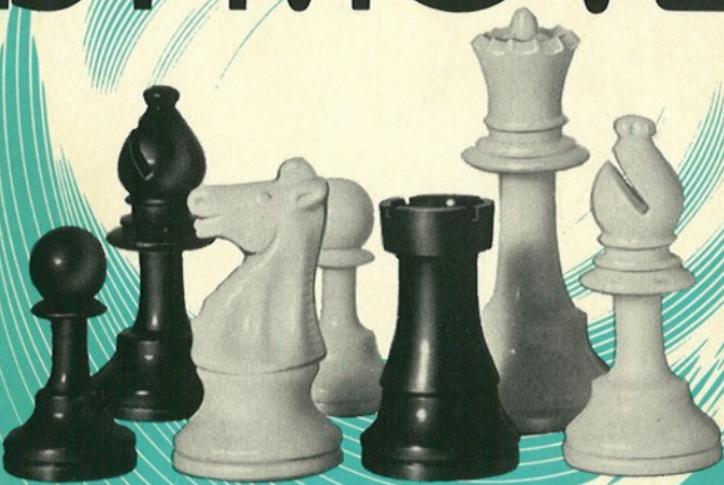


GRADE YOURSELF
230 Test Positions

the **BEST MOVE**



by Vlastimil Hort and Vlastimil Jansa
International Grandmasters

Introduction by Lev Polugaevsky

The Best Move

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The Best Move

Vlastimil Hort

Vlastimil Jansa

Translated from the Czech by Irena Kavalek

Introduction by Lev Polugaevsky

Translated from the Russian by Burt Hochberg

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The Two Vlastimils

"Those who can, do; those who cannot, teach; those who cannot teach, teach how to teach."

This ancient Roman aphorism, with all its biting sarcasm, can hardly claim to be strictly true when it comes to the active grandmaster. This is proved by the fact that although the number of grandmasters in the world has grown considerably, especially in recent years, there are fewer trainers and even fewer pedagogues who work out entire training systems (like the late Piotr Arsenyevich Romanovsky, for example). I could mention several experienced chess players who, in the hands of an equally experienced and, more important, really wise trainer, have rapidly improved their results. On the other hand, very often an alliance with a trainer turns out to be nearly disastrous for a talented youngster: his individual way of thinking is lost, a single element begins to predominate in his creative work—whether it be strategy, tactics, opening knowledge, or technique—and, as a result, his successes are more modest than expected or are not achieved at all.

All this is to say that the role of a teacher is no less important in chess than in ordinary life. And, as in ordinary life, it is not a particularly gratifying role nor an especially rewarding one. Yet now, all of a sudden, two well-known grandmasters from Czechoslovakia appear in the role of player-pedagogue—the two Vlastimils, Hort and Jansa. The appearance of this highly original book is most unexpected; I, at least, have seen nothing like it.

Chess literature is generally quite rich in textbooks. The greatest players of the past—Steinitz, Lasker, Capablanca—considered it their duty to create them for future generations. How many of us spent our adolescent nights with Nimzovich's *My System* propped up on our pillows! Those books, and others, too, gave the beginning chess player a knowledge not only of specific positions but also of methods—methods of conducting an attack, of playing the opening, of realizing an advantage, of defending in the endgame. "Method," writes Emanuel Lasker in his *Manual*, "is plastic. It is applicable in every situation The method produces numerous results; a few of these will remain in our memories, and, as long as they remain few, they are useful to illustrate and to keep alive the *rules* which order a thousand results." It is impossible not to agree with Lasker, a Doctor of Mathematics and Philosophy and a World Chess Champion. Nevertheless, the higher a player climbs on the rating scale, the more he needs a thorough familiarity with concrete positions.

For the player still a long way from mastery, quiz-positions are very helpful. They are like traffic signals, alerting you, warning you: stop!, look around!, there's a combination here! Even if you are not equipped with all the methods, experience,

and intuition that guide the master and grandmaster, you can still find the decisive continuation in a given position if you have a clue. And the more you study a position, the more you get out of it, beyond the combination itself. This growing awareness, especially of the less obvious factors, is really what enables you to decide whether a combinative blow is possible. Thus your tactical sense is developed, your feeling for combinations strengthened.

