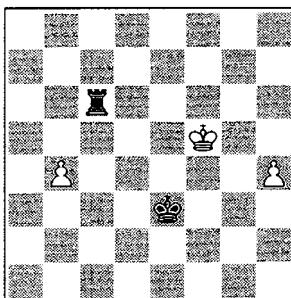
We have seen how important it is when and how the king approaches the pawn and how careful these considerations must be made. Betbeder-De Souza Mendes, Munich Olympiad 1936, illustrates how this can go hopelessly wrong.

In this position the winning move for White is 1. $\mathbb{Q}d3!$. Play may continue 1...a2 2. $\mathbb{H}b8+$ $\mathbb{Q}a3$ 3. $\mathbb{Q}c2$. Black has the knight promotion 3...a1 $\mathbb{Q}+$ at his disposal, but White wins quite simply even then. The game continued:

1. $\mathbb{Q}d2?$ a2 2. $\mathbb{H}a8$

Now 2. $\mathbb{H}b8+$ is met by 2... $\mathbb{Q}c4!$. After the text move White cannot force zugzwang anymore. He had to cease his winning efforts after:

2... $\mathbb{Q}b3$ 3. $\mathbb{Q}c1$ g5 4. $\mathbb{H}b8+$ $\mathbb{Q}c3!$ ½-½



■

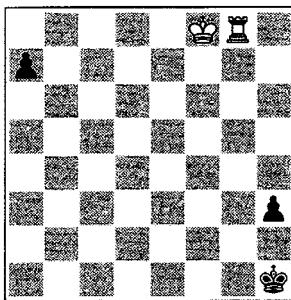
818

Now for an example where Black performed his task perfectly: Kagan-Reshevsky, Petropolis 1973. Any comments are superfluous here:

1... $\mathbb{Q}d4$ 2.h5 $\mathbb{Q}d5!$ 3.b5 $\mathbb{H}d6$ 4. $\mathbb{Q}g5$ $\mathbb{Q}e6$ 5. $\mathbb{Q}g6$ $\mathbb{H}d1!$ 6.h6 $\mathbb{H}g1+$ 7. $\mathbb{Q}h7$ $\mathbb{Q}f7$

and White resigned.

'We know how it works', you may say. But the trick is to apply this knowledge at the right moment!



□

819

The last example of this series, with an a- and an h-pawn (I definitely wanted to include this!) is Kamenik-Korn, Soviet Union 1962. This also features a knight promotion as a futile last resort. White did a good job here, too, with

1.♔e7 a5 2.♔d6 a4 3.♔e5!

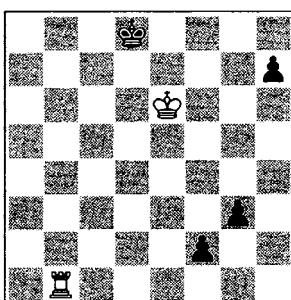
The right king move...

3...a3 4.♕f4 a2 5.♖a8!

... in combination with the right rook manoeuvre!

5...h2 6.♖xa2 ♔g1 7.♔g3! h1♕+ 8.♔f3

and Black resigned.



□

820

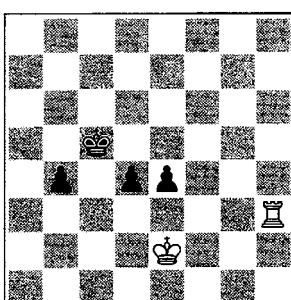
We begin with Arulaid-Gurgenidze, Lugansk 1955. In this position, White resigned. He must have regretted this dearly, for he can hold the draw by attacking the black king and approaching the pawns at the same time, which is a theme we have seen before.

**1.♔d6! ♔c8 2.♖c1+ ♔b7 3.♖b1+ ♔a6 4.♔c6 ♔a5
5.♔c5 ♔a4 6.♔c4 ♔a3 7.♔c3 ♔a2**

Here we have reached the critical juncture.

8.♖f1! h5 9.♔d3 h4 10.♔e3 h3

and now (or on the previous move, for that matter) 11.♖xf2+ already suffices.



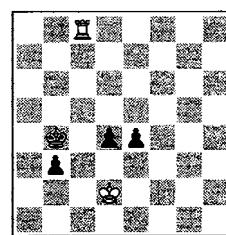
□

821

A trickier example is diagram 821 from Piskov-Alster, Sofia 1949.

**1.♖h8? b3 2.♖b8 ♔c4! 3.♖c8+
♔b4 4.♔d2 d3?**

Here Black should have played 4...e3+. The game would have ended in a draw after 5.♔d3 b2 6.♔e2 d3+ 7.♔xe3 ♔b3 8.♖b8+ ♔c2. The clearest win is now 5.♔e8, but White first gives some checks. Two moves later Black mysteriously avoids 6...♔b4, after which White would have had to play 7.♖e8 after all.



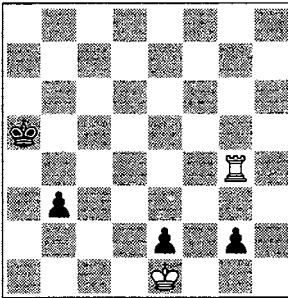
4.♔d2

5.♖b8+!? ♔c4

Of course, 5...♔a4 is met by 6.♔c3.

6.♖c8+ ♔d4?! 7.♖d8+! ♔c4 8.♖b8

Black resigned due to, e.g., 8...e3+ 9.♔xe3 ♔c3 10.♖c8+.



□

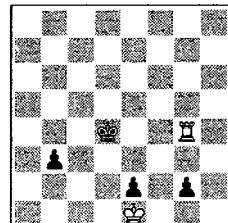
822

Romanovsky-Plats, St Petersburg 1916, also went wrong. White did not find the solution and lost after

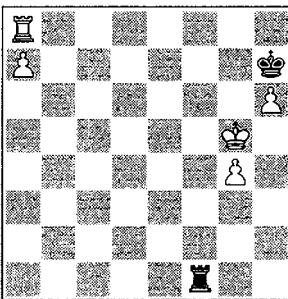
1. ♖xe2? b2 2. ♜g8 ♕a6! 3. ♜a8+ ♕b7

White resigned.

Correct would have been the useful check 1. ♜g5+!. If the black king approaches the rook, then White plays ♜xg2 at the right moment, see 1... ♕b4 2. ♜g4+ ♔c5 3. ♜g5+ ♕d4 4. ♜g4+ (see diagram) and if the king now enters the e-file, 5. ♜xg2 and 6. ♜xe2+ follows. If the king supports the b-pawn, 1... ♕a4 2. ♜g4+ ♕a3 3. ♜g3! ♕a2 4. ♜xg2 draws.



analysis after 4. ♜g4+



■

823

A nice little trick from a U-12 World Championship: Grischuk-Hua Lefong, Szeged 1994.

1... ♜f8!

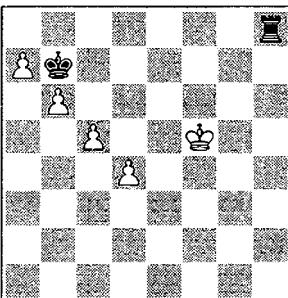
You don't let such a move slip by when you're twelve years old.

2. ♜b8!

The youthful scoundrel playing White did not fall for the stalemate. You probably see how he secured the win:

2... ♜xb8 3. axb8 ♕!

One more victory by underpromotion, always a useful idea!



■

824

A fantastic spectacle was seen in Kremenetsky-Minasian, Russia 1992. Black held the draw by a string of stalemate threats only.

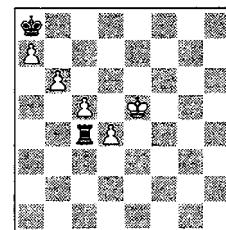
1... ♕a8!

Not the obvious 1... ♜e8, aiming to cut off the white king, as the latter does get through after 2. ♜f6! ♕a8 (too late) 3. d5 ♜c8 4. d6 ♜xc8 5. d7 ♜d5 6. ♜e7 and the thrill is gone for Black.

**2. ♕e5 ♜h5+ 3. ♕d6 ♜h6+ 4. ♕c7
 爵h7+**

As far as I can see, 4... ♜xb6! already draws, but let's follow the attractive course of the game.

**5. ♕c6 ♜h6+ 6. ♕b5 ♜h5 7. ♕b4
 爵h4 8. ♕c4 ♜g4 9. ♕d3 ♜g3+
 10. ♕e4 ♜c3 11. ♕e5 ♜c4!**



11... ♜c4!

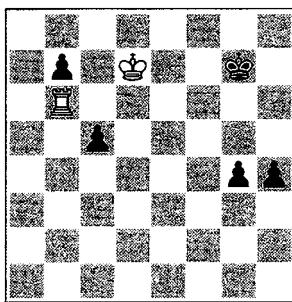
Black does everything to make things as hard as possible for White!

12. ♕d5 ♜a4 13. ♕e4 ♜c4 14. ♕e5 ♕b7!!

A pure demonstration. White must have been close to despair.

15. ♕d5 ♜a4 16. ♕e4 ♜c4 17. ♕e5 ♕a8!

Draw agreed. We cannot expect more of White!



□

825

We conclude this paragraph with an example of mind confusion. It stems from Portisch-Dely, Budapest 1953.

1. ♜e6 h3 2. ♜b2 ♜g6 3. ♜f2 ♜g5 4. ♜f8 g3 5. ♜e5

Now Black faced the difficult choice which pawn to move forward. By now, we should be able to guess this right. Black chose the wrong one!

5...g2?

Correct was 5...h2 6. ♜g8+ ♜h6 7. ♜f6 ♜h7 8. ♜g7+ ♜h8. This looks fine for Black. After the text White pulls a draw out of the fire.

6. ♜g8+ ♜h6 7. ♜f6 ♜h7 8. ♜g3!

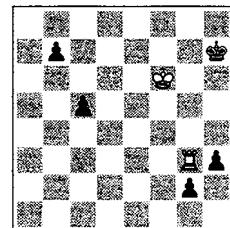
The big difference.

8...h2 9. ♜h3+ ♜g8 10. ♜g3+ ♜f8

And now the switch

11. ♜a3!

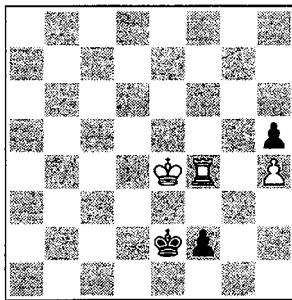
Draw.



8. ♜g3!

D) Rook with Pawn(s) versus Pawns

If the rook side possesses pawns as well, this obviously enhances his winning chances, because there is room for extra resources.



■

826

Firstly, we allot the pawn side one or more extra pawns. As our first example we choose Chandler-Hodgson, British Championship, Brighton 1984. Black is clearly lost, but Hodgson always manages to find something; he tried the joke

1...f1?

with as its sole point 2. ♜f5? ♜g3+ 3. ♜f4 ♜xf5 4. ♜xf5 ♜e3 and it would indeed be a draw! However, Chandler kept his wits about him.

2. ♜xf1 ♜xf1 3. ♜f4

Black resigned.

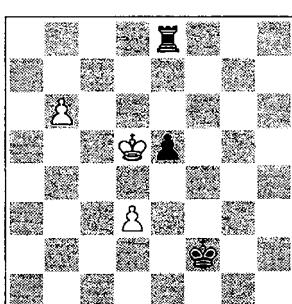
The black player did get confused in Lein-Benko, Novi Sad 1972, after:

1. ♜e4 ♜e2??

First 1... ♜d8! was necessary, but White's answer is easy to overlook.

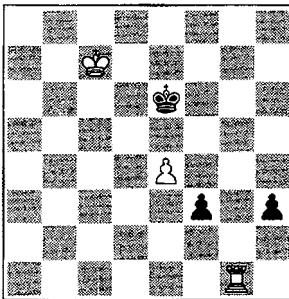
2. d4! exd4+ 3. ♜xd4

and a draw, as we know by now!



□

827



■

828

Black fell victim to a familiar trick in Kasimov-Comay, Israel 1979.

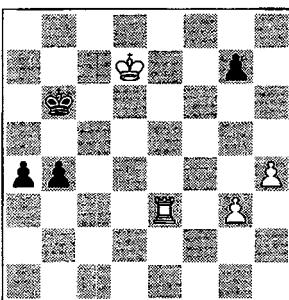
Convinced that the win was easy, he skipped 1... $\mathbb{Q}e5!$ for the moment and off the cuff, he played

1...h2? 2. $\mathbb{M}h1$ f2 3. $\mathbb{Q}c6$ $\mathbb{Q}e5$ 4. $\mathbb{Q}c5$ $\mathbb{Q}xe4$

He was rudely awakened with the well-known stalemate mechanism

5. $\mathbb{Q}c4$ $\mathbb{Q}e3$ 6. $\mathbb{Q}c3$ $\mathbb{Q}f3$ 7. $\mathbb{Q}d3$ $\mathbb{Q}g2$ 8. $\mathbb{Q}e2$

Draw, as we have seen before!



□

829

An old hand like Golombek must have been quite cross with himself after what happened in the game Beaty-Golombek, Paignton 1964:

1. $\mathbb{Q}d6$ a3 2. $\mathbb{M}e4!$ $\mathbb{Q}b5$ 3. $\mathbb{M}e5+$ $\mathbb{Q}c4?$

3... $\mathbb{Q}b6$ was absolutely necessary.

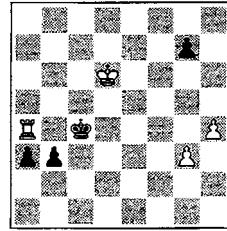
4. $\mathbb{M}a5$ b3

and now the deadly check:

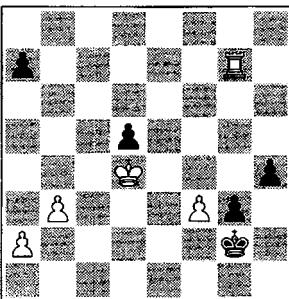
5. $\mathbb{M}a4+$

Black resigned.

Well-known, but still.....



5. $\mathbb{M}a4+$



□

830

It gets more difficult with even more pawns on the board.

Have a look at diagram 830 from Schmid-Toth, France 1976. White tries to avert the threatening calamity by moving his king towards the passed pawns as quickly as possible.

1. $\mathbb{Q}e3$

To gain control after 1...h3 2. $\mathbb{M}f4$.

But now Black plays another trump card:

1...d4+!

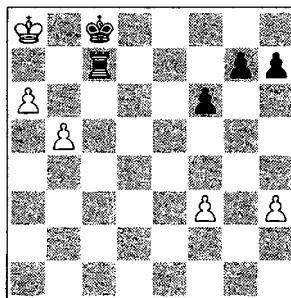
An extra possibility which is immediately decisive.

2. $\mathbb{M}f4$ $\mathbb{Q}f2$

The simplest, although 2...d3 3. $\mathbb{M}d7$ $\mathbb{Q}f2$ 4. $\mathbb{M}xd3$ $\mathbb{Q}e2$ 5. $\mathbb{M}c3$ (or 5. $\mathbb{M}e3+$) 5... $\mathbb{Q}d2$ would also have won.

3. $\mathbb{M}c7$ d3 4. $\mathbb{M}d7$ g2

White resigned.



831

In Milenkovic-Stankov, Yugoslavia 1979, Black was faced with the problem that White had woven some annoying stalemate threats into the position. He found a radical solution:

1... $\mathbb{R}c6!$ 2. $\mathbb{B}xc6$

Or 2. $\mathbb{Q}a7 \mathbb{Q}c7!$ maintaining the threat of 3... $\mathbb{B}b6$.

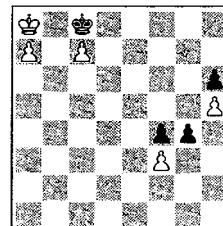
2... $g5!$ 3. $a7 f5$ 4. $c7$

4.h4 is met by 4...g4 and the stalemate is gone for the moment.

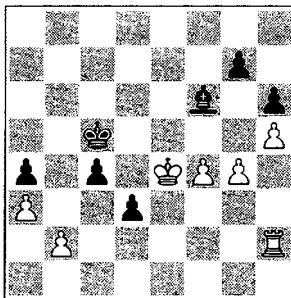
4... $f4!$ 5. $h4 g4$ 6. $h5 h6!$

White resigned.

I'd like to add that Black has a second elegant, albeit somewhat more laborious winning method in the diagram position:
1... $\mathbb{R}c5$ 2.b6 $\mathbb{R}b5$ 3.b7+ $\mathbb{Q}c7$ 4.h4 $\mathbb{B}b6!$
5. $\mathbb{Q}a7$ g5 6.h5 h6 7.f4 g4 8.f5 $\mathbb{R}xa6+$
9. $\mathbb{Q}xa6 \mathbb{Q}b8!..$



6...h6!

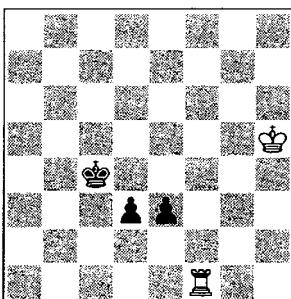


832

A similar winning rook sacrifice would also have been possible in Schahar-Itzhak Aloni, Israel Championship 1957. Aloni thought he could draw with a nice trick which, however, contained a flaw. But White didn't spot it and the game ended peacefully:

**1... $\mathbb{Q}xb2?!$ 2. $\mathbb{R}xb2$ c3 3. $\mathbb{Q}xd3$ $\mathbb{C}xb2$ 4. $\mathbb{Q}c2$ $\mathbb{Q}d4$
5. $\mathbb{Q}xb2$ $\mathbb{Q}e4$ 6. $\mathbb{Q}c3$ $\mathbb{Q}xf4$ 7. $\mathbb{Q}b4$ $\mathbb{Q}xg4$**

White missed the beautiful possibility 3... $\mathbb{B}b5+!$ $\mathbb{Q}xb5$ 4. $\mathbb{Q}xd3$ c2
5. $\mathbb{Q}xc2$ $\mathbb{Q}c4$ and now he can win with a classic breakthrough. Do you remember it? 6.g5 $\mathbb{Q}d4$ 7.f5! $\mathbb{Q}e5$ 8.f6! gxf6 9.gxh6 and the black king cannot reach the pawns!



833

White's winning move from Schahar-Aloni had already been the subject of this wonderful study by Prokes in 1939. Here it serves to save the draw. White must eliminate the pawns and he finally manages to do so after an impressive series of rook sacrifices. Here's the fantastic solution, which has come to be known as the Prokes manoeuvre.

1. $\mathbb{Q}g4 e2$

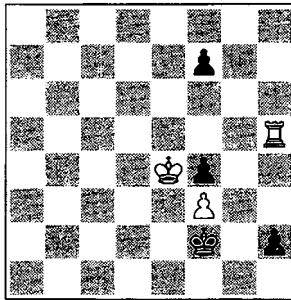
Or 1...d2 2. $\mathbb{Q}f3$ $\mathbb{Q}d3$ 3. $\mathbb{R}a1!$ e2 4. $\mathbb{R}a3+$ $\mathbb{Q}c2$ 5. $\mathbb{R}a2+$ $\mathbb{Q}c1$ 6. $\mathbb{R}a1+$
 $\mathbb{Q}b2$ 7. $\mathbb{Q}xe2=.$

2. $\mathbb{R}c1+$

Or 2... $\mathbb{Q}b3$ 3. $\mathbb{Q}f3$ d2 4. $\mathbb{R}b1+$ $\mathbb{Q}c2$ 5. $\mathbb{Q}xe2,$ respectively 2... $\mathbb{Q}d5$
3. $\mathbb{Q}f3$ d2 4. $\mathbb{R}c5+$ $\mathbb{Q}xc5$ 5. $\mathbb{Q}xe2.$

**2... $\mathbb{Q}d4$ 3. $\mathbb{Q}f3$ d2 4. $\mathbb{R}c4+!!$ $\mathbb{Q}d3$ 5. $\mathbb{R}d4+!$ $\mathbb{Q}xd4$
6. $\mathbb{Q}xe2$**

and White draws.



■

834

Nonchalance and carelessness when under stress even happens to the great players every now and then. In Rogers-Shirov, Groningen 1990, Black thought he could gain a simple draw with:

1... $\mathbb{Q}g2?$

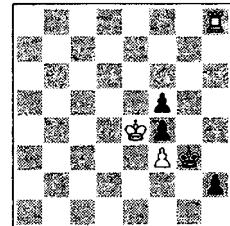
Rogers saw things more clearly and prepared an extremely unpleasant surprise for Shirov:

2. $\mathbb{Q}xf4 h1\mathbb{W}$ 3. $\mathbb{B}xh1 \mathbb{Q}xh1$ 4. $\mathbb{Q}g3!$

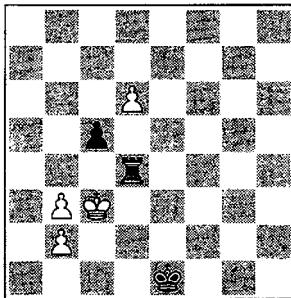
That's what Shirov must have missed. He cannot save himself anymore in this pawn endgame, e.g. 4... $\mathbb{Q}g1$ 5.f4 $\mathbb{Q}f1$ 6.f5! (6. $\mathbb{Q}f3?$ f5!) 6... $\mathbb{Q}e2$ 7. $\mathbb{Q}f4$ $\mathbb{Q}d3$ 8. $\mathbb{Q}e5$ $\mathbb{Q}e3$ 9.f6! and wins.

It would have been a draw after 1... $\mathbb{Q}g3!$ 2. $\mathbb{B}h8 f5+!$ (*see diagram*); this move was what Black needed to find.

After 3. $\mathbb{Q}xf5$ $\mathbb{Q}xf3$ 4. $\mathbb{B}xh2$ $\mathbb{Q}g3$ the half point is indeed secured!



analysis after 2...f5+!



□

835

Quite resourceful was the way White could have gained the draw in Helmertz-Wernbro, Lund 1973, instead of the game move 1.d7?, which lost to 1... $\mathbb{B}xd7$ in view of 2. $\mathbb{Q}c4 \mathbb{B}c7!$.

1.b4! $\mathbb{B}xb4$

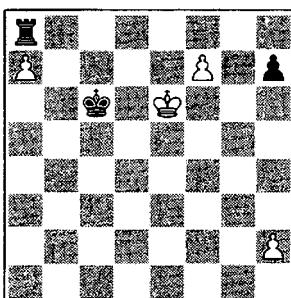
1... $\mathbb{B}xd6$ 2.bxc5 also leads to a draw.

2.d7 $\mathbb{B}d4$

and now, again:

3.b4!

Draw. Quite pleasing.



□

836

An intriguing position appeared on the board in Kristinsdottir-Savereide, Women's Olympiad, Malta 1980.

The white player found no way out of the awful problems she was facing and lost after:

1.h4? h5 2. $\mathbb{Q}e7 \mathbb{B}xa7+$ 3. $\mathbb{Q}e6 \mathbb{B}a8$ 4. $\mathbb{Q}e7 \mathbb{Q}d5$ 5. $\mathbb{Q}f6$

Or 5.f8 \mathbb{W} $\mathbb{B}xf8$ 6. $\mathbb{Q}xf8$ $\mathbb{Q}e6!$.

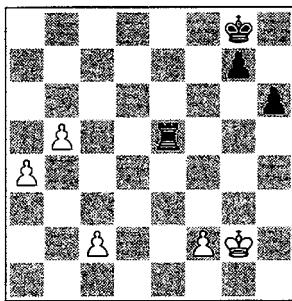
5... $\mathbb{Q}d6$ 6. $\mathbb{Q}g6$ $\mathbb{Q}e7$ 7. $\mathbb{Q}g7 \mathbb{B}f8$

White resigned.

That was hard on her team, as the diagram position harboured a draw, but only if the white king would have gone to e7 at once:

1. $\mathbb{Q}e7!$ $\mathbb{B}xa7+$ 2. $\mathbb{Q}f6$ $\mathbb{B}a8$ 3. $\mathbb{Q}g7$ $\mathbb{Q}d5$ 4.f8 \mathbb{W} $\mathbb{B}xf8$ 5. $\mathbb{Q}xf8$ h5 6. $\mathbb{Q}f7=$.

And so we see, you can never act fast enough!



□

837

White did act fast in Gulko-Berkovich, Soviet Union 1971, setting his pawns in motion straightaway:

1.b6 ♕e1 2.a5 ♜b1

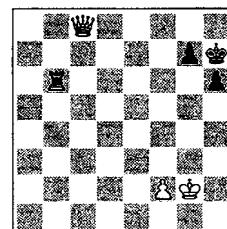
Rook behind the pawns!

3.c4

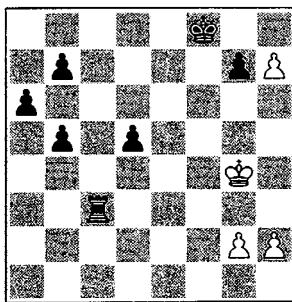
Black could have made it quite difficult for White now by building a fortress with 3...♜h7 4.c5 ♜b5 5.c6 ♜xa5 6.c7 ♜b5 7.c8♛ ♜xb6 (*see diagram*). But either he missed this opportunity or he didn't believe in it, for he continued:

3...♚f7? 4.c5 ♚e6 5.a6

Black resigned.



analysis after 7...♜xb6



■

838

White took a heavy blow in a game Emanuel Lasker-Loman from a simultaneous display, London 1910.

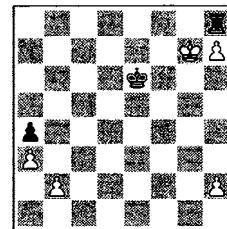
I can imagine that he must have felt sure of the win, but look what diabolical powers were unleashed on him:

1...♜c4+ 2.♚g5 ♜h4!!

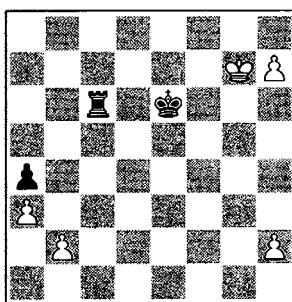
Did you see that one? This must have been a traumatic experience and White must have finished the game in a haze, wondering what he had done to deserve this!

3.♚xh4 g5+! 4.♚xg5 ♚g7

He could have saved himself the rest.



3...♜h8!!



■

839

For another tall tale from a simultaneous display in London we turn to the year 1973. The story behind Pachman-Jules Welling has already been told in the preface of this book.

1...♜c7+ 2.♚g8 ♜c8+ 3.♚g7 ♜h8!!

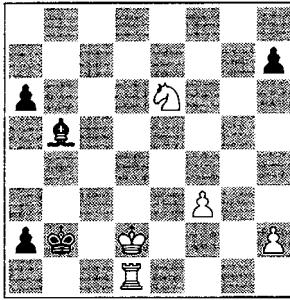
Try to imagine how you would feel if this happened to you in a promising position like this. It's indescribable!

4.♚xh8

The quickest way, but there is no salvation. See, for instance, how White is tortured with 4.h3 ♚e7 5.h4 ♚e8 6.h5 ♚e7 7.h6 ♚e8 8.♚f6 ♜xh7 9.♚g6 ♜h8 10.♚g7 ♜f8 11.h7 and - again - 11...♜h8.

4...♚f7 5.b4 axb3

White resigned.



□

840

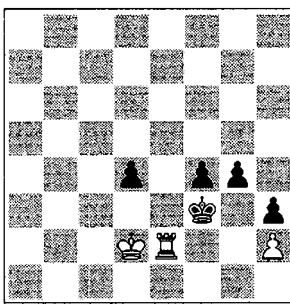
The motif of incarceration is not unknown to the world of tournament chess, let alone correspondence chess. In Estrin-Boey, 10th World Championship Final 1978, the eventual champion found:

1. $\mathbb{H}a1!! \mathbb{Q}c4$

After 1... $\mathbb{Q}xa1$ 2. $\mathbb{Q}c1$ it's almost like a pawn ending with both kings immobilized. White's passed pawn decides the issue, e.g. 2...h5 3. $\mathbb{Q}d4$ $\mathbb{Q}a4$ 4.f4.

2. $\mathbb{Q}d4 a5 3.f4$

Black resigned.



□

841

Not so easy to find is the following, again stalemate-based salvation for White in Tamas Horvath-Angantysson, Reykjavik 1982:

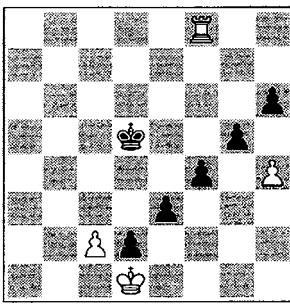
1. $\mathbb{Q}e1 g3 2. \mathbb{Q}f1!!$

It's hard to make this up on the spot, it has to be anticipated!

2...d3 3. $\mathbb{Q}f2+$!

Draw.

Useful training material, this short fragment, for there are many sidelines to figure out (3... $\mathbb{Q}e3$ 4.hxg3 fxg3 5. $\mathbb{Q}f8!!$). I myself have not been able to find a win for Black from the initial position. According to the bulletin the final move of the game was 3. $\mathbb{Q}d2??$, but that would have been a terrible mistake, because White cannot activate his rook after 3... $\mathbb{Q}e3$ 4.hxg3 fxg3 and 4. $\mathbb{Q}a2$ loses to 4...gxh2 5. $\mathbb{Q}xh2$ d2.



□

842

And have you ever seen a pawn formation like the one in diagram 842 from Heim-Øgaard, Norway 1977?

For the players this was apparently an ordeal as well, for they continued:

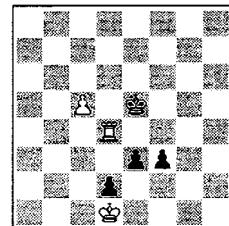
1. $h\times g5$ $h\times g5$ 2. $\mathbb{Q}f5+$ $\mathbb{Q}e4$ 3. $\mathbb{Q}\times g5$ f3 4. $\mathbb{Q}g4+$ $\mathbb{Q}e5$ 5. $\mathbb{Q}h4$ $\mathbb{Q}f5$ 6. c4 $\mathbb{Q}g5?$

The wrong direction for the king. 6... $\mathbb{Q}e5$ was better.

7. $\mathbb{Q}d4$ $\mathbb{Q}f5$ 8. c5 $\mathbb{Q}e5$

Retracing his footsteps, but this should have been punished with 9. $\mathbb{Q}d8!!$, winning.

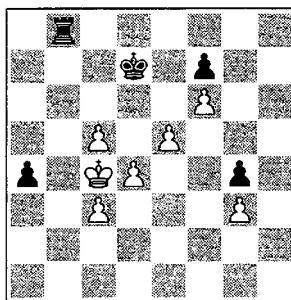
But White has lost track as well, small wonder in this chaos.



8... $\mathbb{Q}e5$

9. $\mathbb{Q}h4?$ $\mathbb{Q}d5$ 10. c6 $\mathbb{Q}\times c6$ 11. $\mathbb{Q}h3$ f2 12. $\mathbb{Q}h1$ $\mathbb{Q}d5$ 13. $\mathbb{Q}e2$ $\mathbb{Q}d4$ 14. $\mathbb{Q}a1$ $\mathbb{Q}e4!$

Draw.



□

843

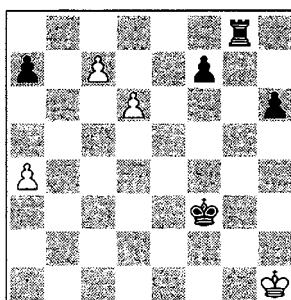
In Marco-Maroczy, Vienna 1903, White made a last-ditch but vain attempt to squeeze his pawn mass through, and he almost succeeded.

1.d5 a3 2.c6+ ♜c7 3.♖c5 a2 4.d6+ ♜c8 5.e6

Clutching at straws. What would you have played here? Not 5...fxe6?, I hope, as then you would even lose: 6.f7!. Maroczy played, more sensibly:

5...a1♛!

White resigned.



■

844

White's passed pawns also looked menacing in Benavent-Dominguez, Badalona 1977, but Black solved this problem cleverly.

1...♜f2

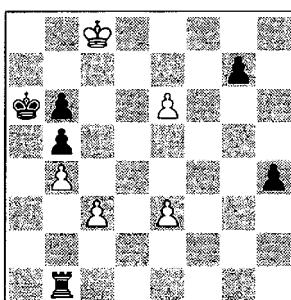
Threatening to start a mating attack with 2...♝g5 and 3...♝h5.

2.♔h2 f5!!

Quite clever and that's the way we like it. Certainly not 2...♝g5? 3.♕h3 f5 here, for then we are too late after 4.♕h4!. But with the text move Black snaps the trap shut neatly.

3.♕h3 ♝g1! 4.♕h2 ♞g5!

Bravo. White resigned.



■

845

I would like to conclude this part in style, warning you once more for over-confidence, laxity and reckless trust.

I will do this with the aid of the correspondence game Babushkin-Postnikov, 1969/70. Totally ignorant of what was hanging over his head, careless and convinced of an easy win, Black played:

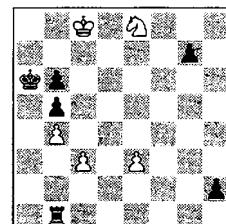
1...h3? 2.e7 h2

Everything was ready for the victory celebrations, but alas, of course you see White's reply:

3.e8♛!!

The black player must have rubbed his eyes in astonishment, but there is no escape from the perpetual check introduced by 4.♕c7+ and 5.♕xb5+.

One more dream was cruelly disturbed, but these things do not surprise us anymore!



3.e8♛!!

Part IV

Minor Piece Endgames

Chapter 1

Pure Bishop Endgames

By the above, we mean endgames of bishop versus bishop with or without pawns. The main arrangement speaks for itself:

- A) Bishops of the same colour
- B) Bishops of opposite colour.

Although the general belief is that the A- category is more interesting than the B-category, this is certainly not always the case. Especially for the attacker, opposite-coloured bishops may come in handy.

A) Bishops of the same colour

These endgames often feature a combination of small advantages that form the foundation of a winning plan, for instance a superior pawn structure, a more active king, a passed pawn, more space, or an extra pawn.

But the colour of the squares on which the pawns are fixed is usually of preponderant significance. This mostly determines whether a bishop is ‘good’ or ‘bad’ and the significance of a bad bishop is that:

1: it is often not very useful for the defence;

2: as a consequence, it often overburdens its own king.

In closed positions these factors weigh more heavily than in open positions.

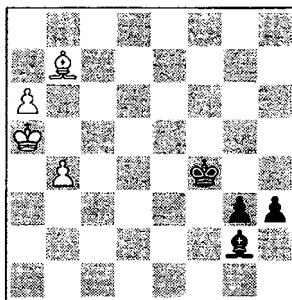
Other important factors are the wrong rook’s pawn – that is, a rook’s pawn of which the promotion square has a different colour than its bishop – and breakthrough opportunities contained in the pawn structure – as we have seen in other endgame types, often in combination with a bishop sacrifice.

That takes us into the territory of tactical possibilities, which is in my interest, of course.

So again, we will search for tactical tricks that can either save us many technical problems or rescue us from positions that look either hopeless or impossible to win.

At this juncture I would like to point out that such tactical chances are not there for the picking in this type of endgame. So great acuteness of judgment is needed!!

But we will allow the practical examples to speak for themselves.



■ 846

By way of a warming-up session we start with a beautiful fragment from Klebanov-Kalinichenko, Soviet Union 1970. Black faces the problem that there is not much to be gained with 1... $\mathbb{Q}f3$ (2. $\mathbb{Q}xf3$ $\mathbb{Q}xf3$ – or 2...g2 – 3.a7!). He finds an elegant idea which, unfortunately, turns out to contain a flaw. But it was a nice invention, so we can enjoy it anyway.

1... $\mathbb{Q}h1!$?

Quite original and attractive, although 1... $\mathbb{Q}e5$ would have been just as easy.

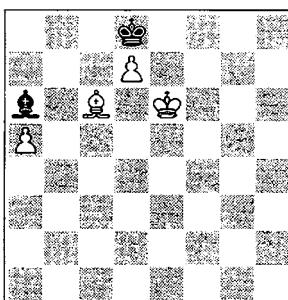
In his book *Tactical Chess Endings* Nunn gives 2. $\mathbb{Q}b6$ $\mathbb{Q}e4$! 3. $\mathbb{Q}xe4$ g2. This is possible now that the white king is on b6, as the black pawn will promote with check. The line 2.b5 $\mathbb{Q}d5$ 3. $\mathbb{Q}b6$ $\mathbb{Q}d6$ 4. $\mathbb{Q}xd5$ g2! amounts to the same.

2.b5?

Or 2. $\mathbb{Q}xh1$ g2 3. $\mathbb{Q}xg2$ hxg2 4.a7 g1 \mathbb{Q} 5.a8 \mathbb{Q} $\mathbb{Q}a1+$. But a lot better would have been 2. $\mathbb{Q}b5!$, dixit Nunn. After that, he gives 2...g2 3.a7 g1 \mathbb{Q} 4.a8 \mathbb{Q} $\mathbb{Q}f1+$ 5. $\mathbb{Q}b6!$ $\mathbb{Q}f2+$ 6. $\mathbb{Q}c7$ $\mathbb{Q}xb7$ 7. $\mathbb{Q}xb7$ h2 and Black must eventually win by interposing the queen.

2...g2 3.b6 g1 \mathbb{Q} 4. $\mathbb{Q}xh1$ $\mathbb{Q}xh1$ 5.b7 $\mathbb{Q}b1$

White resigned.



□ 847

In Mollov-Kerchev, Sofia 1988, despite his two extra pawns White also faced considerable problems to find the winning method. For instance, 1. $\mathbb{Q}d6$ $\mathbb{Q}e2$ 2. $\mathbb{Q}d5$ may be best, but it is clear that stalemate threats are constantly lurking.

It is important, though, that the rook's pawn can promote on the a8 square, i.e. the square of the right colour.

1. $\mathbb{Q}a4$ $\mathbb{Q}c4+$ 2. $\mathbb{Q}d6$ $\mathbb{Q}b5$

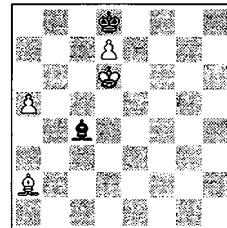
Playing his 'stalemate trump'.

3. $\mathbb{Q}b3$ $\mathbb{Q}c4$ 4. $\mathbb{Q}a2!$

Splendid.

4... $\mathbb{Q}b5$

After 4... $\mathbb{Q}xa2$ 5.a6 $\mathbb{Q}b1$ 6. $\mathbb{Q}e5$ one of the pawns will queen.



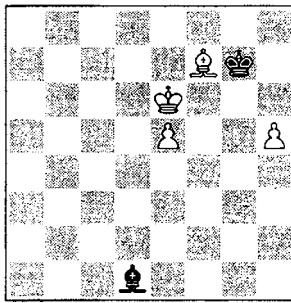
4. $\mathbb{Q}a2!$

5. $\mathbb{Q}d5$ $\mathbb{Q}c4$ 6. $\mathbb{Q}b7$ $\mathbb{Q}e2$

Or 6... $\mathbb{Q}b5$ 7. $\mathbb{Q}c5!$ $\mathbb{Q}xd7$ 8. $\mathbb{Q}b6!$.

7. $\mathbb{Q}c6$

and Black resigned. At least he had really done everything possible to avert his downfall.



■

848

Black was luckier in Goglidze-Kasparian, Tbilisi 1929. Kasparian, too, had to compete with a bare bishop against a bishop and two pawns.

1...♝g4+!

Obviously with the intention to sacrifice the bishop for the white e-pawn and saddle White with the wrong rook's pawn. Please note that this is not possible with 1...♝b3+ 2.♔e7 ♛xf7 as White has the little joke 3.h6+.

**2.♔e7 ♛e2 3.♔g6 ♛g4 4.♔d8 ♛h6 5.♔e8 ♛g7
6.♔e7 ♛d1 7.♔f7 ♛e2**

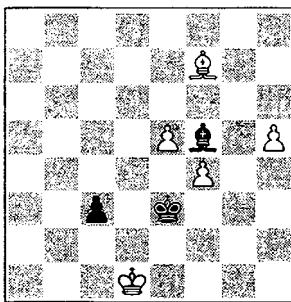
Now White will have to come up with something, otherwise he won't make any progress. Hence:

8.h6+ ♔xh6 9.♔f6 ♛g4 10.♔g6

with the threat ♔f5. But Black is in time to stop the e-pawn.

10...♛e2 11.e6 ♛c4 12.e7 ♛b5 13.♔f7 ♛g5

Draw. Quite a remarkable saving mechanism.



□

849

How horribly a player can misjudge a situation and be lulled to sleep, became clear in Gutman-Mikenas, Riga 1969.

White could easily win here with 1.e6 ♛xf4 2.e7 ♛d7 3.h6, but he was visited by a fata morgana:

1.♝g6? ♛xf4 2.♝xf5

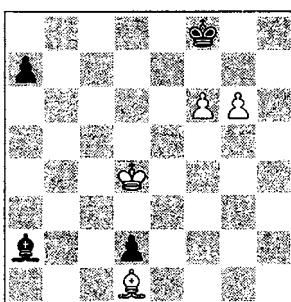
and was surprised by:

2...♚xe5!

Suddenly White is stuck with the wrong rook's pawn!

**3.h6 ♛f6 4.♔c2 ♛f7 5.♔h7 ♛f6 6.♔g8 ♛g6 7.h7
♛g7**

Draw!!



□

850

White was also plagued by a fata morgana in diagram 850 from a simultaneous game Averbakh-NN in Norway, 1964.

He could have won – quite elegantly, too – with 1.♔e5! a5 2.♔f5 ♛d5 3.♔g5 ♛c4 4.♔h6 ♛g8 5.♔h5 a4 6.g7! a3 7.♔g6! d1♛ (see diagram) and now a playful mate in two: 8.f7+ ♛xf7 9.♔h7 mate.

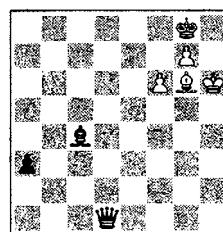
Maybe Averbakh could not be bothered to calculate all this.

In any case, he played

1.♔c3?

and was completely surprised by:

1...♝f7!! 2.g7+ ♛g8 3.♔xd2?

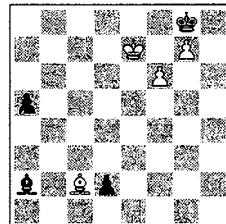


analysis after 7...d1♛

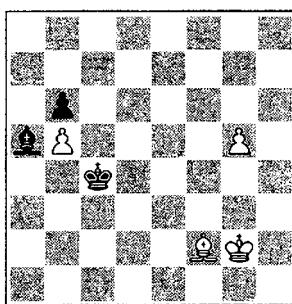
Apparently White had lost all hopes already. He would still have had good chances of a win with 3. $\mathbb{Q}c2!$ (keeping the king in his cage) 3... $\mathbb{Q}a2$ 4. $\mathbb{Q}d4!$ $\mathbb{Q}f7$ 5. $\mathbb{Q}e5$. This is based on the following point: 5... $\mathbb{Q}g6$ 6. $\mathbb{Q}d1$ $\mathbb{Q}f7$ 7. $\mathbb{Q}d6$ a6 8. $\mathbb{Q}e7$ $\mathbb{Q}a2$ 9. $\mathbb{Q}c2$ a5 (see diagram) 10. $\mathbb{Q}h7+!$ $\mathbb{Q}xh7$ 11. f7.

3... $\mathbb{Q}h7$ 4. $\mathbb{Q}c2+$ $\mathbb{Q}h6$

and the draw was agreed.



analysis after 9...a5

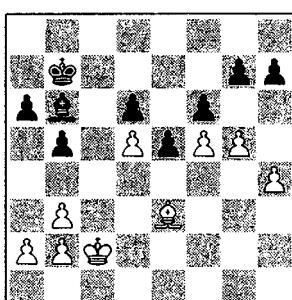


□ 851

What White should play in diagram 851 from Bannik-Nikolaevsky, Ukrainian Championship, Kiev 1958, you should see rightaway, for such a combination of b- and g-pawn cries out for a tactical solution!

1. $\mathbb{Q}xb6!$

Black resigned. After 1... $\mathbb{Q}c3$ 2. $\mathbb{Q}a5!$ it's all over.
A pleasure to inflict such misery upon your opponent!



□ 852

Diagram 852, from Kovchan-Antal, Hungary 1995, must have brought much amusement to everyone present.

White probably had considerable calculating problems when he realized that after 1. $\mathbb{Q}xb6$ there is not much to be gained in the pawn endgame, as breakthrough opportunities with h4-h5 do not bring him anything. Black always has h7-h6! in reserve, as we have seen before.

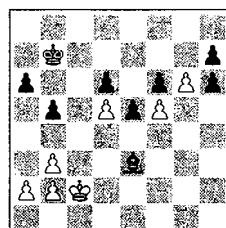
The solution is quite clever!

1. h5! fxg5

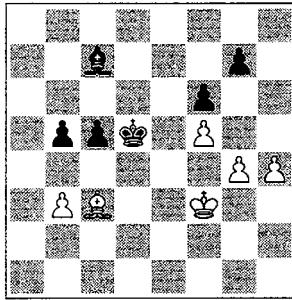
The big trick is that 1... $\mathbb{Q}xe3$ fails to 2. h6! $gxh6$ 3. g6 (see diagram), which is annoying as the saving h7-h6 is not possible as long as the bishop is still on e3. And the worst is yet to come...

2. $\mathbb{Q}xb6!$ $\mathbb{Q}xb6$ 3. h6

Rounding off the breakthrough.
Black resigned.



analysis after 3.g6



□

853

In this diagram, from the game Stroppa-Duffau, Fontenay-le-Fleury 2003, we see a different type of breakthrough. The beautiful continuation was:

1.g5! fxg5

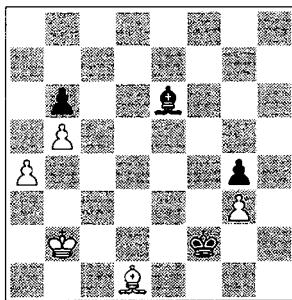
The alternatives: 1...b4 2.Qxf6! or 1...Qe5 2.gxf6 gxf6 3.h5! Qxc3 4.h6 and White wins.

2.h5! Qd6

Neither does 2...Qe5 bring any relief, e.g. 3.f6! gxf6 4.Qxe5 Qe6 5.h6! Qf7 6.h7 Qg7 7.Qxf6+ Qxh7 8.Qxg5 c4 9.b4, winning.

3.f6! Qe6 4.fxg7 Qf7 5.h6 Qg8 6.Qg4 Qf4 7.Qf5 Qh7 8.Qf6

and Black packed it in. The finish 8.g8# + Qxg8 9.Qg6 would have been nice, too.



□

854

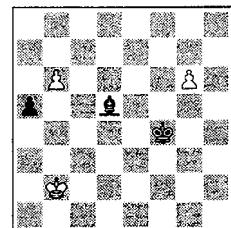
Now look what came to pass in Volosin-Tarasov, Soviet Union 1968.

1.a5! bxa5

Not 1...Qxg4? 2.axb6 Qc8 3.Qc3 Qf4 4.Qxg4, but in the game White also invested a piece!

2.Qxg4! Qd5 3.Qe6?