But suggestive positions alone may not be enough. In which areas of chess are you insufficiently prepared? And, no less important, how insufficiently? These questions, perhaps the most crucial ones in the process of perfecting your chess, are answered by Hort and Jansa in this book. Happily, they have brought to chess the multiple choice method, in which the correct answer is concealed among a number of incorrect ones.

Two hundred thirty such tests lie before you, directing your attention to a great variety of things: the weakness of f7, the role of the King in the endgame, the assessing of dynamic positions, and, if you like, the struggle between dogma and evaluation—for instance, the authors do not always disapprove of doubled pawns, even isolated ones; brute force does not always triumph; a well-coordinated Rook and Knight, say, may prove to be stronger than two completely unrestricted Rooks. It is also important that the tests in the books are actual game positions; they range from early in the opening to deep in the endgame, but mostly, of course, they are middlegames, since it is there that the full richness of chess is incomparable.

Sometimes the authors disguise the correct answer as much as possible (by asking simply, “What’s the best move?”). At other times they give an obvious hint (for instance, “How does White realize his advantage?”). I think the awarding of points is quite justified from an instructional point of view. Of course, we may question one or two details; for instance, is the move 2 Qh6 in example 20 so obvious that it merits only two points, and is the evaluation of some not very obvious position worth the same or even less? But that’s just the point. You get to know your chess self, and for their elegant execution of this bright idea the authors are to be congratulated.

Indeed, the book’s execution is elegant. In the accurate and picturesque imagery of their brief comments, the authors characterize each position perfectly. For example, “The Sicilian is a seesaw: you are either up or down,” they affirm, and this is exactly right. Other useful truths are set forth in a form approaching aphorism: “Why play chess if you’re going to worry about your opponent?” and “The strength of the two Bishops lies partly in the fact that by exchanging one you aren’t necessarily giving up any advantage.” Etc., etc. Sometimes only two precise words are all they need to bring us the atmosphere of the game as we search for the truth. It is all done beautifully, with gentle humor but also without the slightest self-pity for their own mistakes—which only increases our respect for the authors.

That such a variety of examples has been gleaned from the games of only two chess players is surprising, but it should not be. The authors are, after all, world-famous in chess, and, despite their youth (they are not yet out of their thirties), both

Vlastimils have had heavy competitive experience. This is true especially of Hort, whom I first played in 1960, at a tournament of the U.S.S.R. Central Chess Club in Moscow, where the promising sixteen-year-old Czech master made his international debut. My personal meetings with both of them, and our analyses of our games, convinced me that they were exceptional individuals. Both are very sociable, of refined taste, have a good sense of humor, and know and understand chess (and many other things) very well. Though their chess differs—for Jansa it is attack, tactics, and combinations (as I know from personal experience, having once lost to him despite the most strenuous defense), and for Hort it is strategy, profundity, and resourceful defense—but it goes without saying that one cannot become a grandmaster by knowing only how to attack or only how to maneuver. Between them there is a sympathetic bond of chess understanding. They are like mirror images, even in the way they express themselves in this book.

Of the two, Vlastimil Hort is better known to me. The best of the games I played with him was at the memorable match in 1970 between a team from the U.S.S.R. and a team from the rest of the world. He was assigned a rather high board—4th on a team of the world's best players—and for very good reasons. Hort is a grandmaster with subtle positional feeling, the ability to defend any position, and an original approach to many chess principles. He has, I may say, his own way of evaluating positions, which reminds me of the style of former World Champion Tigran Petrosian. Sometimes, however, Hort "goes crazy" and suddenly launches an impetuous attack. Such a player is unique, unfathomable. But his main strength is his excellence in defense, which is based on a feeling for the subtleties of timing and pawn structure. Nimzovich would have liked Hort's games and would have recognized the Czech grandmaster as one of his own true disciples.

During my encounter with Hort at the World Match (we played three draws after I lost the first game), I realized how difficult it was to puncture his defense. Overcoming it directly was quite impossible: Hort has a very finely tuned sense of danger, and in this respect he is like Petrosian. In two of our games, I had a clear advantage but was unable to win; forcing Hort's capitulation was a matter of "wait till next year."

What has impeded Hort in his several struggles toward the world championship title? In his own words, a certain laziness and a lack of ambition in both his chess career and his over-the-board chess. He seems to me too calm, as a rule, and he sometimes appears to be actually keeping himself back by striving for the highest quality of play rather than for first places in tournaments. I remember a series of tournaments in which we both played, where he unemotionally agreed to draws in some of his games, worsening his tournament score and demonstrating an obvious lack of competitive drive.