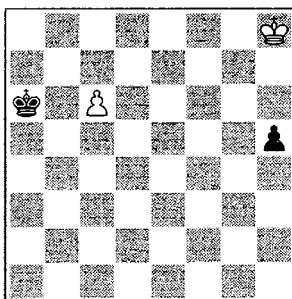
This looks very strong, but in fact Black could have drawn now with a quite surprising Réti-like king manoeuvre! See 3...Qxe6! 4.b6 Qd5 5.g4 Qg3 6.g5 Qf4 7.g6 (see diagram) 7...Qe5! 8.g7 Qd6!!.. That's the secret: the king does not go after the g-, but after the b-pawn! Instead of 3.Qe6?, White could have played 3.Qd7 Qxg3 4.Qc6 Qe6 5.b6 Qc8 6.Qb3, winning.



analysis after 7.g6

3...Qb7? 4.g4

Black resigned.



□

855

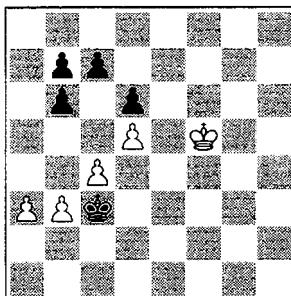
This proves the great practical importance of Réti's study from 1921. To freshen up your memory, here it is, astonishing in its simplicity. White is to play and draw. At first sight this seems impossible, as his king is too far removed from the fray and the black king needs only two steps to eliminate the c-pawn. But the white king can perform two tasks at the same time, developing power in two directions.

1.Qg7 h4 2.Qf6! Qb6 3.Qe5! Qxc6

Black must spend some time on this, otherwise both pawns will promote. Now, however, the white king reaches the h-pawn in time.

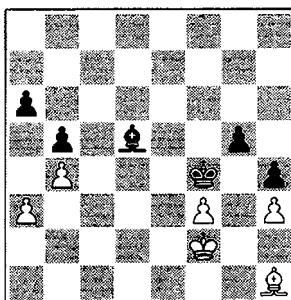
4.Qf4 h3 5.Qg3 h2 6.Qxh2

with a draw.



□

856



■

857

Réti's inspiration for this study came from the following analysis of a Schlechter-Marco endgame, Vienna 1893.

There followed 1.♕e6 ♕xb3 2.♕d7 ♕xc4 3.♕xc7 ♕xd5 4.♕xb6! ♕c4 5.♕xb7 d5 6.a4 ♕b4 7.♕b6 draw.

The same theme can be found in diagram 7 in Part I, where in the equally famous game Lasker-Tarrasch, St Petersburg 1914, White held the draw along the same lines. Look and compare!!

Quite a nice little breakthrough with a mating attack by way of an encore we see in Mascarenhas-Maxim Sorokin, Rio de Janeiro 1991. This is one of those positions where much beauty is produced with simple means. Have a look.

1...g4!

With 1...♕e6 Black would not have made much progress.

2.hxg4 h3 3.g5

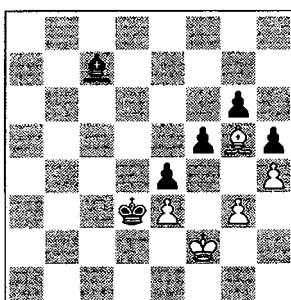
Trying to get some air.

3...♗f7 4.♗g1 ♗g3 5.f4

Trying to wriggle out of the stranglehold again.

5...h2+ 6.♗f1 ♗h5!

Threatening ♗f3 and that is too much, so White resigned. He could have postponed his fate with 7.g6, but after 7...♗xg6 the bishop returns to h5 with the same threat.



■

858

Subtle and quite clever was what Black produced in Juan Martinez-Cobo, Havana Olympiad 1966. Enjoy:

1...f4! 2.gxf4

Or 2.♗xf4 ♗xf4 3.gxf4 ♗d2 and Black wins.

2...♗b6 3.f5

A desperate try to give his bishop some air.

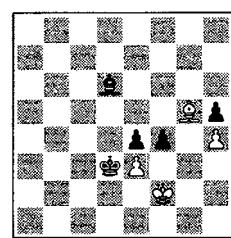
**3...gxf5 4.♗f4 ♗d8 5.♗g5 ♗c7
6.♗e1**

6...f4 was threatened, but the text is merely stay of execution because White will end up in zugzwang.

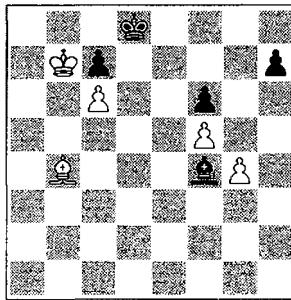
6...♗d6! 7.♗f2 f4!

White resigned in view of 8.♗h6 fxe3+ 9.♗xe3 ♗g3+!!.

Violent art!



7...f4!



□

859

Too nasty for words is what the white player did to his chess friend (that's what we use to call our opponents, isn't it?) in Bragin-Gavrilov, Russia 1993.

We really must sympathize with the black player:

1.g5!

Quite a surprise. But believe me, it gets worse.

1...fxg5

A few more lines:

- A) 1... $\mathbb{Q}xg5$ 2. $\mathbb{Q}d6!!$, a trick we shall see again;
B) 1... $\mathbb{Q}e5$ 2.g6 hxg6 3.fxg6 f5 4. $\mathbb{Q}d6!!$ (there it is).

2.f6 $\mathbb{Q}e8$ 3. $\mathbb{Q}a5$ g4 4. $\mathbb{Q}xc7$ $\mathbb{Q}d2$

Black is not allowed the time to capture peacefully on c7: 4... $\mathbb{Q}xc7$ 5. $\mathbb{Q}xc7$ g3 6. $\mathbb{Q}d6$ g2 7.c7 g1 \mathbb{Q} 8.c8 $\mathbb{Q}+$ and $\mathbb{Q}e6$.

5. $\mathbb{Q}a6!$ $\mathbb{Q}b4$

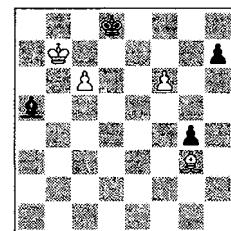
Not 5... $\mathbb{Q}c3$ as this meets with 6. $\mathbb{Q}d6$ again!

6. $\mathbb{Q}g3$ $\mathbb{Q}d8$ 7. $\mathbb{Q}b7$ $\mathbb{Q}a5$

Has he managed to protect everything?
No!

8. $\mathbb{Q}e1!!$

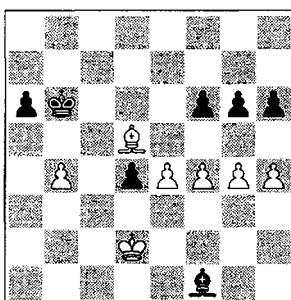
It never stops.



7... $\mathbb{Q}a5$

8... $\mathbb{Q}c7$ 9. $\mathbb{Q}h4$

and sorely grieved, Black resigned.



□

860

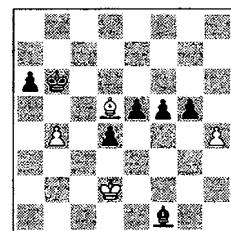
However, things can go completely wrong as well, as we can see in diagram 860 from Goglidze-Bannik, Riga 1954, where White could not find anything better than:

**1.g5? fxg5 2.fxg5 hxg5 3.hxg5 $\mathbb{Q}b5$ 4. $\mathbb{Q}f7$ $\mathbb{Q}xb4$
5. $\mathbb{Q}xg6$ $\mathbb{Q}c5$ 6. $\mathbb{Q}h7$ $\mathbb{Q}c4$ 7.g6**

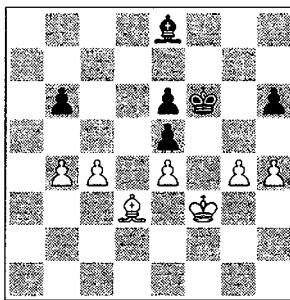
with a draw.

However, he had something better and he will certainly have found this out after the game:

1.e5! fxe5 2.f5! gxf5 3.g5!! hxg5 (see diagram) 4.h5!! (4.hxg5? fails to 4...e4 5.g6 $\mathbb{Q}g2!$ 6. $\mathbb{Q}c4$ e3+ 7. $\mathbb{Q}e1$ d3!) 4...e4 5.h6 e3+ 6. $\mathbb{Q}e1$ $\mathbb{Q}b5$ 7.h7 d3 8. $\mathbb{Q}b3$ d2+ 9. $\mathbb{Q}d1$ $\mathbb{Q}c6$ 10. $\mathbb{Q}e2$ etc. It must be painful to discover that you have missed this.



analysis after 3...hxg5



□

861

Now some flexible brainwork is required. Something quite remarkable is about to take place in Sulskis-Slekys, Vilnius 1994. Initially, White is riding roughshod over all the rules we know.

1.b5

As 1.c5 is met by 1...b5.

1...♝e7 2.h5

As 2.g5 is met by 2...h5. But what is happening here anyway? White has put all his pawns on the colour of his bishop, which cannot be right. That's not what we have learned!

2...♝d7 3.c5!

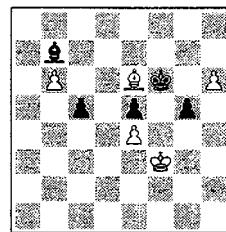
So that was the dummy! First White prevents all counterplay, next he breaks through on two fronts and he finishes things off with the peppered up bishop. Original and quite clever.

3...bxcc5 4.b6 ♜c8 5.♗c4 ♜b7 6.g5

According to plan, White switches to the other wing.

6...hxg5 7.h6 ♜f6 8.♗xe6!

In this kind of positions, such tricks will always tend to crop up. Behind the black pieces you cannot help feeling that the entire universe is against you. But such is life sometimes, any psychologist will tell you that!



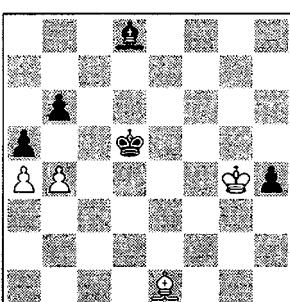
**8...♝g6 9.♗d5 ♜c8 10.b7 ♜xb7
11.♗xb7**

8.♗xe6!

The black bishop has fallen, we cannot even say 'on the field of honour'. It's been quite a useless death!

11...c4 12.♗c8 ♜xh6 13.♗g4

Black resigned. The white king strolls to c4 without hindrance and Black is not prepared to wait for him.



■

862

In Filip-Mozny, Czechoslovakia 1977, it seemed that White would be able to defend neatly by sacrificing his bishop for Black's queenside pawns, but Black thwarted this plan as follows:

1...b5!!

We have seen this possibility to force a second passed pawn before, and here it works perfectly!

2.bxa5

After 2.axb5 comes 2...a4 with the same annoying sequel for White.

2...bxa4 3.a6 ♜c6 4.♗b4 ♜b6!

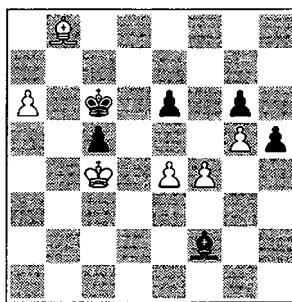
Extreme watchfulness was still required. Have a look at the careless 4...♝b6? 5.♗a5+!. Such disasters leave you with the desire for a vendetta on each following opponent!

5. ♕xh4 ♕b5 6. ♕a3 ♕xa6

and the right rook's pawn remains. There followed:

7. ♕g3 ♕b5 8. ♕f3 ♕c5 9. ♕c1 ♕c4 10. ♕e2 ♕b3

White resigned.



□

863

In diagram 863 from Larsen-Quinteros, Las Palmas 1974, we immediately see, just as Larsen did:

1. f5! exf5 2. exf5 gxf5 3. g6 ♖d4

This calamity seems to be averted, but Larsen has some more nasty tricks up his sleeve.

4. ♖d6!! h4 5. ♖xc5!!

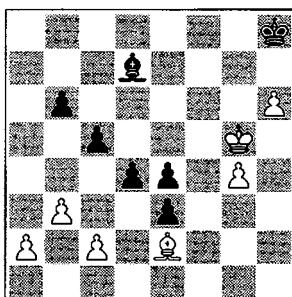
Very effective, and there is more to come.

**5... ♖g7 6. ♖g1 h3 7. ♖d3 ♖h6 8. ♖e2 h2 9. ♖xh2 ♖b6
10. ♖d3 ♖xa6 11. ♖c4 ♖b6 12. ♖d5 ♖b5 13. ♖f4!**

The *moment suprême!* White puts his bishop on offer for the third time.

13... ♖g7 14. ♖e5 ♖h6 15. ♖e6 ♖c6 16. ♖f7

and Black resigned.



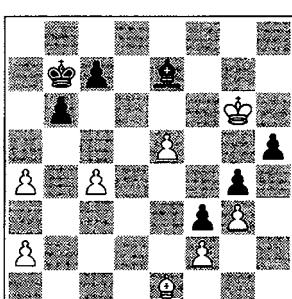
■

864

Quite delightful for the bystanders was the finish of Bachmann-Mayinger, Augsburg 1898.

1... ♖b5! 2. ♖xb5 d3! 3. cxd3 e2

White resigned.



■

865

And what do you think of diagram 865 from Ree-Igor Zaitsev, Sochi 1976, where White was defeated quite differently but equally amazingly?

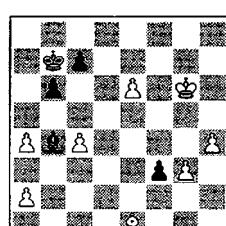
1... h4 2. gxh4 ♖b4!

Suddenly White is in major trouble, as 3. ♖xb4 is met by 3... g3 4. e6 gxf2 5. e7 f1=♕ 6. e8=♕ ♕g2+ and f3-f2.

The game continued:

3. e6! g3 4. e7?

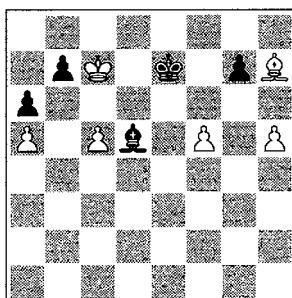
Better chances of survival were offered by 4. fxg3! (see diagram) 4... ♖xe1 5. e7 f2 6. e8=♕ f1=♕ 7. ♕e4+, which is about equal.



analysis after 4. fxg3!

4... $\mathbb{Q}xe7$ 5. $f\mathbb{x}g3$ $\mathbb{Q}b4!$ 6. $\mathbb{Q}f2$ $\mathbb{Q}c5$ 7. $\mathbb{Q}e1$ f2 8. $\mathbb{Q}xf2$

and White resigned: 9.h5 $\mathbb{Q}xg3$ 10.h6 $\mathbb{Q}c6$ and 11... $\mathbb{Q}e5$.



□

866

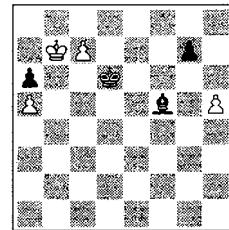
And another bishop was thrown in with a bong in Mieses-Gunsberg, Hanover 1902. But even the old masters messed up sometimes!

1. $\mathbb{Q}g8!$ $\mathbb{Q}xg8$

Otherwise $\mathbb{Q}g8-e6-c8$ comes.

2. $\mathbb{Q}xb7$ $\mathbb{Q}c4?$

2... $\mathbb{Q}h7!$ would have drawn: 3. $\mathbb{Q}xa6$ $\mathbb{Q}xf5$ 4. $\mathbb{Q}b7$ $\mathbb{Q}e4+$ 5. $\mathbb{Q}c7$ $\mathbb{Q}e6$ or 3.c6 $\mathbb{Q}xf5$ 4.c7 $\mathbb{Q}d6!$ (see diagram) 5.c8 \mathbb{Q} $\mathbb{Q}xc8+$ 6. $\mathbb{Q}xc8$ $\mathbb{Q}c6$ 7. $\mathbb{Q}d8$ $\mathbb{Q}d6=.$



analysis after 4... $\mathbb{Q}d6!$

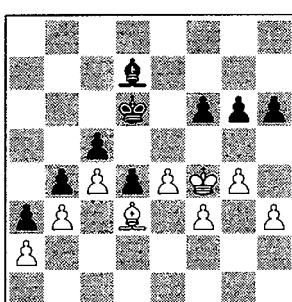
Now the breakthrough. Mieses did know the ropes!

3.c6 $\mathbb{Q}d5$ 4. $\mathbb{Q}b6$ $\mathbb{Q}d8$ 5.f6!

White must round things off correctly and this is his key move. Black is in zugzwang. The game ended:

7... $\mathbb{Q}e7$ 8. $\mathbb{Q}xa6$ $\mathbb{Q}f7$ 9. $\mathbb{Q}b6$

Black resigned.



■

867

A textbook case of good versus bad bishop, rounded off with a 'standard piece sacrifice' we find in Laclau-Pytel, Val Thorens 1978.

1... $\mathbb{Q}g5+$ 2. $\mathbb{Q}g3$ $\mathbb{Q}e5$ 3. $\mathbb{Q}f2$ $\mathbb{Q}e8$ 4. $\mathbb{Q}g3$ $\mathbb{Q}f7$ 5. $\mathbb{Q}f2$

We all understand that 5.Qe2 is met by 5...d3!.

5... $\mathbb{Q}f4$ 6. $\mathbb{Q}f1$ h5 7. $\mathbb{Q}d3$ $\mathbb{Q}e8$ 8. $\mathbb{Q}f1$

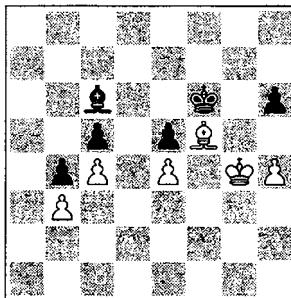
Or 8.Qe2 hxg4 9.hxg4 Qd7 10.Qd3 and now the piece sacrifice 10...Qxg4! looks decisive, although it is not yet easy: 11.fxg4 Qxg4 12.Qb1 Qf4 13.Qc2 g4 14.Qd3 g3+ 15.Qe2 Qg4! and White is pinned down.

Just another of those games where fate inescapably approaches the player, who has to wait passively where and when the knock-out will follow, unable to undertake anything. Pessimistic souls will prefer to resign at once in such cases. The optimists among us keep believing in miracles and sometimes they are proven right.

8...hxg4 9.hxg4 $\mathbb{Q}a4!!$

White resigned.

That was the standard trick I had announced already. It is important to remember it, as it tends to occur in practice every now and then.



We illustrate this with Specht-Janzen, Berlin 1996. I'll bet you expected it already: Black played the immediate

1...Qa4! 2.Qh5 Qxb3 3.Qxh6 Qd1 4.Qd7 b3 5.Qa4

Just a little joke instead of resigning immediately.

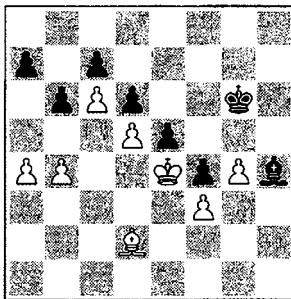
5...b2!

Of course we saw that one, too.

6.Qxd1 b1Q 7.Qf3 Qg1

White resigned.

■ 868



We stick with the piece sacrifices. What follows now is a serious case of carelessness and generosity. In Legky-Tasic, Chanac 1995, the black player cheerfully takes his bishop outside his badly-coloured pawn chain, with terrible consequences.

1...Qf2??

After 1...Qf6 Black might have been able to survive.

2.Qc3 Qh4

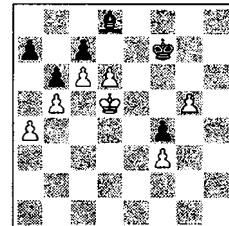
Hurrying back, but it's too late.

3.Qxe5!

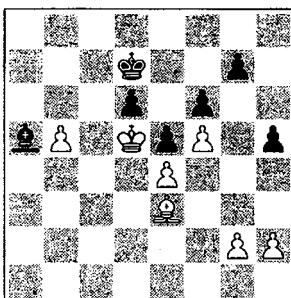
Obviously, this would have been the answer to 2...Qf6 as well.

**3...dxe5 4.d6 Qd8 5.Qxe5 Qf7
6.b5 Qf6+ 7.Qd5 Qd8 8.g5!**

and after Black resigned, he probably kept wondering for days how this could ever have happened to him.



8.g5!



Somewhat deeper was the piece sacrifice – which is the least we might expect from Bobby Fischer – in Fischer-Cardoso, 4th match game, New York 1957. It was introduced by:

1.Qa7 Qb4 2.Qb8! Qc5 3.g3

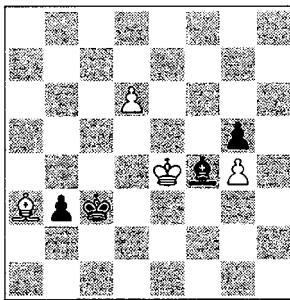
Black must make a move and that is a problem. He decides to start a counteraction, but after

3...Qe7 4.Qc6 g6 5.fxg6 f5 6.Qxd6+!

he had to lay down arms: 6...Qxd6 7.g7 Qf7 8.Qxd6 fxe4 9.b6 e3 10.b7 e2 and White has the intermediate 11.g8Q+ at hand before continuing his victorious passage with the b-pawn.

□

870



871

In the next position, from the correspondence game Ludolf Richter-Kerinnis, White offered a draw, convinced that after 1...b2 he would neatly save the game with the piece sacrifice 2.Qxb2+ Qxb2 3.Qf5!. He is right in that, but Black played differently and mailed:

1...Qc2!

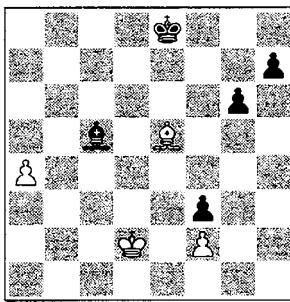
Not exactly what White had hoped for!

2.Qd5

Charming was 2.Qf5 Qxd6! and not White but Black sacrifices a piece!

2...Qd2

and now White resigned in view of 3.Qe6 Qa5 4.Qe7 b2 5.Qxb2 Qxb2 6.d7 Qc3 7.d8Q Qxd8+ 8.Qxd8 Qd4.



872

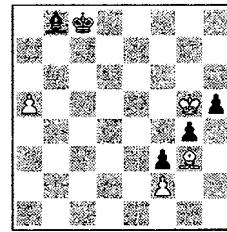
White did carry out a successful rescue manoeuvre in Fischer-Matanovic, Bled 1961.

1.Qd3 g5 2.Qe4 g4 3.Qg3! h5 4.a5 Qd7 5.Qd5 a7

Black also has to take care, as after a move like 5...Qe7 he would suddenly lose with 6.a6 Qc8 7.Qc6.

6.Qe4 Qc8 7.Qf5

An amusing draw would have been the result of 7.a6 Qb8 8.Qh4 Qc7 9.Qf5 g3 10.Qxg3! Qxg3 11.Qe4!.



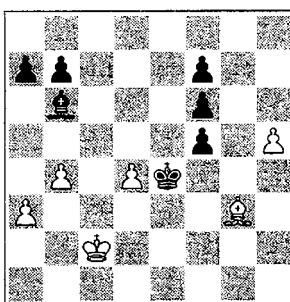
7...Qb8

Now comes the point:

8.Qg5!!

8.Qg5!!

and Black had to reconcile himself to the draw: 8...Qxg3 9.Qxh5 Qxf2 10.Qxg4.



873

In Evertz-Kiffmeyer, Solingen 1964, Black could have cruised to victory with 1...f4 2.h6 f5 3.h7 Qxd4 and square h8 is covered. But he thought he could use a different move order:

1...Qxd4?

after which White pulled a typical ‘swindle’ out of his high hat. Keep this one in mind as well!

2.Qf4!!

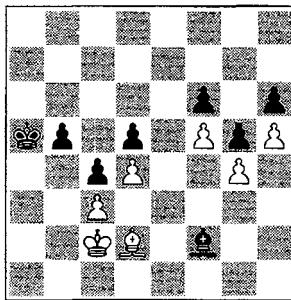
This cannot be true, Black must have thought, but it is. This wonderful blockade sacrifice turns the tables completely.

2...Qxf4 3.h6

Now Black cannot reach this pawn and he has to stand by helplessly while White becomes the richer by a queen.

3...Qe4 4.h7 f4 5.h8Q

and White won!



□

874

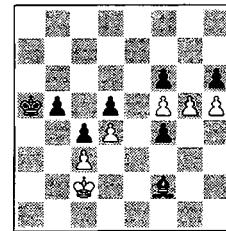
The white bishop was totally adrift in Mikhailenko-Savenko, Krasnodar 1995, where just like that, the move

1.♗f4

appeared on the board. My goodness! Upon a closer look, this amazing sacrifice turns out superior to the 'brilliant' 1.♗xg5? fxe5 2.f6 ♗g3.

1...♗xd4?

After 1...gxsf4 2.g5 (*see diagram*) the black bishop cannot run down the pawn, but he does have a passer of his own now: 2...f3 3.gxh6 ♗e3 4.h7 f2 with a probable draw.

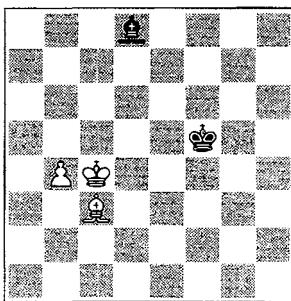


analysis after 2.g5

But now it is possible!

2...♗xc3 3.♗xc3 b4+ 4.♔d2

and the drawing bishop sacrifice even yielded White the full point in the end.



□

875

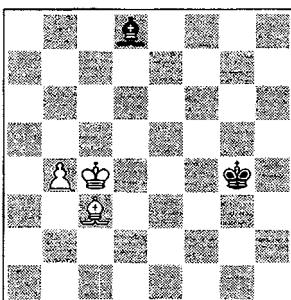
In this type of endgame the king often tends to play an important part, something we can demonstrate nicely with the following case of 'analogy': diagrams 875 and 876. The first is from Capablanca-Janowski, New York 1916.

White played

1.♔d5

and Black down-heartedly resigned, upon which he was triumphantly demonstrated the following incredible saving manoeuvre. Let's enjoy this:

1...♗f4! 2.♗d4 ♗f3 3.b5 ♗e2 4.♗c6 ♗d3 5.♗b6 ♗g5 6.♗b7 ♗c4 7.♗a6 ♗b3! 8.♗f2 ♗d8 9.♗e1 ♗a4 and Black is in control. Beautiful, isn't it?



■

876

Black saw this trick – and more – in Taimanov-Fischer, Buenos Aires 1960. First of all, he could have adopted the same method with 1...♗f5 2.♔d5 ♗f4, as we know by now.

But Fischer saw something else: the immediate

1...♗f4 2.b5

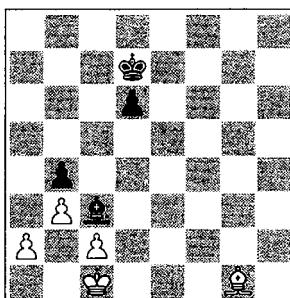
After 2.♔d5 not 2...♗f5, which is met by the immediate 3.♗e5!, but 2...♗e3!. Ergo: stay alert and sharp!

2...♗e4 3.♗d4

Now Fischer finished the game with:

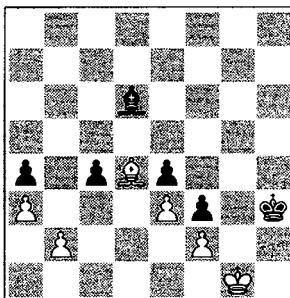
3...♗c7 4.♗c5 ♗d3 5.♗c6 ♗c4! 6.♗b6 ♗g3 7.♗a7 ♗c7!

Draw.



□

877



■

878

A tragicomical case was the game Ivanchuk-Bu Xiangzhi, Stepanakert 2005. 1... $\mathbb{Q}c6$ would have secured the draw, but Bu was apparently unaware of the dangers ahead.

1... $\mathbb{Q}e6??$

whereupon Ivanchuk, after a long and deep thought, picked up his bishop, but his flag fell before he could complete his move. We may assume that he had figured out the winning manoeuvre 2. $\mathbb{Q}b6$ $\mathbb{Q}d5$ 3. $\mathbb{Q}a5$ $\mathbb{Q}d4$ 4. $\mathbb{Q}d1$ $\mathbb{Q}c5$ 5.a3 which makes this case all the more tragic!

All this serves to introduce a few remarkable king's marches. Like in Pantebre-Paoli, Haifa Olympiad 1976, where Black starts with a pawn sacrifice to clear the passage for a very long king's march:

1...c3!! 2. $\mathbb{Q}xc3$

and now the black king is ready to go:

2... $\mathbb{Q}g4$ 3. $\mathbb{Q}f1$ $\mathbb{Q}f5$ 4. $\mathbb{Q}e1$

The white king dutifully marches along, but he is anchored to the threat ... $\mathbb{Q}g3!!$.

4... $\mathbb{Q}e6$ 5. $\mathbb{Q}d1$ $\mathbb{Q}d5$ 6. $\mathbb{Q}e1$ $\mathbb{Q}c4$ 7. $\mathbb{Q}d4$ $\mathbb{Q}d3$ 8. $\mathbb{Q}f1$ $\mathbb{Q}d2$ 9. $\mathbb{Q}c3+$ $\mathbb{Q}c2$ 10. $\mathbb{Q}d4$

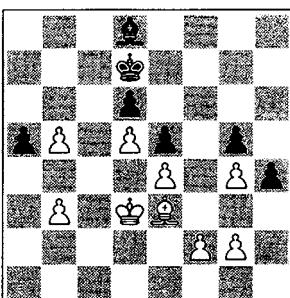
Forced, as now the threat was 10... $\mathbb{Q}a3$.

10... $\mathbb{Q}c7$ 11. $\mathbb{Q}e1?$

White has let his opponent come a long way, but he could still have kept the door shut here with 11. $\mathbb{Q}c3!$ $\mathbb{Q}d6$ (threatening 12... $\mathbb{Q}xa3$) 12. $\mathbb{Q}d4$ and there is still no way through for Black. After the text, however, the long king march is gloriously rounded off with a bishop manoeuvre.

**11... $\mathbb{Q}a5+$ 12. $\mathbb{Q}f1$ $\mathbb{Q}d2$ 13. $\mathbb{Q}g1$ $\mathbb{Q}c1$ 14.b4 axb3
15.a4 $\mathbb{Q}d2$ 16. $\mathbb{Q}h2$ $\mathbb{Q}c3$**

and White resigned. A cheerless business for him.



□

879

A similar king's march was initiated in Kallai-Halasz, Hungary 1981. White is two pawns up, but how to enter the black position?

1.b6! $\mathbb{Q}c8$ 2. $\mathbb{Q}c4$ $\mathbb{Q}b7$ 3. $\mathbb{Q}b5$ $\mathbb{Q}f6$ 4. $\mathbb{Q}xa5$ $\mathbb{Q}e7$ 5. $\mathbb{Q}b4$

The aim is to go back all the way to square h2; what can Black do?

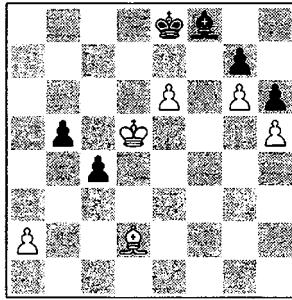
5... $\mathbb{Q}d8$ 6. $\mathbb{Q}c4$ $\mathbb{Q}f6$ 7. $\mathbb{Q}d3$ $\mathbb{Q}a6$ 8. $\mathbb{Q}e2$ $\mathbb{Q}b7$ 9. $\mathbb{Q}f1$ $\mathbb{Q}a6$ 10. $\mathbb{Q}g1$ $\mathbb{Q}b7$ 11. $\mathbb{Q}h2$

Here we are. Now White's intended action starts.

11... $\mathbb{Q}a6$ 12.g3 hxg3+ 13. $\mathbb{Q}xg3$ $\mathbb{Q}d8$ 14.f4!!

That's what it was all about.

14...exf4+ 15. $\mathbb{Q}xf4$ gxf4+ 16. $\mathbb{Q}xf4$ $\mathbb{Q}f6$ 17. $\mathbb{Q}f5$



□

880

A pawn sacrifice, a diversion and to top it all a piece sacrifice, there seems to be no end to all the treats in Enders-Karsa, Harkanyi 1989.

1.a3! ♖xa3

Waiting patiently with 1...♔d8 or 1...♔e7 (2.♖c3 ♔e8 3.♖c6) is no alternative, but now White uses brute force.

2.♖xh6 ♖b2

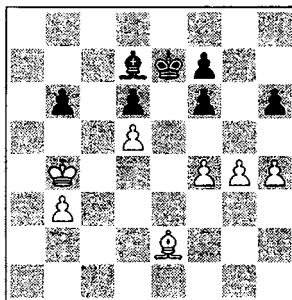
Protecting the g7-pawn at least, which is wise as 2...♗f8 is met by 3.♖d2 ♔d8 4.♖b4!. 2...♗f8 fails as well; to 3.♖f4 ♔e7 4.♖d6.

3.♖g5 ♔f8

This defence will not do either. White mops up professionally with

4.h6 gxh6 5.♖xh6+ ♔e7 6.g7 ♖xg7 7.♖xg7 b4 8.♖d4

Black resigned.



□

881

Quite elegant tempo play we see in Nadanian-Arakelov, Armenia 1993, where White smartly operates on two wings and squeezes every single opportunity out of the position:

1.♖d3!

Rightly convinced that Black cannot capture on g4, see 1...♖xg4 2.♗b5 ♖f3 3.♖c4 with a kill on the queenside.

1...♗d8 2.♗f5!

This is also awful for Black. He will find no refuge in the pawn endgame.

2...♗e8 3.h5

First Black is tied down.

3...♗e7

Quite annoying again, for now 3...♗c7 is impossible due to 4.g5.

4.♗c8 ♗f8

Black cannot win here, for on 4...♗d8, 5.g5 suffices again. But now White switches to the coveted square c6.

5.♗b7 ♗d7 6.♗c6 ♗xg4

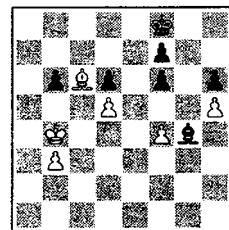
In desperation, now:

7.♗b5 ♗xh5 8.♗xb6 ♗f3 9.♗c7 h5 10.♗xd6 f5

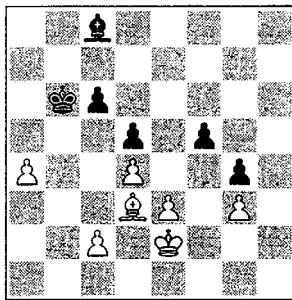
10...h4 11.♗d7 doesn't help either.

11.♗c7 h4 12.d6

Finishing a masterpiece. Black resigned.



6...♗xg4



□

882

Another pawn sacrifice, this time to create havoc in the enemy camp, we see in Shabanov-Raetsky, Soviet Union 1989.

1.c3!

The immediate 1.c4? is too hasty in view of 1... $\mathbb{Q}a5$ 2.cxd5 cxd5 3. $\mathbb{Q}c2$ $\mathbb{Q}b4$ 4. $\mathbb{Q}d2$ $\mathbb{Q}e6$ and Black can put up a tough defence. But now Black has to make a move and he has an awkward choice here.

1... $\mathbb{Q}a6?$

Necessary was again 1... $\mathbb{Q}a5$ White has to reply 2. $\mathbb{Q}c2$ and cannot make progress after that: 2... $\mathbb{Q}b6$ 3. $\mathbb{Q}d3$ $\mathbb{Q}a5$ 4.c4 $\mathbb{Q}e6$ 5.cxd5 (5.c5 $\mathbb{Q}b4$) 5...cxd5 6. $\mathbb{Q}c3$ $\mathbb{Q}d7$ 7. $\mathbb{Q}b3$ $\mathbb{Q}c6$. But now he can play:

2.c4!! $\mathbb{Q}c8$

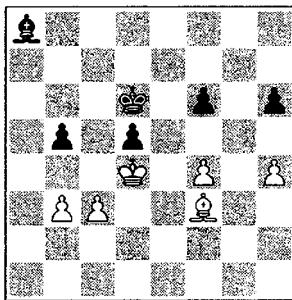
Liquidation into a pawn endgame is not on for Black now.

3. $\mathbb{Q}d2$ $\mathbb{Q}d7$

Tougher was 3...dxc4 4. $\mathbb{Q}xc4$ $\mathbb{Q}a5$ 5. $\mathbb{Q}b3$ $\mathbb{Q}b4$ 6. $\mathbb{Q}f7!$ $\mathbb{Q}xa4$ 7. $\mathbb{Q}e8$ $\mathbb{Q}b4$ (or 7... $\mathbb{Q}b5$ 8.d5) 8. $\mathbb{Q}xc6$ $\mathbb{Q}c4$ and by some tempo play White will conquer the centre: 9. $\mathbb{Q}g2$ $\mathbb{Q}e6$ 10. $\mathbb{Q}b7$ $\mathbb{Q}d7$ 11. $\mathbb{Q}a6+$ $\mathbb{Q}d5$ 12. $\mathbb{Q}d3$ followed by e3-e4+, with promising winning chances.

**4. $\mathbb{Q}c3$ $\mathbb{Q}a5$ 5. $\mathbb{Q}b3$ $\mathbb{Q}e6$ 6.cxd5 cxd5 7. $\mathbb{Q}b5$ $\mathbb{Q}c8$
8. $\mathbb{Q}c6$ $\mathbb{Q}e6$ 9. $\mathbb{Q}e8!$**

It's over. Black resigned.



□

883

A not so obvious defensive chance was missed by Black in Matanovic-Uhlmann, Skopje 1976.

In a last-ditch attempt at a pull after a heavy struggle, White played

1.c4 dxc4? 2. $\mathbb{Q}xa8$ cxb3 3. $\mathbb{Q}e4$ b2 4.h5 b4 5. $\mathbb{Q}e3$

and Black resigned.

Apparently, Uhlmann was tired and 1...bxc4! 2.bxc4 $\mathbb{Q}c6$ 3. $\mathbb{Q}xd5$ $\mathbb{Q}e8!$ escaped him; after 4.c5+ $\mathbb{Q}c7$ Black can build an impregnable fortress. Not easy to find, but, we'll say it again: never despair!

We conclude this paragraph with a few inevitable stalemate tricks that serve quite well here, too.

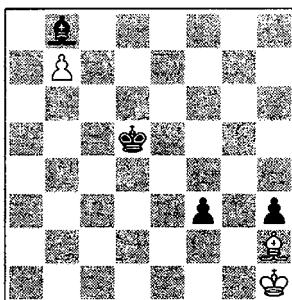
Have a look at diagram 884 from Kinzel-Hartston, Adelboden 1969.

Black played

1... $\mathbb{Q}c6$

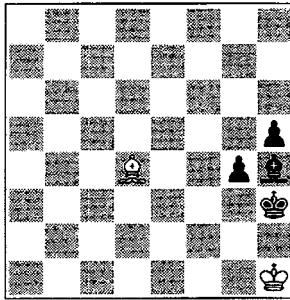
and won. But we all strongly prefer 1...f2! 2. $\mathbb{Q}g1$ and now the underpromotion 2...f1 $\mathbb{Q}!$.

Who would let a chance like that pass by?



■

884



□

885

And look what Black missed in a seemingly simple position like this one from Brown-Distler, London 1949.

1. ♜f2!

Not very difficult, but I found it quite a surprise when I first saw it.

1... ♜g3 2. ♜e3 ♜e1?

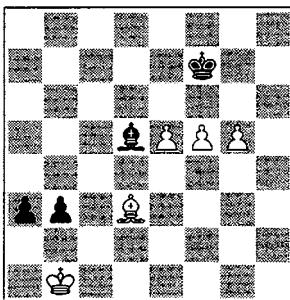
Black doesn't find the right plan, which consisted of playing his bishop to g5, removing his king and pushing the h-pawn: 2... ♜h2! 3. ♜f2 ♜f4 4. ♜e3 ♜g3 5. ♜f2+ ♜f3 and now 6. ♜e1 (or 6. ♜g1) 6... ♜g5 and 7... h4, or 6. ♜h4 ♜e5! 7. ♜g1 ♜g3 and 8... h4.

3. ♜f2! ♜d2 4. ♜e3! ♜g3

A last try.

5. ♜xd2 ♜f2 6. ♜g5

and a draw.



■

886

Black also saw a stalemate trick on the horizon in Katishonok-Markauss, Riga 1976. The introduction, with obvious intentions, was:

1... ♜g8!

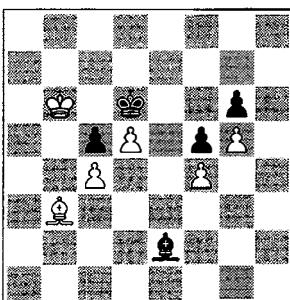
Doubtlessly White saw it coming too, but what could he do about it? Not much, as there followed:

**2. f6 ♜e6 3. ♜e4 ♜h8 4. g6 ♜g8 5. g7 ♜c4 6. ♜g6 ♜e6
7. ♜d3 ♜f7 8. ♜c1 ♜e6 9. ♜e4 ♜f7 10. ♜f5 ♜d5
11. ♜b1 ♜c4 12. e6**

and now Black finished this cat and mouse game with

12... ♜d3+! 13. ♜xd3 a2+ 14. ♜b2 a1♛+ 15. ♜xa1 b2+

Draw.



□

887

The last stalemating example is Darga-Spassky, Amsterdam Interzonal 1964, where Darga, under the murmured approval of his fans, started a king's march to g8:

1. ♜b7 ♜d3 2. ♜c8 ♜e2

and now, to the amazement of all present, he went back:

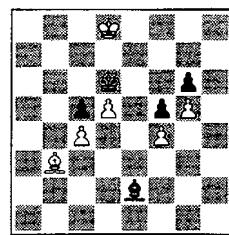
3. ♜b7

For he had discovered just in time what the desperate Spassky had conceived of after 3. ♜d8 (*see diagram*). There's something wrong with that move, namely 3... ♜xc4!! 4. ♜xc4 stalemate!

So White swiftly retraced his footsteps and after

3... ♜d3 4. ♜a6

he eventually won after all, with a little more effort than he had thought!



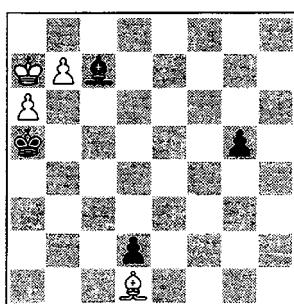
analysis after 3. ♜d8

B) Bishops of opposite colour

A notorious drawing theme, where even one or two extra pawns often do not guarantee the win. Therefore, it may come in handy if there are tactical opportunities at hand with which the win can be forced.

These are what we will focus on in this paragraph and the first theme we stumble upon is the sacrifice of one or several pawns to win a decisive tempo for either the win or the draw.

We first illustrate this with two remarkable cases of analogy.



□

888

In diagram 888 from Calvo-Donald Byrne, Palma de Mallorca 1968, it was White's move. The black player didn't worry too much, for it seemed that he did not need to fear 1.b8 \mathbb{W} . Both white pawns would leave the board and the draw would be his!

But do you see the deceitful snake in the grass?

White did play

1.b8 \mathbb{W} ! $\mathbb{Q}xb8+$

and now the super-surprise:

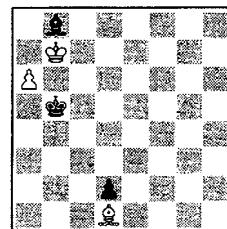
2. $\mathbb{Q}b7!!$

and after

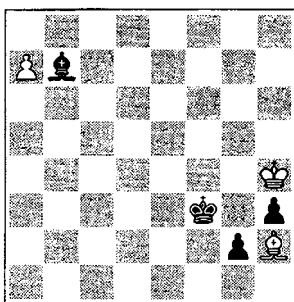
2... $\mathbb{Q}b5$ 3. $\mathbb{Q}g4$

Black resigned, as he will be 'out-tempoed'. White still has to proceed with care, as in some cases ...d2-d1 \mathbb{W} may put a spoke in the wheels.

That's why I give the exact winning line:
 3... $\mathbb{Q}a5$ 4. $\mathbb{Q}e2$ g4 5. $\mathbb{Q}xg4$ $\mathbb{Q}b5$ 6. $\mathbb{Q}d1$!
(see diagram) (not, for instance, 6. $\mathbb{Q}e2+$ $\mathbb{Q}a5$ 7. $\mathbb{Q}xb8?$ d1 \mathbb{W} and Black escapes!)
 6... $\mathbb{Q}a5$ 7. $\mathbb{Q}e2$ d1 \mathbb{W} 8. $\mathbb{Q}xd1$ $\mathbb{Q}b5$ 9. $\mathbb{Q}e2+$ $\mathbb{Q}a5$ 10. $\mathbb{Q}d3$ completing the zugzwang, or simply 10. $\mathbb{Q}xb8$.



analysis after 6. $\mathbb{Q}d1$!



■

889

But now, have a look at diagram 889 from Calvo-Hamann, Menorca 1974, with Black to move. Of course, Calvo saw the storm building. After all, he had found himself in this situation before. What did this cool customer do?

Well, he played the only right move: he offered a draw and Black accepted. Incredible!

In this position the winning line also starts with

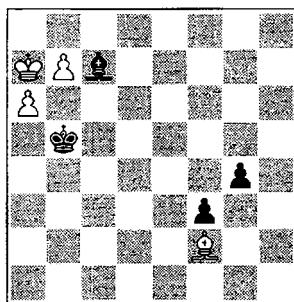
1... $\mathbb{Q}g1\mathbb{W}$! 2. $\mathbb{Q}xg1$ $\mathbb{Q}g2$ 3. $\mathbb{Q}g4$

and now

3... $\mathbb{Q}a8!$ 4. $\mathbb{Q}h4$ $\mathbb{Q}f3!$ 5.a8 \mathbb{W} $\mathbb{Q}xa8$ 6. $\mathbb{Q}g4$ $\mathbb{Q}b7$ 7. $\mathbb{Q}h4$ $\mathbb{Q}f3!$

and the zugzwang has been accomplished again.

These are not the only two examples, as has been claimed here and there. In a women's game Sillye-Karakas, played in Sinaia 1960, this trick already occurred. Black saw it and was rewarded with a full point!



□

890

In diagrams 885 and 886, I gave two Calvo positions that showed a curious analogy and I thought I had presented you with a nice find. But see this study by Duras, 1906.

True, this position contains bishops of the same colour, but Black's downfall is as dramatic as in the two abovementioned examples:

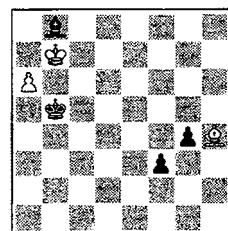
1.b8♕+! ♜xb8+ 2.♕b7

and Black is in zugzwang also here. He must give all his pawns.

2...♔a5

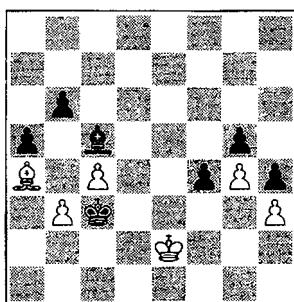
Mind the pretty finesse **2...g3 3.♗xg3 ♜xg3 4.a7 f2 5.a8♕ f1♕ 6.♕a6+** and the black queen is lost.