But lately, Hort has changed drastically, in my opinion. He has taken several first places in a row, and recently, at an international tournament in the Yugoslavian town of Vinkovci, I couldn't believe my ears when I heard him say that he intended to play every game without exception for a win. This was a new Hort speaking. And

that hunger for combat coupled with his enormous capacity for work at the board—Hort did not leave his chair until the full five hours were up—undoubtedly helped him to share the victory in Vinkovci.

Apparently, the success that Hort's talent and class deserve is not far off. I sincerely wish him well.

That's not all. The solid, recently revivified Hort has the heart of a youngster. It is lately a popular idea during a tournament to arrange a soccer game between the players and a team of journalists or local club members; at such times, you can be sure that Hort will be in the front lines, where his thirst for scoring goals may be envied even by well-known soccer players. It should not be necessary to mention that the competitive spirit he displays on the soccer field can be very useful to him when projected onto the chess board.

The other Vlastimil is much more "sports-minded" with respect to his chess, although Jansa's playing class is not up to Hort's. But I don't think this author-duet arose by accident. Jansa, like Hort, is madly in love with chess, he is determined, and in many positions he is brilliant. He developed very quickly from an ordinary youngster into one of the best young talents in his country (when, in 1960, Mikhail Tal played a simultaneous match by radio with Czechoslovakian children that was concluded at a live exhibition in Prague, Jansa was among the last to finish, playing almost one-on-one with the World Champion), then became an international master, and finally a grandmaster. His results have not been the equal of Hort's, but surely his limits have not yet been reached. The characteristics of his style (besides his aggressiveness) are concerned primarily with the opening. Jansa stands up for his theoretical principles very consistently and goes into his favorite openings even when he has every reason to expect an unpleasant surprise from his opponent. Jansa is not depressed by bad luck, and beginning with the tournament at which he qualified for the international grandmaster title (Leipzig 1973), he has been much steadier.

Aside from the purely chess characteristics of Hort and Jansa, I think they have said only their first words as chess authors: they will be heard from again.

Lev Polugaevsky
International Grandmaster

Preface

It is our intention in this book to test your chess skill by using the language of chess—which explains the rather unusual arrangement of diagrams and text. In preparing this book we took another unorthodox step: we left out all the famous chess greats—all the theoreticians, critics, and tactical wizards—and instead of drawing on the experience and practice of others we drew on our own.

Our work on the book began with the not particularly pleasant task of looking up, sorting, and classifying the games, some of which were as much as fifteen years old. This meant going through personal records, searching through several volumes of *Ceskoslovensky Šach*, many tournament bulletins, much foreign literature . . . the list goes on. But what began as a tedious chore became more and more interesting. Countless memories of all kinds came back: the years of junior competition, the golden student years, national championships, international debuts, participation in Olympiads and other great international competitions. The 230 positions before you are anything but dull; they are 230 of the critical and decisive moments we lived through with such great intensity. Pleasant memories alternated with less pleasant ones, and as we worked we relived them all. We wanted to share them with you.

When we had collected and sorted the games and began to examine them critically, we not only rediscovered long-forgotten variations and combinations but also, to our chagrin, found mistakes and other faults. So we returned to our search through the records, and the old magazines came back to our desks, this time piled even higher. We had decided at the beginning that the examples we included would have to be absolutely unambiguous because the book was intended for the widest possible range of chess players. Thus many positions that might have taxed the abilities of top-ranked players were ruled out. Often we found it very difficult to think up an appropriate question for a given situation, and again a number of tempting games were returned to the archives (saved, perhaps, for a future book, which the reader can enjoy without having to answer so many questions).

You may wonder about the method by which the order of positions was determined. It would not have been hard for the authors to have organized the material into separate sections according to theme—for instance, opening traps, attack on the King, Exchange or pawn sacrifice, choice of a good plan, optimal coordination of the pieces, poisoned pawns, endgames, development of the initiative, etc.—but this would have reduced the reader's participation in the solution of the problems because the thematic arrangement itself would have given away part of the answer. The dialogue between the reader and the authors would have been impaired.

"How is my position?" This question plagues the beginner and the grandmaster equally, for the choice of a move or a plan must be preceded by evaluation of the position at hand. Of course, it is not easy to evaluate a position correctly, but the objective player has at least the advantage of tending neither to underestimate nor overestimate his chances. Therefore, in most cases our first question concerns objective evaluation. If, after reading this book, the optimist has learned not to proclaim "I have an easy win" when what he has, besides a Queenside pawn majority, is poor piece coordination, and if the pessimist has overcome his fear of sacrificing a pawn or the Exchange for a mating attack, then this book will not have been written in vain.

The matter of ambiguity was most pressing for the first question in each example. In order to include the widest variety of readers, from novice to master, we thought it advisable not to attempt to be too precise in describing the extent of either side's advantage, but to use fairly broad descriptions instead. We trust that the more advanced players will bear with us in this respect. These players may indulge themselves in the followup questions, which are much more specific and which often require precise calculation. Less advanced players can sometimes simply study the analysis and not even try to come up with a solution. We will of course be very happy if this book raises a lot of questions, and we won't mind if you find new variations or refute the ones given. This only means that you have actually played the moves along with us, that you have worked your way carefully through the book. Finding the truth in someone else's games can be the beginning of self-improvement and a way of correcting your own shortcomings.

A few years ago the international chess federation (FIDE) adopted the Elo system of classifying players who participate in international events, and many national federations have similar systems which complement the international one. Although any system that attempts to translate chess ability into dry numbers must have certain deficiencies, we add this book to the world trend toward associating numbers with chess. Our system (which is not original with us—a similar one was used, for example, in the book *Teste dich selbst*, by former World Champion Max Euwe) is very simple. The first question in each case more or less sets the stage for the exact calculation required by the second question. But watch out—the evaluation of the position is the key to the whole problem! The scale of 1 to 6 points reflects to some extent the difficulty of each question: correctly solving the more complicated ones earns more points, of course.

You will probably keep track of your point totals. We count on your honesty and a critical attitude toward your evaluation of the answers. If you collect more than 1050 points, your ability is unquestionable. A total of 1000 to 1050 points shows that you are no beginner and that your rating, if you have one, is probably in the expert category. The intermediate player should probably score 950 to 1000 points, indicating that there is some room for improvement. Don't be discouraged if your score is lower, for at least you will have enjoyed the book and you may have learned something. That is the purpose of the well-meant words of advice we have occasionally added at the end of a solution.

Maybe your problem is the endgame, or evaluating positions, or setting up an attacking strategy. Only you know where the shoe pinches. Once you realize what your shortcomings are, you can start improving. The road to mastery is always a thorny one.

Note

To keep a running tally of your score, use the scorecard that begins on page 231.

SPECIAL ANNOUNCEMENT

The reader's attention is directed to the back of this book where we describe a new and exciting project —
The RHM Survey of Current Chess Openings.

With a world-renowned Editorial Board which includes Anatoly Karpov, Viktor Korchnoi, Boris Spassky, Tigran Petrosian, Svetozar Gligoric, Bent Larsen and other top Grandmasters, we are presenting an important new approach to the Openings in chess, which we are sure you will find of great interest.

Please refer to the back of the book for full details.

R.H.M. Press

A Note on Notation

Algebraic notation is a simple grid-reference system for recording chess moves. Each square on the board is identified by a single designation (in the "descriptive" notation system each square has two names), which may be seen in the accompanying diagram.

The two forms of algebraic notation are "long" algebraic, which names the square a piece moves from and the square it moves to, and "short" or "abbreviated" algebraic, which names only the arrival square. The short form is the most common one, and it is the system used in this book. A comparison of the accompanying diagrams and the sample game score will prove the efficiency and economy of algebraic notation over the descriptive system.

It should be noted that the world chess federation (FIDE) has urged all chess publishers now using descriptive notation to convert to the algebraic system by 1981. The universal use of algebraic notation also has a practical benefit to the buyer of R.H.M. chess books: by using a single notation system, we can offer our books to a worldwide audience, thus making it possible to keep retail prices down by printing large editions.