3.♗h4 ♜b5 4.♗e1! f2 5.♗xf2 ♜a5 6.♗h4 ♜b5 7.♗e1



3...♝b5

Etcetera.



■

891

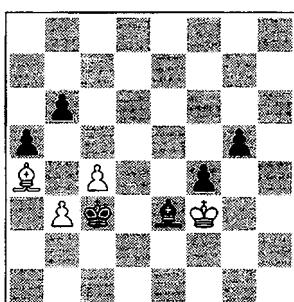
One more tall tale of analogy.

In diagram 891 from Perez Perez-Milic, Beverwijk 1955, White seems to have organized his defence perfectly as with his bishop he has built an impregnable fortress, which is a renowned drawing weapon in this type of endgame.

But Black blew up this fortress violently, as follows:

1...b5!! 2.cxb5 ♜b6! 3.♗f3 ♜d3

and White could resign in disappointment.



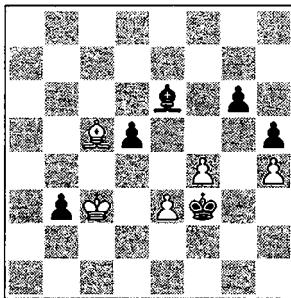
■

892

That's exactly what also happened to White in diagram 892 from Dean-Redman, USA 1984. Of course, you see it straightaway:

1...b5! 2.cxb5 ♜b6 3.♗e4 ♜d2 4.♗f3 ♜d3

and Black won.



■ 893

Something completely different happened in Kotov-Botvinnik, Soviet Championship, Moscow 1955.

Black is winning here, but he has to play quite sharply and not be stingy with his pawns, as the matter is urgent. The black rook pawn is the urgent piece. Black cleared its passage to h1 as follows:

1...g5!!

This move will not surprise you if you have read the above.

2.fxg5

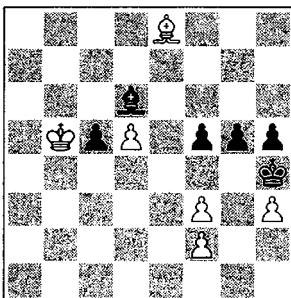
The alternative was 2.hxg5 h4 3.Qd6 Qf5 4.g6 Qxg6 5.f5 Qxf5 6.Qxb3 Qg2 and wins.

2...d4+!

Taking all coherence out of the white position. Black finished the game as follows:

**3.exd4 Qg3 4.Qa3 Qxh4 5.Qd3 Qxg5 6.Qe4 h4
7.Qf3 Qd5+**

and White resigned.



■ 894

White experienced some anxious moments in the position of diagram 894. I should know, as the white player was me (!) in a correspondence game Van Perlo-Jovicic, 1977/79.

I was treated to a nasty tempo move:

1...Qf8!

A fly in the ointment, as I had entered this endgame quite light-heartedly. After all, what can happen to you with bishops of opposite colour?

But the first analysis wasn't very uplifting, see:

A) 2.f4 g4! 3.hxg4 Qxg4 4.d6 Qxd6 5.Qc6 Qf8;

B) 2.Qg6 Qxh3 3.Qxf5+ Qg2 4.Qe4 Qxf2 5.Qc6 c4 6.Qd7 h4.

However, there is a saving possibility. With a pawn sacrifice White can win back a tempo and reach the safe drawing haven.

2.d6! Qxd6 3.Qc6 c4!

The scoundrel keeps trying; it would have been easier after 3...Qf8 4.Qd5.

4.Qxd6 c3 5.Qa4 Qxh3 6.Qe5 Qg2

Or 6...f4 7.Qf5 Qg2 8.Qxg5 Qxf3 (8...h4? 9.Qxf4 h3 10.Qe3 h2 11.f4 even wins for White) 9.Qd1+! Qxf2 10.Qxf4 h4 11.Qg4 with a draw. The white king is truly omnipresent!

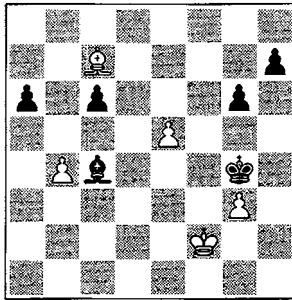
7.Qxf5 h4 8.f4!

The key move here.

8...h3 9.fxg5 h2 10.g6!

The final finesse, after which the draw was agreed.

White could still have gone astray on the last move: 10.Qc6+? Qxf2 11.g6 c2 12.g7 c1Q 13.g8Q Qxc6--.



□

895

White also saved himself with a pawn sacrifice in this cramped position from Barbulescu-Joita, Romania 1986.

Here White also has a tempo problem, which becomes clearly visible when we investigate a passive defence like 1. $\mathbb{Q}d6$ $\mathbb{Q}e6$ 2. $\mathbb{Q}f8$ h5 3. $\mathbb{Q}h6$ g5 4. $\mathbb{Q}e3$ $\mathbb{Q}f5!$ 5. $\mathbb{Q}f3$ h4 6. $\mathbb{Q}xh4$ $\mathbb{Q}xh4$ 7. $\mathbb{Q}f4$ c5!. The white bishop lacks the necessary space to defend on two wings and its co-operation with its king is feeble. White solves this problem in the same radical manner as yours truly did in the previous example:

1.e6!! $\mathbb{Q}xe6$ 2. $\mathbb{Q}e3$ $\mathbb{Q}c4$ 3. $\mathbb{Q}d6$

The big difference. The bishop now operates along the entire b8-h2 diagonal and the white king has more freedom of action as well.

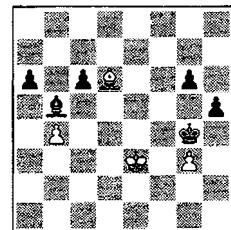
3...h5 4. $\mathbb{Q}c7$ $\mathbb{Q}b5$ 5. $\mathbb{Q}d6$ $\mathbb{Q}f1$ 6. $\mathbb{Q}f2$ $\mathbb{Q}d3$ 7. $\mathbb{Q}e3$ $\mathbb{Q}c2$ 8. $\mathbb{Q}d2$ $\mathbb{Q}b3$ 9. $\mathbb{Q}e3$ $\mathbb{Q}c2$ 10. $\mathbb{Q}d2$ $\mathbb{Q}b3$

Black apparently doesn't see things so sharply anymore and tries to gain some time.

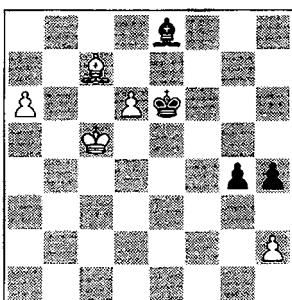
**11. $\mathbb{Q}e3$ $\mathbb{Q}d1$ 12. $\mathbb{Q}d2$ $\mathbb{Q}a4$
13. $\mathbb{Q}e3$ $\mathbb{Q}b5$**

and the draw was agreed.

Barbulescu has indicated in *Informant* 42 how he had intended to draw: 14. $\mathbb{Q}c7$ a5! 15. $\mathbb{Q}xa5$ c5! 16. $\mathbb{Q}e5$ c4 17. $\mathbb{Q}f2$ $\mathbb{Q}f5$ 18. $\mathbb{Q}c3$ $\mathbb{Q}e4$ 19. $\mathbb{Q}e2$ $\mathbb{Q}a6$ 20. $\mathbb{Q}f6$ c3+ 21. $\mathbb{Q}d1$! and this seems correct to me.



13... $\mathbb{Q}b5$



■

896

Another heroic defence we find in Szabo-Bronstein, Candidates' Tournament, Budapest 1950, where Black has to run for his life:

1...g3! 2.hxg3 h3 3.g4!

Both players go all out; 3.a7 $\mathbb{Q}c6!$ 4. $\mathbb{Q}xc6$ h2 5. $\mathbb{Q}b7$ h1 $\mathbb{Q}+$ and Black holds the draw by perpetual check.

3... $\mathbb{Q}d7$ 4.a7 $\mathbb{Q}c6!$ 5.g5

Another nice drawing line is 5.d7 $\mathbb{Q}xd7$ 6. $\mathbb{Q}h2$ $\mathbb{Q}a8$ 7. $\mathbb{Q}d4$ $\mathbb{Q}e6$ 8. $\mathbb{Q}e3$ $\mathbb{Q}f6$ 9. $\mathbb{Q}f4$ $\mathbb{Q}c6$ 10. $\mathbb{Q}g3$ $\mathbb{Q}g2$ 11. $\mathbb{Q}h4$ $\mathbb{Q}g6$ 12. g5 and Black draws by moving his king to g8.

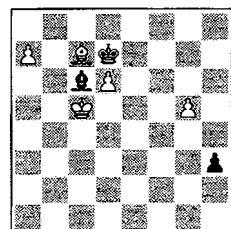
5... $\mathbb{Q}d7!$

Magnificent chess. Black has seen 5...h2 6.d7!!.

6.g6 h2 7.g7 h1 $\mathbb{Q}+$ 8.g8 $\mathbb{Q}+$

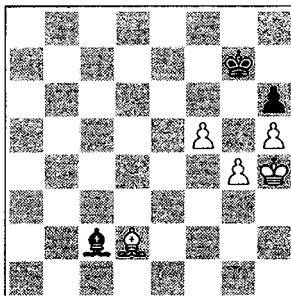
and now the game quickly ended in a draw after:

**8... $\mathbb{Q}c1+$ 9. $\mathbb{Q}c4$ $\mathbb{Q}xc4+$
10. $\mathbb{Q}xc4$ $\mathbb{Q}h1$**



5... $\mathbb{Q}d7!$

White cannot get through anymore.



If the position appears to be blocked, a piece sacrifice may come in handy and that's what we see in Aseev-Bagirov, Leningrad 1989. Black was abruptly and firmly put out of his misery with

1. ♜xh6+! ♜xh6 2. f6

Quicker than 2.g5, which also wins.

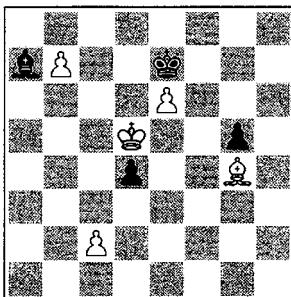
2... ♜d3 3. g5+ ♜h7 4. f7! ♜g7 5. g6

and Black resigned.

You saw that as well, didn't you?

□

897



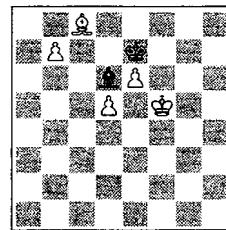
In the game Kosteniuk-Dembo, Gothenburg 2005, Black also put up some heroic resistance, but nevertheless Kosteniuk managed to convert her extra pawn with razor-sharp play.

1. ♜e5

Creating a sort of zugzwang. Dembo tries her last defensive chance:

1... d3! 2. c4!!

Very adroit and probably the only road to victory. In the German periodical *Schach Magazin* 64 Kosteniuk gave the line 2.cxd3? ♜b8+ 3. ♜f5 ♜d6 4. ♜xg5 ♜b8 5.d4 ♜d6 6. ♜f5 ♜c7 7.d5 ♜d6. After 8. ♜e2 ♜b8 9. ♜b5 ♜c7 10. ♜d7 ♜d6 11. ♜c8 (achieving the optimal constellation, but it's not enough) 11... ♜b8 (see diagram) 12. ♜e4 ♜d6 13. ♜d4 ♜d8 14. ♜c4 ♜e7! (after 14... ♜c7? White does get through with 15. ♜b5 ♜d8 16. ♜b6 ♜b8 17. d6 ♜xd6 18. ♜a7, but with the king on e7 and the bishop on the b8-h2 diagonal there is nothing to be gained with the d5-d6 push) 15. ♜b5 ♜c7 16. ♜c6 ♜b8 it's a draw!

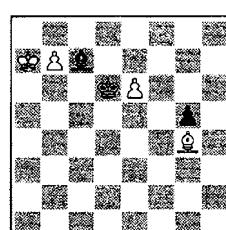


analysis after 11. ♜c8

**2... d2 3. c5 ♜b8+ 4. ♜d5 ♜a7
5. c6 ♜b8 6. ♜c5 ♜c7 7. ♜b5
爵d6**

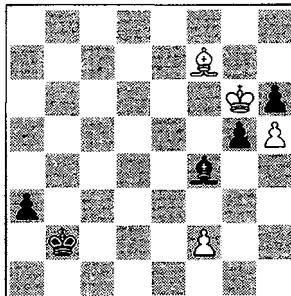
After 7... d1 \bowtie 8. ♜xd1 ♜xe6 9. ♜a6 ♜d6 10. ♜f3 g4 11. ♜h1 ♜b8 12. ♜b6 g3 13. ♜g2 White holds on to the other pawn and wins.

**8. ♜a6 d1 \bowtie 9. ♜xd1 ♜xc6
10. ♜a7 ♜d6 11. ♜g4**



11. ♜g4

and Black resigned. A high-class endgame by the 2005 Women's World Champion!



■ 899

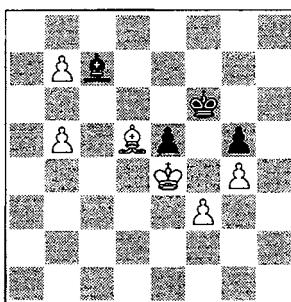
Now I have a very beautiful showpiece, the solution of which is not easy to find. In diagram 899 from Hindle-Möhring, Tel Aviv Olympiad 1964, it's Black to move. He discovered that 1...a2 does not win on account of 2.♖xa2 ♕xa2 3.♕xh6. But he found something else:

1...♗e3!! 2.♕xh6 g4+ 3.fxe3 g3

and with this trotting pawn he won after

4.♔h7 g2 5.h6 g1♕ 6.♔h8 a2 7.♖xa2 ♕xa2 8.h7 ♕g6 9.e4 ♕f7

and White could resign.



□ 900

Another example where putting a piece *en prise* clears the way for two outside passed pawns is Diaz-Cruz Lima, Cuba 1983. After

1.b6 ♜b8

came

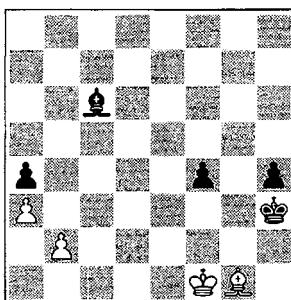
2.♔f7! ♜xf7

Refusing the piece sacrifice is even more hopeless.

3.♔f15 ♜d6 4.♔xg5

Black resigned.

Against the passed b- and g-pawns there is no cure.



■ 901

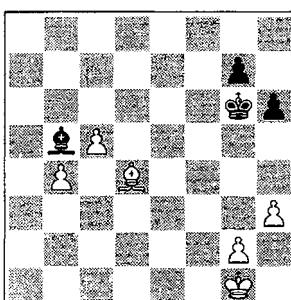
White was condemned to act just as helplessly in Romanov-Chukaev, Soviet Union 1971, where after

1...♗f3 2.♔f2

Black, with the familiar

2...♗e2! 3.♔xe2 ♜g2

brought utter dismay upon White and forced him to resign.



□ 902

As I have argued before, it is essential to be able to recognize at an early stage if a position contains elements that make a tactical solution possible. A fine example of the preparation of such a trick, in this case a bishop sacrifice, is Chandler-Andersson, Leningrad 1987. Before we start, I will give away that the white bishop will be sacrificed on h6!

1.g4

The simplification with h6-h5 had to be forestalled.

1...♗f7 2.♗e3!

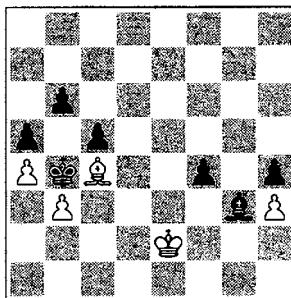
A strangling move. It's as if not Chandler but Andersson is playing with White!

2... $\mathbb{Q}e6$ 3. $\mathbb{Q}f2$ $\mathbb{Q}d5$ 4. $h4$ $\mathbb{Q}c4$ 5. $\mathbb{Q}d2$ $\mathbb{Q}d3$

All counterplay has been prevented and the time is ripe.

6. $\mathbb{Q}xh6$

Black resigned: 6... $gxh6$ 7. $g5$ $hxg5$ 8. $h5!$.



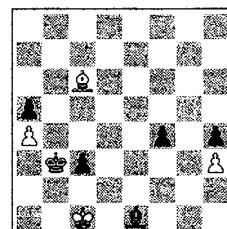
■ 903

We will now bring up the breakthrough theme again. This is also a method to make progress in an ending. A nice example, in which we also find back several elements we have seen before, is Kiviharju-Ernroot, Finland 1982, with Black to move.

At first sight there is not much for him to be gained here, but see... (we recognize it):

1... $b5!$ 2. $axb5$

Undoubtedly White had done some heavy calculation and he had probably discovered that the alternative 2. $\mathbb{Q}xb5$ would not have saved him, see 2... $\mathbb{Q}xb3$ 3. $\mathbb{Q}d1$ $c4$ 4. $\mathbb{Q}c6$ $c3$ 5. $\mathbb{Q}c1$ $\mathbb{Q}e1$ (*see diagram*) and 6... $\mathbb{Q}d2+$ 7. $\mathbb{Q}d1$ $c2+$ 8. $\mathbb{Q}xd2$ $\mathbb{Q}b2$ is threatened. Therefore, White has to give up his a4-pawn as well and after that, further resistance is useless.



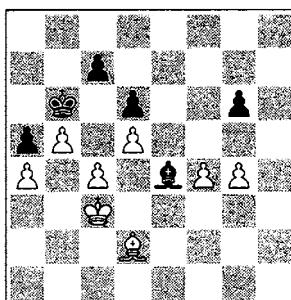
analysis after 5... $\mathbb{Q}e1$

2... $f3+$

Black had to be careful, as 2... $a4?$ would have led to severe disappointment: 3. $\mathbb{Q}f3!$ $a3$ 4. $b6$ and White escapes with the draw. After the text move, however, square b8 is under control again.

3. $\mathbb{Q}xf3$ $a4$ 4. $\mathbb{Q}d3$ $\mathbb{Q}xb3$ 5. $\mathbb{Q}e4$ $c4$ 6. $\mathbb{Q}e2$ $c3$

White resigned.



□ 904

Capablanca-Thomas, Hastings 1929/30, even featured a double breakthrough:

1. $f5!$ $gxf5$ 2. $g5$ $f4$ 3. $\mathbb{Q}xf4$ $\mathbb{Q}g6$

He has stopped this one, but after

4. $\mathbb{Q}e3+$ $\mathbb{Q}b7$ 5. $c5!$

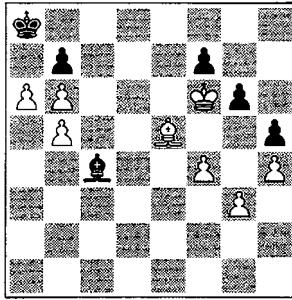
suddenly there is more trouble on the other side of the board.

5... $dxc5$

Or 5... $\mathbb{Q}f7$ 6. $c6+$ $\mathbb{Q}c8$ 7. $\mathbb{Q}c4$, threatening $\mathbb{Q}d2$.

6. $\mathbb{Q}c4$ $\mathbb{Q}c2$ 7. $\mathbb{Q}xc5$ $\mathbb{Q}xa4$ 8. $\mathbb{Q}d2$ $\mathbb{Q}c2$ 9. $\mathbb{Q}xa5$ $\mathbb{Q}g6$ 10. $d6$ $cxd6+$ 11. $\mathbb{Q}xd6$

Black resigned.



□

905

Beautiful breakthrough motifs were also seen in Bradvarevic-Maric, Yugoslavia 1970.

On the queenside Black had put up a solid fortress and he was actually justified in hoping for a draw. White wanted to question him one more time with:

1.f5!

His best chance. Black can parry White's threat with 1... $\mathbb{A}d3!$ only, on which I will not elaborate here. However, Maric lost patience and as we know, that's something you must never do...

1... $\mathbb{A}xb5?$ 2.g4!

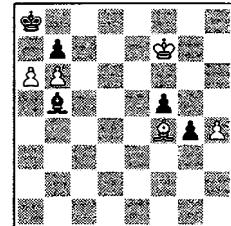
Squeezing the best out of the position. Not 2.fxg6? fxg6 3. $\mathbb{A}xg6$ $\mathbb{A}e2$ and the bishop fortress is intact again.

2...hxg4

Otherwise 3. $\mathbb{A}xf7$, but this is coming anyway.

3. $\mathbb{A}xf7$ gxf5 4. $\mathbb{A}f4!!$

Black had probably missed this. Because of the blockade of the f5-pawn it has suddenly become impossible to control square h7.



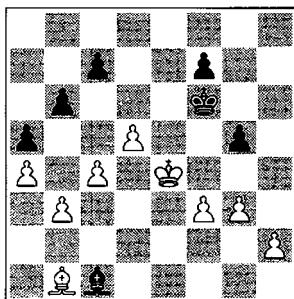
4...g3

4... $\mathbb{A}xa6$ is too slow, see 5.h5 g3 6.h6 g2 7. $\mathbb{A}h2!$ f4 8.h7.

4. $\mathbb{A}f4!!$

**5.h5 g2 6. $\mathbb{A}h2$ f4 7.h6 $\mathbb{A}d3$
8.axb7+ $\mathbb{A}xb7$ 9. $\mathbb{A}g1$**

and Black resigned.



□

906

Another double breakthrough we see in Ambroz-Novak, Stary Smokovec 1980, which began with

1.b4! $\mathbb{A}d2$

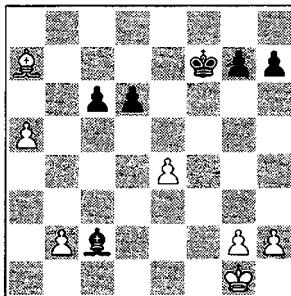
Or 1...axb4 2.c5 bxc5 3.a5.

2.bxa5 $\mathbb{A}xa5$ 3.c5! $\mathbb{A}b4$

Or 3...bxc5 4. $\mathbb{A}d3$, threatening 5. $\mathbb{A}c4$.

4.d6!

and this was too much for Black, so he resigned.



□

907

A famous endgame between Euwe and Yanofsky in Groningen 1946, masterfully conducted by the Dutch champion. First he reminds his opponent of his dangerous rook's pawn.

1. ♜c5! ♜d3 2. ♜xd6 ♜xe4 3. a6 c5!

Of course otherwise 4. ♜c5! would really win.

4. ♜xc5 h5! 5. ♜f2 ♜d3!

A subtlety depriving the white king of the a7-square.

6. a7 ♜e4 7. g3 ♛e6 8. ♜e3 ♜g2?

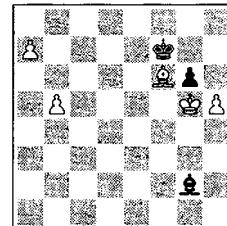
On a youth training in Holland, Michael Riemens recalled on the website www.utrechtschaak.nl, coach Cor van Wijgerden taught his pupils that 8... ♛f5! would have drawn: 9. ♜f8 g6 10. ♜d4 ♜a8 11. ♜c5 ♛e6 12. ♜b6 ♛d7 and the invasion of the white king is successfully ward off.

**9. ♜f4 g6 10. g4! hxg4 11. ♜xg4 ♜h1 12. ♜g5 ♛f7
13. ♜d4 ♜g2 14. h4 ♜h1 15. b4 ♜g2 16. b5 ♜h1
17. ♜f6!**

Controlling not only square e7 but also h4!

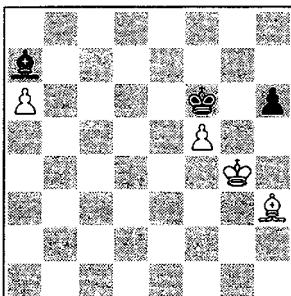
17... ♜g2 18. h5!! gxh5 19. ♜f5!

Black resigned. Great work!



18.h5!!

The discussion mentioned in the above was caused by the next diagram position.



□

908

A quite poignant fragment from the World Chess Cup in the Siberian city of Khanty Mansiysk, 2005. In the game Aronian-Bacrot, Black resigned in a drawn position!

1. ♜f4 h5!

Not only taking square g4 from the bishop for the moment. It may be useful to run as fast as possible with this pawn, to deflect the white bishop from the defence of its own pawn.

2. ♜e4 ♜e7 3. ♜d5 ♜d7 4. f6+ ♜e8 5. ♜e6 h4! 6. ♜c6

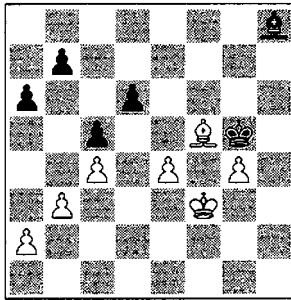
Or 6. ♜e5 ♜f8 7. ♜f4 ♜d4 8. ♜g4 ♜f2 9. ♜h5 and now even 9... ♜d4! draws.

6... h3! 7. ♜b7 h2 8. ♜d5 ♜d4 9. a7 ♜xa7 10. ♜xa7 h1†

The point of Black's first move. White's last pawn disappears.

11. ♜xh1 ♜f7

and it's a dead draw.



□

909

If there is salvation in a bad position in this type of ending, usually haste must be made. What happens to a player who does not act energetically when given the chance, was demonstrated in Benesch-Bukacek, Austria 1972:

1. ♖c8 b5!

This is correct due to the saving possibility 2. ♖xa6 b4!.

2. cxb5 axb5 3. a4! bxa4?

Fatal slowness of action. The immediate, maximally active 3...c4! was indispensable here, with the possible follow-up 4. axb5 cxb3 5. ♖e6 b2 6. ♖a2 ♖d4 and Black is still in the game.

After the text, however, there is only one player in the game.

4. bxa4 c4

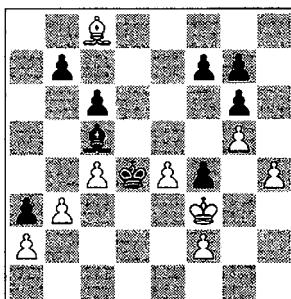
Too late.

5. ♖e3 c3 6. ♖d3 ♖f4 7. ♖f5 ♖d4 8. a5 ♖e5 9. a6 ♖f4 10. ♖d7!

Complete control.

10...c2 11. ♖xc2 ♖xe4 12. g5

and White gratefully collected the full point.



□

910

A position that exercised many minds was the one in diagram 910, which occurred in a game from the Challengers' group in Wijk aan Zee 1983, Marian-De Boer.

White played

1. b4

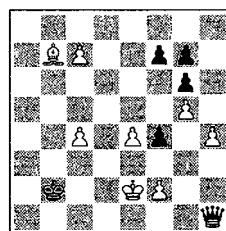
and after

1.... ♖xb4

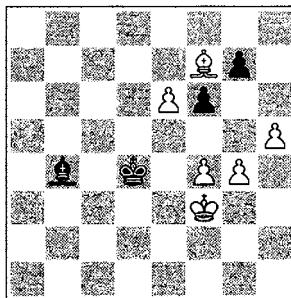
the game eventually ended in a draw.

After the game, however, the idea 1... ♖c3! was raised, mainly based on the quite clever line 2. bxc5 ♖b2 3. ♖xb7 ♖xa2 4. ♖xc6 ♖b2 5. ♖b7 a2 6. c6 a1 ♖ 7. c7 ♖h1+ 8. ♖e2 (see diagram) and now Black had not anticipated 8... ♖c2!!, mating White.

Fortunately for the black player's peace of mind, Bent Larsen stepped in and demonstrated that not Black, but White will get the best of this line if he does not play 3. ♖xb7, but 3. e5!! ♖xa2 4. h5!. This trick is certainly not new to us, but it's a matter of seeing and playing it at the right moment.



analysis after 8. ♖e2



□

911

We move on to Klimenok-Kabanov, Soviet Union 1969. Here we witness an extremely active king after

1.g5 fxg5 2.♗g4!

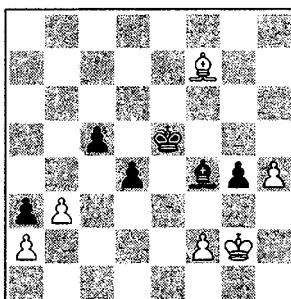
This is the right way, depriving the black king of square e5. Not 2.fxg5? ♜e5 3.♗g4 ♜e7 and White cannot get through.

2...♝e7?

Missing the strongest defence 2...♝e4!, even though the problems remain after 3.♗xg5 ♜e7+ 4.♗g6 ♜xf4 and now White has the overwhelming 5.♗e8!, confining the black king's activities. The main line, which would not have been easy to find over the board, is 5...♝b4 6.♗d7 ♜c5 7.♗xg7 ♜g5 8.h6. After 2...♝e7? it was easier:

**3.♗f5 gxg4 4.♔xf4 ♜c5 5.♗f5 ♜d6 6.♗g6 ♜f8
7.♗h7 ♜e7 8.♗g8**

End of the line: Black resigned.



■

912

Highly active play we see in the game Masternak-Pribyl, Marianske Lazne 1989.

1...d3! 2.♗f1 g3!

In order to hinder the passage of the white king to the queenside. Not 2...♝d4? 3.♗e1 ♜c3 4.♗d1 ♜b2 5.b4!=.

3.fxg3 ♜xg3 4.h5

With high hopes, White's counter-trump also swiftly sets off.

4...♝d4 5.h6 ♜c3 6.h7 ♜e5 7.♗e1 ♜c2 8.b4!

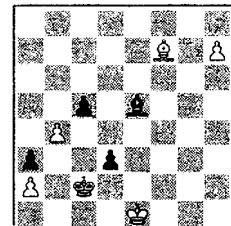
Introducing a tactically interesting finish with some more hurdles and pitfalls. Of course, 8.♗h5? d2+ was nothing.

8...d2+ 9.♗f2 ♜c1!

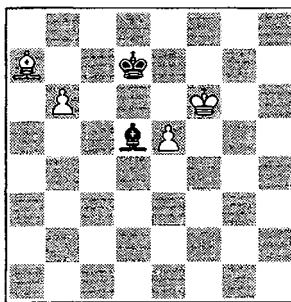
Black now 'only' has to solve the problem how to make hard cash of his two connected passed pawns, that is, how to convert them into a full point. After all, with 8.b4 White has cleverly rendered 9...d1♛ impossible on account of 10.♗b3+ followed by 11.♗xd1 and 12.bxc5.

10.♗b3 c4!

This is sufficient. The c4-c3-c2 march guarantees him the win. White resigned, with the scarce comfort that he had done everything humanly possible to avert defeat.



8.b4!



□

913

A slippery dilemma that pops up from time to time in the career of a chess player is where to go when your king is in check. How often have we not chosen precisely the wrong square! That's why our pity for the black player should be great in Jones-Edmonson, USA 1983.

1.e6+?

Sure, after the game it was easy to establish that the only right square for the black king was c8. Unhindered by all the discomforts to which a player is exposed in the heat of the battle, we demonstrate the 'obvious' drawing line:

1... $\mathbb{Q}c8!$ 2.e7 $\mathbb{Q}c6!$ 3. $\mathbb{Q}f7$ $\mathbb{Q}b7$ 4.e8 \mathbb{Q} $\mathbb{Q}xe8+$ 5. $\mathbb{Q}xe8$ $\mathbb{Q}a8$ and Black is standing like a brick wall. That's how he should have played.

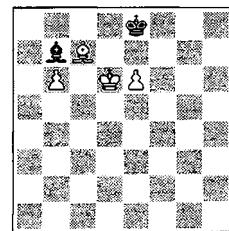
But as you will have sensed by now, the unfortunate Edmonson, a prey to the usual confusion in such circumstances, played

1... $\mathbb{Q}e8?$

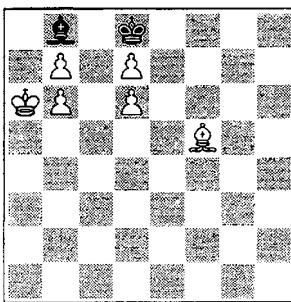
and the utterly appalling continuation was:

2. $\mathbb{Q}e5$ $\mathbb{Q}b7$ 3. $\mathbb{Q}d6$ $\mathbb{Q}a8$ 4. $\mathbb{Q}b8$
 $\mathbb{Q}b7$ 5. $\mathbb{Q}c7$

This resurrection of the white bishop was too much for Black and he resigned:
5... $\mathbb{Q}g2$ 6.e7 $\mathbb{Q}f3$ 7. $\mathbb{Q}d8$.

5. $\mathbb{Q}c7$

And so we might hesitantly conclude that justice had been done. After all, the immediate 1. $\mathbb{Q}b8!$ would have won fair and square for White. The old saying 'Never forget to give check, it might be mate' doesn't always apply...



■

914

This position, from Mark Tseitlin-Kaspi, Israeli Championship 2000, is unique. We may ask ourselves how it could ever have appeared on the board.

What we can understand is that Black's only chance of salvation is by stalemate. Kaspi is trying very hard to achieve this and he gets quite close.

1... $\mathbb{Q}a7$ 2.b8 \mathbb{Q} +!

White has sailed round the first rock. Every reader has seen that 2.bxa7 or 2.Qxa7 is stalemate, I hope.

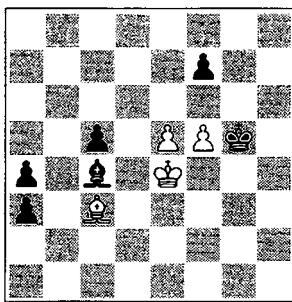
2... $\mathbb{Q}xb8$ 3. $\mathbb{Q}b7!$ $\mathbb{Q}xd6$

An attractive line is 3... $\mathbb{Q}a7$ 4. $\mathbb{Q}e4$ $\mathbb{Q}xb6$ 5. $\mathbb{Q}xb6$ $\mathbb{Q}xd7$ 6. $\mathbb{Q}c5$ and White has untied another knot.

4. $\mathbb{Q}a8$

and now Black resigned himself to his fate.

An attractive finale for the boards. Nothing too complicated, just a few nice tricks!



□

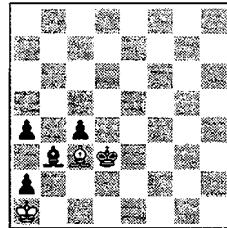
915

At the end of this chapter a rather special stalemate, which occurred in Maroczy-Pillsbury, Munich 1900.
White had a sharp eye on things and he immediately made his intentions clear:

1.e6 fxe6 2.fxe6 ♜xe6

The pawns have been cleared away and White can work on the stalemate now.

**3.♔e5 ♜b3 4.♔d6 c4 5.♔c5
♔f5 6.♔b4 a2 7.♔a3 ♔e4
8.♔b2 ♔d3 9.♔a1**



and these chess giants agreed the draw.

9.♔a1

With this fragment we conclude the chapter of bishop endgames. Next, we will have a look at new battlefields on which the other minor piece is active.

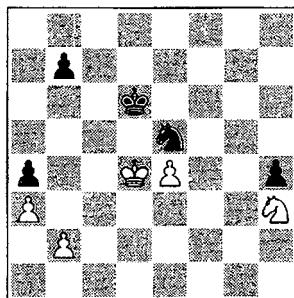
Chapter 2

Pure Knight Endgames

As the range of a knight is relatively small, in this type of endgame themes like zugzwang, passed pawns and active kings can play a role. The relative scarcity of theory reminds us of pawn endgames.

But these endgames can take a more fanciful course sometimes due to the unpredictable jumps that a knight can make.

Extra tactical possibilities can play a role if the kings are located on opposite wings.



■ 916

To clarify the above I will start with a rather technical endgame from Lasker-Nimzowitsch, Zürich 1934. A classic.

Black starts with a subtle tempo move, intending to take his king to better squares under the most favourable circumstances.

**1...b6 2.♘f4 b5 3.♘h3 ♜c6+ 4.♔e3 ♜c5 5.♔d3 b4
6.axb4+ ♜xb4 7.♔c2 ♜d4+ 8.♔b1**

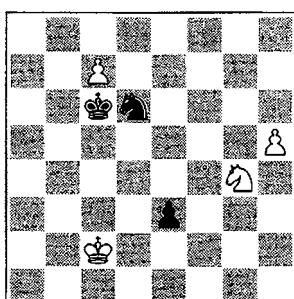
Black has decided the 'duel for space' clearly in his favour. White's last move, 8.♔b1, looks a bit strange, but Lasker saw that 8.♔d3 would have left him without counterchances (8.♔d3 ♜e6! 9.♔c2 (Averbakh gives: 9.♔e3 ♜b3 10.♘f4 ♜xb2 11.♘xe6 a3) 9...♜c4 10.♔d2 ♜d4 11.♘f2 ♜g5 12.e5 ♜f3+) and seeks refuge in a counterattack on the a4-pawn.

8...♜e6 9.♔a2 ♜c4 10.♔a3 ♜d4 11.♔xa4 ♜xe4

Now, however, the superiority of Black's rook's pawn decides.

12.b4 ♜f3 13.b5 ♜g2

and White resigned. His pawn cannot reach b7 on account of ♜c5 and these are details that we will come across more often.



□

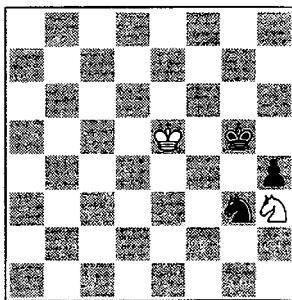
917

We have arrived at the subject of rook's pawns. Larsen-Timman, Brussels 1987, is a perfect illustration of their potential. You will not have much difficulty solving this one:

1.c8♛+ ♜xc8 2.h6 e2 3.♔d2

and Black resigned.

The black knight is just in time to cover the h8-square with either 3...♞e7 4.h7 ♞g6 or 3...♞d6 4.h7 ♞f7, but in both cases the 5.♔e5 check decides.

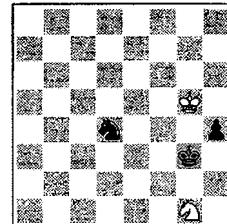


918

The conclusion of the previous example already indicated how many possibilities can appear on the board in positions with very little material. Sometimes it is just amazing. Another good example is Krogius-Rosen, Bad Liebenzell 1995.

1... $\mathbb{Q}g4$ 2. $\mathbb{Q}g1$

White can also try 2. $\mathbb{Q}f2+$. Then the continuation may be 2... $\mathbb{Q}f3$ 3. $\mathbb{Q}h3$ $\mathbb{Q}e2!$ (always the decisive finesse) 4. $\mathbb{Q}f5$ $\mathbb{Q}d4+$ 5. $\mathbb{Q}g5$ $\mathbb{Q}g3$ 6. $\mathbb{Q}g1$ (*see diagram*) 6... $\mathbb{Q}f3+$ 7. $\mathbb{Q}xf3$ h3!!.



2... $\mathbb{Q}e2!$

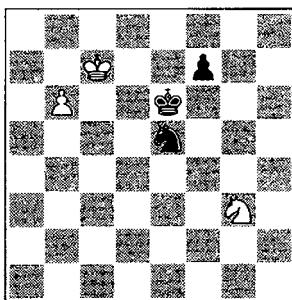
The passage for the pawn is cleared.

**3. $\mathbb{Q}xe2$ h3 4. $\mathbb{Q}c3$ h2 5. $\mathbb{Q}e4$ $\mathbb{Q}f3$
6. $\mathbb{Q}d2+$ $\mathbb{Q}g2$**

analysis after 6. $\mathbb{Q}g1$

And White resigned.

No study composer would be ashamed of such a piece of work!



919

Another example is Suba-Kuijf, Sitges 1992, a game which White rounded off with exemplary play:

1.b7 $\mathbb{Q}d7$

Threatening to avert the danger with 2... $\mathbb{Q}c5$.

2. $\mathbb{Q}c8!$ $\mathbb{Q}e7$

Or:

- A) 2... $\mathbb{Q}d6$ 3. $\mathbb{Q}e4+$ $\mathbb{Q}c6$ 4. $\mathbb{Q}f6!$ $\mathbb{Q}b6+$ 5. $\mathbb{Q}b8$ threatening $\mathbb{Q}a7$.
- B) 2... $\mathbb{Q}b6+$ 3. $\mathbb{Q}d8$ $\mathbb{Q}d7$ 4. $\mathbb{Q}e4$ $\mathbb{Q}b8$ 5. $\mathbb{Q}c8!$ $\mathbb{Q}c6$ 6. $\mathbb{Q}c7$ $\mathbb{Q}d5$ 7. $\mathbb{Q}f6+$ $\mathbb{Q}c5$ 8. $\mathbb{Q}d7+$ $\mathbb{Q}d5$ 9. $\mathbb{Q}e5!$ $\mathbb{Q}b4$ 10. $\mathbb{Q}b6$ etc.

3. $\mathbb{Q}f5+$ $\mathbb{Q}e6$ 4. $\mathbb{Q}e3!$

Now $\mathbb{Q}e3-d5-f6$ is threatened again. The white knight reminds one of an annoying wasp!

4... $\mathbb{Q}b6+$ 5. $\mathbb{Q}d8$ $\mathbb{Q}d7$ 6. $\mathbb{Q}d5$ f5

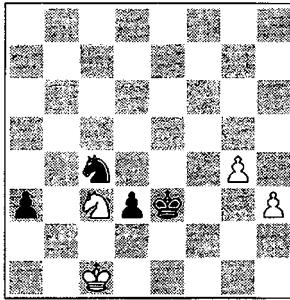
Or 6... $\mathbb{Q}b8$ 7. $\mathbb{Q}c8$ $\mathbb{Q}c6$ 8. $\mathbb{Q}b4!$ or 6... $\mathbb{Q}e5$ 7. $\mathbb{Q}f4+$ $\mathbb{Q}f5$ 8. $\mathbb{Q}d3$ $\mathbb{Q}c6+$ 9. $\mathbb{Q}c7$.

7. $\mathbb{Q}c8$ f4

and now the wasp stings:

8. $\mathbb{Q}xf4+$

and White won.



■ 920

Great deeds were also done with reduced material in Horner-Paul Littlewood, British Championship, Morecambe 1981. Black wasn't tempted to play 1...a2? 2.♘xa2 d2+ 3.♗c2 ♗e2 because he apparently saw the elegant resource 4.♗c1+ in this line. 1...d2+!, however, would have won too, see 2.♗c2 ♘b2! 3.g5 ♘a4! 4.♘xa4 a2.

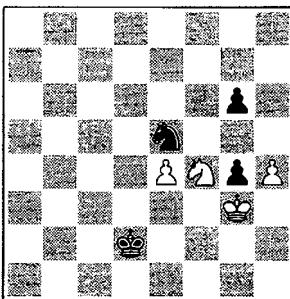
What Littlewood found was:

1...♗d6! 2.g5 ♗e4 3.♗d5+

The pawn endgame is not playable for White because of Black's far advanced a- and d-pawns, but now there is no stopping them either.

3...♗d4 4.♗b4 ♗c3!

and White resigned. 5.♘a2+ is met by 5...♗b3 and 5.♗xd3 by 5...a2.

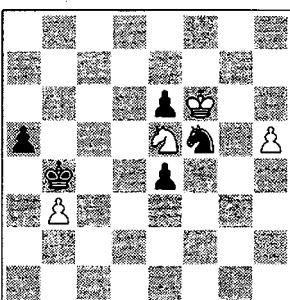


□ 921

A test exercise between times is diagram 921 from Christiansen-Root, US Open Pasadena 1983. You do see it, don't you?

1.♗xg6! ♗xg6 2.h5! ♗f8 3.h6 ♗e3 4.e5

With healthy self-confidence we can claim that in this position we would all have scored the point for certain!



■ 922

However, I prefer to do away with any possible over-confidence as soon as possible, so we immediately move on to a considerably more difficult example, the thriller Hort-Portisch, Wijk aan Zee 1975.

1...e3!

introducing an extremely sharply calculated finale.

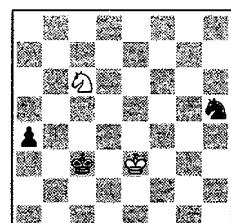
1...♗xb3 2.♗xe6 ♗g7+ 3.♗d5 ♗xh5 4.♗xe4 a4 5.♗d3 a3 6.♗d4 ♗f4! also wins, but I can imagine that Portisch chose the text against Hort, who can play like a brick wall sometimes.

2.♗xe6 ♗g7+!

Above all, this had to be calculated, as after 2...h6? White can reach a draw with the fantastic 3.♗d5 ♗xb3 4.♗e4 e2 5.♗d3 ♗c2 6.♗e3 ♗d1 7.♗f2+ ♗e1 8.♗e4!! and Black cannot win.

**3.♗d5 ♗xh5 4.♗d4 ♗xb3
5.♗xe3 ♗c3! 6.♗c6 a4 7.♗a7**

On 7.♗d4 comes 7...♗f4!.

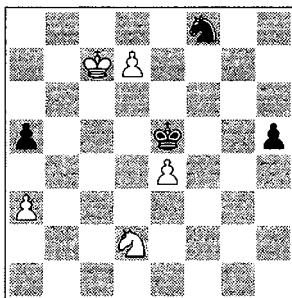


6...a4

7... $\mathbb{Q}f6$ 8. $\mathbb{Q}b5+$ $\mathbb{Q}b4$ 9. $\mathbb{Q}d4$ $\mathbb{Q}c4$ 10. $\mathbb{Q}c2$ $\mathbb{Q}c3!$
 11. $\mathbb{Q}d4$ $\mathbb{Q}d5+$ 12. $\mathbb{Q}e4$ $\mathbb{Q}c7!$ 13. $\mathbb{Q}e2+$ $\mathbb{Q}d2$

and White resigned.

The fight against the black rook's pawn is hopeless.
 Beautiful, grandmasterly chess!



□

923

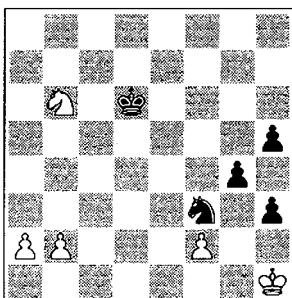
There was not much, or rather, nothing that the black rook's pawn could accomplish in diagram 923 from the correspondence game Dünhaupt-De Carbonnel 1953, after White continued:

1. $\mathbb{Q}f3+!$ $\mathbb{Q}f4$

Or 1... $\mathbb{Q}xe4$ 2. $\mathbb{Q}g5+$ and the black knight is deprived of the checking square e6.

2.e5!

and Black resigned. After 2... $\mathbb{Q}xf3$ 3.d8 \mathbb{Q} $\mathbb{Q}e6+$ 4. $\mathbb{Q}d7$ $\mathbb{Q}xd8$ 5. $\mathbb{Q}xd8$ h4 6.e6, his rook's pawn can march on full-strength to h1, but after 9. $\mathbb{Q}c6+$ its existence will bring him short joy.



□

924

The most impressive knight endgame I know must be Tartakower-Botvinnik, Groningen 1946.