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(QR1)	(QN1)	(QB1)	(Q1)	(K1)	(KB1)	(KN1)	(KR1)
(QR2)	(QN2)	(QB2)	(Q2)	(K2)	(KB2)	(KN2)	(KR2)
QR7	QN7	QB7	Q7	K7	KB7	KN7	KR7
(QR3)	(QN3)	(QB3)	(Q3)	(K3)	(KB3)	(KN3)	(KR3)
QR6	QN4	QB6	Q4	K6	KB6	KN6	KR6
(QR4)	(QN4)	(QB4)	(Q4)	(K4)	(KB4)	(KN4)	(KR4)
QR5	QN5	QB5	Q5	K5	KB5	KN5	KR5
(QR1)	(QN5)	(QB15)	(Q15)	(K15)	(KB15)	(KN15)	(KR15)
QR4	QN4	QB14	Q14	K4	KB14	KN14	KR14
(QR6)	(QN6)	(QB6)	(Q6)	(K6)	(KB6)	(KN6)	(KR6)
QR3	QN3	QB3	Q3	K3	KB3	KN3	KR3
(QR2)	(QN7)	(QB2)	(Q2)	(S7)	(KB2)	(KN2)	(KR2)
QR2	QN2	QB12	Q12	S2	KB12	KN2	KR2
(QR8)	(QN8)	(QB8)	(Q8)	(K8)	(KB8)	(KN8)	(KR8)

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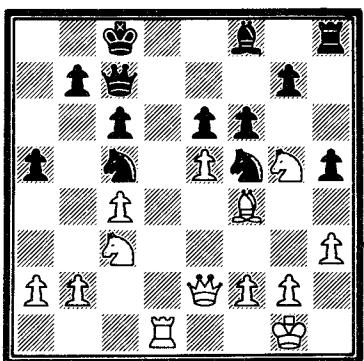
8	a8	b8	c8	d8	e8	f8	g8	h8
7	a7	b7	c7	d7	e7	f7	g7	h7
6	a6	b6	c6	d6	e6	f6	g6	h6
5	a5	b5	c5	d5	e5	f5	g5	h5
4	a4	b4	c4	d4	e4	f4	g4	h4
3	a3	b3	c3	d3	e3	f3	g3	h3
2	a2	b2	c2	d2	e2	f2	g2	h2
1	a1	b1	c1	d1	e1	f1	g1	h1

a b c d e f g h

WHITE

Long algebraic			Algebraic			Descriptive		
1	e2-e4	e7-e5	1	e4	e5	1	P-K4	P-K4
2	Ng1-f3	Nb8-c6	2	Nf3	Nc6	2	N-KB3	N-QB3
3	Bf1-b5	a7-a6	3	Bb5	a6	3	B-N5	P-QR3
4	Bb5-a4	Ng8-f6	4	Ba4	Nf6	4	B-R4	N-B3
5	0-0	Nf6xe4	5	0-0	Nxe4	5	0-0	NxP
6	d2-d4	b7-b5	6	d4	b5	6	P-Q4	P-QN4
7	Ba4-b3	d7-d5	7	Bb3	d5	7	B-N3	P-Q4
8	d4xe5	Bc8-e6	8	dxe5	Be6	8	PxP	B-K3
9	c2-c3	Bf8-c5	9	c3	Bc5	9	P-B3	B-QB4
10	Nb1-d2	0-0	10	Nbd2	0-0	10	QN-Q2	0-0
11	Bb3-c2	f7-f5	11	Bc2	f5	11	B-B2	P-B4
12	e5xf6	Ne4xf6	12	exf6	Nxf6	12	PxP e.p.	NxPp/3
13	Nd2-b3	Bc5-b6	13	Nb3	Bb6	13	N-N3	B-N3
14	Nf3-g5	Be6-g4	14	Ng5	Bg4	14	N-N5	B-N5
15	Bc2xh7+	Kg8-h8	15	Bxh7+	Kh8	15	BxPch	K-R1
16	Qd1-c2	Qd8-d6	16	Qc2	Qd6	16	Q-B2	Q-Q3
17	Bh7-f5	Nc6-e5	17	Bf5	Ne5	17	B-B5	N-K4
18	Nb3-d4	c7-c5	18	Nd4	c5	18	N-Q4	P-B4
19	Nd4-e6	Nf6-e4	19	Nde6	Ne4	19	N/4-K6	N-K5
20	Bf5xe4	Bg4xe6	20	Bxe4	Bxe6	20	BxN	BxN
21	Be4xd5	Be6-f5	21	Bxd5	Bf5	21	BxP	B-B4
22	Bd5-e4	Qd6-g6	22	Be4	Qg6	22	B-K4	Q-N3
23	Bc1-e3	Ra8-e8	23	Be3	Rae8	23	B-K3	QR-K1
24	Ra1-e1	Bf5xe4	24	Rae1	Bxe4	24	QR-K1	BxB
25	Qc2xe4	Ne5-f3+	25	Qxe4	Nf3+	25	QxB	N-B6ch