Black conjured up the following piece of calculation, blended with some tactical venom, after:

1. $\mathbb{Q}c4+$

Later analysis suggested that the immediate 1.a4! could have saved the game, but Botvinniks own analysis proves that Black wins with Bronstein's move 1... $\mathbb{Q}d2!$, see 2.a5 h4 3.a6 g3 4.fxg3 (4.a7 gxf2) 4...hxg3 5.a7 g2 6. $\mathbb{Q}h2$ $\mathbb{Q}f3$ 7. $\mathbb{Q}h3$ g1 \mathbb{Q} 8.a8 \mathbb{Q} $\mathbb{Q}h2$ 9. $\mathbb{Q}g4$ $\mathbb{Q}e5$ and White is mated.

In the game, after 1. $\mathbb{Q}c4+$ there followed:

1... $\mathbb{Q}d5$ 2. $\mathbb{Q}e3+$ $\mathbb{Q}e4$ 3.a4

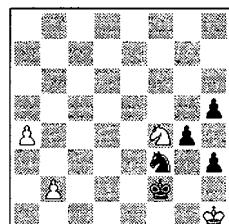
Or 3.b4 $\mathbb{Q}d4!$ and this is the only move, for it would still be a draw after 3... $\mathbb{Q}d3?$ 4.b5 $\mathbb{Q}e2$ 5.b6 $\mathbb{Q}xf2$ 6. $\mathbb{Q}f5$ h4 7. $\mathbb{Q}xh4$ g3 8. $\mathbb{Q}xf3$ $\mathbb{Q}xf3$ 9.b7 $\mathbb{Q}f2$ 10.b8 \mathbb{Q} g2+ 11. $\mathbb{Q}h2$ g1 $\mathbb{Q}+$ 12. $\mathbb{Q}xh3$. Again a marvellous piece of calculation, but we're not there yet!

3... $\mathbb{Q}d3$ 4. $\mathbb{Q}d5$

4.a5 does not produce any effect. There follows 4... $\mathbb{Q}e2$ 5.a6 $\mathbb{Q}xf2$ 6.a7 g3 7. $\mathbb{Q}d1+$ $\mathbb{Q}e2$ 8. $\mathbb{Q}c3+$ $\mathbb{Q}d3$ 9.a8 \mathbb{Q} g2 mate. It all fits like clockwork.

4... $\mathbb{Q}e2$ 5. $\mathbb{Q}f4+$ $\mathbb{Q}xf2$ 6. $\mathbb{Q}xh3+$

Or 6. $\mathbb{Q}xh5$ g3 7. $\mathbb{Q}xg3$ $\mathbb{Q}xg3$ 8.a5 h2 9.a6 $\mathbb{Q}g5$ 10.a7 $\mathbb{Q}e4$ 11.a8 \mathbb{Q} $\mathbb{Q}f2$ mate. Again, Black gets there in time.



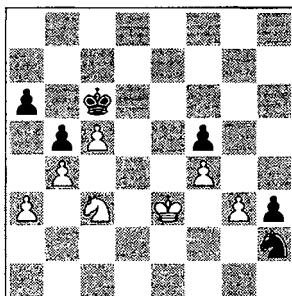
5... $\mathbb{Q}xf2$

6... $\mathbb{Q}f1$ 7. $\mathbb{Q}f4$ g3 8. $\mathbb{Q}g2$

Or 8.a5 h4 9.a6 h3 and mate follows.

**8... $\mathbb{Q}f2$ 9. $a5$ $h4$ 10. $\mathbb{Q}f4$ $\mathbb{Q}f1$ 11. $\mathbb{Q}g2$ $h3$ 12. $\mathbb{Q}e3+$ $\mathbb{Q}f2$
13. $\mathbb{Q}g4+$ $\mathbb{Q}e2$**

and White resigned as it is mate in two.
A truly dashing exploit!!

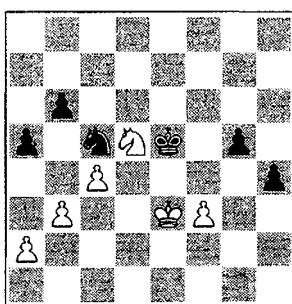


■ 925

Simple, but useful to keep in mind is the trick with which Black decided the game in Alushev-Shulman, Riga 1980:

1... $\mathbb{Q}g4+$ 2. $\mathbb{Q}f3$ $\mathbb{Q}e3!$

and Black won.
A joke we have seen before and will see again!



■ 926

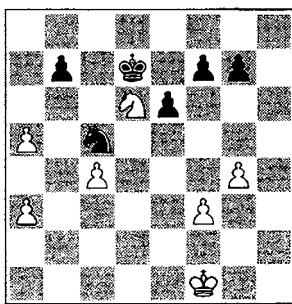
Diagram 926 from Klyubekov-Khamraev, Soviet Union 1987, featured the surprising start

1... $\mathbb{Q}d3!$

The knight cannot be captured (2. $\mathbb{Q}xd3$ $h3$ 3. $\mathbb{Q}e3$ $\mathbb{Q}f4$ 4. $\mathbb{Q}f1$ $\mathbb{Q}xf3$) and 2. $\mathbb{Q}c3$ offers no solace either on account of 2... $h3$ 3. $\mathbb{Q}e4$ $h2$ 4. $\mathbb{Q}g3$ $\mathbb{Q}c1$, therefore:

2. $\mathbb{Q}e2$ $\mathbb{Q}f4+!$ 3. $\mathbb{Q}xf4$ $gxf4$

and you will believe me when I tell you that Black won this pawn endgame.



□ 927

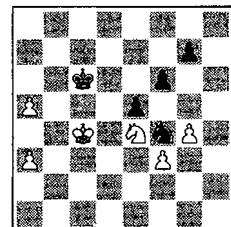
The winning combination that White demonstrated in Spassky-Shirazi, Somerset 1986, had also been seen before.

1. $\mathbb{Q}xb7!$ $\mathbb{Q}a6$

Capturing on b7 didn't work, of course, but this cannot save Black either. The game went:

2.c5 f6 3. $\mathbb{Q}e2$ g5?

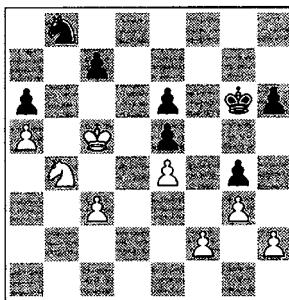
Tougher would have been 3... $e5$! 4. $\mathbb{Q}d6$ (4. $\mathbb{Q}e3$ $\mathbb{Q}c6$ 5. $\mathbb{Q}d8+$ $\mathbb{Q}d7$ 6. $\mathbb{Q}f7$ $\mathbb{Q}xc5$) 4... $\mathbb{Q}xc5$ 5. $\mathbb{Q}e4$ $\mathbb{Q}e6$ 6. $\mathbb{Q}d3$ $\mathbb{Q}f4+$ 7. $\mathbb{Q}c4$ $\mathbb{Q}c6$ (see diagram), after which the win would still have taken some inventiveness.



analysis after 7... $\mathbb{Q}c6$

**4. $\mathbb{Q}d6$ $\mathbb{Q}xc5$ 5. $\mathbb{Q}e4$ $\mathbb{Q}b3$ 6. $\mathbb{Q}xf6+$ $\mathbb{Q}e7$ 7.a6 $\mathbb{Q}d4+$
8. $\mathbb{Q}d3$ $\mathbb{Q}xf3$**

and Black simultaneously resigned.



□

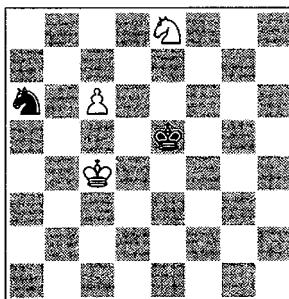
928

A final example in which White uses some violence to create a passed rook's pawn is Dzindzichashvili-Ljubojevic, Tilburg 1985. White's crude first move sufficed for Black to resign!!

1. ♜xa6!!

No further comment. Black must have viewed the final position with intense grief!

Obviously there are more possibilities in a knight endgame. Now, we will occupy ourselves with a number of fragments in which a piece sacrifice serves to force a decision.



■

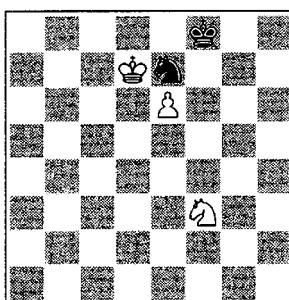
929

We shift our attention to diagram 929 from Larsson-Karlsson, Sweden 1976.

Black to move can hold the draw – another ploy worth remembering – with 1... ♜c7! 2. ♜xc7 ♜d6. This evidently escaped Karlsson's attention.

1... ♜e6? 2. ♜b5! ♜d5 3. ♜b6 ♜b8 4. ♜f6+ ♜d6 5. c7

and White won.



■

930

That was an unnecessary defeat, and the same can be said of Rogers-Bellotti, Mendrisio 1987.

Here, Black missed the drawing chance 1... ♜g6! (1... ♜d5 or 1... ♜g8 also suffice) 2. ♜g5 ♜e5+ and Black has plenty of space for checks.

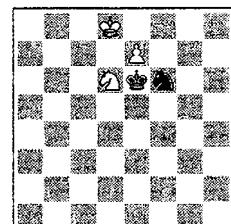
In the game, there followed

1... ♜f5?

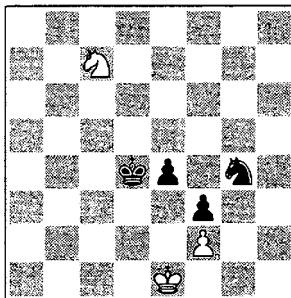
and now we see Rogers in his element!

2. ♜d4! ♜e7 3. ♜d8!

and Black resigned, realizing the hopelessness of 3... ♜d5 4. ♜f5! ♜g8 5. ♜e7+ or 3... ♜g8 4. ♜f5! ♜f6 5. e7+ ♜f7 6. ♜d6+ ♜e6 (see diagram) 7. ♜e4 or 7. ♜e8.



analysis after 6... ♜e6



■ 931

Diagram 931 from Goldenov-Kan, Soviet Union 1946, is one of those positions where you ask yourself what could be the problem. But in a last-ditch attempt, Black found a surprising tactical win:

1...e3! 2.fxe3+ ♜e4!

The immediate 2...♜xe3 3.♞d5+ yields nothing.

3.♗f1 ♜xe3+ 4.♗f2 ♜d1+?

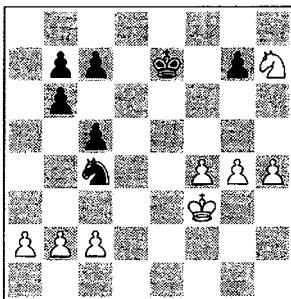
4...♝g4! was the winning move.

5.♔e1?

Precisely the wrong way. Correct was 5.♔g3! ♜e3 6.♞d5+ and try as he may, Black can never win this.

5...f2+ 6.♔e2 ♜f4!

and Black hauled in the loot after all.



□ 932

Black seemed to have organized his defence perfectly in Shirov-Almasi, Tilburg 1996. But in fact he was in deep trouble and White added fuel to the fire with

1.f5!

Very neatly calculated, as the continuation shows:

**1...♝xb2 2.g5 ♜c4 3.h5 b5
4.♔f4 ♜a3 5.h6! gxh6 6.g6**

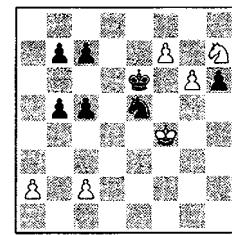
6.gxh6 also wins: 6...♝xc2 7.♝g5 ♜f8 8.h7 ♜g7 9.f6+ etc.

6...♝c4 7.f6+ ♜e6 8.f7 ♜e5

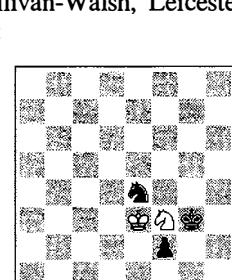
That's what all this was about. Now, after 9.f8♛ ♜xg6+, Black would even be better. Did White miscalculate? No; an underpromotion decides the issue:

9.f8♝+!

and White won.



8...♜e5



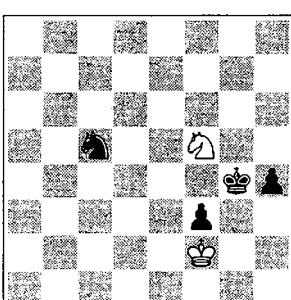
3...♚g3

We keep our eye fixed on players who lose track in this intricate subject matter and have a look at O'Sullivan-Walsh, Leicester 1952. First we give the game continuation:

**1.♝xh4 ♜e4+ 2.♔e3 f2 3.♞f3!
♚g3**

and, horror-struck, White resigned, as his knight is lost.

What is wrong with all this? Well, quite a lot! First of all, White resigned too early, as 4.♗e2 ♜c3+ 5.♗f1 ♜xf3 ends in stalemate. But Black should never have given White this chance. He could have avoided the line by choosing, instead of 1...♝e4+,

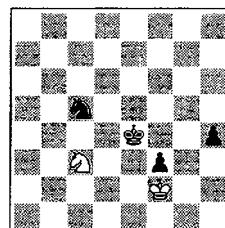


□ 933

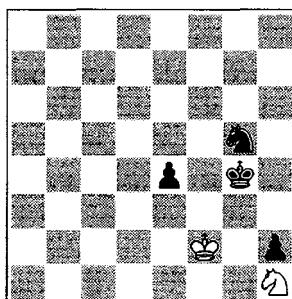
the other check 1... $\mathbb{Q}d3+!$. A possible continuation is 2. $\mathbb{Q}e3$ f2 3. $\mathbb{Q}f3$ $\mathbb{Q}g3$ 4. $\mathbb{Q}e2$ $\mathbb{Q}c1+$ 5. $\mathbb{Q}f1$ $\mathbb{Q}b3$ 6. $\mathbb{Q}e2$ $\mathbb{Q}d4+!$ 7. $\mathbb{Q}xd4$ $\mathbb{Q}g2$. In this latter line 4. $\mathbb{Q}d2$ does not help either, see: 4... $\mathbb{Q}c5!$ 5. $\mathbb{Q}f1+$ $\mathbb{Q}g2$ 6. $\mathbb{Q}e2$ $\mathbb{Q}e4$ 7. $\mathbb{Q}e3+$ $\mathbb{Q}g1$ 8. $\mathbb{Q}d3$ $\mathbb{Q}g3$ 9. $\mathbb{Q}c3$ $\mathbb{Q}f5$.

But White could have saved himself all this fuss by drawing in the diagram position with the simple 1. $\mathbb{Q}e3+!$ $\mathbb{Q}f4$ 2. $\mathbb{Q}d5+$ $\mathbb{Q}e4$ 3. $\mathbb{Q}c3+$ (*see diagram*).

Rarely do we see players miss so many opportunities in one game. For that matter, lovers of drama can often enjoy these endgames to their heart's content!



analysis after 3. $\mathbb{Q}c3+$



■ 934

On the other hand, Black did not miss any chances in Egorov-Grigoriev, Moscow 1928. His way of deciding this endgame is a treat to the eye, and a very instructive one as well:

1... $\mathbb{Q}h3$ 2. $\mathbb{Q}f1$

And now it comes, please pay attention:

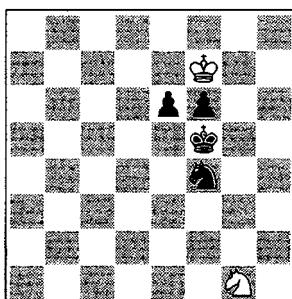
2... $e3!$ 3. $\mathbb{Q}e2$ $\mathbb{Q}g2$ 4. $\mathbb{Q}xe3$ $\mathbb{Q}e4!$

It's wonderful how the white king is constantly denied the saving squares. Now comes the seal on Black's work:

5. $\mathbb{Q}e2$ $\mathbb{Q}g3+$

and White resigned.

A small masterpiece!



□ 935

In an earlier argument I have mentioned the theme of *trompe l'oeil*. A strong example can be seen in Taimanov-Spassky, Leningrad 1952.

By the looks of it, White can pack it in. But that's the last thing we should ever do and that's probably how Taimanov felt. See the resource that he squeezed out of the position:

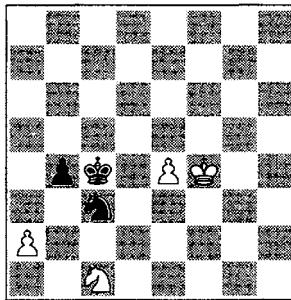
1. $\mathbb{Q}f3!$ $\mathbb{Q}g4$

1... $e5$ is also disappointing: 2. $\mathbb{Q}h4+$ $\mathbb{Q}g5$ 3. $\mathbb{Q}f3+$ $\mathbb{Q}g4$ and now the knight sacrifice 4. $\mathbb{Q}xf6$ saves White because 4... $e4$ 5. $\mathbb{Q}e5+$ $\mathbb{Q}g3$ 6. $\mathbb{Q}c4$ yields nothing. Neither does 1... $\mathbb{Q}e4$ seem to win on account of 2. $\mathbb{Q}d2+!$ $\mathbb{Q}d3$ 3. $\mathbb{Q}f1$ $e5$ 4. $\mathbb{Q}xf6$ $e4$ 5. $\mathbb{Q}f5$ $\mathbb{Q}d5$ 6. $\mathbb{Q}e5$ $\mathbb{Q}b4$ 7. $\mathbb{Q}f4$ and Black cannot get through.

2. $\mathbb{Q}h2+$ $\mathbb{Q}h3$ 3. $\mathbb{Q}f1$ $f5$ 4. $\mathbb{Q}f6$

Draw.

The threat of $\mathbb{Q}e3$ and $\mathbb{Q}xf5$ cannot be parried satisfactorily, see 4... $\mathbb{Q}g2$ 5. $\mathbb{Q}xe6$ $f4$ 6. $\mathbb{Q}d2!$.



■ 936

One more fine piece of precision work we see in diagram 936, which stems from Shulishko-Betinsh, Soviet Union 1955. Black's first move was easy to see:

1... $\mathbb{Q}xa2$

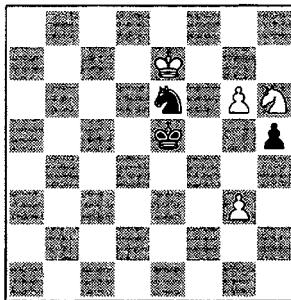
as we understand that **2. $\mathbb{Q}xa2$ b3** does not work. But that's not the end of the story.

2.e5 $\mathbb{Q}xc1$ 3.e6 $\mathbb{Q}e2+!$

The first hurdle that had to be taken. The alternative **3... $\mathbb{Q}d3+$** would have yielded no more than a draw as **4. $\mathbb{Q}f5!$** rules out all the clever knight checks.

4. $\mathbb{Q}g4$ $\mathbb{Q}c3!$ 5.e7 $\mathbb{Q}d5$

White resigned, since after **6.e8 \mathbb{Q}** everything wins.



□ 937

Less accurate was what White did in Chuchelov-Dorzhiev, Soviet Union 1986:

1. $\mathbb{Q}f7+?$

With hindsight, **1. $\mathbb{Q}g8!$** would have been better, but then we would have missed Black's attractive rescue that follows now.

1... $\mathbb{Q}f5$ 2. $\mathbb{Q}d6+$

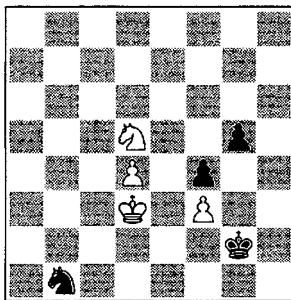
That should suffice, but...

2... $\mathbb{Q}xg6!!$

A move you can easily overlook in your calculations.

3. $\mathbb{Q}xe6$ $\mathbb{Q}g5$ 4. $\mathbb{Q}f5$ $\mathbb{Q}g6!$ 5. $\mathbb{Q}e5$ $\mathbb{Q}g5$

A draw, which cannot have left White with pleasant reminiscences.



■ 938

In the next example, Toth-Kovacs, Hungarian Championship, Budapest 1970, White must also have counted on a more favourable end.

1. $\mathbb{Q}xf4+$ $\mathbb{Q}xf3!$ 2.d5

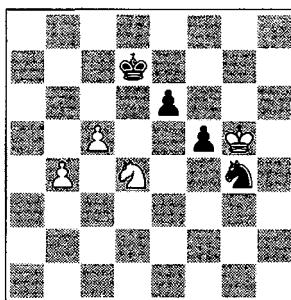
This should decide as well, you would think, but our game always harbours surprises.

2... $\mathbb{Q}c3!!$

with the finesse **3.d6 $\mathbb{Q}e4$ 4.d7 $\mathbb{Q}c5+$** , sadly for White. The knight, moreover, has to go, to make a well-known draw possible.

3. $\mathbb{Q}xc3$ $gxf4$ 4.d6 $\mathbb{Q}g2$ 5.d7 f3 6.d8 \mathbb{W} f2

and after a few more moves the draw was agreed.



□

939

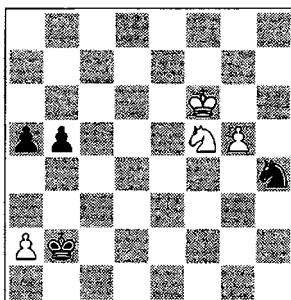
A very sly fox used to be the Yugoslav player Kostic. One of his Houdini acts is shown in diagram 939 from Euwe-Kostic, The Hague 1921:

1.b5 ♜e5 2.b6 ♜c4 3.♗xe6

A fine tactic, you might say, but:

3...♝xb6!!

This one is not to be sneezed at either! Draw.



■

940

Another rescue by means of a piece sacrifice did Black manage in Psakhis-Lerner, Moscow 1986.

Have a quiet look at this position and put yourself in White's shoes. He must have been in a pleasant mood here. He probably saw 1...♝g2 2.♔e5, which looks fine. Furthermore, after 1...♝xa2 2.♝xh4 b4 3.g6 b3 4.♗f3! White is sufficiently insured against fire and burglary. However, these pleasant musings were cruelly disturbed:

1...b4!!

Your first reaction to such a move is 'this cannot be true'!

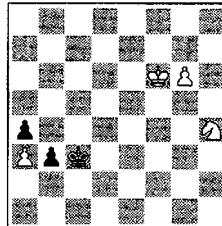
2.♝xh4 a4 3.g6 b3 4.a3

But it is true: 4.axb3 a3! (a well-known and, in this case, venomous little motif) 5.g7 a2 6.g8♛ a1♛ 7.♛c4 ♔a3+ 8.♔f7 ♛d1 8.♛a4 ♔b2, which we might call a considerable upset.

4...♚c3

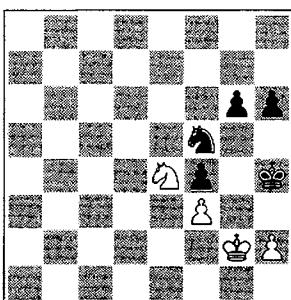
White's last hope was 4...♝xa3? 5.♗f3!.

**5.g7 b2 6.g8♛ b1♛ 7.♛g3+
♚d3**



4...♚c3

Draw.



□

941

Fine must have felt pretty miserable in his third match game against Najdorf, New York 1949, after he had unleashed the near disgusting

1.h3??

This actually invites Black to jump into all the holes in White's position, which is something you should not do against Najdorf, as it gives him every chance to open up his trick box. With 1.♗f2 White could have kept the game within drawing margins.

1...♝e3+ 2.♔h2

This *luft* was obviously what White had had in mind, but after

2...♝c2 3.♔g2 ♜e1+ 4.♔f2

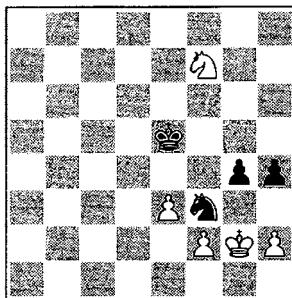
we get to see what we have seen before:

4... $\mathbb{Q}xh3!!$

and after

5. $\mathbb{Q}xe1$ $\mathbb{Q}g2$ 6. $\mathbb{Q}e2$ $h5$ 7. $\mathbb{Q}g5$ $h4$ 8. $\mathbb{Q}e6$ $g5!$

White had to resign.



■ 942

We did find a clever defence in diagram 942 from Berg-Umanskaya, Groningen 1993.

Black's position looks critical and after, for instance, 1... $\mathbb{Q}f5$ it will be blown up with 2. $\mathbb{Q}h6+$ $\mathbb{Q}g5$ 3. $\mathbb{Q}xg4$ $\mathbb{Q}e1+$ (or 3... $\mathbb{Q}xg4$ 4. $h3+$) 4. $\mathbb{Q}h3$ $\mathbb{Q}f3$ 5. $\mathbb{Q}e5!$. Hence:

1... $\mathbb{Q}e4$ 2. $\mathbb{Q}h6$ $\mathbb{Q}e1+$

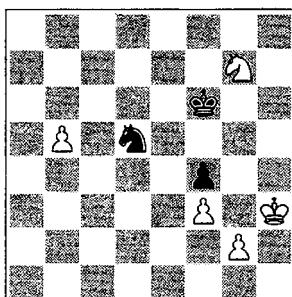
Black has to be extremely careful: after 2... $\mathbb{Q}e5$ 3. $\mathbb{Q}xg4$ $\mathbb{Q}xg4$ 4. $f3+$ her position is in ruins.

3. $\mathbb{Q}f1$ $g3!$

This clever move crushes all of White's illusions. The next moves are forced.

4. $hxg3$ $hxg3$ 5. $fxg3$ $\mathbb{Q}xe3$ 6. $\mathbb{Q}xe1$ $\mathbb{Q}f3$ 7. $g4$ $\mathbb{Q}f4$ 8. $\mathbb{Q}f2$ $\mathbb{Q}g5$ 9. $\mathbb{Q}g3$ $\mathbb{Q}xh6$

and the half point is saved.



□ 943

In the next fragment, from Filipowicz-Dejkalo, Porabka 1986, it is clear that a knight sacrifice is hanging in the air, but the question is: how? There followed:

1. $\mathbb{Q}e8+$

Well-spotted. The immediate knight sacrifice 1. $\mathbb{Q}g4$ does not win, see 1... $\mathbb{Q}xg7$ 2. $\mathbb{Q}f5$ $\mathbb{Q}f7$ 3. $\mathbb{Q}e5$ $\mathbb{Q}c3!$ 4. $b6$ $\mathbb{Q}a4$ 5. $b7$ $\mathbb{Q}c5$. Now the underpromotion 6. $b8\mathbb{Q}$ is imperative but 6... $\mathbb{Q}d3+$ 7. $\mathbb{Q}e4$ $\mathbb{Q}e1$ saves the day. And 1. $\mathbb{Q}h5+$ $\mathbb{Q}g5$ 2. $\mathbb{Q}g3!?$ or 2. $\mathbb{Q}xf4$, no matter how promising they look, aren't decisions made lightly.

1... $\mathbb{Q}e7$ 2. $\mathbb{Q}c7$

Tactics in chess are often a matter of applying the things you know at the right moment. In itself, we have seen this trick before, but it's the way we use this knowledge in practice that counts.

White uses it well here and his finishing touch is perfect. See:

2... $\mathbb{Q}xc7$ 3. $b6$ $\mathbb{Q}a6$ 4. $\mathbb{Q}g4$ $\mathbb{Q}d6$ 5. $\mathbb{Q}xf4$

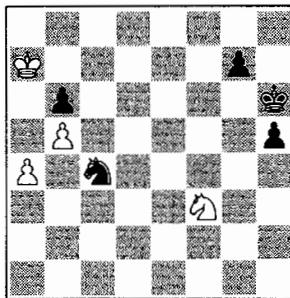
The second trump, two passed pawns, comes into play. Still, a clever knight move on Black's part could have saved him: 5... $\mathbb{Q}b4!$.

5... $\mathbb{Q}c6?$ 6. $g4!$ $\mathbb{Q}xb6$ 7. $g5!$ $\mathbb{Q}c7$ 8. $\mathbb{Q}e5$ $\mathbb{Q}e8$ 9. $g6$ $\mathbb{Q}c6$ 10. $\mathbb{Q}e6!$ $\mathbb{Q}g7+$ 11. $\mathbb{Q}f7$ $\mathbb{Q}f5$ 12. $\mathbb{Q}f6!$

Please pay attention: 12. $g7?$ $\mathbb{Q}d6!$ 13. $g8\mathbb{Q}$ $\mathbb{Q}h6+$ and Black saves himself in a way we have seen before.

12... $\mathbb{Q}h6$ 13. $\mathbb{Q}e6!$ $\mathbb{Q}c7$ 14. $g7$

and Black resigned.



□

944

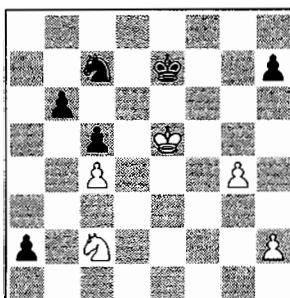
The story behind Szabo-Groszpeter, Kecskemet 1984, is most entertaining.

1. $\mathbb{Q}d2!! \mathbb{Q}xd2$ 2. a5!

Here, at move 61, the game was interrupted, according to the rules applied at the time in the Hungarian Team Championship. The adjourned position was sent in for adjudication and the all-grandmasters committee declared the game a win for White. I give the main line, which is not so simple:

2...bxa5 3.b6 $\mathbb{Q}c4$ 4.b7 $\mathbb{Q}e5$ 5. $\mathbb{Q}b8!!$ (in front of his own pawn!) 5... $\mathbb{Q}c6+$ 6. $\mathbb{Q}c7$ $\mathbb{Q}b4$ 7. $\mathbb{Q}b6$ $\mathbb{Q}d5+$ 8. $\mathbb{Q}b5$ $\mathbb{Q}c7+$ 9. $\mathbb{Q}xa5$.

And 2... $\mathbb{Q}c4$ is met by 3.a6! $\mathbb{Q}d6$ 4. $\mathbb{Q}xb6$ h4 5. $\mathbb{Q}c5!$ h3 6.a7 $\mathbb{Q}b7+$ 7. $\mathbb{Q}b4$ h2 8.a8 \mathbb{Q} h1 \mathbb{Q} 9. $\mathbb{Q}h8+$ and wins.



■

945

We see the same Szabo struggling in vain in Szabo-Suba, Medina del Campo 1980. Black played

1...b5!?

The alternatives 1... $\mathbb{Q}a6$ and 1... $\mathbb{Q}e6$ are lengthy wins, but the following sequence is worth a look, for it shows familiar motifs in new forms. It's always fruitful to recognize them and weave them into your own game!

2. cxb5 $\mathbb{Q}xb5$ 3. $\mathbb{Q}d5$ c4!

Here we have such a joke, although I trust it did not make Szabo laugh: 4. $\mathbb{Q}xc4$ $\mathbb{Q}a3+$.

4. $\mathbb{Q}a1$ c3 5. $\mathbb{Q}e4$

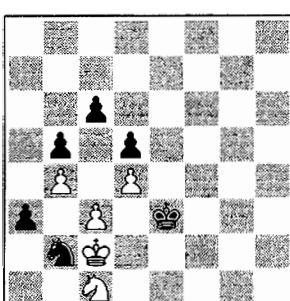
And not 5. $\mathbb{Q}c4$ c2 6. $\mathbb{Q}xc2$ $\mathbb{Q}a3+$ and Black can go on laughing.

5... $\mathbb{Q}a3$ 6. $\mathbb{Q}d3$ c2 7. $\mathbb{Q}d2$ $\mathbb{Q}f6$ 8. $\mathbb{Q}c1$ $\mathbb{Q}g5$ 9. $\mathbb{Q}b2$ $\mathbb{Q}xg4$ 10. $\mathbb{Q}b3$ $\mathbb{Q}h3$ 11. $\mathbb{Q}xa2$ $\mathbb{Q}c4!$

Keeping the white king cornered for one more move.

12. $\mathbb{Q}c1$ $\mathbb{Q}xh2$ 13. $\mathbb{Q}b3$ $\mathbb{Q}e3$ 14. $\mathbb{Q}c3$ $\mathbb{Q}g2$ 15. $\mathbb{Q}d2$ $\mathbb{Q}f3$
16. $\mathbb{Q}d3$ h5 17. $\mathbb{Q}e5+$ $\mathbb{Q}g3$ 18. $\mathbb{Q}d3$ h4

One more nice trick and White resigned.



■

946

Deep in ancient history we find the following unique winning method from Marco-Maroczy, Paris 1900:

1... $\mathbb{Q}d3!$

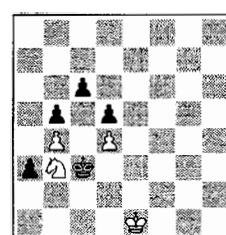
A quite surprising start.

2. $\mathbb{Q}b3$

Or 2. $\mathbb{Q}a2$ $\mathbb{Q}e2$ 3. $\mathbb{Q}b3$ $\mathbb{Q}d2$ 4. $\mathbb{Q}xa3$ $\mathbb{Q}c2$ winning a piece.

2... $\mathbb{Q}e1+$ 3. $\mathbb{Q}d1$ $\mathbb{Q}d3!$

That's how knight endings sometimes work.



4. $\mathbb{Q}xc3$

4. $\mathbb{Q}xe1$ $\mathbb{Q}xc3$ 5. $\mathbb{Q}a1!$

Marco, who wasn't born yesterday either, finds a trick: 5... $\mathbb{Q}b2$ 6. $\mathbb{Q}d1$ $\mathbb{Q}xa1$ 7. $\mathbb{Q}c1$ and Black may try to win the queen endgame after 7...a2 8. $\mathbb{Q}c2$ c5! 9.dxc5 (9.bxc5? b4 10.c6 b3+ 11. $\mathbb{Q}xb3$ $\mathbb{Q}b1$ 12.c7 a1 \mathbb{Q} 13.c8 \mathbb{Q} $\mathbb{Q}b2+$ 14. $\mathbb{Q}a4$ $\mathbb{Q}c2+$ and Black wins) 9...d4 10.c6 d3+ 11. $\mathbb{Q}xd3$ $\mathbb{Q}b2$ 12.c7 a1 \mathbb{Q} 13.c8 \mathbb{Q} $\mathbb{Q}d1+$ 14. $\mathbb{Q}e3$ $\mathbb{Q}b3+$.

5... $\mathbb{Q}xd4$ 6. $\mathbb{Q}c2+$ $\mathbb{Q}c3$ 7. $\mathbb{Q}d1$

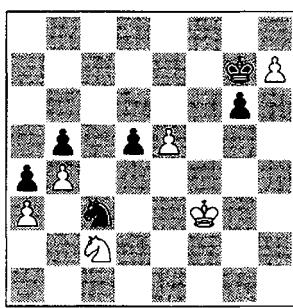
Or 7. $\mathbb{Q}xa3$ $\mathbb{Q}b2$ and the knight is caught.

7...a2 8. $\mathbb{Q}c1$ d4 9. $\mathbb{Q}a1$ d3 10. $\mathbb{Q}c2$

You never know!

10...c5!

and this was too much even for Marco: he resigned.



□

947

It pays to have a good look at the position in diagram 947 from the correspondence game Wolf-Balogh, 1930, and see if you can find the many motifs that White weaves into a colourful mosaic, leading to a win.

1.e6 $\mathbb{Q}e4$ 2.e7 $\mathbb{Q}d6$

And not 2... $\mathbb{Q}f6$ 3. $\mathbb{Q}d4$ and 4. $\mathbb{Q}xb5$.

3. $\mathbb{Q}d4$ $\mathbb{Q}xh7$ 4. $\mathbb{Q}xb5!$

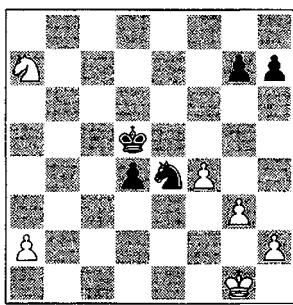
Now it looks as if Black can save himself.

4... $\mathbb{Q}e8$ 5. $\mathbb{Q}c7!!$

We have seen this before, but you know... Please note, by the way, that 5. $\mathbb{Q}d6$ $\mathbb{Q}xd6$ 6.b5 $\mathbb{Q}g7$ 7.b6 $\mathbb{Q}f7$ would have spoiled the win.

5... $\mathbb{Q}xc7$ 6.b5

and after this third consecutive knight sacrifice, Black resigned.



■

948

He who timely anticipates a tactical trick can often play comfortably and go straight for the goal. This is aptly illustrated in Barcza-Simagine, Budapest-Moscow match, 1949.

1...d3 2. $\mathbb{Q}f1$ $\mathbb{Q}c3$ 3. $\mathbb{Q}e1$ $\mathbb{Q}d4$ 4. $\mathbb{Q}d2$ $\mathbb{Q}e4+$ 5. $\mathbb{Q}c1$ $\mathbb{Q}d6!$

Does it dawn on you what Black saw?

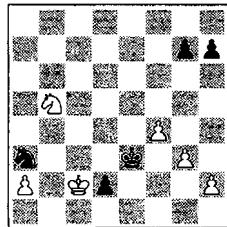
6. $\mathbb{Q}d2$ $\mathbb{Q}c4+$ 7. $\mathbb{Q}c1$ d2+ 8. $\mathbb{Q}c2$ $\mathbb{Q}e3$ 9. $\mathbb{Q}b5$

Defended everything? No!

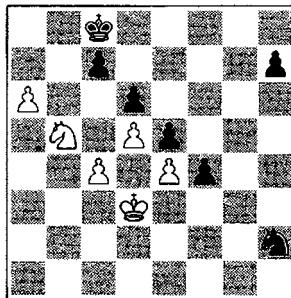
9... $\mathbb{Q}a3+!!$

White resigned. True art!

That was rather deep, but sometimes we don't have to look so far. I give a few examples in which the players fearlessly and merrily fling their knights around.



9... $\mathbb{Q}a3+!!$



□

949

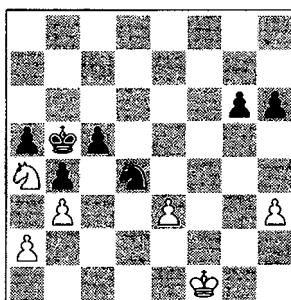
First diagram 949 from Stenborg-O'Sullivan, Dublin Zonal 1957.

1.c5! ♜g4

Have a go at 1...dxc5 2.♘xc7. Blood will flow. But now it will flow as well. Tougher would have been 1...f3! 2.a7! ♜b7 3.c6+ ♜a8 4.♗e3 ♜f1+ 5.♗xf3 ♜d2+ 6.♗e3 ♜c4+ 7.♗d3 ♜b6 8.♘xc7+ ♜xa7 9.♗b5+ and White should win this.

2.♘xc7! ♜b8 3.♗e8 dxc5 4.d6

Black resigned. Convince yourself: 4...h6 5.d7 ♜f7 6.♗d6! ♜d8 7.♗b7 and Black did not fancy waiting for that. He was right, wouldn't you say?



■

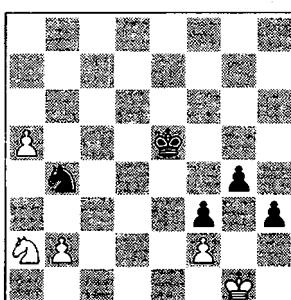
950

You probably see at once how Black commuted White's position with one blow in Portisch-Adorjan, Amsterdam 1971:

1...♜xb3!! 2.axb3 c4

and White resigned.

Another one to keep in mind and put into practice whenever possible.



■

951

With this fragment we have reached the well-known breakthrough theme. An elegant example is this Bulgarian correspondence game Ivanov-Chankov, 1985/86, where Black continued:

1...g3!

If Black greedily consumes the white knight he only has one narrow path to victory: 1...♞xa2 2.a6 and now 2...g3? is already too late, viz. 3.fxg3 ♜c1 4.a7 ♜e2+ 5.♔f2! h2 6.a8♚ h1♚ 7.♚xf3. The correct line for Black is 2...♞c1 3.a7 ♜e2+ 4.♔h2 g3+ (only now, when the white king cannot reach f2 anymore) 5.fxg3 f2.

2.fxg3

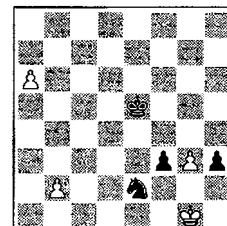
2.♞xb4 is no solution either, see 2...gxg2+ 3.♔f1! ♜e4!! (certainly not 3...h2 4.♔d3+ and 5.♔xf2) 4.a6 h2 5.a7 h1♚+.

2...♞d3! 3.♞c1

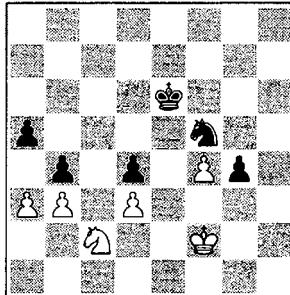
Or 3.a6 f2+ 4.♔f2 h2 5.♔g2 h1♚.

3...♜xc1 4.a6 ♜e2+

And White resigned on account of 5.♔f2 h2 6.a7 h1♚ 7.a8♚ ♜g1+ 8.♔xf3 ♜h1+. Quite pointed. Black opened his trick box wide.



4...♜e2+



■ 952

That was also what Black did in Pavlov-Susan Polgar, Targoviste 1984, where we come across a familiar manoeuvre:

1...a4! 2.axb4

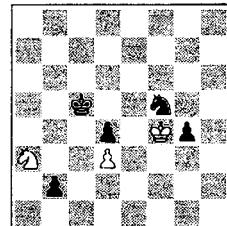
Or 2.bxa4 b3.

2...axb3 3.Qa3 b2 4.b5 Qd5 5.b6 Qc6 6.Qg2 Qe3+!

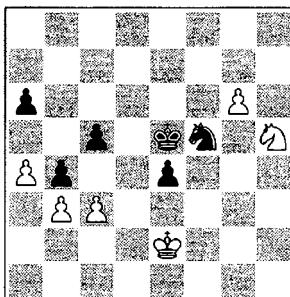
On 6...Qxb6 White had, of course, kept 7.Qc4+ in reserve.

7.Qg3 Qxb6 8.f5 Qc5 9.Qf4 Qxf5!

and overwhelmed by so much aggression of 15-year-old Susan, White resolved to resign. The planned continuation was 10.Qxg4 Qe3+ 11.Qf4 Qb4 12.Qb1 Qb3 13.Qe4 Qa2 14.Qd2 Qf1!.



9...Qxf5!



□ 953

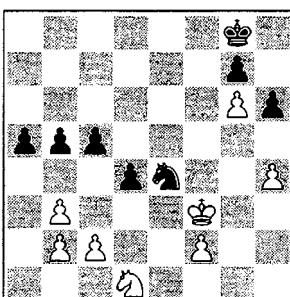
A small masterpiece we also see in Hon Kah Seng-Cifuentes, Dubai Olympiad 1986.

1.g7?

After this greedy move Black finished the game quickly and efficiently.

1...Qxg7! 2.Qxg7 c4!

and won easily. There is no remedy against the combined power of the e-pawn and the freely advancing queenside pawns. The preliminary exchange on b4 would have spared White a lot of trouble.



■ 954

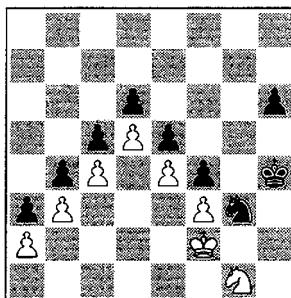
And quite beautiful was the way Black employed the breakthrough motif, introduced with a piece sacrifice, in Bonner-Medina Garcia, Haifa Olympiad 1976:

1...Qc3! 2.bxc3

There is nothing better. 2.Qxc3 dxc3 3.bxc3 a4 brings no relief either.

2...a4 3.cxd4 cxd4 4.c3 a3

and White resigned.



■ 955

An exceptionally surprising knight move served to initiate a breakthrough in Negrea-Ciocaltea, Romania 1958.

1... ♜f1!!

Not what you would call an everyday thought. After 2. ♜xf1 ♜g3 White cannot move a muscle.

2. ♜e2 ♜e3 3. ♜c1 ♜c2 4. ♜d3 ♜d4

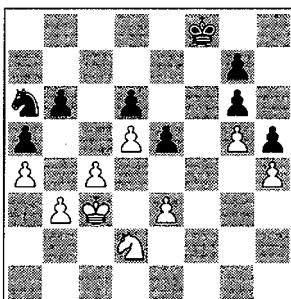
Ready for the sacrifice on b3 and to make White's torment complete, Black is not in a hurry to carry it out.

5. ♜c1 ♜h3 6. ♜d3 ♜h2 7. ♜e1 h5 8. ♜d3 ♜xb3!

The time is ripe to reap the harvest. A last White convulsion:

9. ♜xe5 dx5

and now White resigned.



□ 956

With a charming pawn sacrifice, worth remembering, White forced the decision in Miles-Benjamin, US Championship, Long Beach 1989.

1. c5! bxc5

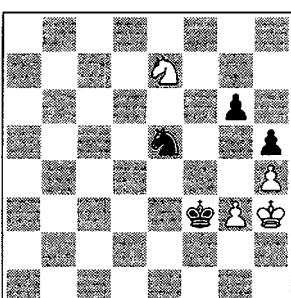
Black can choose, but if he captures with the other pawn or the knight, the white king enters the black position via c4. But now the white knight does this job, spreading death and destruction in the black camp.

2. ♜c4 ♜e7 3. ♜xa5 ♜c7 4. ♜c4

The white king follows suit.

4... ♜d7 5. ♜c6 ♜a6 6. e4 ♜c7 7. a5

and Black resigned.

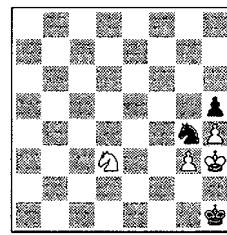


■ 957

Even a mating attack is a possibility in these endings and to those who are not prepared to believe this, I present an example from the correspondence game Gines-Trias, 1981, where Black finished this masterpiece as follows:

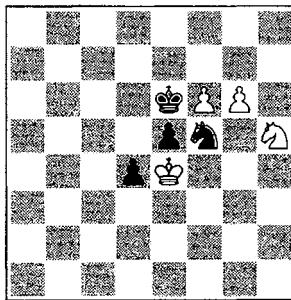
**1... ♜g4 2. ♜xg6 ♜f2 3. ♜f4 ♜g1
4. ♜d3 ♜h1!**

and see what has been done to White. He is in fatal zugzwang. After a move with his knight comes ♜g4-f2 mate. White has nothing left, so he resigned.



4... ♜h1!

We conclude this chapter with a few examples of missed chances, blunders and other pretty things, i.e. *schadenfreude!!*



■ 958

A good kick-off is the game De Firmian-Beliavsky, Thessaloniki Olympiad 1988.

Black, to move, could have solved his problems neatly with the well-known trick 1... $\mathbb{Q}g3+!$, conquering both white pawns after 2. $\mathbb{Q}xg3$, when the draw is inevitable.

But to the horror of his team mates this escaped the attention of the unfortunate Beliavsky; in despair he decided on

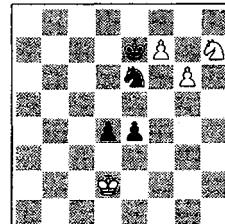
1... $\mathbb{Q}h6$ 2. $\mathbb{Q}d3$ $\mathbb{Q}f5?$

and resigned after

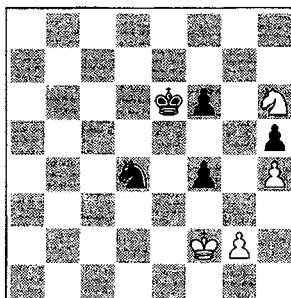
3.f7

Beliavsky did not care to see the following nice line: 3... $\mathbb{Q}e7$ 4. $\mathbb{Q}f6!$ e4+ 5. $\mathbb{Q}d2!$ $\mathbb{Q}g7$ 6. $\mathbb{Q}h7$ $\mathbb{Q}e6$ (see diagram) 7. $\mathbb{Q}d1!$ e3 8.f8 \mathbb{Q} $\mathbb{Q}xf8$ 9.g7 $\mathbb{Q}xh7$ 10.g8 \mathbb{Q} $\mathbb{Q}f6$ 11. $\mathbb{Q}c4$.

What he had missed as well was an easy draw on move 2 with 2... $\mathbb{Q}g4!$.



analysis after 6... $\mathbb{Q}e6$



■ 959

Another unfortunate black player enters the stage in diagram 959 from Csaba Horvath-Dueball, Rotterdam 1988.

He had been doing fine so far and could have virtually forced White to resign with 1... $\mathbb{Q}f5$.

But apparently he was not looking forward to a pawn endgame and, hoping to conquer the displaced white knight on h6, he decided on:

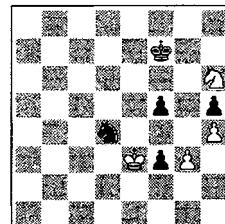
1...f5!?

after which he had to undergo a grim episode in his chess life when White worked himself out of the jam quite cleverly:

2.g3! f3!?

Black could have won his opponent's knight with 2... $\mathbb{Q}f6$! 3.gxf4 $\mathbb{Q}g6$ 4. $\mathbb{Q}g8$ $\mathbb{Q}c6$! and 5... $\mathbb{Q}g7$.

3. $\mathbb{Q}e3$ $\mathbb{Q}f6$ 4. $\mathbb{Q}g8+$ $\mathbb{Q}f7$ 5. $\mathbb{Q}h6+$ $\mathbb{Q}g7??$

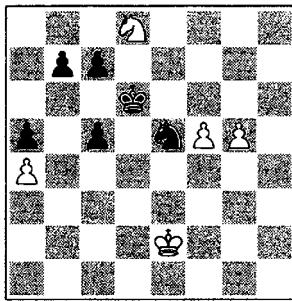


5. $\mathbb{Q}h6+$

This is the real mistake! Black could have constructed a study-like zugzwang situation here with 5... $\mathbb{Q}g6$! 6. $\mathbb{Q}g8$ f4+!! 7.gxf4 $\mathbb{Q}f7$ 8. $\mathbb{Q}h6+$ $\mathbb{Q}f8$!!.

6. $\mathbb{Q}xd4!$

This was not possible with the black king on g6 in view of 6...f2, but now this move is obviously met by 7. $\mathbb{Q}xf5+$. After the text and the follow-up 6... $\mathbb{Q}xh6$ 7. $\mathbb{Q}e3$ the game soon ended in a draw.



■

960

'Just a breakthrough and I will win', is what Black must have thought here in Sax-Torre, Biel Interzonal 1985. Instead of remaining within the drawing margin with the careful 1...b6, he optimistically continued

1...b5??

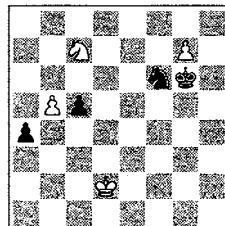
White grabbed his chance immediately and quite cleverly, but that's what you have to do in knight endgames!

**2.g6 ♜d7 3.g7 ♜f6 4.axb5 a4
5.♘d2 ♛e5 6.♘e6 ♜xf5 7.♘xc7
♗g6 8.♘e8!**

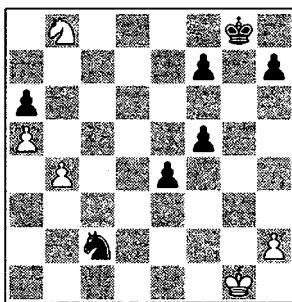
Black must have been closer to crying than laughing here. After one more check

8...♘e4+ 9.♔c2

he resigned.



7...♔g6



□

961

With a similar error White missed the boat in Estevez-Ftacnik, Cienfuegos 1980. He could have attained a draw with 1.♘xa6 e3 2.♘c5 e2 3.♘d3. Did he fear 3...♘xb4 then? We can imagine, but his fears were groundless as 4.♘e1! solves everything. White, however, sought refuge in:

1.b5 e3 2.♔f1 f4 3.♔e2

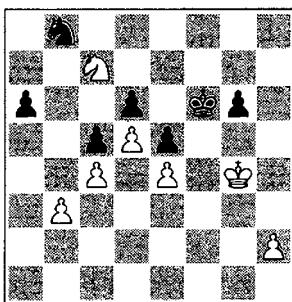
Or 3.bxa6 f3 4.a7 e2+ with check!

3...♘d4+ 4.♔d3 e2 5.♔d2

and unrelentingly:

5...f3

White resigned.



□

962

The white player must also have felt some grief after the game Suba-Zapata, Tunis Interzonal 1985.

In the diagram position he played 1.h4? and the game was eventually drawn.

With hindsight he probably realized, or it will have been explained to him, that he could have won with the following elegant piece sacrifice:

**1.♘e8+ ♔e7 2.♘xd6! ♔xd6 3.♔g5 ♔e7 4.♔xg6
♘d7**

and only now:

5.h4 ♜f6 6.♔f5

and wins.

And with this last example we conclude this chapter about knight endgames.

Chapter 3

Bishop versus Knight

With this subject we land in a discussion which always mounts passionately: which piece is stronger in chess, bishop or knight? This question was discussed before when we dealt with the endgames ‘Queen + Bishop versus Queen + Knight’ and ‘Rook + Bishop versus Rook + Knight’.

Now we will discuss the same question, but this time in its purest form. In the history of the game, statisticians have made many attempts to quantify the value of chess pieces, expressing and lumping them together in terms of ‘pawn points’, i.e. 1 point is the value of 1 pawn.

This may produce a table like:

Queen = 9 pawns

Rook = 4½ pawns

Bishop = 3 pawns

Knight = 3 pawns

As you see, this does not take us one step further in our discussion. In this table, bishop and knight are equally strong.

But of course, these are merely static values and as you know, in tactical considerations it’s mainly the dynamic forces of the different pieces that count. After all, a pawn on the seventh rank that cannot be stopped from promoting is worth more than a pawn on the second rank that has yet to take its first steps in the evil chess world.

The same applies when we are to compare the strength of a knight with that of a bishop. Everything depends on the position where these pieces have to cross swords.

Yet, of course, it is possible to formulate some general rules. The first – and main – rule is that a bishop mostly outweighs a knight in open positions, in which its range is greater.

On the other hand, the knight is superior in closed positions where the bishop’s space is restricted. The knight is not tied to squares of one colour and can cover squares that cannot be controlled by the bishop by definition.

In smaller spaces, a knight is stronger most of the time, and sometimes omnipresent. In case of an open battle on two wings, however, the bishop will dominate the struggle most of the time, especially in combination with other factors like, for instance, an outside passed pawn.

Now that we are talking about attendant pawn formations, it will be clear to anyone that a bishop can be considerable handicapped if its pawns are fixed on its own colour. In that case we speak of a ‘bad bishop’ and if such is the case, it’s often the knight that has the better chances.

That’s by far not everything there is to say about this subject, but I’d rather switch to practical examples now. As we have seen so many times before, in this endgame type, too, there are – fortunately – quite a lot of exceptions, and additional traps and pitfalls can make the life of smaller and greater players difficult, sometimes even unbearable.

So what else is new?

To work some systematics into the treatment of our subject, we divide the subject matter into the following paragraphs:

- A) The Bishop side dominates
- B) The Knight side dominates

which allows me to avoid an assessment about our key question: which piece is stronger? My convenient answer to this question is the following slogan, which tells you everything and nothing:

‘Which piece is stronger, depends’. What it depends on, I hope to indicate a bit more concretely in the following.

I do have to admit that I myself have always tended towards a slight preference for knights. This is connected with a youth trauma and, as every amateur psychologist knows, these traumas keep haunting us until ripe old age!

I made my first faltering steps on the chess path as a 14-year-old youth in a small village club, where people were terrified of folks who knew how to handle horses. They warned you for them, you were afraid of them and such things continue to rankle!

By the way, in this club we also had a few acknowledged stalemate specialists, but more about that another time.

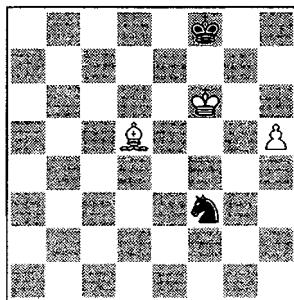
In short, you will understand that my chess youth has been hard, but I hope to have overcome my worst hang-ups.

In any case, I have enough confidence to enter the battlefield with a good bishop against a lame knight!

However this may be, we will go about our business and to tempt fate, we start with the first paragraph:

A) The Bishop side dominates

This is no guarantee – my hang-up rears its ugly head again – that this piece will win the battle. I have to warn you that even in rough conditions a knight can accomplish amazing feats!



■ 963

I have known this from my early youth and I will show it with a classic rescue operation from the correspondence game Clarapede-Grob, played in 1950.

In the open position of diagram 963 you probably see immediately that White's bishop dominates, but that he unfortunately possesses the wrong rook's pawn.

We have seen this before in our treatment of bishop endgames. Black, to move, makes use of this with the following double knight sacrifice:

1... ♕e5! 2. ♔e6

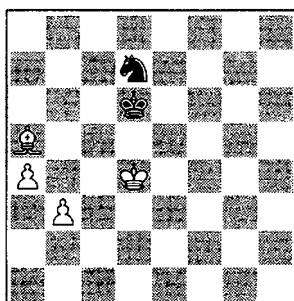
2.h6 ♔g4+ and 2.♔xe5 ♔g7 cannot avert the inevitable either.

2... ♕f7! 3. ♔g6 ♔g8

Even this is possible!

4. ♔xf7+

And a draw was agreed.



□ 964

Even a disadvantage of two pawns does not always have to be hopeless, see diagram 964 from Portisch-Kavalek, Montreal 1979.

In this position White seems to have everything going for him: two connected passed pawns and a strong bishop, but he also needs some patience to prepare the decisive advance. And as we will see, he didn't possess such patience.

With 1.♔c4 White will probably win eventually, but he fell for the temptation:

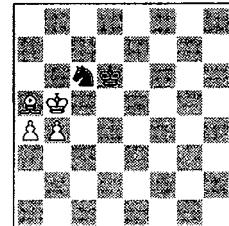
1.b4? ♕b8! 2.♔c4 ♕c6

You see it coming. This knight move would also have been the reply to 2.b5!

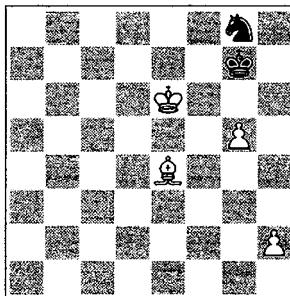
3.♔b5 ♕xb4!

White has the wrong rook's pawn and the game was drawn after

4.♔b6 ♕d3



3.♔b5



965

You have now been insistently warned and after seeing the next example you will be even more on your guard in similar positions. In diagram 965 from Chandler-Susan Polgar, Biel 1987, the black player – not surprisingly – gave it one more try:

1... $\mathbb{Q}h6!$

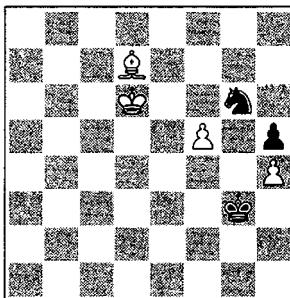
Chandler did not fail to grasp the idea behind this move, but after some thought he still decided on

2. $\mathbb{Q}xh6+$?

convinced that $2... \mathbb{Q}xh6 3. \mathbb{Q}f6 \mathbb{Q}h5 4. \mathbb{Q}g7$ would chase the enemy king away from the h-file. Rude was his awakening.

2... $\mathbb{Q}h8!$

He hadn't seen that. A draw after all, leaving White with deep feelings of hatred for the chess game in general and possibly woman chess players in particular. Which is not meant to say anything against the ingenuity of the Polgar sisters. Boy, can they play chess!



966

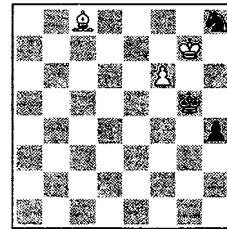
A fragment taken from Kramnik-Zhang Zhong, Wijk aan Zee 2004. In a difficult phase Zhang had defended well, but in the diagram position he missed the boat. He played

1... $\mathbb{Q}h8?$

and was 'out-tempoed' with

2. $\mathbb{Q}e7 \mathbb{Q}xh4 3. \mathbb{Q}f6 \mathbb{Q}g4 4. \mathbb{Q}g7 \mathbb{Q}g5 5.f6 h4 6. \mathbb{Q}c8!$

Black resigned after $6... \mathbb{Q}h5 7. \mathbb{Q}f5 \mathbb{Q}g5 8. \mathbb{Q}e6! \mathbb{Q}g6 9.f7 \mathbb{Q}f4 10. \mathbb{Q}c8 \mathbb{Q}h5+ (or 10... \mathbb{Q}g6 11. \mathbb{Q}d7 \mathbb{Q}h5 12. \mathbb{Q}f5) 11. \mathbb{Q}h7.$

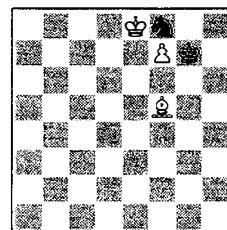
6. $\mathbb{Q}c8!$

Salvation, however, was quite close in the diagram position:

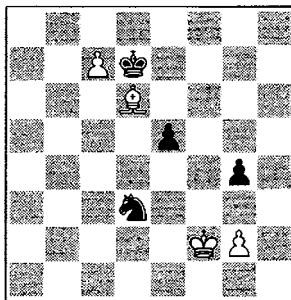
$1... \mathbb{Q}xh4!! 2.f6 \mathbb{Q}f4 3.f7 \mathbb{Q}g6$ and now:

A) $4. \mathbb{Q}a4 h4 5. \mathbb{Q}c2 \mathbb{Q}f8 6. \mathbb{Q}e7 h3 7. \mathbb{Q}xf8 h2$ and both sides will queen.

B) $4. \mathbb{Q}b5 h4 5. \mathbb{Q}f1 h3! 6. \mathbb{Q}xh3 \mathbb{Q}g5 7. \mathbb{Q}e6 \mathbb{Q}f8 8. \mathbb{Q}e7 \mathbb{Q}g6+ 9. \mathbb{Q}e8 \mathbb{Q}f6 10. \mathbb{Q}f1 \mathbb{Q}g7 11. \mathbb{Q}d3 \mathbb{Q}f8 12. \mathbb{Q}f5$ (see diagram). True, Black is in zugzwang, but now he can save himself with $12... \mathbb{Q}h8 13. \mathbb{Q}xf8$ stalemate. If White tries to evade this trick with $13. \mathbb{Q}d8 \mathbb{Q}g7 14. \mathbb{Q}e7 \mathbb{Q}h8 15. \mathbb{Q}f6$, we have a new stalemate trick $15... \mathbb{Q}g6!$, which is just as funny! All these lines were indicated by John van der Wiel in the Dutch magazine *Schaaknieuws*, 2004 issue 3.



analysis after 12. $\mathbb{Q}f5$



□

967

The knight side has more possibilities than just to take advantage of the wrong rook's pawn. Keres-Lengyel, Luhacovice 1969, shows us the relativity of the scarce rules in this endgame.

After

1. ♕e3

Black resigned. After all, we have an open position and the white bishop is active on both wings.

What had escaped Black's attention is that he could have saved himself by building a fortress, to be realized as follows:

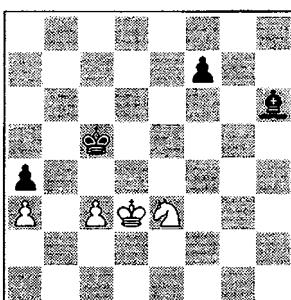
1... ♜e1!

and remarkably, White cannot get through. See:

A) 2.g3 ♜f3 3.♕e4 ♜c8 4.♗xe5 ♜d7 5.♕f4 ♜h2 and the strong-hold cannot be taken;

B) 2.♗f2 ♜d3+ 3.♔f1 (3.♗g3 e4 4.♗xg4 ♜e1! 5.g3 e3 6.♗f4 ♜c2 7.♗f3 ♜d4+! 8.♔e4 ♜b5=) 3... ♜c8 4.g3 ♜d7 5.♔e2 e4 6.♗e3 ♜e1 and here also, there is no way to get through.

So we'll say it again: Never despair!



□

968

The knight side clung to another kind of last resort in Pinter-Ribli, Budapest 1975.

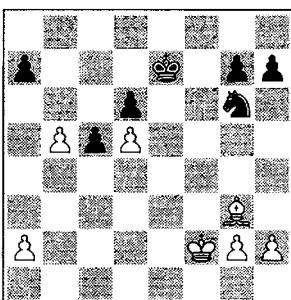
1. ♜d1 ♜c1

Winning the white a-pawn. Things now seem rather hopeless for White, but see how he finds a way out:

2.c4 ♜xa3 3.♗c3 ♜b4 4.c5! ♜b3 5.c6 ♜d6 6.♗xa4!

So that's also possible. White sacrifices his knight and captures both of Black's last pawns.

Draw. After 6... ♜xa4 the white king is on his way to the f-pawn with 7.♗e4 ♜b5 8.♗f5.



■

969

Justice is often far away and if you don't believe that, I may refer you to diagram 969 from Guliev-Tukmakov, Nikolaev Zonal 1993. Black is in rather bad shape and after 1... ♜d7 he should be quite glad to reach a draw.

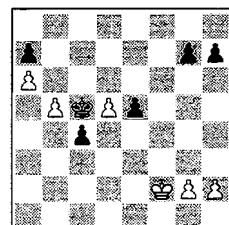
But he decided on

1... ♜e5? 2.♗xe5 dxе5

and now we witness a small chess miracle, or rather a terrible drama, namely:

3. ♜e3??

A howler of the first category. A player with some knowledge of breakthrough possibilities in pawn endgames would have played the winning 3.a4! ♜d6 4.a5 c4 (4... ♜xd5 5.a6!, we see that, don't we?) 5.a6! (careful: 5.b6? a6!) 5... ♜c5 (see diagram) 6.d6! ♜xd6 7.b6 with his

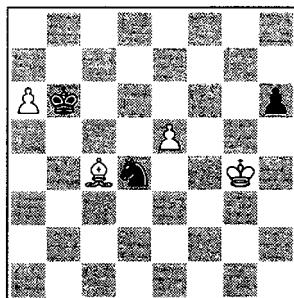


analysis after 5... ♜c5

eyes closed here. What follows in the game is a good occasion for sleepless nights.

3... $\mathbb{Q}d6$ 4. $\mathbb{Q}e4$ c4 5.a4 c3 6. $\mathbb{Q}d3$ $\mathbb{Q}xd5$

and White resigned.



■ 970

In diagram 970 from Dvoiris-Makarov, Soviet Union 1990, the black knight also performs miracles. See how Black manages to hold this critical position.

1...h5+! 2. $\mathbb{Q}xh5$ $\mathbb{Q}c6$

It's important to establish that Black had to force the king to the edge first, because the immediate 1... $\mathbb{Q}c6$ would have been met by 2. $\mathbb{Q}f4$!.

3.e6 $\mathbb{Q}d4$ 4.e7 $\mathbb{Q}f5$

Arming himself against 5.e8 \mathbb{Q} , therefore White now tries an underpromotion.

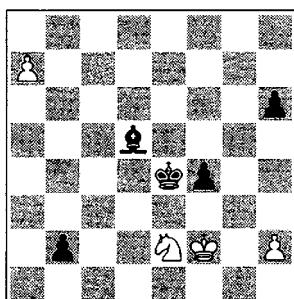
5.e8 \mathbb{Q}

But that doesn't help him either.

5... $\mathbb{Q}e3$!

And not 5... $\mathbb{Q}g3+$ 6. $\mathbb{Q}g6$! $\mathbb{Q}e4$ 7. $\mathbb{Q}f6$!.

6. $\mathbb{Q}b5$ $\mathbb{Q}d5$ ½-½

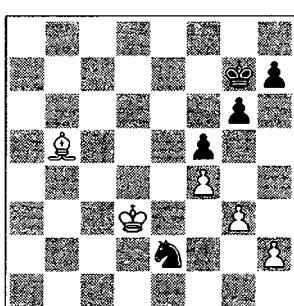


■ 971

Such an underpromotion did prove successful in Cavanagh-Hough, US Open, Dearborn 1992. Black won here with

1...b1 \mathbb{Q}

and this was too much for White, therefore 0-1!



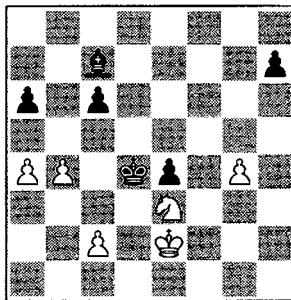
■ 972

And Black saved himself in a spectacular manner by sacrificing a piece to make use of the wrong rook's pawn in Reshevsky-Tatai, Netanya 1973, like this:

1... $\mathbb{Q}xf4+$! 2.gxf4 g5! 3.fxg5 h6!

Draw.

Would you have found that one behind the board? If so, good for you!



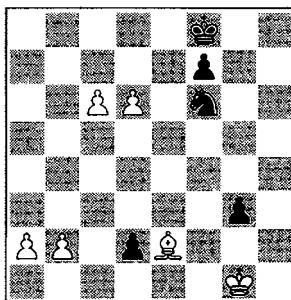
□

973

An omnipresent knight working wonders we see galloping with seven-league strides in Boudy-Sieiro Gonzalez, Havana 1986. I give the move sequence without comment so you can enjoy it with me in silence:

**1.c3+ ♜xc3 2.b5 axb5 3.axb5 cxb5 4.♘d5+ ♛c4
5.♘xc7 b4 6.♘e8 b3 7.♘d6+ ♛d5 8.♘b5 b2 9.♘c3+
♘d4 10.♘b5+ ♛e5 11.♘c3 ♛f4 12.g5 ♛xg5
13.♘xe4+ ♛f4 14.♘c3 ♛g3 15.♘f1**

Draw. It might be useful to try and calculate such a sequence by heart starting from the diagram position. A devil of a job!



■

974

Another knight which is here, there and everywhere we see at work in Ostojic-Cvetkovic, Yugoslavia 1973:

1...♘e4! 2.d7

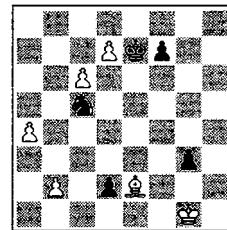
Or 2.c7? ♜xd6 3.b4 ♛e7 4.b5 ♛d7 5.b6 ♛c6. The cooperation between knight and king is remarkable throughout this ending.

2...♛e7 3.a4

Or 3.b4? ♜c3.

3...♘c5!!

The beast is a real torment for the white player.



3...♘c5!!

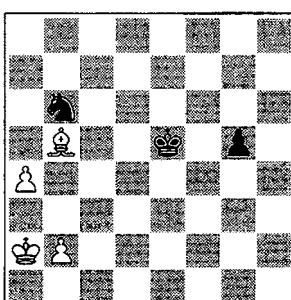
A better winning try would have been 4.♕g2! with the idea 4...♜xa4?? 5.c7! ♜xd7 6.♖b5+, for instance 4...♜d3 5.♗xg3 ♜e5 6.♗f2 ♜xc6 7.♗e3 ♜xd7 8.♗xd2. It's probably still a draw as Black can stop b2-b4 with 8...♜d6! 9.♗c3 ♜c5.

4...♗b3 5.a6

Another pitfall was 5.♗g4? f5!.

5...♘d4

and White down-heartedly agreed to the draw here.



□

975

After all these successful rescue operations it is high time that we have a look at positions where the side with the strong bishop does manage to convert its advantage.

This way, we can overcome our anxiety complexes definitively! Let's get the show on the road with Paul Littlewood-Kovacevic, Hastings 1982/83.

This does not seem so difficult, but it turns out that it is:

1.a5 ♜c8 2.♖e2 ♜a7 3.♗b3 ♜c6 4.♗f3!!

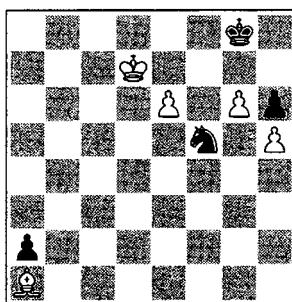
It was not easy but quite necessary to find this and the subsequent bishop sacrifice. 4...♜xa5+ 5.♗b4 traps the knight.

4...♘d4+ 5.♗c4 ♜xf3 6.a6!

White has calculated well and simple accurate calculation so often is what counts in liquidations. Both sides will queen their pawns, the queens will be exchanged and White will win the remaining pawn endgame. Again, it's a good training method to calculate the entire sequence by heart from the diagram position. The game ended:

**6...g4 7.a7 g3 8.a8 \mathbb{Q} g2 9. \mathbb{Q} xf3 g1 \mathbb{Q} 10. \mathbb{Q} d5+ \mathbb{Q} f6
11. \mathbb{Q} d4+**

Black resigned.



■ 976

An unsuccessful attempt to save a losing position by stalemate and other devices, we see in a correspondence game Zanetti-Van Perlo, 1994/96:

1... \mathbb{Q} e7

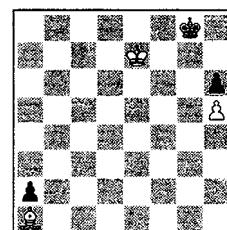
This knight cannot be captured, but my Italian chess friend was on his *qui vive*:

2.g7!

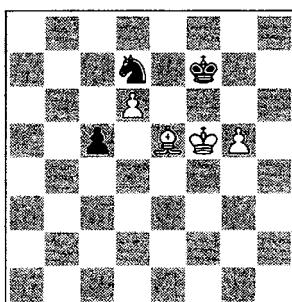
Eliminating the stalemate. Black resigned.

I could still have tried 2... \mathbb{Q} f5 3.e7 \mathbb{Q} xg7 and after 4. \mathbb{Q} xg7? \mathbb{Q} xg7 5.e8 \mathbb{Q} al \mathbb{Q} White would not have an easy time winning this queen endgame. Behind the board, when your opponent is in time-trouble, it may be useful to try this, according to the famous motto 'you never know', but in this case, with an opponent who was obviously wide awake, this attempt would go too far.

Moreover, my opponent immediately indicated the right path: instead of 4. \mathbb{Q} xg7? he would have played 4.e8 \mathbb{Q} \mathbb{Q} xe8 5. \mathbb{Q} xe8 \mathbb{Q} h7 6. \mathbb{Q} e7 \mathbb{Q} g8 (see diagram) 7. \mathbb{Q} f6! \mathbb{Q} h7 8. \mathbb{Q} b2 \mathbb{Q} g8 9. \mathbb{Q} g6 and analysis after 6... \mathbb{Q} g8



White wins.



■ 977

Also instructive and good for our self-confidence is Murugan-Mestel, Thessaloniki Olympiad 1988. Before playing his counter-trump c5-c4, Black first prevented g5-g6 with:

1... \mathbb{Q} f8

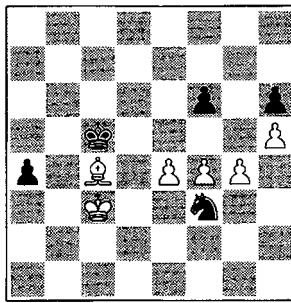
but after

2. \mathbb{Q} f6 c4

it still came:

3.g6+!

and Black resigned on account of 3... \mathbb{Q} xg6 4.d7 \mathbb{Q} e7+ 5. \mathbb{Q} e4 \mathbb{Q} c6 6. \mathbb{Q} d5.



□

978

With reduced material, all this is not too hard to visualize, but things get a lot more difficult in diagram 978 from the correspondence game Doliner-Van Oosterom, 1995, where White created a decisive passed pawn with a breakthrough. This attractive concept is introduced by a double pawn sacrifice:

1.e5!!

The first pawn sacrifices itself.

1...fxe5 2.g5!

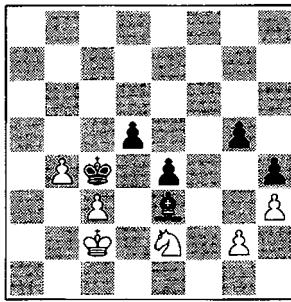
And here's number two.

2...exf4

As 2...hxg5 is met by 3.h6.

3.g6

Finished, as after 3... $\mathbb{Q}g5$, 4. $\mathbb{Q}d3$ will do.



□

979

Another correspondence game: Renneby-Arnesson, 1980. The only way to offer any resistance is 1.g4. White, however, thought that it did not matter so much which first move he played, and so:

1.g3?

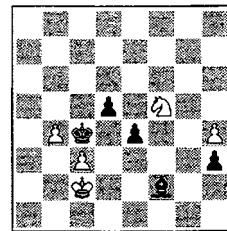
Of course, with all our experience with breakthroughs we immediately see the difference. Just like Black we play, with our eyes closed and with a sardonic grin on our face:

**1...g4! 2.gxh4 gxh3 3. $\mathbb{Q}g3$ $\mathbb{Q}f2$
4. $\mathbb{Q}f5$**

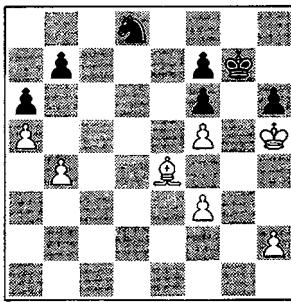
The scoundrel even manages to create a mate threat, but with our sharp eye for beauty we find the elegant solution:

4...d4!

and Black won.



4. $\mathbb{Q}f5$



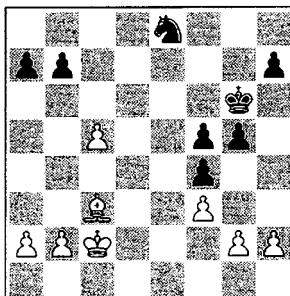
□

980

In Liberzon-Mititelu, Luhacovice 1971, we are shown a well-known piece sacrifice which it does not take long to find:

1.b5!

and in view of 1...axb5 2. $\mathbb{Q}xb7!$ $\mathbb{Q}xb7$ 3.a6 Black resigned immediately.



□

981

A more modern example which must have given the white player much pleasure is Fischer-Addison, US Open, Cleveland 1957. The grand finale is introduced as follows:

1. ♜e5! ♜h5 2. ♜d3 g4 3. b4!

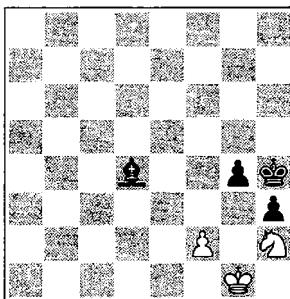
It is the hallmark of a great player that he is not distracted by such trifles as the gain of a pawn, but imperturbably proceeds on his way to the goal.

3...a6 4.a4 gxf3 5.gxf3 ♜h4 6.b5 axb5 7.a5!

This was the idea. This breakthrough decides the game in the quickest way imaginable.

7...♜h5 8.c6

Black resigned.



■

982

And now for some cruder stuff again. We return to the theme of piece sacrifices that serve to finish the game as quickly as possible. First we come across a tragic tale that happened to Black in Szallai-Marillai, when for one moment he did not realize the danger that lay there lurking, that he might be stuck with the wrong rook's pawn. Naively, he played

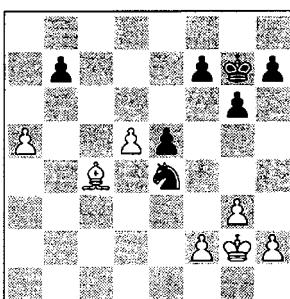
1...♝c5?

and we already see it:

2. ♜xg4!

and Black can bury all hopes of a win. It could have been so beautiful: 1...g3!! 2. ♜f3+ ♜h5 3. ♜xd4 h2+ 4. ♜g2 gxf2 and one of the pawns will queen.

Please note that in the diagram position 1...♜xf2+ does not win either after 2. ♜xf2 g3+ 3. ♜g1.



□

983

A fine piece of work we also see in Mankus-Fomin, Soviet Union 1977, where White introduced a sequence that went wondrously well for him with a pawn sacrifice:

1.d6!

Very good. This move clears square d5 for the white bishop, from where the standard sacrifice 3. ♜xb7 is threatened, after which the a-pawn queens.

As said, it is important, when we are talking tactics, to combine as many threats as possible into a devastating avalanche from which no defender can escape.

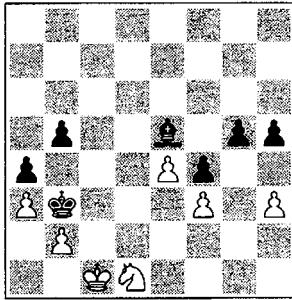
That's what is about to happen here.

1...♞xd6 2. ♜d5 ♜f8 3. ♜xb7! ♜e7 4. ♜d5 f5 5.h4 h6 6. ♜f1 ♜d7 7. ♜e2 ♜b5 8. ♜d3 ♜d6 9. ♜f7

Here we see a bishop operating on the entire board!

9...♝c5 10. ♜xg6 ♜d6 11.a6 ♜b6 12. ♜xf5!

Another bishop sacrifice. This was too much for Black.



984

Now, diagram 984 from Renet-Miralles, Epinal 1986, where Black cleverly combined actions on two wings with some fireworks:

1...b4! 2.axb4 g4!

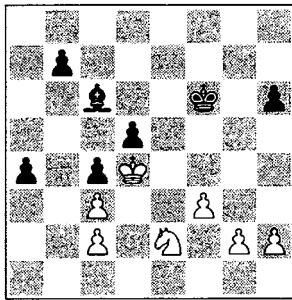
Great self-control was called for here. Tempting was the bishop sacrifice 2... $\mathbb{Q}xb2+$, but then he would have been brought down to earth with a bump by 3. $\mathbb{Q}xb2$ a3 4. $\mathbb{Q}b1!$. You know how careful you should be for this kind of surprises.

3.fxg4 hxg4 4.hxg4 f3

The bishop sacrifice on b2 was possible now, but Black wants to end the game more quickly and efficiently.

5. $\mathbb{Q}d2$ $\mathbb{Q}xb2$ 6. $\mathbb{Q}xb2$ $\mathbb{Q}xb2$

and White resigned.



985

Another attractive one is Agapov-Kurmasov, Soviet Union 1978. The quite uncommon road to the win was:

1...a3 2. $\mathbb{Q}c1$ $\mathbb{Q}a4!$ 3. $\mathbb{Q}xd5$ $\mathbb{Q}b3!!$

A shock from which it is hard to recover.

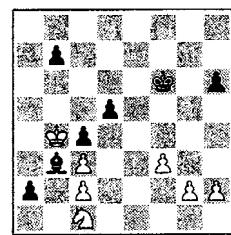
4.cxb3 a2!

A new surge is coming White's way.

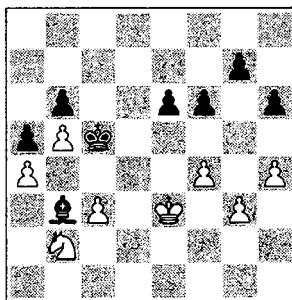
5. $\mathbb{Q}xa2$ cxb3

And Black won. A pretty sight.

If White had seen this coming, he might have tried the more stubborn 3. $\mathbb{Q}c5!$ instead of 3. $\mathbb{Q}xd5$, after which he can maintain equality after the funny sequence 3... $\mathbb{Q}b3?$ 4. $\mathbb{Q}b4$ a2 (*see diagram*) 5. $\mathbb{Q}xa2$ $\mathbb{Q}xa2$ 6. $\mathbb{Q}a3$ $\mathbb{Q}b1$ 7. $\mathbb{Q}b2$ $\mathbb{Q}xc2$ 8. $\mathbb{Q}xc2$. Black's best try for a win would then have been 3... $\mathbb{Q}xc2$ 4. $\mathbb{Q}b4$ $\mathbb{Q}e5$.



analysis after 4...a2



986

A classical piece sacrifice like the one in diagram 986 from Istvan Almasi-Magerramov, Nimes 1992, should be part of any collection of Endgame Tactics. We must have pity on the white player, who was forced to sit and watch what was going to be done to him.

1... $\mathbb{Q}xa4!$ 2. $\mathbb{Q}xa4+$ $\mathbb{Q}xb5$ 3. $\mathbb{Q}b2$ a4 4. $\mathbb{Q}d3$ a3 5. $\mathbb{Q}c1$

Making the best of it, but of course, he sees with great anxiety the menacing black e-pawn coming at him.

5... $\mathbb{Q}c4$ 6. $\mathbb{Q}d2$ e5 7.fxe5 fxe5 8. $\mathbb{Q}c2$ e4

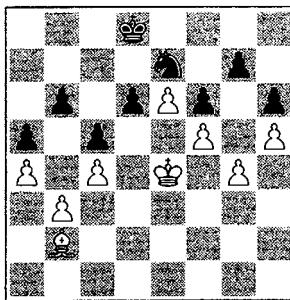
The finish is quite instructive, although White may have preferred to miss this lesson!

9.h5 e3 10.g4 b5

Adding a touch of zugzwang to this melange of motifs.

11. $\mathbb{Q}e2$ a2 12. $\mathbb{Q}b2$ a1 $\mathbb{Q}+$

and White resigned.



□

987

A good example of a classic breakthrough is Janowski-Schlechter, Vienna 1898, where White did not beat about the bush:

1.g5! ♖g8

He realizes that after 1...hxg5 2.♖xf6! the fragile black fortress will collapse.

2.gxf6 gxsf6 3.♔c1

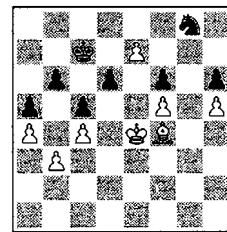
White is in no hurry and quietly prepares the decisive action, which is based on the fact that Black cannot undertake anything and eventually cannot cover all the invasion squares.

**3...♚c7 4.♗d2 ♚c6 5.♗f4 ♚c7
6.e7!**

Now is the time!

**6...♚d7 7.e8+ ♚xe8 8.♔d5
♚e7+**

The black knight flies to the rescue, but what can the poor beast do? Neither would 8...♚d7 9.♗xd6 ♖e7+ 10.♗xe7 bring any hopes of salvation.

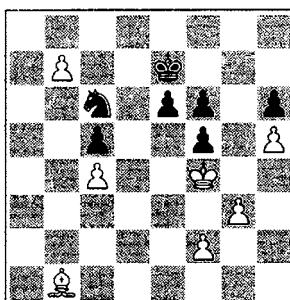


6.e7!

9.♚e6

and Black resigned.

Our classic teachers also knew the ropes!



□

988

A piece of grandmasterly play from present-day top-level chess concludes this paragraph. In Salov-Karpov, Buenos Aires 1994, White did not wait for the grass to grow either:

1.♗xf5!! ♖d6

Let's see what happens if Black accepts the piece sacrifice. I give the main line: 1...exf5 2.♗xf5 ♖f7 3.g4 ♖b8 4.f3! (an essential little tempo move) 4...♗a6 5.f4 ♖b8 6.g5 fxg5 7.fxg5 hxg5 8.♗xg5 ♖g7 9.♗f5 ♖h6 10.♗e6 ♖xh5 11.♗d6 ♖g6 12.♗xc5 ♖f7 13.♗d6 ♖e8 14.c5 and wins.

2.♗e4

Another bishop that dominates the board. Even Karpov is defenceless against that.

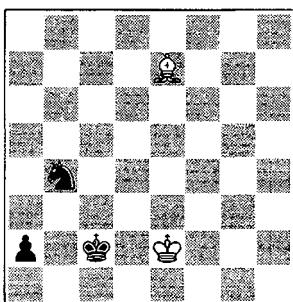
**2...♖b8 3.♗g6 ♖c7 4.♗f7 ♖d6 5.♗e8 ♖e7 6.♗b5
♗d6 7.♗e4 ♖c7 8.g4**

Black resigned.

In this paragraph we have seen examples where the bishop side was at the helm and we have seen how many rocks had to be sailed round.

It is time to examine positions where the knight is pulling the strings and where a healthy respect for the beast seems due.

B) The Knight side dominates



□

989

Despite the reduced material White was in a tight spot in Stein-Dorfman, Soviet Union 1970, but he conjured up a remarkable saving operation:

1. $\text{Qf6} \text{ Qd3}$ 2. $\text{Qa1!} \text{ Qb2}$ 3. $\text{Qe1} \text{ Qb1?}$

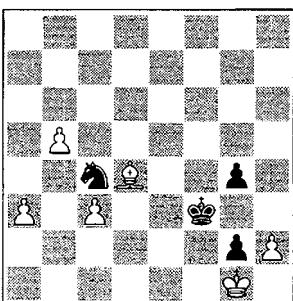
That seems to settle the matter, but...

4. $\text{Qd2} \text{ Qxa1}$ 5. $\text{Qc1} \text{ Qc4}$ 6. Qc2

and suddenly there is no way to get through. Draw. It is even more remarkable that in a game Lehmann-Stephan, Dortmund 1953, a similar rescue had been seen before.

And perhaps the most remarkable is that John Nunn, a renowned specialist in this field, seems to have discovered that in our example Black could have won after all if, instead of the seemingly perfectly logical 3... Qb1 , he had chosen 3... Qa4 . I have taken the following line from his book *Tactical Chess Endings*: 3... Qa4 4. $\text{Qe2} \text{ Qc1}$ 5. $\text{Qe1} \text{ Qc5}$ 6. $\text{Qe2} \text{ Qb1}$ 7. $\text{Qd1} \text{ Qd3}$ 8. $\text{Qd2} \text{ Qb2}$ with zugzwang.

This research lies outside our scope, but it allows me to complain how difficult this seemingly simple game time and again proves to be!



■

990

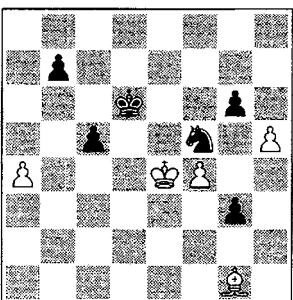
The black player from our following example, Bildhauer-Dima, Arad 1940, would agree with me entirely. He was standing well and saw that he had to direct his knight towards f4, to round off the game with the double mate threat Qh3 or Qe2 . So he decided on

1... Qb2??

and to his horror he found not himself, but the white player triumph with the terrible:

2. $\text{b6} \text{ Qd3}$ 3. $\text{Qe3!!} \text{ Qxe3}$ 4. $\text{b7!} \text{ Qf3}$ 5. $\text{b8Q} \text{ Qf4}$ 6. Qf8

and Black could resign. That was bad, and it's even worse when in your analysis you find out that your idea would have been effective in a different version: 1... Qd6! 2. $\text{b6} \text{ Qe4!}$ 3. b7 (on 3. Qe3 there may follow 3... Qc3 - threatening 4... Qe2 mate - and 4. h3 is again met by 4... g3) 3... Qg5 4. $\text{h4} \text{ Qh3+}$ 5. $\text{Qh2} \text{ Qf4}$, followed by g4-g3+ and Qe2 mate. Truly sad, I might add.



■

991

Mixing up two moves can also have tragic consequences, as in Serper-Lobron, Dortmund 1993. Black thought he was in business with

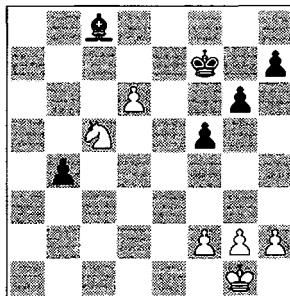
1... Qe6?

counting on 2. hxg6 c4 3. $\text{g7} \text{ Qf7}$. The white player took a different view and surprised the German grandmaster completely with

2. $\text{h6!} \text{ Qxh6}$ 3. Qxc5

and a draw.

If he had inserted 1... c4! , there wouldn't have been any problem and after 2. $\text{hxg6} \text{ Qe6}$ his neat winning line would have appeared on the board.



■ 992

With an intermediate move, in Neubauer-Franz, East Germany 1986, Black inflicted great misery and despair on his own camp, when White refuted the ‘brilliant thought’

1...♝a6??

with the simple

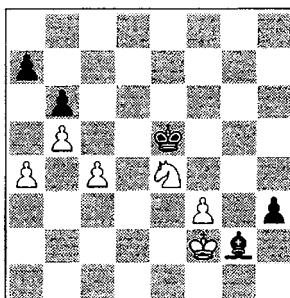
2.d7!

and that was clearly not what Franz had expected. The game went:

2...♚e7 3.♝xa6 b3 4.♝b4! b2 5.♝d5+ ♚xd7 6.♝c3

and White won.

The immediate 1...b3 would have spared Black this grief.



■ 993

Catastrophic was Black’s miscalculation in Shirov-Akopian, Oakham 1992, when he decided on the piece sacrifice:

1...♝xf3?

His position wasn’t great, by the way, but according to Akopian 1...♝f4 would still have led to a draw.

2.♚xf3 h2 3.♚g2! ♚xe4 4.c5!

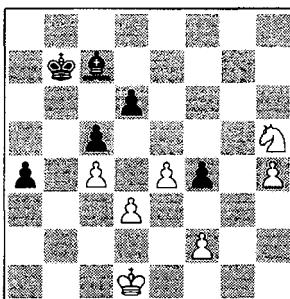
This must have scared him off his wits.

4...♝d5

Or 4...bxc5 5.a5 ♚d5 (5...c4 6.b6) 6.a6!. But now Black is finished too:

5.c6 ♚d6 6.♚xh2 ♚c7 7.♚g3 ♚d6 8.♚f4 ♚e6 9.♚e4

and Black resigned.



■ 994

Fortunately we do not have to show you just the miscalculations and ugly mistakes. Now we present a game fragment in which Black, off his own bat and quite elegantly, can help himself out of a terrible jam. This could have happened in Kholmov-Igor Zaitsev, Soviet Championship, Moscow 1969, as later analysis showed:

1...d5!

bringing the bishop back to life and at once demonstrating the value of this long-range piece!

2.♝g7!

A last-ditch attempt, as 2.cxd5 ♜e5! looks reasonably well for Black.

2...dxe4 3.dxe4 a3 4.♝e6!

Not 4.♚c2 a2!.

4...a2 5.♝xc5+ ♜c8!!

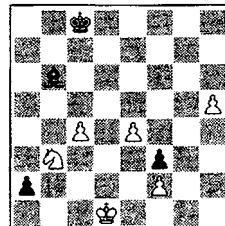
A fine move, locking the entrance door.

6. $\mathbb{Q}b3$ f3 7. h5 $\mathbb{Q}b6$ 8. $\mathbb{Q}e1$

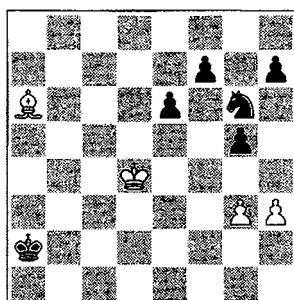
Almost but not entirely winning is 8. $\mathbb{Q}d2!$? $\mathbb{Q}xf2$ 9. h6 $\mathbb{Q}d4$ 10. h7 (threatening 11. $\mathbb{Q}xd4+$ and 12. h8 $\mathbb{Q}+$) 10... $\mathbb{Q}e5$ 11. $\mathbb{Q}e3$ f2 12. $\mathbb{Q}xf2$ a1 \mathbb{Q} and Black keeps his bishop.

8... $\mathbb{Q}a5+$ 9. $\mathbb{Q}f1$ $\mathbb{Q}c3$ 10. $\mathbb{Q}g1$ $\mathbb{Q}e5!$

That's what we were talking about. The bishop is in full bloom now; draw agreed.



7... $\mathbb{Q}b6$



□

995

A very subtle saving combination was concocted by White in Crouch-Arkell, PortErin 1993. First a pawn goes down in the waves:

1. h4! $\mathbb{Q}xh4$ 2. $\mathbb{Q}xh4$ $\mathbb{Q}xh4$

But now the white king also hurls himself into the wild billows:

3. $\mathbb{Q}e5$ $\mathbb{Q}g6+$ 4. $\mathbb{Q}f6$ $\mathbb{Q}h8$ 5. $\mathbb{Q}g7$ h5 6. $\mathbb{Q}xh8$

Diving into the deep.

6...e5 7. $\mathbb{Q}b7!$

The lifeboat turns out, which was necessary, because if the white king keeps trying by himself everything will go wrong, see 7. $\mathbb{Q}g7$ e4! 8. $\mathbb{Q}f6$ h4 9. $\mathbb{Q}f5$ h3.

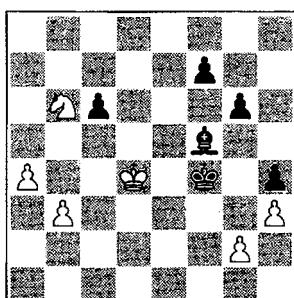
7...f5 8. $\mathbb{Q}g7$ e4 9. $\mathbb{Q}g6$ e3 10. $\mathbb{Q}f3$

Just in time.

10...h4 11. $\mathbb{Q}xf5$ h3 12. $\mathbb{Q}f4$

And White has saved the day. A draw worth celebrating!

By the way, in the diagram position White could also have drawn with 1. $\mathbb{Q}d3$, but that would have been rather less spectacular.



■

996

Things went terribly wrong with the black player in diagram 996, which is rather surprising, as this is taken from a game Pillsbury-Lasker, St Petersburg 1895/96.

Here, the great Lasker sinned against the well-known principle that it is generally wise to make great haste in positions with passed pawns on both sides. Lasker thought he could take it easy with:

1... $\mathbb{Q}e4?$

and was counted out skilfully by Pillsbury:

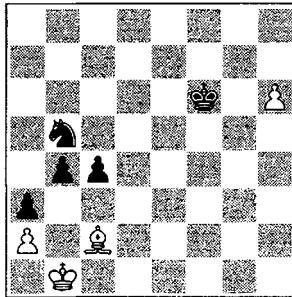
2. a5 c5+ 3. $\mathbb{Q}xc5$ $\mathbb{Q}xg2$ 4. a6 g5

Too late.

5. $\mathbb{Q}d5+$! $\mathbb{Q}e5$ 6. $\mathbb{Q}e3!$ $\mathbb{Q}f3$ 7. b4 $\mathbb{Q}e6$ 8. b5 $\mathbb{Q}e2$ 9. $\mathbb{Q}d5$

and Black resigned.

In the diagram position it was necessary to play the immediate 1...g5 2. a5 $\mathbb{Q}xh3!!$ 3. $\mathbb{Q}xh3$ g4 4. $\mathbb{Q}xg4$ h3 5. a6 h2 6. a7 h1 \mathbb{Q} 7. a8 \mathbb{Q} g1+ and the pain would have been gone.



997

As we go along, we present a pretty little mating attack in a small space where, as we know, the knight is the stronger minor piece. We add an extra in the form of a venomous attempt at stalemate. It all happened in Igor Zaitsev-Bakulin, Moscow 1964:

1...♘c3+ 2.♔a1 ♘f7! 3.h7 ♘g7

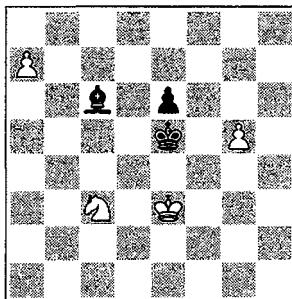
Zugzwang; White cannot prevent b4-b3 any longer. The promised extra is tried now.

4.♔d3!?

Look for yourself: after 4...cx d3? 5.h8♕+ ♘xh8 actually stalemates. But Bakulin remains in control and doesn't let go of his prey.

4...b3

and White resigned.



998

Next, we will concern ourselves with possibilities to decide a game with a piece sacrifice, giving up our knight for higher gains. The first of the line is Lewis-Duffy, Dublin 1966:

1.♘b5 ♜b7 2.♘d4

This is necessary to keep the black king away from the f5-square.

2...♗d5 3.♔f2

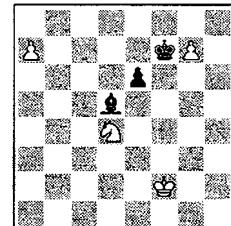
On his way to the g4-square to protect the g5-pawn, for White must not let that one disappear from the board.

3...♗d6 4.g6! ♔e7 5.g7 ♔f7

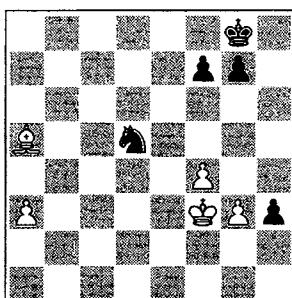
and now for the *pièce de résistance*, the knight sacrifice:

6.♘xe6!

and Black resigned.



5...♔f7

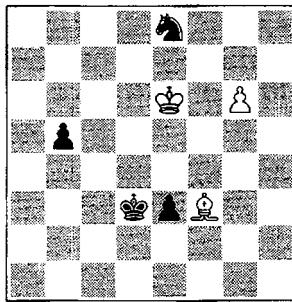


999

In diagram 999 we renew our acquaintance with a familiar old trick. After all, repetition never does any harm. The position is from Medina Garcia-Tal, Palma de Mallorca 1966 and you will surely see Black's winning move:

1...♘e3!!

and tableau.



Plecsko-Staar, Hungary 1978, is also a sight for sore eyes. The game went:

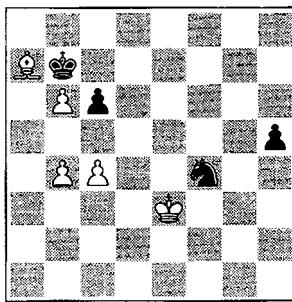
1... $\mathbb{Q}d4!$ 2. $\mathbb{Q}f7 \mathbb{Q}e5!!$

A totally different motif. The trick is to lure the white king far away from the saving squares.

3. $\mathbb{Q}xe8 \mathbb{Q}f6$ 4. $\mathbb{Q}h5 \mathbb{Q}g7$

And now it's impossible to stop the black pawns!
White resigned.

■ 1000



Next, a correspondence game Spohr-Tiemann, played in 1959. Black had a nice surprise up his sleeve:

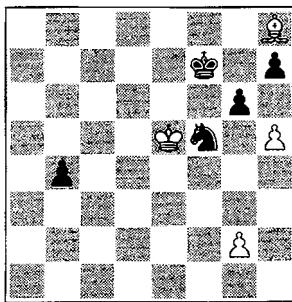
1... $\mathbb{Q}d5+$!

Well-spotted. If White captures with 2.cxd5, the two passed pawns are unstoppable, since the white bishop cannot join in the hunt.

2. $\mathbb{Q}f3 \mathbb{Q}xb4$ 3. $\mathbb{Q}g3 \mathbb{Q}d5!$

A simple switchback. Black won.

■ 1001



■ 1002

Quite out of the ordinary was the solution to Black's problems in Seirawan-Nikolic, Sarajevo 1987.

The obvious 1... $\mathbb{Q}g7$ does not win in view of 2.hxg6+ hxg6 3. $\mathbb{Q}d4$ $\mathbb{Q}g8$ 4. $\mathbb{Q}xg7 \mathbb{Q}xg7$ and White barely holds the draw.

Black found something else:

1... $b3!$ 2.hxg6+

and the next move must have come to Seirawan like a sledgehammer blow:

2... $\mathbb{Q}g8!!$

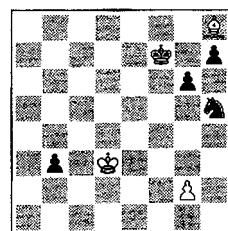
Forcing immediate surrender.

'Did White have an alternative to 2.hxg6+' you may ask. We don't see any.

After 2. $\mathbb{Q}f6$, the simple 2... $b2$ wins. If White plays 2. $\mathbb{Q}d5$, Black closes the diagonal with 2... $\mathbb{Q}g7!$.

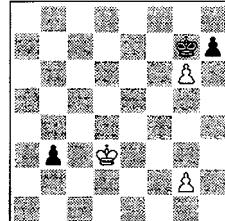
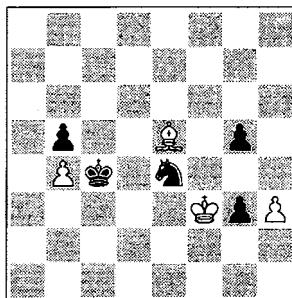
More tenacious seems 2. $\mathbb{Q}e4$, but then Black has two winning lines:

A) 2... $\mathbb{Q}g3+$ 3. $\mathbb{Q}d3$ $\mathbb{Q}xh5$ (*see diagram*)
4. $\mathbb{Q}e5$ (other bishop moves are answered by 4... $\mathbb{Q}f4+$ and after 4. $\mathbb{Q}c4 \mathbb{Q}g7$ 5. $\mathbb{Q}xb3$ $\mathbb{Q}g8!$ Black liquidates into a winning pawn endgame) 4... $\mathbb{Q}e6$ 5. $\mathbb{Q}c7$ $\mathbb{Q}f5$ 6. $\mathbb{Q}c3 \mathbb{Q}f4!$;



analysis after 3... $\mathbb{Q}xh5$

B) 2... $\mathbb{Q}g7$ 3.hxg6 $\mathbb{Q}g8!$ (the same motif)
 4. $\mathbb{Q}xg7$ (or 4.gxh7+ $\mathbb{Q}xh8!$ 5. $\mathbb{Q}d3$ $\mathbb{Q}f5$
 6. $\mathbb{Q}c3$ $\mathbb{Q}d4$ and wins) 4... $\mathbb{Q}xg7$ 5. $\mathbb{Q}d3$
 (see diagram) and now 5...h5! or the more
 prosaic 5... $\mathbb{Q}xg6$ forces a winning pawn
 endgame. The h-pawn is exactly one
 tempo too far off for the white king, as is
 easy to verify.

analysis after 5. $\mathbb{Q}d3$ 

■ 1003

Against two outside passed pawns the bishop is powerless, as we can also see in a game Leonid Milov-Gelfand, which was played in the Soviet Junior Championship, Kirovabad 1984. Still, there are some nice motifs in the course of this ending:

1... $\mathbb{Q}xb4!$ 2. $\mathbb{Q}xe4$ g2 3. $\mathbb{Q}h2$ $\mathbb{Q}c4$

The g-pawn has been brought to a halt, but now the b-pawn is coming through!

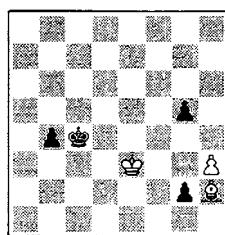
4. $\mathbb{Q}e3$

You would expect 4. $\mathbb{Q}f3$, but after 4...b4 5. $\mathbb{Q}xg2$ $\mathbb{Q}d5!$ the bishop cannot run down the pawn.

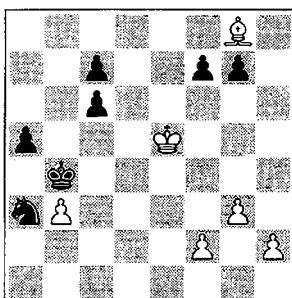
4...b4

and White resigned.

The most elegant finish is 5. $\mathbb{Q}f2$ g1 $\mathbb{Q}+$!
 (certainly not 5... $\mathbb{Q}d5$ 6. $\mathbb{Q}e3!$ – I thought
 I'd warn you) 6. $\mathbb{Q}xg1$ and now 6... $\mathbb{Q}d5$
 will do.



4...b4



■ 1004

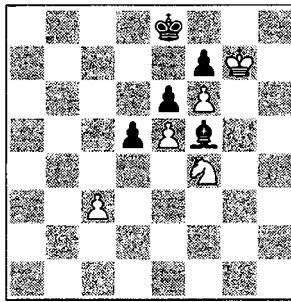
Raimundo Garcia-Rubinetti, Argentinean Championship, Buenos Aires 1972, had a stunning intro:

1... $\mathbb{Q}c4+!!$ 2.bxc4 c5

and the white bishop has been cut off completely from the scene of battle. The stunned white player made a few more moves, but after

**3. $\mathbb{Q}xf7$ a4 4. $\mathbb{Q}g6$ a3 5. $\mathbb{Q}b1$ $\mathbb{Q}b3$ 6.h4 $\mathbb{Q}b2$ 7. $\mathbb{Q}a2$
 $\mathbb{Q}xa2$**

he had run out of steam and the battle was lost.



□

1005

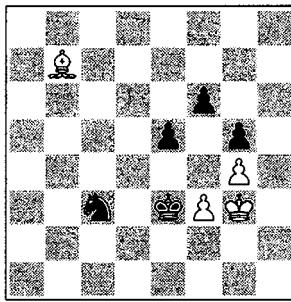
A very different kind of knight sacrifice, and an especially crafty one at that, we see in Selig-Balogh, Budapest 1947:

1.♘g8!

The annoying thing is that Black is forced by tempo to move his bishop, after which either square g6 or square e6 is left unprotected. And that means that the way is paved for a knight sacrifice on that particular square.

1...♝g4 2.♞g6! ♝d1 3.♞h8 ♞h5

Preventing the sacrifice one more time, but after 4.♗g7, 5.♘xf7 cannot be precluded anymore. Black resigned.



□

1006

Another knight sacrifice was made in Popchev-Cvitanić, Dubrovnik 1990. Here, White went astray with

1.♘c6?

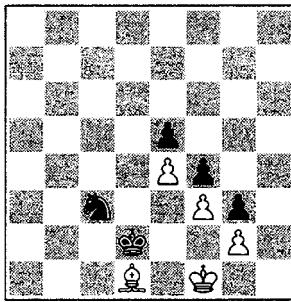
Obvious, but wrong. Better was 1.♗g2 ♘e2 2.♗e4 ♘d4 3.♘g3 and now the knight sacrifice 3...♘xf3 fails to 4.♘xf3 e4 5.♘g2 ♘d3 6.♘f2. In this variation the only way Black can try for a win is by 3..♗e2 4.♘g2 ♘e6! followed by 5..♗f4+. After the knight check, White plays ♘g1, but then Black still has the manoeuvre ♘f4-d3-e1 to continue his winning attempts.

1...♝e2+ 2.♘g2 ♘d4 3.♘b7

Now it is possible:

3...♘xf3! 4.♘xf3 e4 5.♘d1 ♘d2

and White lost, as he ends up in a lost pawn endgame. That was difficult to foresee at the board!



□

1007

Contrary to my usual practice, I have to ask you now to play through a long sequence of moves before you reach the attractive finish. It happened in Torre-Jakobsen, Amsterdam 1973.

White didn't mind an early night and set a thin stalemate trap:

1.♘e2

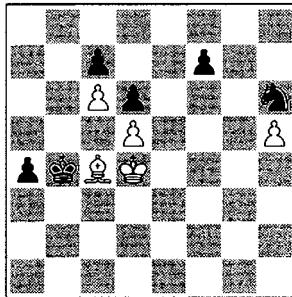
but obviously Black didn't fall for that and so the lengthy manoeuvrings started. Whoever wants to know everything about the next phase, I recommend reading Jan Timman's book *Power Chess with Pieces*.

**1...♝b1! 2.♗c4 ♘a3 3.♗b3 ♘c3 4.♗a4 ♘c4 5.♗b5
♘e3+ 6.♔g1 ♘d2 7.♔a6 ♘e1 8.♔d3 ♘d1 9.♔a6
♘c3 10.♔d3 ♘a4 11.♔b5 ♘c5 12.♔c4 ♘b7 13.♔b5
♘a5 14.♔a4 ♘c4 15.♔b5 ♘d2 16.♔a4 ♘e2 17.♔b5+
♘e3 18.♔a4**

and now comes the knight sacrifice we have waited for all this time:

18...♘xf3+! 19.gxf3 ♘xf3 20.♔c6 g2

White resigned.



■ 1008

Double knight sacrifices we have seen before, but this one, from Grancharov-Kaikamdzozov, Bulgaria 1976, is really special. Sit down and enjoy!

1...♘g4 2.♗e2 ♘e3!

We immediately understand that a4-a3 is threatened! But I can defend against that, White must have thought.

3.♗d3

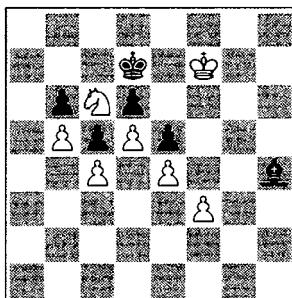
On its way to the saving square b1.

3...a3 4.♗b1 ♘f5+!

'Gotcha', the black player may have quipped in Bulgarian.

5.♔d3 ♔b3

White resigned.



□ 1009

After this subtle exercise, a slapstick scene from Ekberg-Martius, Copenhagen 1962. The continuation from diagram 1009 is based on a classic and quite frequent manoeuvre:

1.♘b8+ ♜c7 2.♕e6!!

Giving up the knight for a broad pawn front.

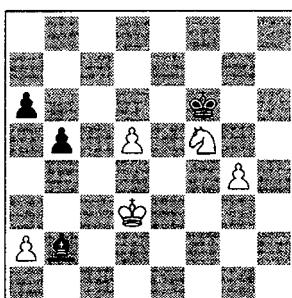
2...♛xb8 3.♛xd6 ♛b7

The alternatives are 3...♝g3 4.♛c6 or 3...♝f6 4.♛e6.

4.♛xe5 ♜c7 5.♛e6 ♜g3 6.e5 ♜d8 7.d6 ♜e8 8.♛d5 ♜d7 9.♛e4

and confronted with all this, Black preferred to resign.

Well, now I suppose you'll want to take a stroll with a few outside passed pawns again.



□

1010

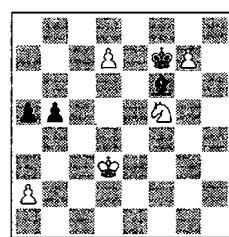
We can do that in diagram 1010, 7th match game Fischer-Spassky, Sveti Stefan 1992, where Fischer demonstrated his class once again:

1.d6 ♜e6 2.g5! a5 3.g6 ♜f6 4.g7

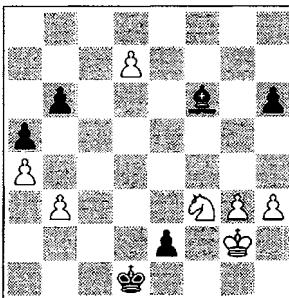
Plain sailing all the way. Now, no salvation is offered either by 4...♝xg7 5.♝xg7 ♜xd6 6.♝d4 ♜c6 7.♝f5 and White wins.

4...♞f7 5.d7

And Black called it a day in view of 5...b4 6.♝d6+ ♜xg7 7.♝e8+, or 5...♝d8 6.♝d6+ ♜xg7 7.♝b7 ♜c7 8.d8♛.



5.d7



□

1011

Diagram 1011 is taken from Nurmamedov-Volovich, Rostov 1960.

1.g4!

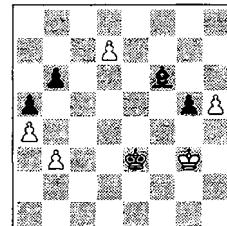
First we throw a knight into the fray.

**1...e1 ♕ 2.♘xe1 ♕xe1 3.♕g3
♕e2**

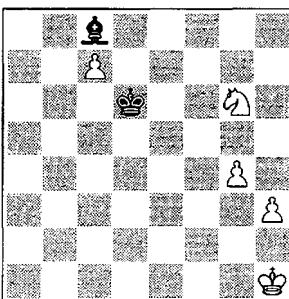
Or 3...♚e5+ 4.♔h4 ♚f6+ 5.♔h5 ♚g5
6.h4.

4.h4 ♕e3 5.g5 hxg5 6.h5!

That's a move you view powerlessly and with grinding teeth sitting behind the black pieces; Volovich resigned.



6.h5!



□

1012

Now for a pawn sacrifice that is more modest, but it's a delicacy for connoisseurs!

Diagram 1012 is from a game between the computer programme Mephisto Portoroz versus the human player Sandor Videki, Budapest 1991. See the amazing move that the calculator spewed out:

1.h4!!

I can hardly believe it. Brilliant?

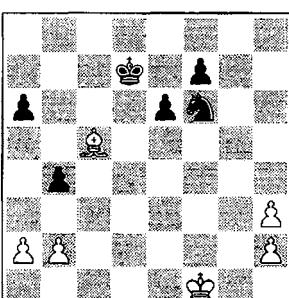
Black kept thinking until he was blue in the face, but in the end he resigned because of 1...♝xg4 2.h5 ♜f5 3.h6.

Such a march of a pawn from h2 or h3 to h8 is called the Excelsior theme by endgame composers, so I have been told. And indeed, it is a glorious march into the highest spheres.

But if a computer flings this into your face, there is no reason to sing its praises! For then this move is not divine inspiration, but merely cold calculation. Black resigned in frustration.

And so, every human being has such sad memories, especially if he is a chess player.

Now that we have mentioned pawn sacrifices in this type of end-game, I cannot get round to putting on the scene the following bitter pill from my own practice.



■

1013

Diagram 1013 is from the correspondence game Van Perlo-Sanakoev, 1983/85.

The black player, the reigning World Champion at that time, was to move. I felt quite comfortable with my bishop against his knight and with play on both wings. My last move had been ♜f2-c5 with the idea to open fire on the black queenside pawns.

Those illusions took a nasty bite when Black's reply fell through my post box, for what do you think the rascal had thought up?

1...b3!!

At first you cannot believe such a move, but then you start analysing, and your feelings grow more and more mixed by the minute. The black player's idea, as he has explained in one of his books, was – unfortunately for me – as logical as it was thoroughly sound: if

the possession of one doubled pawn can rack your opponent's brains considerably, what happens if you give him a second one? Let's see:

2.axb3 ♜c6 3.♕d4

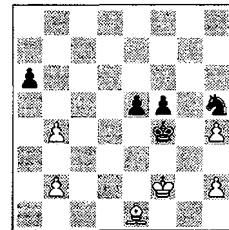
Now look at these ruins. Suddenly White is saddled with two isolated doubled pawns and the queenside is easily defended by a single black pawn, so Black can advance his central pawn front within a small space, which is ideal for his knight again.

White – that was me – kept floundering desperately, but after

**3...♝h5 4.♔f2 ♜d5 5.♝c3 ♜e4
6.h4 e5 7.b4 f5 8.♝e1 ♜f4**

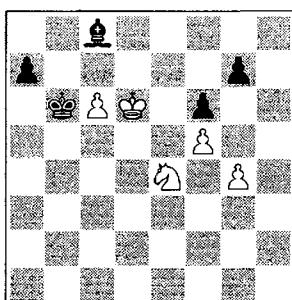
Black forced a weakness in the white camp as well, enabling his king to penetrate further.

9.h3 ♜e4 10.♝c3 f4 11.b3



8... ♜f4

Now the game was arbitrated and in a long analysis, which I will spare you, the black player demonstrated that 11...♝f6 wins in all lines, as yours truly, knocked silly, had to admit. Resignation, therefore.



□

1014

You will understand that this memory was too much for me for a moment, but now I have digested it we will bravely move on to diagram 1014 from Hendriks-Pliester, Dutch Team Championship 1994.

This white player, too, must feel some pain thinking back on this episode from his chess life. We empathize with him. Have a look at what Hendriks missed here.

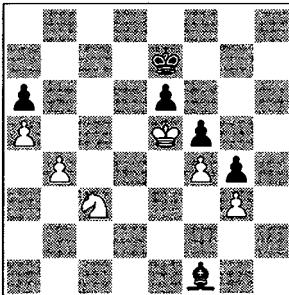
1.♝xf6!

A standard trick that we all know, including the white player, of course. But to recognize it in the heat of the battle, feeling time pressure and other inconveniences, that's always the problem.

White, in any case, did not see it on this *moment suprême* and decided on 1.♝c3?, which eventually yielded no more than a draw. And 1.♝xf6! would have been so beautiful!

1...gxsf6 2.g5

and as we have seen before, either the g or the f-pawn or the one on c6 marches through. With 1...a5 or other ways of refusing the piece sacrifice, the game could not have been saved either.



□

1015

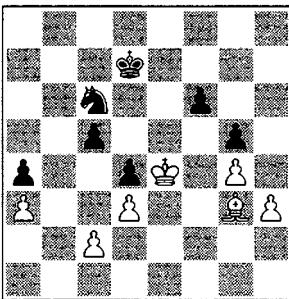
White was wide awake in diagram 1015 from Stetsiuk-Khrobust, Soviet Union 1977, when he energetically played:

1.b5! axb5 2.a6 b4

and now watch closely:

3.♘d5+!

Very beautiful. White was quite alert and saw that after 3...exd5 the saving diagonal would be closed for the bishop, which implied an unhindered march of the a-pawn. Therefore, Black resigned.



■

1016

An equally important role was in store for the black a-pawn in Hug-Kortchnoi, Biel 1986. See if you can find White's first move.

1...♗b4!

Obviously, White cannot take this knight on account of a4-a3, so he didn't. The continuation is rather pleasing:

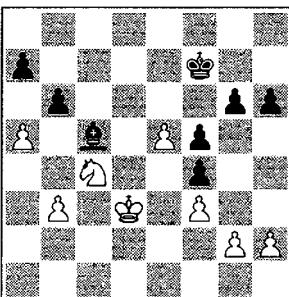
2.h4 gxh4 3.♕xh4 ♔e6 4.g5 ♘xc2 5.gxf6 ♘xa3 6.f7 ♘xf7 7.♔d5 ♘c2 8.♔c4

and now Black finishes the game, again making use of his a-pawn, of course:

8...♗e3+! 9.♔xc5 a3

and White resigned.

That wasn't very difficult and so, for a change, now for an example I find rather difficult, and ingenious as well.



□

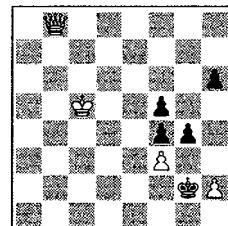
1017

In Bandza-Petkevich, Soviet Union 1985, White does not wait for the grass to grow.

1.♘xb6!!

Also a piece sacrifice that cannot be accepted. Convince yourself: 1...axb6 2.♔c4 ♔g1 3.a6 b5+ 4.♖xb5 ♔e6 5.♔c6, followed by b4. Or 1...♗xb6 2.axb6 axb6 3.♔c4 ♔e6 4.♔b5 ♔xe5 5.♔xb6 ♔d4 6.b4 ♔e3 7.b5 ♔f2 8.♔c5 ♔xg2 9.b6 g5 10.b7 g4 11.b8♕ (see diagram) 11...gxf3 12.♕xf4 f2 13.♕g3+ and all Black's trouble is in vain because of this check which is the deathblow for him!

So Black does not capture.



1...♔e6 2.♔c4 ♔g1 3.h3! ♔xe5

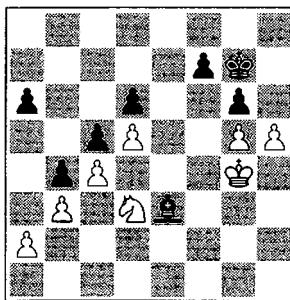
analysis after 11.b8♕

Capturing on b6 still offers no relief, see:

3...axb6 4.a6 ♔d7 5.e6+ and this is all too much.

4.♘d5! g5 5.b4 ♘d6 6.b5 ♔f2 7.a6!

Quite sharp points all over the place. The threat is 8.b6 and then 9.♔b5!. So Black resigned.



□

1018

Somewhat simpler, but quite charming as several breakthrough motifs played a role at the same time, was Knaak-Schöneberg, East German Championship, Strausberg 1971.

1.h6+

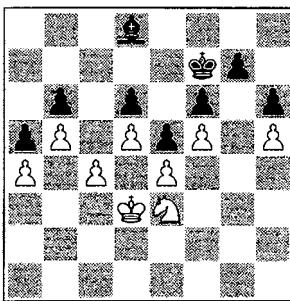
and now Black immediately made a mistake. After 1... $\mathbb{Q}f8$ he would still have had drawing chances, but as so often, the king moved to a fatally wrong square.

1... $\mathbb{Q}h7?$ 2. $\mathbb{Q}e5!$

The trouble already starts: 2... $\mathbb{Q}g8$ 3.h7+.

2...f5+ 3.gxf6 $\mathbb{Q}xh6$

and, painfully aware of what he had done to himself, Black resigned in view of 4. $\mathbb{Q}d7$ $\mathbb{Q}g8$ 5. $\mathbb{Q}xc5$.



□

1019

A final breakthrough example is from an exhibition game Keres-Najdorf, Margate 1939. Not so difficult, but a classic nevertheless.

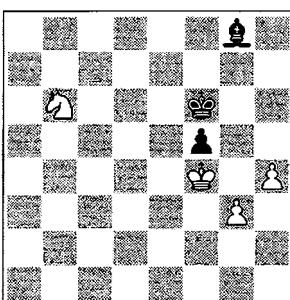
1.c5! bxc5

Or 1... $\mathbb{Q}xc5$ 2.d6, winning with ease.

2. $\mathbb{Q}c4$ $\mathbb{Q}e7$ 3.b6 $\mathbb{Q}d7$ 4.b7

and White won, as nothing can be done against 5. $\mathbb{Q}xa5$.

We end this chapter with a few liquidations. You know that these are often important and if they can be accelerated by tactical means, that may come in handy.



□

1020

A pretty example is the following Averbakh analysis of a game Romanovsky-Verlinsky, Moscow 1925. White's trump is his passed h-pawn, but he cannot lay it on the table rightaway: 1.h5? $\mathbb{Q}e6$!. Therefore:

1. $\mathbb{Q}d7+$ $\mathbb{Q}e6$

And not 1... $\mathbb{Q}g6$ 2.h5+! $\mathbb{Q}g7$ 3. $\mathbb{Q}xf5$.

2. $\mathbb{Q}c5+$ $\mathbb{Q}f6$ 3.h5! $\mathbb{Q}h7!$

The best defence, see: 3... $\mathbb{Q}f7$ 4. $\mathbb{Q}d7+$ $\mathbb{Q}e7$ (4... $\mathbb{Q}e6$ 5.h6!) 5.h6 $\mathbb{Q}g8$ 6. $\mathbb{Q}xf5$! $\mathbb{Q}h7+$ 7. $\mathbb{Q}g5$ $\mathbb{Q}xd7$ 8. $\mathbb{Q}f6$.

4. $\mathbb{Q}d7+$ $\mathbb{Q}e7$ 5. $\mathbb{Q}e5$ $\mathbb{Q}f6$

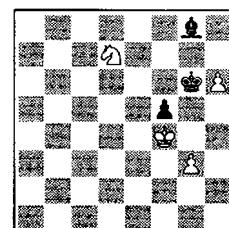
And not 5... $\mathbb{Q}e6$ 6. $\mathbb{Q}f3$ $\mathbb{Q}f6$ 7. $\mathbb{Q}d4$, winning the f5-pawn.

6.h6! $\mathbb{Q}g8$ 7. $\mathbb{Q}d7+$ $\mathbb{Q}g6$

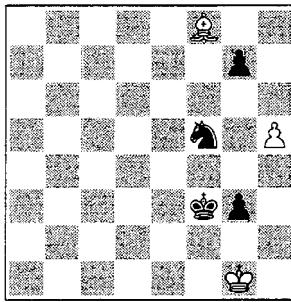
Now White has got things fixed up. He finishes the game with the elegant and instructive foil prick

8.h7

liquidating into a winning pawn ending.



7... $\mathbb{Q}g6$



□

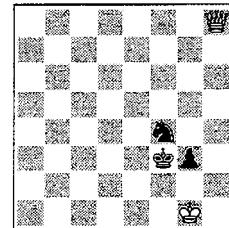
1021

In diagram 1021 from Judd-Mackenzie, 3rd match game Saint Louis 1881, White, faced with the threat 1...g2 and 2...Ng3, expected to save his skin with a familiar trick.

1. ♜xg7

We have seen this before, and anyway, what's wrong with it? Just wait. The black player, who has calculated further, will show you.

**1... ♜xg7 2. h6 ♜f5! 3. h7 ♜d4
4. h8♛**



4. h8♛

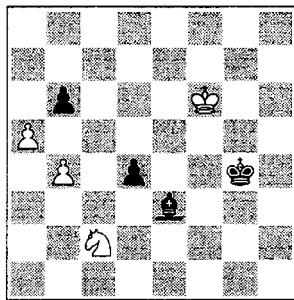
White has had his say, now it's Black's turn.

**4... ♜e2+ 5. ♔f1 g2+ 6. ♔e1
g1♛+ 7. ♔d2 ♛c1+ 8. ♔d3 ♜f4+
9. ♔d4**

Here I stand, what can I do?

9... ♛a1+

White resigned.



□

1022

A beautiful and sharply calculated liquidation leading to the winning of a queen (!) we see in diagram 1022 from Perez-Martinez, Pinar del Rio 1966:

1. a6! ♜g5+ 2. ♔g6!

This is important. As we shall see, this position required deep calculation.

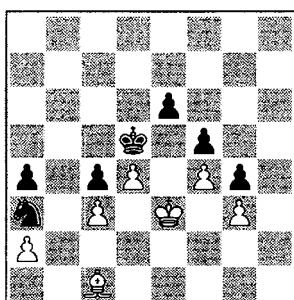
2... d3 3. ♜e3+!!

And now this wonderful knight move. And this is not the end of Black's suffering.

3... ♜xe3 4. a7 d2 5. a8♛ d1♛ 6. ♛g2+

and broken-heartedly, Black resigned, as everything is in the wrong place!

A) 6... ♜h4 7. ♛h2+ ♜g4 8. ♛h5+ and the queen on d1 is lost;
B) 6... ♜f4 7. ♛g5+ ♜e4 8. ♛f5+ ♜d4 9. ♛d7+. It takes one more move, but here also, the queen on d1 perishes! Very elegant.



■

1023

A phenomenon you do not see every day is two liquidations leading to pawn endings in one game. This happened in Henneberger-Nimzowitsch, Winterthur 1931.

1... ♜b1 2. ♜b2 a3! 3. ♜a1 ♜d6 4. ♜e2 ♜c6!

Thanks to this triangulation the black king can always penetrate.

5. ♜d1 ♜d5 6. ♜c2 ♜e4 7. ♜xb1 ♜f3 8. ♜b2

His only chance is the a-pawn, so he has to play this way.

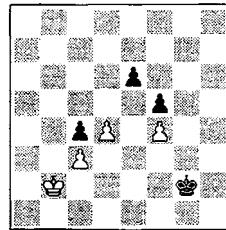
8... axb2

Pawn ending number one.

**9.a4 ♕xg3 10.a5 ♔h2! 11.a6 g3
12.a7 g2 13.a8♕ g1♕+
14.♔xb2 ♕g2+ 15.♕xg2+ ♔xg2**

Black had to calculate until this move when he allowed his knight to be locked in. The second pawn endgame is now on the board and it is an easy win for him.

**16.♔a3 ♕f3 17.♔b4 ♔xf4
18.♔xc4 ♕e3 19.d5 exd5+
20.♔xd5 f4 21.c4 f3 22.c5 f2
23.c6 f1♕**



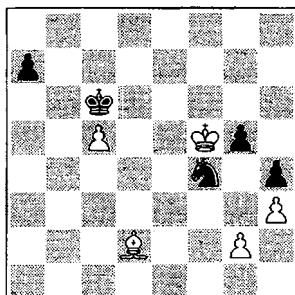
15...♕xg2

and White resigned. He disposes of the notorious c-pawn, but unfortunately his king is too far off after 24.c7 ♕a6.

A strange phenomenon, much like a fairground attraction, is blindfold chess. Actually I don't know if this is such a healthy occupation. My own experiences in this area are not so positive, as mostly they brought me quite a headache and I have heard the same from other players.

In recent years, however, chess Maecenas Joop van Oosterom has organized the so-called Melody Amber tournaments in honour of his daughter, in which strong grandmasters face each other in one rapid game and one blind game in each round.

The level of these games is sometimes astonishingly high, but sometimes other games become ridiculous spectacles, where even these top players completely lose control of what happens on the board. In the endgame this sometimes leads to amusing scenes, one of which I will show you.



■ 1024

Diagram 1024 is from a blind game between Kamsky and Ljubojevic, Monaco 1995. No average amateurs!

1...a5?

In view of what follows, Black must have 'seen' something like passed pawns on two wings on the horizon.

2.♕xa5 ♕xh3 3.gxh3 g4 4.♔xg4

Probably he hadn't 'seen' the king on f5 either. Ljubojevic resigned, shaking his head in disgust!

This is of course nonsense, but I decided to show it anyway, so we can say that we have covered this circus-like subject of blindfold chess in our book as well.

In this case we were watching with malicious delight and dread. Let me assure you that the world's top players have proved to be capable of wonderful chess on a high level in these blindfold games. But when fatigue strikes, strange things may happen. This example was an amusing way to conclude this chapter in a different vein for once.

Chapter 4

Endgames with More Minor Pieces

The most frequent type in this category is when both sides have two minor pieces and some pawns.

Special rules for these endgames have hardly been formulated.

The only certainty is that when one side has the bishop pair, his winning chances are fairly good.

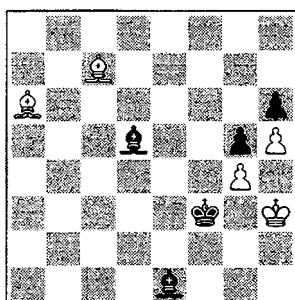
I will not venture further than this conclusion and prefer to move on to a number of practical examples again.

As usual, we are looking for special, mostly tactically charged aspects and this way we will try to find out if there are specific characteristics to be discovered. We start our investigation with the most conspicuous factor:

A) The possession of the Bishop pair

Here we can distinguish further into:

- Both sides have two bishops
- The struggle between two bishops and two knights
- Two bishops versus bishop + knight.



□

1025

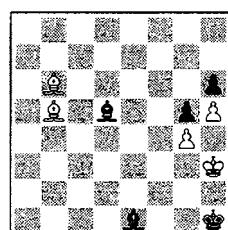
So we start with four-bishop endings, a phenomenon that does not occur very often in practice. Our first example is Bujupi-Milonjic, Sutomore 1973.

White faces a difficult choice. Obviously there are two possibilities to play for stalemate, but if he wants to do this with the immediate 1.♗g3, the bats are in the belfry because of 1...♗xg3 2.♗b7 (this is the move that ought to make it happen) 2...♗e4! 3.♗xd5+ ♗xd5 4.♗xg3 ♗e4 and Black wins.

Possibly 1.♗b6 still draws, but the solution that White chose should also suffice:

1.♗f1 ♗f2 2.♗b5 ♗g1

It's high time for White to beat his brains and choose between many confusing alternatives. As so often, he makes the wrong choice. Later, peacefully in his study, Bujupi quickly found the road to the draw: 3.♗b6+ ♗h1 and now 4.♗f2!? ♗xf2 5.♗c6!. A nice solution, but Black is not obliged to capture. After 4...♗g2+! 5.♗g3 ♗xf2+ 6.♗xf2 ♗h2 White is still in big trouble. There is, however, another



analysis after 3...♗h1

way of salvation : after 4... $\mathbb{Q}f1$! Black's king is kept in the corner and White can simply keep moving his other bishop along the a7-g1 diagonal.

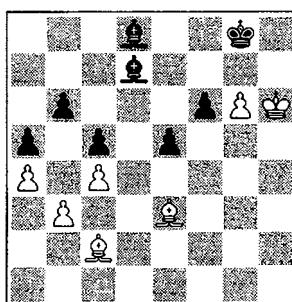
To his deep sorrow White chose the other check:

3. $\mathbb{Q}h2+$? $\mathbb{Q}h1$ 4. $\mathbb{Q}f1$ $\mathbb{Q}d2!$

and suddenly his troubles became painfully clear.

A possible continuation is 5. $\mathbb{Q}c7$ $\mathbb{Q}g1$ 6. $\mathbb{Q}a6$ $\mathbb{Q}g2+$ 7. $\mathbb{Q}g3$ $\mathbb{Q}e1$ mate. As he realized this, White resigned and we all have sympathy for his intense grief.

More than you would think, it is possible to trace tactical possibilities timely by thinking along consistent lines. Sometimes this is quite clearly visible in computer games and analyses.



□

1026

A beautiful example is Hennings-Walter, East Germany 1964. White would like to play 1.g7 and decide the game with 2. $\mathbb{Q}h7+$. However, Black has 1...f5 and 2... $\mathbb{Q}f6$. What if White were able to prevent this? Well, it is possible – even on the first move. Try to find it!

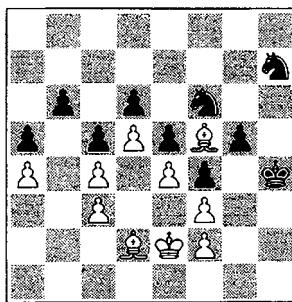
1. $\mathbb{Q}g5!!$

That's it! The bishop cannot be captured, as then 2.g7 does come, and 1...f5 is not expedient either.

1... $\mathbb{Q}e7$ 2.g7

Black resigned.

We may add that 1... $\mathbb{Q}c7$ does not solve anything for Black (2. $\mathbb{Q}xf6$ e4 3. $\mathbb{Q}xe4$ $\mathbb{Q}f4+$ 4. $\mathbb{Q}h5$ $\mathbb{Q}e6$ 5. $\mathbb{Q}d5$).

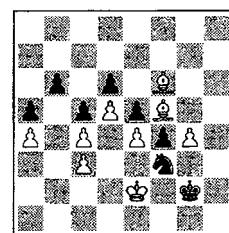


■

1027

We move on to the subject of two bishops versus two knights, an endgame which, as a rule, can be won by the bishops side. But I have found an exception: Donchenko-Shteinberg, Soviet Championship, Kharkov 1967, where two powerless bishops went down to two mighty knights.

**1... $g4!$ 2.fxg4 $\mathbb{Q}g5$ 3.f3 $\mathbb{Q}g3$
4. $\mathbb{Q}e1+$ $\mathbb{Q}g2$ 5. $\mathbb{Q}h4$ $\mathbb{Q}xf3!!$
6. $\mathbb{Q}xf6$ $\mathbb{Q}g5!!$**



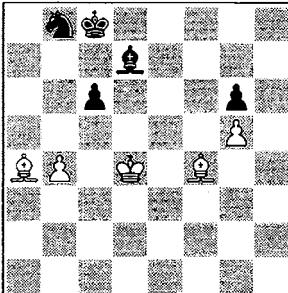
Well I never, the white player must have thought. Both knights are sacrificed for a higher purpose.

A wonderful example which shows how badly two bishops manage in a small space.

**7. $\mathbb{Q}xg5$ f3+ 8. $\mathbb{Q}d2$ f2 9. $\mathbb{Q}e7$ f1 \mathbb{Q} 10.g5 $\mathbb{Q}f3$ 11.g6
 $\mathbb{Q}g2+$ 12. $\mathbb{Q}c1$ $\mathbb{Q}e3$ 13. $\mathbb{Q}xd6$ $\mathbb{Q}d3$**

and White resigned.

6. $\mathbb{Q}xf6$



□

1028

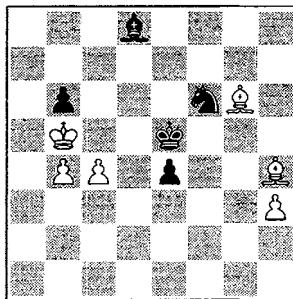
That leaves the endgame of two bishops versus bishop and knight. Of this endgame I have some more examples at hand, starting with a Taimanov-Bronstein game (time and place unknown). White can continue 1. $\hat{Q}c2$ and this should win in the long term, but he thought he spotted a quicker win and decided to go for it, to the dismay of his fans:

1. $\hat{Q}xb8??$

Words fail us.

1...c5+!

Bull's eye!! Bishops of opposite colour and the game ended in a draw.



□

1029

That the bishop pair can offer much better chances to liquidate cleverly and advantageously, we demonstrate with the help of Van Wely-Zoltan Almasi, Groningen 1995. The straightforward continuation was:

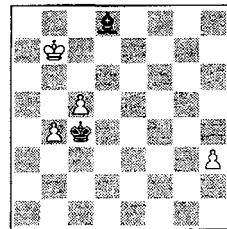
1. $\hat{Q}xe4 \hat{Q}xe4$

Sad, but that's the way it is.

2. $\hat{Q}xf6 \hat{Q}xf6 3. \hat{Q}xb6$

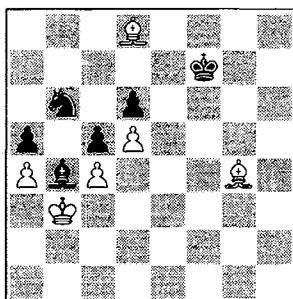
The well-known item: passed pawns on two different wings, a hell of a job for a single piece to stop.

**3... $\hat{Q}d4$ 4.c5 $\hat{Q}d8+$ 5. $\hat{Q}b7$ $\hat{Q}c4$
6.c6 $\hat{Q}xb4$ 7.h4**



5... $\hat{Q}c4$

And Black resigned. A textbook example!



■

1030

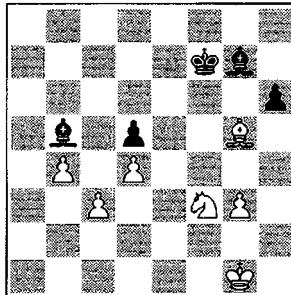
The women's game Kobaidze-Tsereteli, played in Georgia, 1969, has made the world press as a super example of a saving operation by the building of a fortress.

Things look bad for Black, because her position after 1... $\hat{Q}a8$ is not very attractive.

But the black player quite cleverly eluded her fate, at the same time showing how beautiful our game is!

1... $\hat{Q}e8!!$ 2. $\hat{Q}xb6 \hat{Q}e7!$

Locking one bishop away from the heat of the battle for good. White can forget the win, as Black can hide in her fortress by forever shifting her bishop to and fro along the a5-e1 diagonal. Curious!



□

1031

We see two bishops in a defensive role, mainly because of a two pawns' deficit, in diagram 1031 from a correspondence game Jerzy Kostro-Van Perlo. White tries some cunning tricks.

1. ♜f4 h5 2. ♜f2 ♜e6 3. ♜h4 ♜f6 4. ♜g2 ♜e7!

This bishop is functioning as a stopper.

5. ♜h6 ♜e8

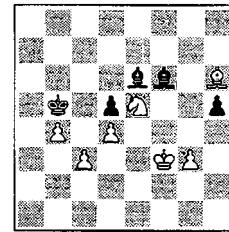
And this one is the sweeper.

6. ♜f4+ ♜d6 7. ♜g7 ♜f7!

White's first trick was to lure Black into an ending with opposite-coloured bishops: 7... ♜g5? 8. ♜e5+ ♜c6 9. b5+! ♜xb5 10. ♜e6. A nasty trap!

8. ♜e2 ♜c6 9. ♜d3 ♜b5 10. ♜e5 ♜e6 11. ♜h6 ♜f6 12. ♜f3 ♜c8!

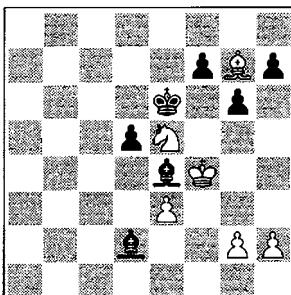
Another finesse. Harder to draw would be 12... ♜xe5 13. dxe5 ♜c4 14. ♜e3! ♜xc3 15. b5 d4 16. ♜g5 and now 16... ♜c4! 17. b6 ♜c5! 18. ♜d8 (18. b7 ♜d5+) 18... ♜c6 and White can make no progress. After the text, White is also at the end of his tether, so...



12. ♜f3

13. ♜f4

Draw.



■

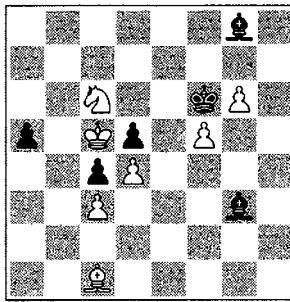
1032

Another correspondence game: Rajala-Pietinen, 1987. Black makes clever use of the unfortunate positions of the white pieces:

1... g5+! 2. ♜xg5 f6+!! 3. ♜xf6 ♜xe3+ 4. ♜h4

Maybe Black will take on f6. You never know and it's never too late to resign! But that's what White was forced to do after

4... ♜d4



□

1033

Another correspondence chess fragment from Sumkin-Rausch, 1992/94, starts in diagram 1033, where the black bishop pair is not allowed to come to life as White takes quick and effective action with a surprising piece sacrifice:

1. ♜g5+!! ♛xg5

Or 1... ♛xf5 2. ♜e7+ ♛xg5 3. ♜xg8 and wins.

2. ♜e7 a4

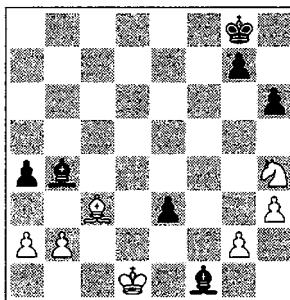
Also nice is 2... ♛f6 3. ♜xg8+ ♛xf5 4. g7 ♛g6 5. ♜e7+ ♛xg7 6. ♜f5+.

3. ♜xg8 ♛xf5

Even the a-pawn cannot save Black with a straight march, see 3...a3 4. g7 a2 5. ♜h6! a1♛ 6. g8♛+ ♛f4 7. ♛g4+ and wins.

4. ♜e7+ ♛f6 5. ♜xd5+ ♛xg6 6. ♜b4

and White soon won.



■

1034

Pins and promotion combinations will always be highlights in any chess player's life. Black was able to produce a pretty combination of these in Andreev-Begun, Leningrad Championship 1974.

1... e2+ 2. ♜d2 a3!

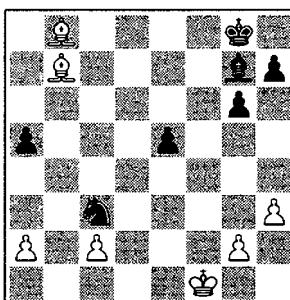
Uh-oh!

3. ♜xb4 e1♛+

Just a quick intermediate move.

4. ♛xe1 axb2

White resigned and Black deserved an applause!



□

1035

White wanted too much in Timman-Donner, Dutch Championship, Leeuwarden 1977. 1. a4 ♜xa4 2. ♜c7 looks best, but White wanted more and we can understand that.

1. ♜f2 ♛f7 2. ♜c7 a4!

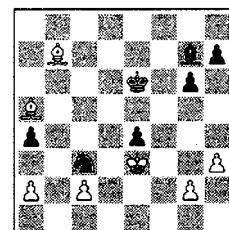
This pawn will prove fatal for White.

3. ♜a5 e4 4. ♜e3 ♛e6 5. ♜xe4??

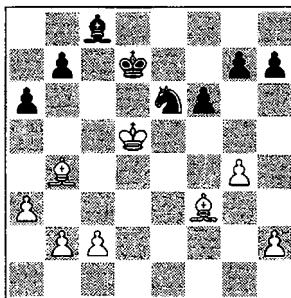
That's what he had anticipated. 5. ♜xc3 ♛xc3 6. ♜xe4 would have maintained a small advantage...

5... ♜xa2 6. ♜d3 a3 7. ♜c4 ♜b4!

A spanner in the works which you've probably seen coming.
White resigned.



4... ♛e6



□

1036

Diagram 1036 from Olsson-Andersson, Sweden 1969, will not take much time.

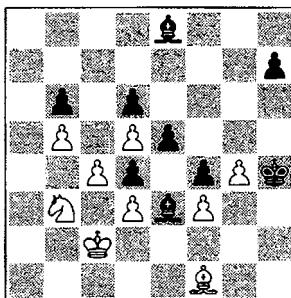
White, fit as a fiddle, played the ‘active’

1. ♜e4?

His eyes were opened painfully:

1...b5!

Silence!! Mate cannot be parried. It gives you the shivers.



□

1037

In closed positions, the bishop pair is not always an advantage, but there are exceptions to this rule and these mostly occur when the position can be opened, with violence if necessary.

1. ♜a5

White has to try something, but Black is alert.

1... ♕g3 2. ♜b7 ♔f2 3. ♜xd6 ♕xf1 4. ♜xe8

If Karlsson had known what was in store for him, he would have tried 4.c5! here, with good chances: 4... ♜xb5 5. ♜xb5 bxc5 6. ♜d1! ♜f2 7. ♜d6! ♜h4 8. ♜e4 and White is not worse.

4...e4!!

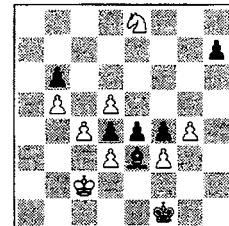
The neatly calculated point of the liquidation. All the resulting queen endings are losing for White.

5. ♜f6

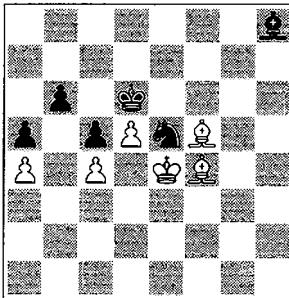
After 5.dxe4 Black inserts 5... ♜e2! and then marches on with the d-pawn. The same king move follows after 5.d6: 5... ♜e2 6.fxe4 f3 and after the passed pawns have promoted, the white king turns out to be caught in a mating net!

5...exf3 6. ♜e4 f2 7. c5 ♜e2 8. ♜xf2 ♜xf2 9. c6 f3

And White resigned. After 10.c7 ♜e3 11.c8♛ f2 and ...f1♛ he is losing in the queen endgame.



4...e4!!



□

1038

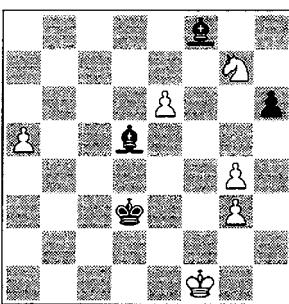
The first move of this fragment, from Poluliakhov-Sergey Ivanov, Russian Championship, Samara 2000, is quite fantastic. Can you find it?

1.♗d7!

Not such an easy one to find, I'd say! It suffices to add that White won a quite technical tempo game after

1...♝g7 2.♝b5

...by manoeuvring his other bishop to d8. But that's not important for our theme, so I'll leave it at this.



□

1039

To conclude, a case where the bishop pair has to compete with a knight and two outside passed pawns, from Kupreichik-Lputian, Soviet Championship, Riga 1985.

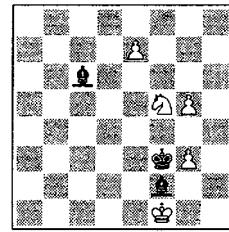
1.a6 ♜c5

Black had to take care. Of course, he could not capture the knight on g7: 1...♝xg7? 2.e7 ♜c6 3.a7.

2.a7 ♜c6 3.♝f5 ♜xa7 4.♝xh6

Now White also has a passed g-pawn. The black king will have to relocate to this threatened front.

**4...♚e3! 5.♝f5+ ♚f3 6.e7 ♜c5
7.g5 ♜f2!**



Now that the white pawn has left g4, this is decisive. White resigned in view of, for instance, 8.♝d6 ♜d7 or 8.♝h4+ ♜xg3 9.♝f5+ ♚f3 etc.

7...♜f2!

That concludes our examination of the bishop pair.

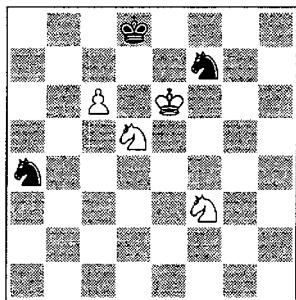
B) The possession of Two Knights

First we look at a situation where both sides have two knights, from Sergeev-Kotov, Moscow 1935.

In this delicate situation, Black elegantly forced a draw with a double knight sacrifice.

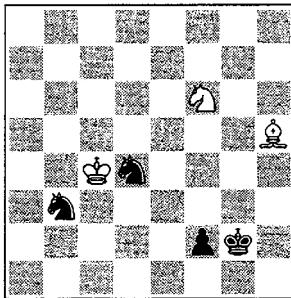
**1...♞b6! 2.♞e7 ♞e8 3.c7 ♞d8+!! 4.♚d6 ♞c4+
5.♚d5 ♞xe7**

and after 6.c8♛ Black can just play 6...♞b6+. This must have been a shocking experience for the white player.

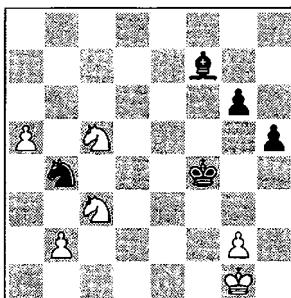


■

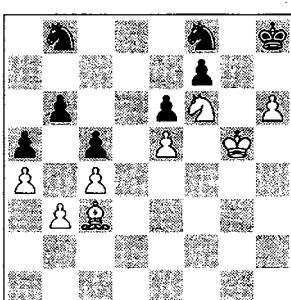
1040



□

1041

□

1042

□

1043

Next, we investigate five cases where two knights compete with bishop + knight. We start with Sielavkin-Fedorov, Voronezh 1976. It looks worrisome for the white player. But salvation is possible.

1. ♜e2! ♜xe2

The point is that a piece is interposed on the f1-a6 diagonal, so Black's pawn will not promote on f1 with check. And this makes the following rescue possible:

2. ♜g4

and a draw on account of 2...f1=Q 3. ♜e3+. Very droll.

The white player didn't feel very comfortable in Anand-Spassky, Cannes 1989.

Of course he understood that he was winning, but any player can envisage that the technical job after 1.a6 ♜xa6 is not so simple. Anand was not too keen on that and searched for a tactical solution, which indeed turned out to be available:

1. ♜d3+! ♜xd3

and now he can play

2. a6 ♜e8 3. ♜d5+!

Black resigned, for the threat of 4. ♜e7 is lethal. A quick finish, but not so easy to find!

In a simultaneous game Kasparov-Barbara Hund, Basle 1988, White also had quite a problem, as in this closed position Black seems to be sufficiently insured against fire and burglary. However, Kasparov made a wonderful tactical attempt at a break:

1. ♜d5!? ♜fd7?!

Not pleasant, but 1...exd5 is met by 2.cxd5 with the threat e5-e6 and ♜f6. However, things are not so clear here. Black could have defended with first 1... ♜h7+ 2. ♜f4 and now 2...exd5 3.cxd5 ♜g8 4. ♜f5 ♜a6 5.e6 fxe6+ 6.dxe6 ♜b4 or 6. ♜xe6 ♜g5+!

2. ♜xb6

The knight is once more put on offer and this time Black is obliged to accept.

2... ♜xb6 3. ♜f6 ♜c6?

3... ♜g8 is obligatory despite the possible deflection 4.h7+.

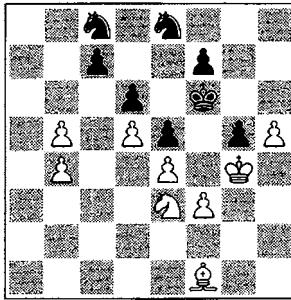
4. ♜xf7

This decides the game.

4... ♜d4 5. ♜xa5 ♜d7 6. ♜c7 ♜h7 7. a5 ♜c6 8. a6 ♜dxe5+ 9. ♜xe5 ♜xe5+ 10. ♜xe6

Black resigned.

That's how a World Champion plays chess!



□

1044

A bishop needs space and that was what White created for himself in Kovacevic-Matulovic, Yugoslavia 1973, with a pawn sacrifice that is familiar to us:

1.b6! cxb6

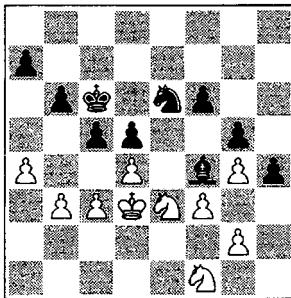
Obviously we have to examine 1... $\mathbb{Q}xb6$ as well. There follows 2. $\mathbb{Q}b5 \mathbb{Q}e7$ 3. $\mathbb{Q}f5+$ $\mathbb{Q}f8$ 4. $\mathbb{Q}xe8 \mathbb{Q}xe8$ 5.h6 and this pawn will do its killing job.

2. $\mathbb{Q}b5 \mathbb{Q}c7 3.\mathbb{Q}d7 \mathbb{Q}e7$

Or 3... $\mathbb{Q}a7$ 4. $\mathbb{Q}f5 \mathbb{Q}ab5$ 5. $\mathbb{Q}c6!$.

4.b5! $\mathbb{Q}g8 5.\mathbb{Q}f5 \mathbb{Q}a8 6.\mathbb{Q}e8 \mathbb{Q}c7 7.\mathbb{Q}c6!$

and White won.



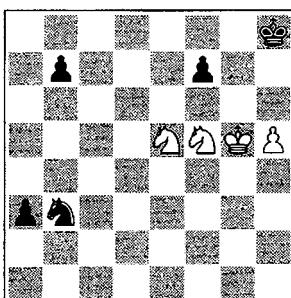
■

1045

The Cuban champion weaved another one of his *petites combinaisons* in this position from Sergeant-Capablanca, Margate 1935. You should recognize the motif. If Black can sacrifice his knight on g2, the h-pawn will score a homerun with h4-h3-h2-h1! Once you have discovered that, it becomes clear that square f4 has to be cleared for the knight, therefore...

1... $\mathbb{Q}c7 2.\mathbb{Q}d2 \mathbb{Q}f4+ 3.\mathbb{Q}c2 \mathbb{Q}xg2$

White resigned. And Capablanca had shown once more how simple it all is.



□

1046

Two knights against one should also be easy all the time, but not in Zakharov-Petrushin, Omsk 1973. Here, White totally panicked at the menacing sight of the black a-pawn and the game ended in a catastrophe for him:

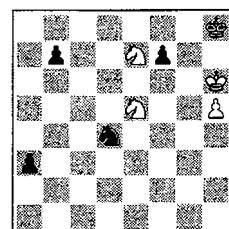
1. $\mathbb{Q}e7? f6+$ 2. $\mathbb{Q}xf6 \mathbb{Q}h7!$ 3. $\mathbb{Q}f5 a2 4.\mathbb{Q}g6$

and now not 4...a1 $\mathbb{Q}+$ 5. $\mathbb{Q}f7$, which White had doubtlessly been praying for, but

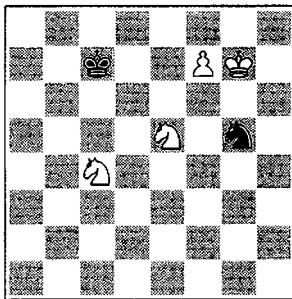
4... $\mathbb{Q}d4!!$

and White resigned.

Tragic. Even worse was the discovery that White could have won with 1. $\mathbb{Q}h6!$ (1. $\mathbb{Q}f6$ a2 2. $\mathbb{Q}xf7$ a1 \mathbb{Q} 3. $\mathbb{Q}g6+$ $\mathbb{Q}h7$ 4. $\mathbb{Q}f8+$ only draws) and Black is caught in a mating net: 1... $\mathbb{Q}g8$ 2. $\mathbb{Q}d7 \mathbb{Q}d4$ 3. $\mathbb{Q}e7+$ $\mathbb{Q}h8$ 4. $\mathbb{Q}e5$ (see diagram) 4... $\mathbb{Q}f5+$ 5. $\mathbb{Q}xf5$ f6 (5... $\mathbb{Q}g8$ 6. $\mathbb{Q}d7!$ a2 7. $\mathbb{Q}e7+$ $\mathbb{Q}h8$ 8. $\mathbb{Q}e5!$ a1 \mathbb{Q} 9. $\mathbb{Q}xf7$ mate) 6. $\mathbb{Q}f7+$ $\mathbb{Q}g8$ 7. $\mathbb{Q}g6$ and the h-pawn marches through, just as after 1...f6 2. $\mathbb{Q}f7+$ $\mathbb{Q}g8$ 3. $\mathbb{Q}g6$.



analysis after 4... $\mathbb{Q}e5$



□

1047

Not at all common was the way things went in the game Branka Vujic-Marija Petrovic, Yugoslav Women's Championship, Kula 1985, where Black draws after 1.f8♕ with 1...♝e6+. But that was not what White did. With

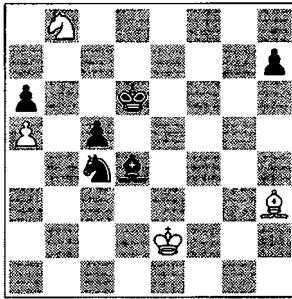
1.f8♞!

she created an endgame of 3 knights versus 1! I will not keep the finish from you, as this is an endgame you don't see every day.

**1...♝e4 2.♝e6+ ♜b7 3.♞f7 ♜a6 4.♞d4 ♜b7 5.♝e7
♞c5 6.♞f7 ♜c7 7.♞fd6 ♜a4 8.♞b6b5+ ♜b7 9.♞d8
♞c5 10.♞bd6+ ♜a7 11.♞c8 ♜d3 12.♞c6+ ♜a6
13.♞b8+ ♜a7 14.♞b5+ ♜a8 15.♞b6**

Mate.

C) Knight + Bishop versus Knight + Bishop



■

1048

In this endgame we will also witness some strange events. One started in diagram 1048, from the 1st match game of the Women's World Championship, Jaen 1996, between Susan Polgar and Xie Jun.

What happened here is described by the white player as one of the worst mistakes in her entire career.

Well, we have seen so many mistakes already, we won't blink an eye when we see another one! But let's have a look how bad this one was. Black should have played 'simply' 1...♝xa5 here.

1...♞c7 2.♝xa6+ ♜b7 3.♝xc5+ ♜xc5 4.a6+!

Missed that one! The point is that after 4...♜xa6 White can force an immediate draw with 5.♚f5, followed by ♜d3 and Black is stuck with the wrong rook's pawn. Well-spotted by Susan and here she had no reason for self-pity whatsoever. But she will have yet.

4...♝b6

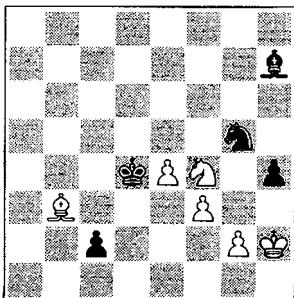
Black does not capture on a6 and now we will see what we have seen so many times before. The opponent does not cooperate by dutifully doing exactly what we have anticipated, next our mind gets blurred and we are haunted by hallucinations!

5.♞d3??

White should have played 5.♞c8, protecting the a6-pawn and retaining chances to hold the position. That was what White had planned, but as a result of that notorious phenomenon, the black-out, she thought she could wait with this, as she was expecting 5...♝e5. But Black refused to cooperate.

5...♝d6!

That was also possible. Now square c8 is permanently inaccessible for the white bishop. Totally shattered, White played on for fifteen more moves and then finally resigned.



A nice little trick comes from Van Riemsdijk-Gennady Kuzmin, Riga Interzonal 1979. Black sails round many difficulties with an underpromotion, a weapon we should always be wary of!

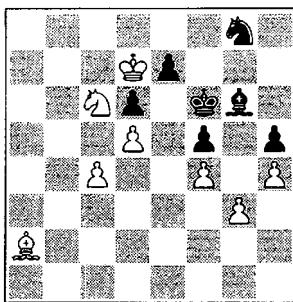
1...c1Q!

Safeguarding the draw. The game continued:

2.Qe6+ Qxe6 3.Qxe6 Qe2 4.Qf5

Draw.

■ 1049



An elegant piece sacrifice brought about the decision in Suba-Ermenkov, Tunis Interzonal 1985:

1.c5!

An accurate prelude to a knight sacrifice on e7. This may have been possible at once, but the way White plays it the d-pawn is also activated, which is one of those details that may become important.

1...dxc5 2.Qxe7!

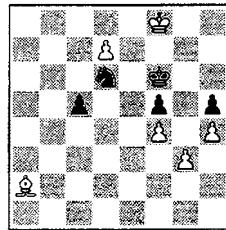
That's what it was all about.

2...Qxe7 3.d6 Qe8+

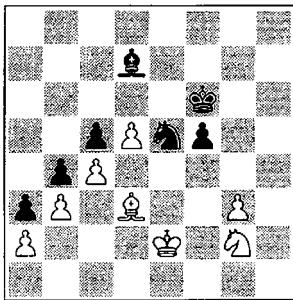
There is no better move in sight.

4.Qxe8 Qc8 5.d7 Qd6+ 6.Qf8

and Black resigned: 6...Qb7 7.Qd5.



6.Qf8



A wonderful, high-level finish we see in the game Minev-Portisch, Halle Zonal 1967.

White could have saved himself a lot of fuss if he had simply played 1.Qf4, retaining his advantage. But Minev also wanted more and apparently he saw possibilities in a siege of the f5-pawn.

It seems that the great tactical possibilities Black disposes of here had escaped him, e.g. moves like Qa4 or a knight sacrifice on c4, combined with breakthrough opportunities on the queenside. The pawn structure there, with the potentially dangerous outpost on a3, is not exactly whispering for action.

Let's sit and watch this.

1.Qh4? f4!!

Revealing his evil intentions already.

2.Qe4

An ugly concession, but 2.gxf4 Qg4+ 3.Qd2 Qxd3 4.Qxd3 Qd1 with the threat of 5...Qxb3 did not look inviting either.

White must have realized here what he had done to himself with 1.Qh4?.

□

1051

2...fxg3

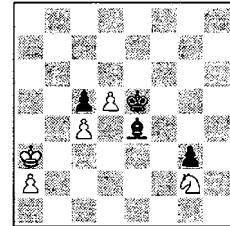
There we have it, White must have thought with horror. The threats of ♜a4 and ♜xc4, which we have already announced, appear on the scene.

3.♗g2 ♜g4+ 4.♔d2

Starting to show signs of panic. 4.♔e3 was better here.

**4...♜xc4+! 5.bxc4 b3 6.♗b1
♚f5 7.♔c3 ♜xb1 8.♔xb3 ♚e5
9.♔xa3 ♜e4**

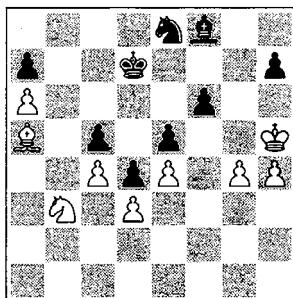
With tears in our eyes we behold the ruins of White's position. As we might expect from Portisch, he cleaned up professionally:



9...♜e4

**10.♗e3 g2 11.♗xg2 ♜xg2 12.♔a4 ♜d4 13.♔b5 ♜f1!
14.d6 ♜xc4+ 15.♔b6 ♜e6 16.a4 ♜d5**

and White resigned.



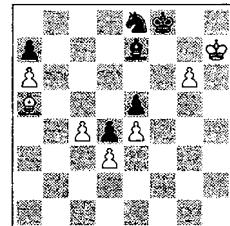
□

1052

Deep disappointment Black must have felt after the game Panchenko-Lputian, Irkutsk 1983. The game had been adjourned shortly before, Lputian had defended all the invasion squares and seemed to steer towards an easy draw. The white player took a different view and spotted a hidden opportunity to create two outside passed pawns. So he resorted to brute force:

1.♗xc5+!? ♜xc5 2.♗h6 ♜e6?

With 2...f5! 3.gxf5 ♜f6 Black could have saved himself and probably even won the endgame. After 3.exf5 ♜f6 4.g5, 4...♚f8 is even mate!



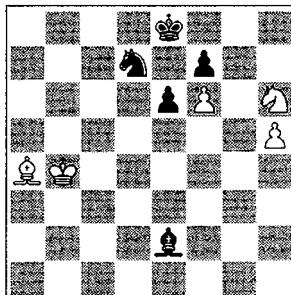
6...♚f8

**3.♔xh7 ♜f7 4.g5 fxe5 5.hxg5
♜e7 6.g6+ ♜f8**

6...♜f6 is met by the same second piece sacrifice. You have been warned, time and again!

**7.♚b6! ♜f6+ 8.♔h8 ♜e8 9.♔xa7 ♜f6+ 10.♔h7 ♜c7
11.♔c5+ ♜e8 12.a7 ♜d7 13.♔b6 ♜a8 14.♔a5 ♜e8
15.g7**

Black resigned.



□

1053

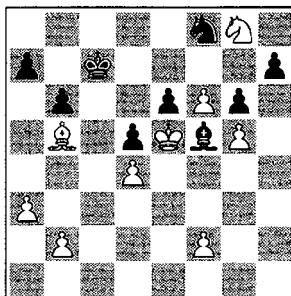
This position, from Kallio-Jojuja, European Championship, Batumi 2002, is crying out for a tactical solution and that's what it got:

1. $\mathbb{Q}f5!$ $\mathbb{Q}f8$

Or 1... exf5 2.h6, or 1... $\mathbb{Q}xh5$ 2. $\mathbb{Q}g7+$.

2. $\mathbb{Q}xd7$ exf5 3.h6 $\mathbb{Q}g8$ 4. $\mathbb{Q}xf5$

and the rest was technique. White won after eleven more moves.



■

1054

'Never despair' is a famous slogan, as you know by now. That sometimes there may be hope in tough circumstances, we see in diagram 1054 from a game Roemersma-Van Dongen, Amsterdam IBM, a position that looks hopeless for Black. There followed:

1...a6!

and I actually think that's quite clever. Black must lure the probing eye of the white bishop away from square d7.

2. $\mathbb{Q}xa6$ h5 3.gxh6

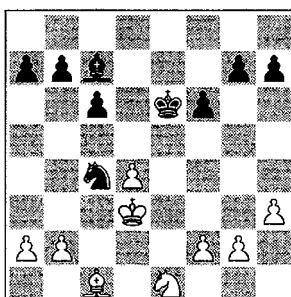
You cannot allow that pawn to walk to h1!

3...g5

Suddenly threatening 4... $\mathbb{Q}d7$ mate. So:

4. $\mathbb{Q}b5$ $\mathbb{Q}g6$

and this is mate, too. It's one of those things.



■

1055

We conclude this series with a classic blunder from Lasker-Euwe, Nottingham 1936.

Euwe had a creative thought and played:

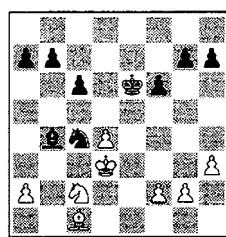
1... $\mathbb{Q}a5??$

A good *witz*, but Lasker knew a better one...

2.b4!

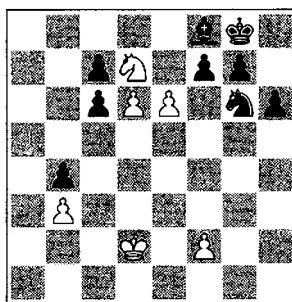
And Black resigned, as after 2... $\mathbb{Q}xb4$ 3. $\mathbb{Q}c2$ (*see diagram*) two pieces are hanging.

Terrible. But we've all had to learn this game the hard way. Lessons like these you never forget, and this one did not exactly ruin the career of the black player.



analysis after 3.Qc2

D) Various Endgames with Minor Pieces



□

1056

A bare knight fought successfully against bishop + knight in Hertog-Leman, Barcelona 1936.

What appeared on the board here resembles an endgame study:

1.♘f6+!

Wreaking havoc in the black position.

1...gxsf6 2.e7

Now either the bishop or the knight must go and occupy the critical square e7. Black chose

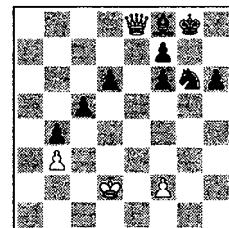
2...♗xe7 3.dxc7

and White won.

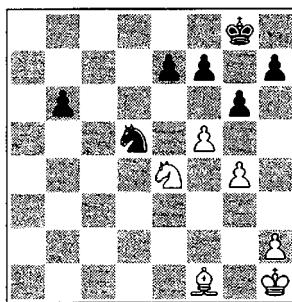
2...♗xe7 would have been met by 3.d7!.

The fine point of the move 1.♘f6+ was that 1...gxsf6 deprived the black bishop of the saving move ...♗g5+.

But what if Black had played the ultra-cool 2...cxd6! instead of 2...♗xe7? After 3.e8♕ c5 (*see diagram*) he has bishop, knight and four pawns for the queen, which seems more than enough!



analysis after 3...c5



□

1057

A pretty mate in the middle of the board was the point that White had weaved into this position from the correspondence game Idema-Podolsky, 1980/85. There followed:

1.♗d3 ♗g7 2.♗g1 gxsf5 3.gxf5 ♘e3 4.♘g3 ♕f6 5.h4!!

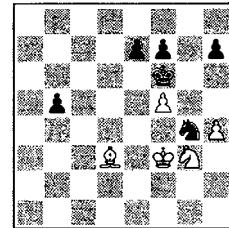
The preparation of the mating net. 5.♘f2 does not win: 5...♗g4+ 6.♗f3 ♘e5+! (please note 6...♗xh2+? 7.♗f4!) 7.♗e4 ♘xd3 8.♗xd3 e6=.

5...b5 6.♗f2 ♘g4+ 7.♗f3 ♘h6

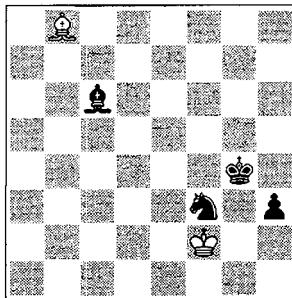
What Idema had cooked up was 7...♗e5+ 8.♗e4 ♘xd3 and now mate with 9.♗h5. Very elegant!

8.♗f4 e5+ 9.♗e4

and White won.



7.♗f3



■

1058

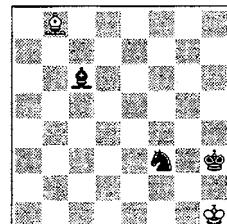
How quickly can Black win this endgame? You would predict a highly technical phase with endless manoeuvring, much to the liking of Ulf Andersson. However, in Van de Oudeweetering-Alexey Kuzmin, Amsterdam 2004, the Russian grandmaster did not need very long.

1...h2! 2.♔g2 h1♕+ 3.♔xh1 ♔h3!

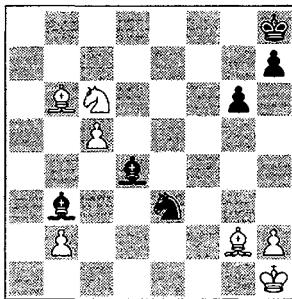
A perfect illustration of the impotence of White's dark-squared bishop.

4.♗c7 ♗b5 5.♗a5 ♗f1 6.♗c3 ♗g2

Mate!



3...♔h3!



■

1059

The last example in this chapter is a smashing episode with three pieces against three, from Sopkov-Moiseev, Moscow 1952. Black's best chance lay in 1...♗xb2 with drawing chances, but he thought he could eliminate the dangerous white c-pawn at once:

1...♗xc5 2.♗xc5 ♗xg2

With the point 3.♔xg2? ♗d5+, but White has kept a surprise up his sleeve:

3.♘e7!!

Suddenly 4.♗d4 mate is threatened, which meant the loss of the ♘g2 and great bewilderment: Black lost.

Chapter 5

Minor Piece(s) versus Pawn(s)

This is a subject we have come across in earlier chapters already. Its importance is obvious. Before, we have seen that in many cases virtually the only possibility to break open a deadlocked position is by a piece sacrifice. Most of the time, the point is that a couple of outside passed pawns cannot be stopped by the remaining enemy piece, but other possibilities are conceivable and they will be treated here.

Things frequently heat up, for you will understand that sharp calculation is vital here and that a single tempo can make the difference between life and death, if you'd like to call it that!

In addition, the fight of bishop against pawns is quite different from the one between knight and pawns, so we will devote two separate paragraphs to these themes. And you won't believe it, but we even have a few attractive examples where a pawn mass waged a fierce battle with more than one piece! Nothing is too crazy for this game!

With this thought in mind, we set to work again with:

A) Bishop versus Pawns

To remain systematic, we distinguish between positions where the pawns are stronger, positions where the bishop remains the master of the house, balanced positions and, finally (also here), the inevitable stalemate tricks. Along the same lines we will deal with the fight between knight and pawns.

A1) The Pawns set the tone

We start with an especially nasty trick for which we cannot warn you often enough, to be seen in diagram 1060 from a correspondence game Balabanov-Mamaev 1960.

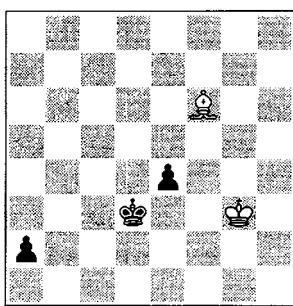
This does not look serious for White. So, merrily and cheerfully he posted the moves:

1. ♕f2 ♔d2! 2. ♕g5+

What could happen to White?

2...e3+

Well, this. In fact, every postman should follow a course 'First Aid for correspondence players', for you really cannot deliver a card

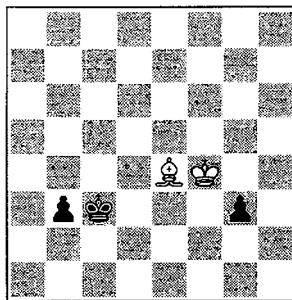


with such a move to an addressee without thorough preparation and guidance.

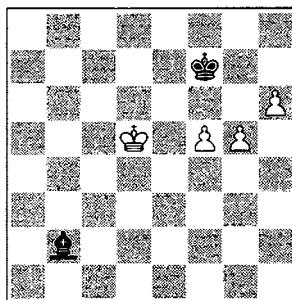
3. $\mathbb{Q}xe3+$ $\mathbb{Q}d3$

White resigned.

4. $\mathbb{Q}d4$ is prevented and the a2-pawn will promote. All in all, a joke to keep in mind.



■ 1061



□ 1062

Quite instructive and technically difficult is this fragment from Boban Nikolic-Mozetic, Yugoslavia 1991, a constellation that occurs more often.

White could not find a win and played

1. $\mathbb{Q}d6?$

which did not succeed after

1... $\mathbb{Q}c1!$ 2. $\mathbb{Q}g6+$ $\mathbb{Q}g8!$

Not 2... $\mathbb{Q}f6?$ 3. h7 $\mathbb{Q}g7$ 4. f6+ $\mathbb{Q}h8$ 5. $\mathbb{Q}e6$ $\mathbb{Q}b2$ 6. g7+! or 2... $\mathbb{Q}f8?$ 3. h7 $\mathbb{Q}b2$ 4. $\mathbb{Q}e6$ $\mathbb{Q}g7$ 5. f6+.

3. h7+ $\mathbb{Q}h8$ 4. f6 $\mathbb{Q}b2$ 5. g7+ $\mathbb{Q}xh7$ 6. $\mathbb{Q}e6$ $\mathbb{Q}xf6$

with a draw.

Yet, White could have won with his three pawns against the bare bishop. In view of its practical importance and also because this example will return at a later stage, I give the verification by Mozetic in *Informant 54*. This is not simple, you will have to sink your teeth into this one.

1. h7!! $\mathbb{Q}g7$ 2. $\mathbb{Q}e6!$ (see diagram) and now:

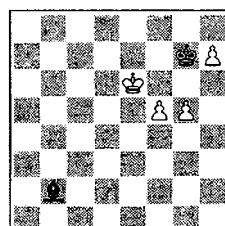
A) 2... $\mathbb{Q}xh7$ 3. $\mathbb{Q}f7$ $\mathbb{Q}c3$ (3... $\mathbb{Q}c1$ 4. g6+) 4. f6 $\mathbb{Q}h8$ 5. g6 $\mathbb{Q}xf6$ 6. $\mathbb{Q}xf6$;

B) 2... $\mathbb{Q}c1$ 3. g6 $\mathbb{Q}b2$ 4. f6+ $\mathbb{Q}xf6$ (4... $\mathbb{Q}h8$ 5. g7+) 5. h8 $\mathbb{Q}+!$;

C) 2... $\mathbb{Q}c3$ 3. f6+ $\mathbb{Q}xh7$ 4. $\mathbb{Q}f7$;

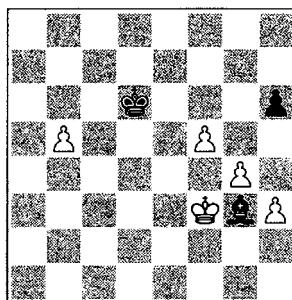
D) 2... $\mathbb{Q}h8$ 3. f6 (not 3. $\mathbb{Q}f7$ $\mathbb{Q}c1$ 4. g6 $\mathbb{Q}b2$ 5. f6 $\mathbb{Q}xf6$) 3... $\mathbb{Q}c3$

4. $\mathbb{Q}f7$ $\mathbb{Q}b2$ 5. $\mathbb{Q}e8$ $\mathbb{Q}c3$ 6. f7 $\mathbb{Q}b4$ 7. f8 $\mathbb{Q}+!$ $\mathbb{Q}xf8$ 8. $\mathbb{Q}xf8$ $\mathbb{Q}xh7$ 9. $\mathbb{Q}f7$ $\mathbb{Q}h8$ 10. $\mathbb{Q}g6$.



analysis after 2. $\mathbb{Q}e6!$

With a black bishop on c3, by the way, White did play this endgame correctly in Minev-Dukanovic, Belgrade 1977. There followed: 1.h7! ♜g7 2.♗e6 ♜xh7 3.♗f7 ♜h8 4.g6 ♜b5 5.f6 and White won. However, Minev made the interesting remark that if Black were to move in this starting position, he would hold the draw with 1...♝d2! 2.h7 ♜g7 3.g6 ♜c3 4.♗e6 ♜h8!.



■ 1063

As said, we continue on this subject with Ribli-Smyslov, Las Palmas Interzonal 1982.

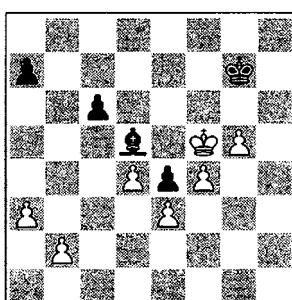
Black went quite astray with

1...♝h2? 2.b6 ♜d5 3.b7 ♜b8 4.h4 ♜e5 5.h5!

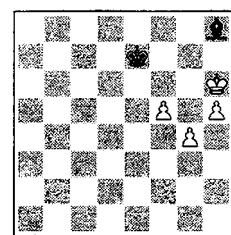
and Black resigned, as he will slowly have to make way for the white king: 5...♜f6 6.♗e4 ♜e7 7.♗d5 ♜f6 8.♗c6 ♜e7 9.g5! hxg5 10.h6 ♜f7 11.♗d7 g4 12.h7 ♜g7 13.f6 ♜xh7 14.f7 ♜g7 15.♗e8 ♜d6 16.b8♛ ♜xb8 17.f8♛.

Ribli has indicated in *Schaakbulletin* 177 (the predecessor in Dutch of New In Chess Magazine) that Black could have reached Minev's concluding analysis from diagram 1057 as follows:

1...♝e5! 2.b6 ♜c6 3.♗e4 ♜c3! 4.h4 ♜f6!
(4...♜xb6 loses as the white king enters the position: 5.♗d5 ♜c7 6.♗e6 ♜d8 7.♗f7 ♜d7 and now the breakthrough 8.g5!) 5.h5 ♜h8! 6.b7 ♜xb7 7.♗d5 ♜c7 8.♗e6 ♜d8 9.♗f7 ♜d7 10.♗g6 (10.f6 ♜d8! leads to a draw as long as the black king can reach e8 in time) 10...♜e7 11.♗xh6 (see diagram) 11...♝c3 12.g5 ♜d2! (here we are) 13.♗g6 ♜f8 14.h6 ♜g8=. If you have fared like me, your head will now be spinning not a little!



□ 1064



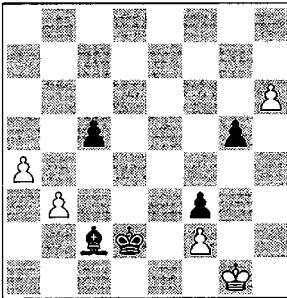
analysis after 11.♗xh6

So we move on to some lighter fare, from Capablanca-Lasker, New York 1924.

1.b4 a6 2.♗g4 ♜c4 3.f5 ♜b3 4.♗f4 ♜c2 5.♗e5 ♜f7 6.a4! ♜g7 7.d5!

Two pawn sacrifices in a row to force the breakthrough. That's how Capablanca handled such positions.

7...♝xa4 8.d6 c5 9.bxc5 ♜c6 10.♗e6 a5 11.f6+
and Black resigned.



□

1065

A dramatic episode took place in the correspondence chess game Hölscher-Van Buuren, 1981/82. The white win seems to be assured in view of his outside passed pawns and he thought he was introducing a quick finish:

1.a5??

First 1.♔h2 would have sufficed, for here the threat is more dangerous than the execution. Black's riposte is merciless:

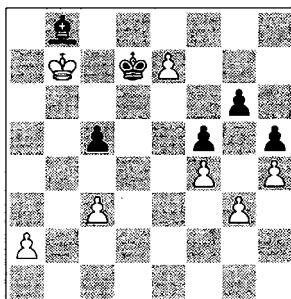
1...♕e1!

and suddenly the game is over. Let's see what White has done to himself here and why he resigned: 2.a6 g4 3.a7 g3 4.a8♕. That's something, but now: 4...gxf2+ 5.♔h2 f1♕ and it's all over.

By the way, this is a good introduction to the next paragraph:

A2) The Bishop dominates

In our first example it does so from a position in which you would rather expect some action from the white pawns.



■

1066

In Begun-Malisov, Soviet Union 1981, Black has a serious problem, since 1...♗d6 2.a4 does not look very stimulating. However, he solves this spectacularly with a sharply calculated liquidation which, via a breakthrough in a pawn endgame, leads to a classic queen endgame win.

Please join us in our calculations.

1...♗xf4! 2.gxf4 g5!

This has been seen before and it looks like the only solution here.

3.fxg5 f4 4.a4

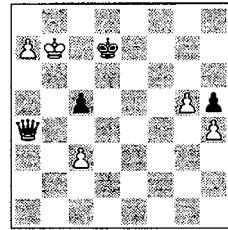
Or 4.g6 ♔xe7.

4...f3 5.a5 f2 6.a6 f1♕ 7.e8♕+ ♕xe8 8.a7 ♕b1+ 9.♔c7 ♕a2 10.♔b7 ♕b3+ 11.♔c7 ♕a4 12.♔b7 ♕d7!

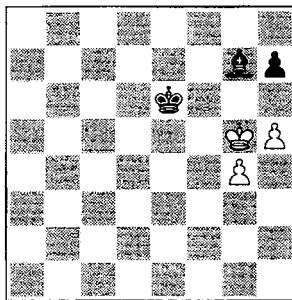
Now a well-known final attack is introduced. This is all exceedingly cleverly played.

13.a8♕ ♕b5+ 14.♔a7 ♕c7

And after having been torn between hope and fear for so many moves, White finally had to surrender, with the scant comfort that he had contributed to the creation of something magnificent. Still, it was Black who won.



12...♔d7!



□

1067

We reduce the material now and have a look at Ansorge-Hübner, Cologne 1960.

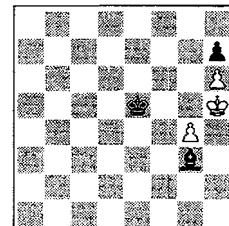
We imagine to ourselves the contented feeling the white player must have had in this position. What can happen to him? Black does have an extra bishop, but he has the wrong rook's pawn as well. So without a care in the world White played

1.h6? ♜e5 2.♗h5?

and now horrible things happen to him. However, 2.♗h4 was also already lost for White. Black will either drive the white king away from the h-pawn or corner it on h1, forcing a losing pawn sacrifice on g6.

2...♝g3!

White has walked into an ambush from which no escape is possible. The slaughter – I don't know what else to call it – now follows at a punishing pace.



4.♗h5

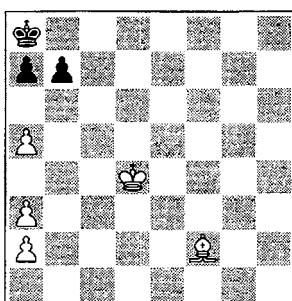
3.♔g5 ♜e5 4.♔h5

How must Ansorge have felt here?

4...♝f6! 5.g5+ ♔f5 6.g6 hxg6

Mate.

Even Hübner must have felt pity for his opponent!



□

1068

As a last example in this series I have a nice little puzzle for you from Khasanov-Borisov, Russia 1995.

White is a piece and a pawn to the good, but he has a hell of a job getting through, in view of the tripled and, moreover, wrong-coloured rook's pawn.

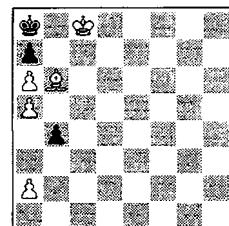
This is an intriguing position just to look at! The solution, which White found, is:

1.a4!

For if he plays the immediate 1.♔d5, then 1...b5! follows.

**1...♝b8 2.♔d5 ♜a8 3.♔d6 ♜b8
4.♔d7 ♜a8 5.♗h4!**

A key move, for things could have gone quite wrong here: 5.♗c8? b5! 6.axb6 (6.axb5 a6!) 6...axb6 7.♗c7 b5=.



10.♗b6!

**5...♝b8 6.♔d8 ♜a8 7.♗c8 b6 8.a6 b5 9.a5 b4
10.♗b6!**

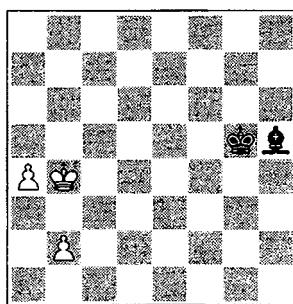
And this is the motif that this example is all about. An artful construction, or a constructive work of art, if you like.

10...b3 11.axb3 axb6 12.b4 ♜a7 13.♗c7 bxa5 14.b5

and Black resigned.

A3) The position is balanced

But both sides often have to struggle and suffer dearly for this.



□

1069

We see this in Gavrikov-Chikovani, Soviet Union 1979, a good intro as this fragment contains a manoeuvre with which a hard-pressed bishop side can make a draw in this type of position. By the looks of it, Black is in a tight corner here, but he manages to get out:

1.♔a5

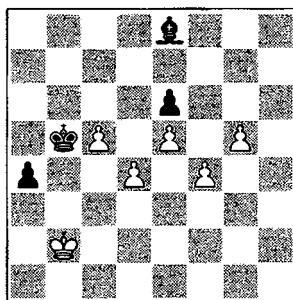
Making things as difficult as possible, since 1.♗c5 ♗f6 2.♗d6 ♛d1 3.a5 ♛e2! yields nothing.

1...♗f6 2.b4 ♔e5

The king must get behind the white pawns and these are things that you must be familiar with. It's not so easy to invent them at the board! With a passive defence like 2...♔e7 3.b5 ♔d8? 4.♔a6! Black would come to a bad end. By approaching the pawn from behind, however, he can still draw: 3...♗d6! 4.♔a6 ♗c5 5.b6 ♛f3.

3.b5 ♗d4! 4.♔b6 ♛f3 5.a5 ♗c4 6.a6 ♗b4 7.a7 ♛a8!

and with a sigh of relief Black could sign for the half point. In practice Black has had some success with this trick before, as for instance in O'Siochru-Healy, Ireland 1967, and in Platonov-Doroshkevich, Soviet Union 1978, to name but a few.



□

1070

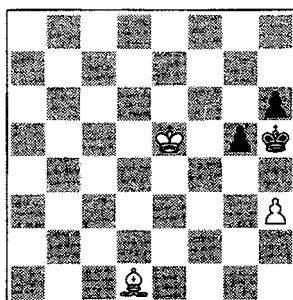
The pawns side also has to resort to drastic means sometimes to make the draw. That's what White did in Kalushin-Ivanov, Soviet Union 1971, where he clutched at the last straw with a breakthrough:

1.d5! exd5

Or 1...♗xc5 2.dxe6.

2.f5 d4 3.g6 d3 4.g7 ♛f7 5.e6 a3+ 6.♔xa3

Draw. After 6...d2 7.exf7 d1♛ 8.f8♛ or 8.g8♛ ♛d3+ Black gives perpetual check.



■

1071

Not so alert was what Black did in Kobese-Tu Hoang, Erevan Olympiad 1996.

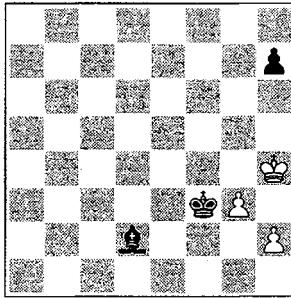
With 1...♗g6 the draw was within reach, since White's bishop does not have the right colour to support its rook's pawn on its way to promotion. What he did was:

1...♗h4? 2.♗g4 h5

and the tragedy is complete.

3.♔f5!

and suddenly White wins the pawn endgame!



□

1072

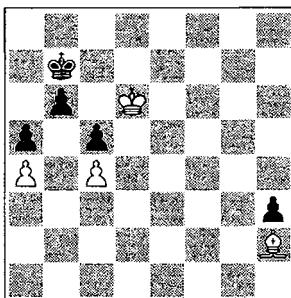
A dramatic fragment from the knock-out World Cup in Khanty Mansiysk 2005. In Minasian-Van Wely, White must have thought that he could cruise to an easy draw here with:

1.♔h5

White's plan is simple: push the g-pawn forward and trade it for Black's last pawn. But it turns out not so simple, as Black can employ exactly the same trick as White did in the previous fragment:

1...h6! 2.g4 ♔g5! 3.h4 ♔f4! 4.♔g6

and White resigned at the sametime in view of 4...♔xg4 5.h5 ♔h4. Could he have saved himself? Maybe White should not have been afraid to sacrifice his pawns, as the black pawn is of the wrong colour? In the diagram position he could have tried retracing his steps with 1.♔h3 h6 2.g4!?, e.g. 2...♔f2! (2...♔f4? 3.♔g2!) 3.g5 hxg5? 4.♔g4 and Black cannot prevent 5.h4 with a draw. After 3...♔xg5!, however, Black does have the bishop of the wrong colour, but 4.♔g4 ♔g2 5.h4 ♔d2! puts White in zugzwang. With careful manoeuvres Black can snatch the h-pawn while keeping the white king away from h1 and, apparently, still win. Quite intricate stuff!



■

1073

An interesting problem was dished up in Arbunic-Fatalibekova, Bad Kissingen Women's Interzonal 1982:

1...b5!

Well-spotted. If White captures the pawn, Black emerges with two outside passed pawns and White is in danger of losing. So she is right in moving her king to the kingside like greased lightning. Her bishop is allotted the noble task of keeping the dangerous black a-pawn in check.

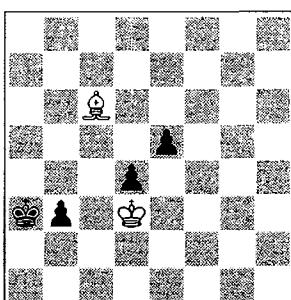
2.♔d5! bxa4 3.♔e4 ♔c6

White's defence also holds after 3...a3 4.♔f3 a2 5.♔e5, everything according to plan.

4.♔f3 a3 5.♔e5 ♔d7 6.♔g3 ♔e6 7.♔g7

Draw.

A4) Stalemate tricks



□

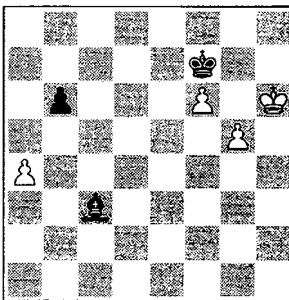
1074

These are featured quite often in these endings. We start with a correspondence game Erlandsson-Gil from the Swedish Championship 1976, where a bare bishop held its own against three pawns thanks to a stalemate rescue:

1.♔d5 b2 2.♔c2 d3+ 3.♔b1 d2 4.♔b3!

Draw.

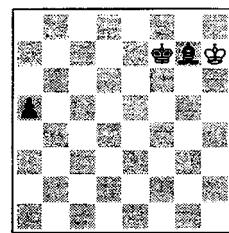
This trick is the essence of the white defence. 4.♔f3 is met by 4...♔b3, winning, but after 4.♔b3 there is no win in sight, viz. 4...e3 5.♔c2! ♔b4 (on 5...e3 White plays 6.♔d1) 6.♔xb2 ♔c4 7.♔a4! ♔d3 8.♔b5+ ♔e3 9.♔c2.



□

1075

A characteristic stalemate trick is featured in Zapata-Vaganian, Thessaloniki Olympiad 1984. It does not look good for White, but he can save his skin with 1.g6+! ♜xf6 2.a5 bxa5 3.g7 ♜f7 4.♕h7 ♜xg7 stalemate (*see diagram*). This trick would not look bad in an endgame study. Zapata had probably seen it, but to the deep sorrow of the Colombian delegation at this Olympiad he mixed up the move order:



analysis after 4...♜xg7

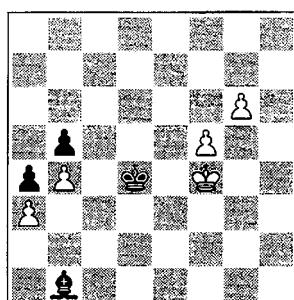
1.a5? bxa5 2.g6+

Black started to his feet and, with a contented smile, after

2...♚g8!

he made off with all the loot. White resigned.

2...♚f8? would in fact have spoilt everything in view of 3.g7+! ♜g8 4.f7+ ♜xf7 5.♕h7, and White draws after all.

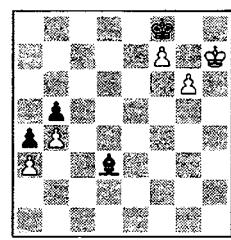


□

1076

To keep spirits high, here is a new stalemate trick, from Avni-Radashkovich, Israeli Championship, Tel-Aviv 1978:

1.♔g5 ♜e5 2.f6 ♜e6 3.f7 ♜e7
4.♔h6 ♜f8 5.♔h7 ♜d3

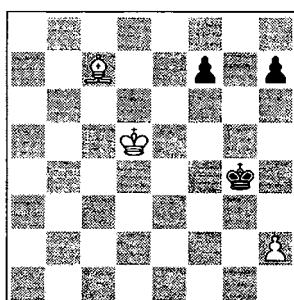


White still had an opportunity to lose: 6.♔h6? ♜c4. We don't want that and so, we all find the move

6.♔h8!

and after the black bishop captures on g6 it's stalemate.

5....♜d3



■

1077

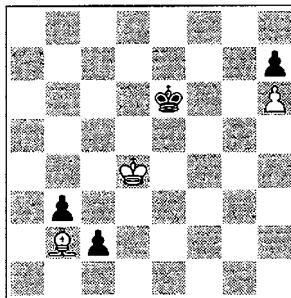
A different constellation can be seen in diagram 1077 from Fichtl-Hort, Czechoslovakian Championship, Kosice 1961. Black got things fixed up with

1...f5! 2.♗e5 f4 3.♗e4 f3 4.♗e3 h5 5.♗f2 h4

You can see it coming!

6.♗d6 ♚h3!

He's done it: draw.

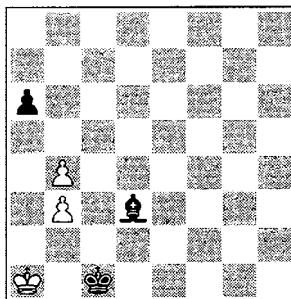


■

1078

The black player was not so alert in Strating-Langeweg, Amsterdam 1996.

In this position he only has to take his king to g8 and keep him in the direct vicinity of this square. Langeweg, however, felt that he was up against a brick wall and resigned. The game keeps amazing us and it never stops!



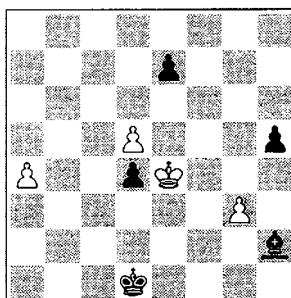
■

1079

Very close to an endgame with wrong bishop was the white player in a game Short-Kasparov, Beograd 1989. But Black found a nice way to sail round this by virtually stalemating him:

1...♝b1!

and White resigned, as the door to stalemate is locked after 2.b5 axb5 3.b4 and Black will avert the danger with a bishop move.



□

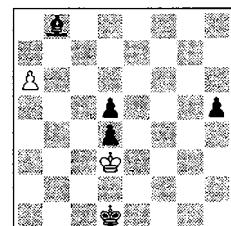
1080

In the stunning next, and last, example: Pape-Roth, Germany 1972, the stalemate is completely forced by:

1.d6! exd6 2.♔d3! ♝xg3 3.a5 d5 4.a6 ♝b8 5.a7! ♝xa7

Stalemate.

In *Informant* 15, this endgame is given under no. 30. Nice, but to our astonishment we read in Tim Krabbé's Dutch book *Nieuwe Schaakkuriosa* (page 196) that this entire fragment may well have been made up, and that we are dealing with a study by G. Bernhardt from 1923. I am inclined to believe Krabbé's version here.



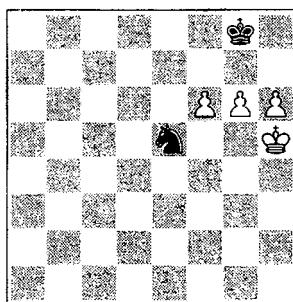
4...♝b8

B) Knight versus Pawns

This rather differs from our previous subject, because the range of a knight is smaller and its fickleness is greater than the bishop's, thereby creating its own problems.

We can, however, deal with this subject making use of the same systematics as in the previous part, so we start with:

B1) The Pawns set the tone



□

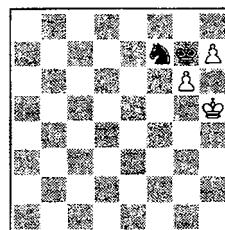
1081

We set off with an example in which time-trouble or an excessive fear of the black knight must have played a role, in Riley-Russ, Felixstowe 1949.

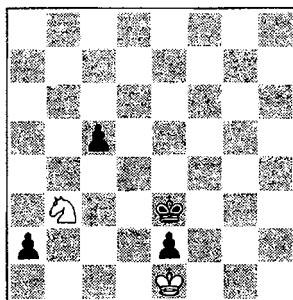
White took precisely the wrong pawn and succumbed after

1.h7+? ♜h8 2.f7 ♜xg6

and Black booked a draw. No living soul had reckoned with that, as of course, all the best horsemen saw the right move 1.f7+! ♜xf7 2.h7+ ♜g7 (see diagram) 3.gxf7 ♜xh7 4.f8♕!. This was, by the way, what Neumann already saw in his game against Von Guretzky Cornitz in 1863 (with reversed colours). This piece of wisdom I have taken from Tim Krabbé's *Chess Curiosities* (page 180), in which the author has brought to light so many of such cases! Bravo!



analysis after 2...♜g7



■

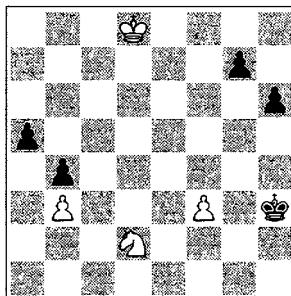
1082

Black saw something quite beautiful in diagram 1082 from Tikhomirova-Voitsik, Moscow 1960, an underpromotion.

1...c4? 2.♘c1 a1♛

But this only prevents the stalemate and does not bring Black any further. The game ended in a draw after 3.♘xe2.

However, the position contained a winning continuation. Black should have played 1...♝d3 2.♘c1+ ♚c2 3.♘xa2 ♚b2! 4.♘xe2 ♚xa2 5.♘d3 ♚b3 and wins.



□

1083

We don't always realize that even the very great have had to learn the game the hard way. A good example can be found in Reshevsky-Rellstab, Kemerri 1937, where the white player was taught a lesson in breakthrough motifs on two wings:

1.♔e7 h5

Can you see it coming? Two far advanced outside passed pawns are dangerous rascals, especially for a short-range knight.

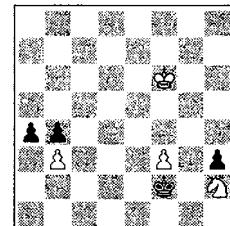
2.♕f7 h4 3.♕xg7 ♕g3 4.♕f6 h3

5.♘f1+ ♘f2 6.♘h2 a4!

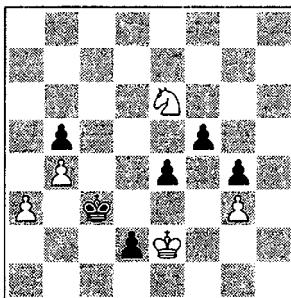
Here comes number two and now White has to swallow heavily.

7.bxa4 b3 8.f4 b2

White resigned.



6...a4!



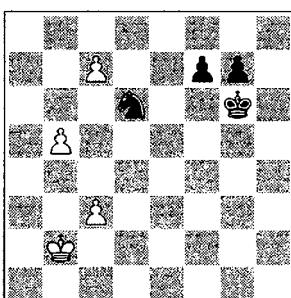
■

1084

Sometimes you do not have to look so far. Like in Svidler-Van Wely, Groningen 1995. Van Wely does not keep us in suspense for long:

1...f4!

and the game is over at once. This type of joke has to be in every chess player's stock-in-trade.



□

1085

Looking superficially at diagram 1085 from Lobron-Spraggett, Dortmund 1984, one would be easily inclined to play 1.♗b3, but this move is too slow. With a sharp eye for tactical opportunities, Lobron preferred:

1.c4!!

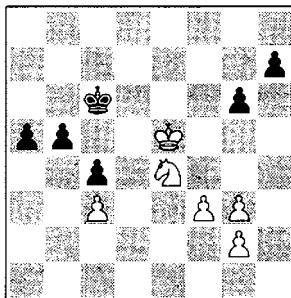
and the point was quickly his after

1...♘xc4+ 2.♗c3 ♘d6 3.b6 ♕f6 4.b7!

We know that one!

4...♗b5+ 5.♔c4 ♘xc7 6.b8♕ ♘e6 7.♔d5

Black resigned.



■ 1086

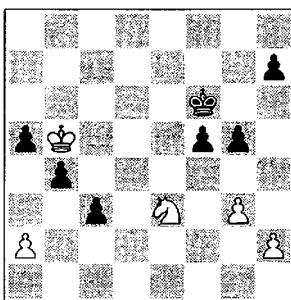
To surprise an old war-horse like the white player tactically you must have what it takes, but this is what happened in Nezhmetdinov-Zhukhovitsky, Soviet Union 1969:

1...a4 2.♘f6

2.♘g5 is also met by 2...b4.

2...b4 3.cxb4 a3 4.b5+ ♜b7!

Black watches carefully. You knew that you had to be on your guard against this white player! Nezhmetdinov had to resign now.



□ 1087

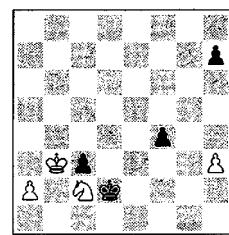
In diagram 1087 from Chubukin-Riazanov, Kursk 1977, White has the knight, but Black is threatening the annoying f5-f4. The solution that White finds is based on an especially clever liquidation. He is not at all concerned with the f5-f4 threat and cold-bloodedly starts consuming the queenside pawns. Alas, the no less cold-blooded Fritz has proved that it should not have sufficed for the win.

1.♔xa5! f4?

Black had two ways to draw here:

A) 1...♚e5 2.♗xb4 ♚e4 3.♗c2 ♗d3 4.♗b3 f4 5.gxf4 gxf4 6.h3 ♗d2! (see diagram) 7.♗d4 ♗d3! 8.♗f3 ♗e3 9.♗e5 ♗d2! etc.;

B) 1...b3!? 2.axb3 ♚e5 3.♗b4 ♚e4. Now the white king cannot even reach b3, White has an extra pawn but less manoeuvring space here.



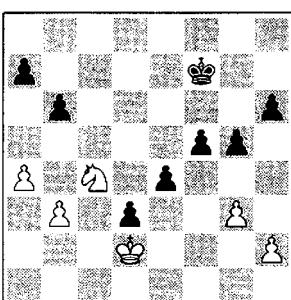
analysis after 6...♝d2!

2.gxf4 gxf4 3.♔xb4

Dear Riazanov, please go ahead, Chubukin probably thought here.

3...fxe3 4.♗xc3

Black resigned. The pawn endgame is an easy win for White.



□ 1088

A very surprising combination, where White was not sparing with his knight, we find in Gladishev-Videki, Budapest 1994.

To my mind, the introduction is not at all obvious and it may have totally surprised the black player. Have a look:

1.g4! ♜g6

Interesting is 1...fxg4!? (Van Wijgerden). After 2.♗e3 h5 3.♗xe4 h4 4.♗xd3 g3 5.hxg3 fxg3 6.♗e3 White retains good winning chances.

2.♗xb6!

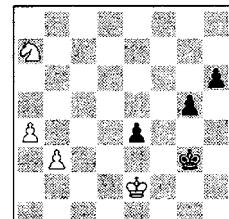
Not so easy to find. The knight sacrifice cannot be accepted, see 2...axb6 3.b4 fxg4 4.a5. This is prompt action in due form.

**2...fxg4 3.♘c8 ♕f5 4.♕e3 d2
5.♔xd2 ♕f4 6.♕e2 g3 7.hxg3+
♕xg3 8.♘xa7 g4**

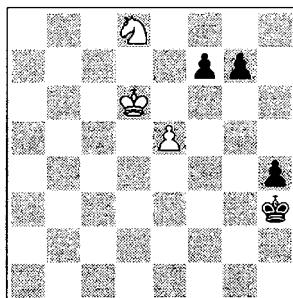
The other possibility was 8...h5 9.♗b5 h4 10.♗c3 ♕f4 and then, quite elegantly: 11.a5 h3 12.♗xe4!. It all seems to fit wonderfully. The game continued:

9.♗b5 ♕h3 10.♗c3 g3 11.♕e3!

and Black resigned.



8.♘xa7



□

1089

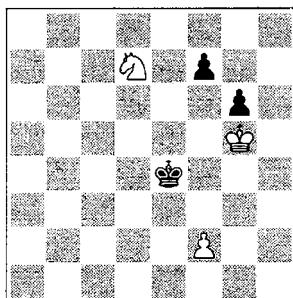
Although the knight is generally strong in small spaces, there is no need to panic if the beast is a bit further removed from the battlefield. The white player Kondratiev-Arulaid, Soviet Union 1956, did not get nervous, see:

1.♗xf7 ♕g4 2.e6! h3 3.♘e5+ ♕g3

All White's efforts seem to be in vain and the draw seems to be imminent. But White still has a trick and it's one that we know!

4.♗f3! ♕xf3 5.e7 h2 6.e8♕ h1♕ 7.♕a8+

And Black resigned, as his queen is lost. An established line, but it's always nice to be able to get it on the board.



□

1090

Very spectacular was the way the game Shishkov-Uzsöki, Hungary 1972, unfurled.

White started well with

1.f4 ♕e3

Or 1...♔d5 2.♗e5 ♕e6 3.♗xg6 and White wins in the pawn endgame.

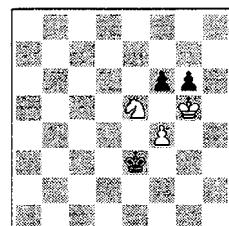
2.♗f6?

But here White misses the boat. The elegant win that escaped his attention goes 2.♗e5 f6+ (see diagram) and now 3.♗g4!! g5 4.f5! and once again we are dumbfounded at the sight of so many possibilities in such a seemingly simple ending.

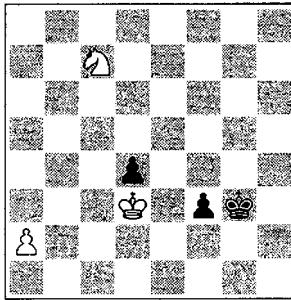
After 2.♗f6? Black makes use of a well-known drawing mechanism.

2...♔f3!

With a continuous attack from the rear on pawn f4 from f3 and g3, securing the draw.



analysis after 2...f6+



□

1091

Another knight that has to come from far we see frolicking in Rozentalis-Klauser, Chiasso 1991:

1.♘d5! f2

Obviously, 1...♗g2 is met by 2.♗xd4, threatening 3.♗e3+.

2.♗e2 d3+ 3.♗f1 ♗f3 4.♘c3

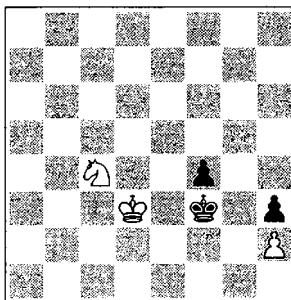
With this omnipresent knight White averts all danger.

4...♗e3 5.♘d1+ ♗d2 6.♘xf2 ♗c3 7.♗e1 d2+ 8.♗d1 ♗b4 9.♘e4

Now the knight is just in time to prevent the a-pawn from falling, when all its troubles would have been in vain.

9...♗a3 10.♘c3

Black resigned.



□

1092

This kind of endings can contain a pretty and typical mating pattern for the knight side, which we will demonstrate with this fragment from Gavrikov-Giordanengo, Switzerland 1992:

1.♘e5+! ♗g2 2.♗e2 ♗xh2

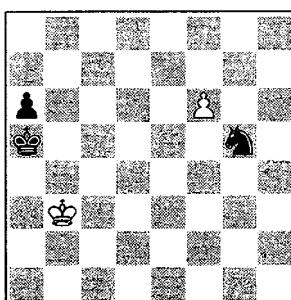
Black can try to escape his fate with 2...f3+ (after 2...♗g1 3.♗f3! ♗xh2 4.♗f2 we transpose to the game), but then the game also ends quickly: 3.♘xf3 ♗h1 (this is the corner in which we want the king to be) 4.♗d2 ♗g2 5.♗f1 ♗h1 6.♗e3 ♗g1 7.♗e1 ♗h1 8.♗f1 ♗xh2 9.♗f2 ♗h1 10.♗f1 h2 11.♗g3 mate. This mating motif is also seen in the game, but in a slightly subtler way, as White has to beware of stalemate.

3.♗f2 f3 4.♗g4+! ♗h1 5.♗f1 f2 6.♘xf2+ ♗h2 7.♗e4 ♗h1 8.♗f2 ♗h2 9.♘d2

Now White is back on course.

9...♗h1 10.♗f1 h2 11.♗g3

Mate.



□

1093

The same version in another vein we find in diagram 1093 from a postal game Montgomery-Franke, played around 1990:

1.♗a3 ♗b5 2.♗b3 a5 3.♗a3 a4 4.♗a2

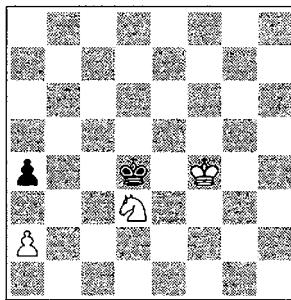
Literally going downhill.

4...♗b4 5.♗b2 a3+ 6.♗a2 ♗a4 7.♗a1

Much more artistic would have been 7.♗b1 ♗b3 8.♗a1 ♗f7 9.♗b1 ♗e5 10.♗a1 ♗c4 11.f7 ♗e3 12.f8♕ ♗c2+ 13.♗b1 a2+ 14.♗c1 a1♕+ 15.♗d2 ♗e1+ 16.♗d3 ♗e3 mate, but of course, White did not allow his opponent to play this. Perhaps he was not an art lover?

7...♗b3 8.♗b1 ♗f7 9.♗a1 ♗e5 10.♗b1 a2+ 11.♗a1 ♗c4 12.f7 ♗a3 13.f8♕ ♗c2

And this is also mate.



□

1094

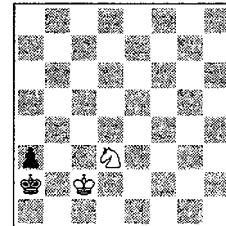
And with only one pawn versus one, quite clear-cut you would say, White missed a standard mate in the women's game Zatulovskaya-Ioseliani, Sochi 1981:

1. ♜c1! ♜c3

Neat and according to the book: towards the corner square a1.

2. ♜e4??

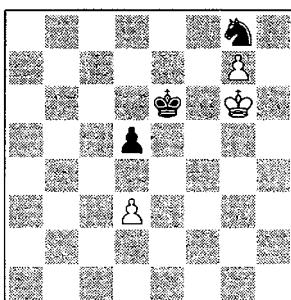
Afterwards, Zatulovskaya will have wondered what on earth she had been thinking here. Of course, we all see the mate: 2. ♜e3! ♜b2 3. ♜d2 a3 4. ♜d3+ ♜xa2 5. ♜c2 (*see diagram*) – we can now play this sequence with our eyes closed, I venture – 5... ♜a1 6. ♜c1 a2 7. ♜b3 mate. After the text move the cunning black player escaped.



analysis after 5. ♜c2

2... ♜b2! 3. ♜d3 ♜xc1 4. ♜c3 a3! 5. ♜b3 ♜d2 6. ♜xa3 ♜c3

Draw.



□

1095

For inventive players in this field, the endgame holds quite a few swindling possibilities. A good example is Kurt Richter-Stoltz, Sopot 1935. White is lost here and no normal move can save him. In this tight corner, Richter conceives of a dodge:

1. ♜g5

After 1... ♜e7 he would have been forced to resign anyway. Black, however, saw no danger anywhere and decided to consume the g7-pawn first.

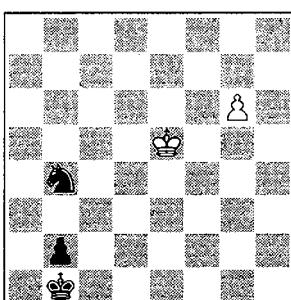
1... ♜f7? 2. ♜f5!

That's put the cat among the pigeons. Suddenly the position does not seem to hold a win for Black anymore.

The game ended:

2... ♜xg7 3. ♜e6! ♜f6 4. ♜e7

Draw.



■

1096

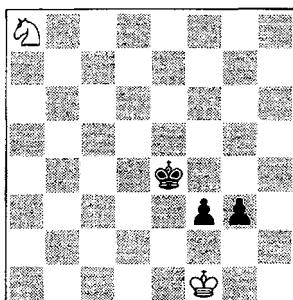
A familiar trick we see in Mohr-Conquest, Gausdal 1989. Black blundered with

1... ♜c1? 2. g7 b1♛ 3. g8♛

but still won this farce by time forfeit.

What he should have seen was: 1... ♜d5! (we remember that one!) 2. ♜xd5 ♜c1 3. g7 b1♛ 4. g8♛ ♛b3+. No further comment required.

B3) The position is balanced



□

1097

This is all well and good, but it does not determine the game result yet and this was tragically illustrated in O'Kelly-Forintos, Bordeaux 1964. In itself, the position in diagram 1097 is quite simple and there is not much material on the board. In spite of this, the problems got the better of the experienced grandmaster O'Kelly. Maybe he panicked with his knight being so far removed from the battle scene. He continued:

1. $\mathbb{Q}c7 \mathbb{Q}d4?$

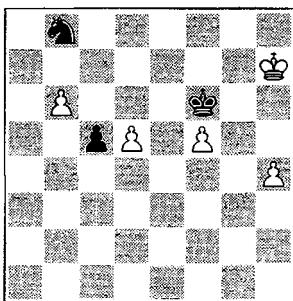
and after this dummy by the black king, he probably saw that 2. $\mathbb{Q}e6+$ loses in view of 2... $\mathbb{Q}e3$ 3. $\mathbb{Q}g1 g2$ 4. $\mathbb{Q}g5 f2+$ 5. $\mathbb{Q}xg2 \mathbb{Q}e2$, and this is the kind of thing that makes one mistrust knight moves. Which was wrong here, as 2. $\mathbb{Q}b5+$ $\mathbb{Q}d3$ 3. $\mathbb{Q}d6 g2+$ 4. $\mathbb{Q}f2$ would have been sufficient. Instead, O'Kelly fell into the abyss:

2. $\mathbb{Q}e1 \mathbb{Q}d3 3. \mathbb{Q}d5?$

Either 3. $\mathbb{Q}e6$ or 3. $\mathbb{Q}b5$ would still draw.

3...f2+ 4. $\mathbb{Q}f1 \mathbb{Q}e4!$

with a sad defeat.



□

1098

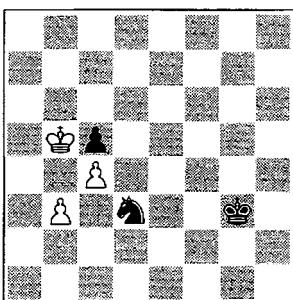
Adding some pawns, we find ourselves in diagram 1098 from a correspondence game Gustafsson-Bata, 1984/85. White resigned here, but the black player reported the following saving possibility, which is reminiscent of the famous pawn end-game Lasker-Tarrasch (Part I, diagram 7):

1. $\mathbb{Q}g8!!$

After 1.h5, 1... $\mathbb{Q}f7!$ is the key move for Black.

1... $\mathbb{Q}xf5 2. \mathbb{Q}g7!$

A well-known manoeuvre. The white king is crawling closer and gaining time, because Black has to undertake something against the threatened march of the white h-pawn. Bata gives the following lines:
A) 2.. $\mathbb{Q}g4$ 3. $\mathbb{Q}g6!$ $\mathbb{Q}xh4$ 4. $\mathbb{Q}f5$ and the white king reaches the black c-pawn in time;
B) 2...c4 3.h5 c3 4.h6 draw.



□

1099

With only a pawn for the knight (even less material) a tough fight may still be necessary, as we see illustrated in Tsekhovskiy-Bagirov, Lvov Zonal 1978:

1.b4!

The typical rescue, here in a quite clever version.

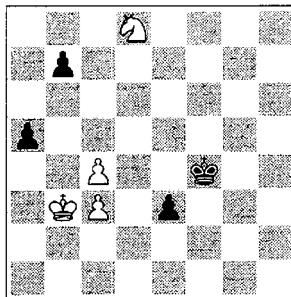
1... $\mathbb{Q}xb4 2. \mathbb{Q}a4!$

This way the white king gets there from behind.

2... $\mathbb{Q}f4 3.c5 \mathbb{Q}e5 4.c6 \mathbb{Q}d6 5. \mathbb{Q}b3$

Draw.

Like in a good study, all pieces were acting extremely functionally.



□

1100

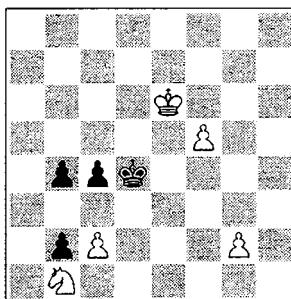
It remains a difficult game, even for the very great. The blunder in the 6th World Championship match game Bronstein-Botvinnik, Moscow 1951, caused great sensation at the time. In the position of diagram 1100 White apparently thought he could wait one move with 1.Qe6+ and decided on the fatal

1.Qc2??

clearly convinced that 1...Qf3 would follow. Botvinnik, however, refused to cooperate.

1...Qg3!

That's a horse of a different colour. This extremely expensive mistake allowed Botvinnik to pull even in the match.



■

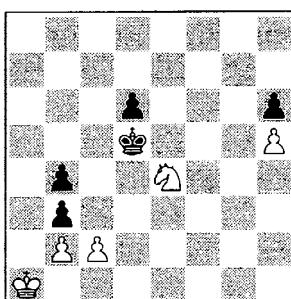
1101

In the Dutch Team Championship, strange things can also happen, like in Van Dongen-Helsloot, 1994/95. There followed:

1...b3? 2.c3+

and White won.

To think that Black could have made such a pretty draw: 1...c3 2.f6 b3 3.Qa3 b1Q 4.Qxb1 bxc2 5.Qxc3 and the 'coincidental' threat of a knight check on e2 saves the half point. Did I hear someone say that White was lucky here? Don't we know that luck and, for that matter, justice do not exist in chess? We do it all to ourselves!



□

1102

B4) Stalemate tricks

In fact I have only one of these for you here. We have been close a few times in the previous examples. But the one that I have saved for this occasion is a sight to see. In diagram 1102 from the correspondence game Palevic-Luzniak, 1980/81, White pulled the following forced-stalemate-rabbit out of his hat. Enjoy:

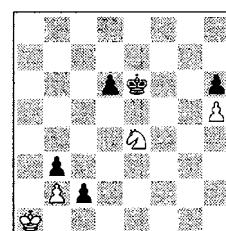
1.Qf6+! Qe6

Or 1...Qe5 2.Qd7+ Qe6 3.Qf8+ Qf7 4.c3!.

2.c3! bxc3 3.Qe4 c2 4.Qc5+! dx5

With a quite surprising stalemate.

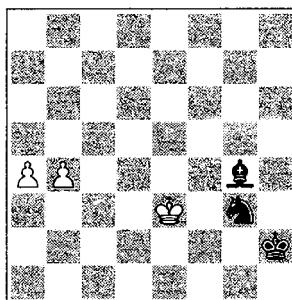
By the way, Cor van Wijgerden has indicated another way to draw for White: 1.Qc3+! and if Black takes, another drawn pawn endgame is reached.



3...c2

Even with a still greater surplus in material the struggle of minor pieces against pawns can cause some headaches, which will be shown in the following examples.

C) More Pieces against Pawns



■ 1103

We set off with a difficult one from Thal-Kahn, Leipzig 1962. You don't want to get this on your board!

Mating with bishop and knight is already a hell of a job and in this case White also has two pawns that have to be cleared away first. To show you how hard this is, here is a way in which Black can go wrong: 1... $\mathbb{Q}d7$ 2.a5 $\mathbb{Q}f5?$ (Black can still transpose to the game line here with 2... $\mathbb{Q}b5$ 3. $\mathbb{Q}d4$ $\mathbb{Q}f1!$) 3. $\mathbb{Q}e4$ $\mathbb{Q}d6+$ 4. $\mathbb{Q}d5$ $\mathbb{Q}b5$ 5. $\mathbb{Q}c5$ $\mathbb{Q}g3$ 6.a6 $\mathbb{Q}f4$ 7. $\mathbb{Q}b6$ with a draw.

We can put your mind at rest; Black played better.

1... $\mathbb{Q}d1$ 2.a5 $\mathbb{Q}e2$ 3. $\mathbb{Q}d4$ $\mathbb{Q}f1!$

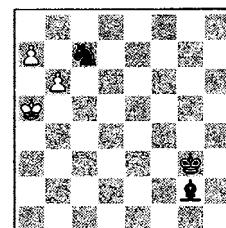
A quiet move, which you wouldn't expect here.

4. $\mathbb{Q}c5$

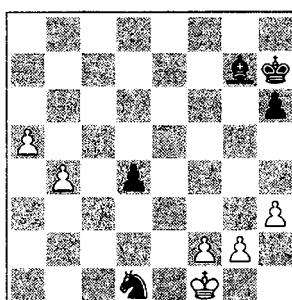
After 4. $\mathbb{Q}d5$ Black had puzzled out (this must have been homework) 4... $\mathbb{Q}e2!$ 5.a6 $\mathbb{Q}c3+$ 6. $\mathbb{Q}d4$ $\mathbb{Q}a4$ 7.a7 $\mathbb{Q}g2$ 8.b5 $\mathbb{Q}g3$ 9. $\mathbb{Q}c4$ $\mathbb{Q}f4$ 10. $\mathbb{Q}b4$ $\mathbb{Q}b6$ 11. $\mathbb{Q}a5$ $\mathbb{Q}d7$ 12.b6 $\mathbb{Q}e5$ 13. $\mathbb{Q}a6$ $\mathbb{Q}c5+$ and wins. After the text it is slightly simpler, although I still think it is difficult.

**4... $\mathbb{Q}e4+$! 5. $\mathbb{Q}b6$ $\mathbb{Q}c3!$ 6.a6
 $\mathbb{Q}d5+!$ 7. $\mathbb{Q}a5$ $\mathbb{Q}c7$ 8.a7 $\mathbb{Q}g2$
9.b5 $\mathbb{Q}g3$ 10.b6 $\mathbb{Q}e6$ 11. $\mathbb{Q}a6$
 $\mathbb{Q}d8$ 12.b7 $\mathbb{Q}xb7+$ 13. $\mathbb{Q}b6$ $\mathbb{Q}a8!$
14. $\mathbb{Q}c7$ $\mathbb{Q}c6!$**

and White resigned.



10.b6



□ 1104

When a player faces a high-speed steamroller of pawns and is in desperate time-trouble as well, he deserves pity and understanding if things go completely out of hand. That is what happened to Black in Petran-Jeroen Piket, Rotterdam 1988.

1.a6 d3 2.a7

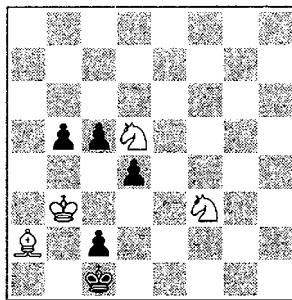
Now the unfortunate Piket grabbed the wrong piece.

2... $\mathbb{Q}c3?$

and Black lost after

3. $\mathbb{Q}e1$ $\mathbb{Q}d4$ 4.a8 \mathbb{Q} $\mathbb{Q}xf2+$ 5. $\mathbb{Q}d2$

He had missed 2...d2! 3. $\mathbb{Q}e2$ (or 3.a8 \mathbb{Q} $\mathbb{Q}c3$) 3... $\mathbb{Q}b2!$ 4. $\mathbb{Q}xd2$ $\mathbb{Q}c4+$ 5. $\mathbb{Q}d3$ $\mathbb{Q}b6$, which makes quite a difference!



□

1105

We end this book with a beautiful fragment: diagram 1105 from Belik-Igonin, Soviet Union 1990. This does not look easy at all, even with three extra pieces. There followed:

1. ♜b4!

Returning one piece, but Black politely refuses and creates new difficulties.

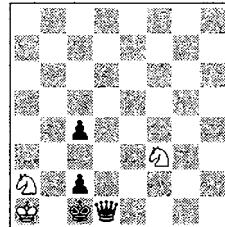
1...c4+ 2. ♜a3 d3

Not 2...♝d1 3. ♜xc2 ♜xc2 4. ♜xd4+.

3. ♜xc4 bxc4 4. ♜a2+! ♜d1

Certainly not 4...♝b1 5. ♜d2+ ♜a1 6. ♜c1! c3 7. ♜cb3 mate. But Black cannot escape that fate anyway.

5. ♜c3+ ♜c1 6. ♜a2 d2 7. ♜a1 d1♛ 8. ♜a2



8. ♜a2 mate

Mate.

Did you ever see square a2 used so intensively before?

Unfortunately, like in diagram 1080, this game appears to be a hoax. In 1935 Vladimir Pachman published exactly the same position as an endgame study in *Ceskoslovensky Sach*.

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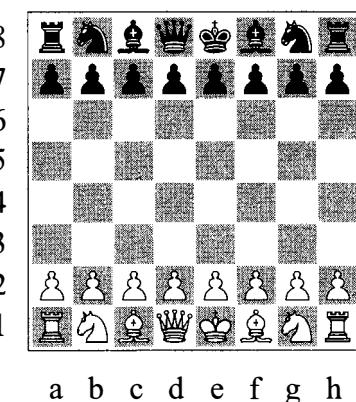
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Explanation of Symbols

- White to move
- Black to move
- ! Good move
- !! Excellent move
- ? Bad move
- ?? Blunder
- !?
- ???
- !?
- ??!
- ?! Dubious move
- ♔ King
- ♕ Queen
- ♖ Rook
- ♗ Bishop
- ♘ Knight

The chess board with its coordinates:



Glossary of Terms

Adjourned game

Until halfway the 1990s, games were interrupted, usually after 40 moves and 4 or 5 hours of play, and resumed later in the evening or on a rest day. One of the players would have to *seal his next move and the game would be resumed with this *sealed move.

Bolthole

When a pawn is moved forward to create an escape possibility for its own king (see also *Luft).

Blitz game

Quick game in which each player gets five minutes (or even less) for all his moves.

Check

When a king is under direct attack by an opposing piece.

Checkmate

When a king is under direct attack by an opposing piece and there is no way to deal with the threat.

Combination

A clever and more or less forced sequence of moves which usually results in an advantage for the player who starts the sequence.

Connected pawns

A number of fellow pawns on adjacent files; they can protect each other and are usually less vulnerable than *isolated pawns.

Correspondence game

A game between two players who send each other each move in turn by mail or (in recent years) by e-mail.

Decoy

When a piece is lured away from an important square.

Diagonal

A line of squares running from top left to bottom right or the other way round (e.g. 'the a1-h8 diagonal').

Doubled (tripled) pawns

Two (three) pawns on the same file (the result of a capture by one (two) of these pawns).

Endgame

The final phase of the game when there are few pieces left on the board. A synonym is ending.

Endgame study

A composed *endgame position which, with exemplary play, leads to a forced draw or win.

En prise

When a piece is under attack and threatened with capture.

Exchange

- 1) When both sides capture pieces that are of equal value. A synonym is trading or swapping pieces.
- 2) The surplus in value of a rook above a *minor piece (a bishop or a knight). The player who possesses the rook is 'an exchange up', or he has 'won the exchange'.

File

A line of squares from the top to the bottom of the board (e.g. 'the e-file').

Fork

When two (or more) pieces are attacked simultaneously by the same opposing piece.

Fortress

A defensive formation designed to prevent the opponent from breaking through.

Fritz

A computer programme with which games can be analysed.

Isolated pawn

A pawn which does not have any fellow pawns on adjacent files. It cannot be protected by another pawn and therefore may be vulnerable.

Kingside

The board half on the right (e-, f-, g- and h-*files).

Liquidation

Entering the next phase of a game by an *exchange of a number of pieces.

Luft

When a pawn is moved forward to create an escape possibility for its own king (see also *Bolthole).

Major piece

A queen or a rook.

Mate

See *Checkmate.

Mating net

A situation where a king is attacked by enemy pieces and eventually cannot escape the *mate threat.

Middlegame

The phase of the game that follows immediately after the *opening.

Miniature

An *endgame with very few pieces on the board (in *endgame studies the maximum is seven pieces).

Minor piece

A bishop or a knight.

Opening

The initial phase of the game.

Opposition

A situation where two kings are facing each other with one square in between. The king that is forced to move 'loses' the opposition and has to make way for the opponent. When the distance between the two kings is larger, but one of the two cannot avoid 'losing' the opposition, the other is said to have the 'distant opposition'.

Overburdening/Overload

When a piece has to protect more than one fellow piece or square at the same time and is not able to maintain this situation satisfactorily.

Passed pawn

A pawn that has no enemy pawns on the same or an adjacent file. Its *promotion can only be prevented by enemy pieces.

Perpetual (check)

An unstoppable series of checks that neither player can avoid without risking a loss. This means that the game ends in a draw.

Pin

An attack on a piece that cannot move away without exposing a more valuable piece behind it. Pins can take place on a *rank, *file or *diagonal.

Post mortem

Analysis between the players immediately after a game.

Promotion

When a pawn reaches the 8th *rank, it is turned into a more valuable piece (knight, bishop, rook or queen).

Queening

When a pawn reaches the 8th *rank and *promotes to a queen.

Queenside

The board half on the left (a-, b-, c- and d-*files).

Rampant rook

A rook that keeps giving checks and cannot be captured on account of *stalemate.

Rank

A line of squares running from side to side (e.g. 'the third rank').

Rapid game

Quick game in which each player gets fifteen to thirty minutes for all his moves, sometimes added with a number of seconds after each completed move.

Sacrifice

When material is deliberately given up for other gains.

Sealed move

A move which was written down and kept in cover when a game was *adjourned. When the arbiter opened the cover, the game was resumed starting with the sealed move. In the meantime, the players were allowed to analyse the position.

Simultaneous display

An event where a strong player takes on a number of weaker players on a number of boards at the same time.

Stalemate

When a player who is not in check has no legal move and it is his turn. This means that the game ends in a draw.

Tempo

The duration of one move made by one side. A tempo can be won or deliberately lost by several methods, see e.g. *Triangulation.

Triangulation

A manoeuvre where the king first moves sideways and only then forward, in order to 'lose' a *tempo, for example to gain the *opposition.

Underpromotion

The promotion of a pawn to a piece of lesser value than the queen. This is quite rare.

Wing

Either the kingside or the queenside.

Zugzwang

When a player is to move and he cannot do anything without making an important concession.

Zwischenschach

Intermediate check, disrupting a logical sequence of moves.

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- Pawn Endgames
- Queen Endgames
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