1

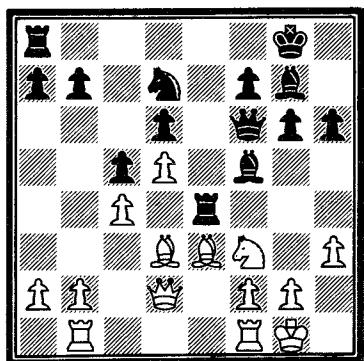


1. White played 1 exf6. This is:
 - a) correct and wins for White;
 - b) incorrect and allows Black to defend himself.
2. Support your opinion with a variation.

Solution next page.

White to Move

2



1. Black played 1 ... Kh7. This is:
 - a) incorrect and loses;
 - b) correct, giving Black good chances.
2. What is White's best move?

Solution next page.

Black to Move

1

Courage and exact calculation decide. 1 exf6 is correct and is the winning move (1 point). In Vanka-Jansa, from a junior tournament in Prague 1957, White concluded his attack in style: 1...Qxf4 2 Nxe6 Nxe6 3 Qxe6+ Kb8 (after 3...Kc7 4 Qd7+ Kb6 5 Qd8+ the Black King perishes) 4 Ne2! (a decisive quiet move: the Black Queen has no satisfactory retreat) 4...Qg4 5 Qe5+, and in a few more moves Black resigned. If you attacked as White did in the game, give yourself 4 points. Sometimes the idea behind a combination may be quite inconspicuous.

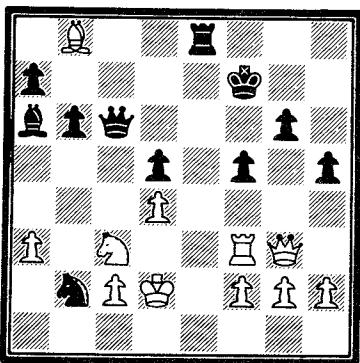
Possible points: 5
Cumulative: 5

2

In Jansa-Trapl, Prague 1957, Black played 1...Kh7 hoping for 2 Bxe4 (0 points), when after 2...Bxe4 he would have the initiative. But 1...Kh7? is incorrect and loses (1 point). White's 2 Bg5! (3 points) was a bolt from the blue, winning a pawn and the Exchange quite effortlessly. No wonder Black resigned at once: the continuation 2...hxg5 3 Nxg5+ Kg8 4 Bxe4 Bh6 5 f4 would have led to a totally hopeless position. Have you ever overlooked a tactical shot like this?

Possible points: 4
Cumulative: 9

3

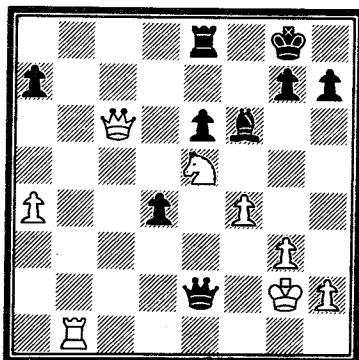


Suggest the most aggressive continuation for Black.

Solution next page.

Black to Move

4



1. White is:
 - a) winning;
 - b) equal;
 - c) better.
2. Where should the White King retreat?

Solution next page.

White to Move

3

Diagnosis of the position: material is even; placement of White and Black pieces differ markedly; weak position of White King; Black dominates the important square c4. In Matousek-Jansa, correspondence 1956/57, these advantages were sufficient for Black. The continuation 1 ... Be2! (4 points) was the fastest way to win, and showed a knack for problem chess, as is clear from the following: 2 Kc1 (or 2 Nxe2 Rxe2+ 3 Kxe2 Qxc2+ 4 Ke3 Qe4+ 5 Kd2 Nc4+ 6 Kc3 Qe1+ and mates, or 2 Rf4 Bg4 3 f3 Nc4+ 4 Kc1 Re3 and wins) 2 ... Nc4 (even better than taking the Exchange) 3 Nxe2 Rxe2 4 Kd1 (4 Rd3 Qa4 5 Qc7+ Re7 6 Qg3 Qxa3+! also leads to mate) 4 ... Nb2+ 5 Kxe2 Qxc2+ and mate as above. White resigned. All the Black pieces joined in the chase!

Possible points: 4
Cumulative: 13

4

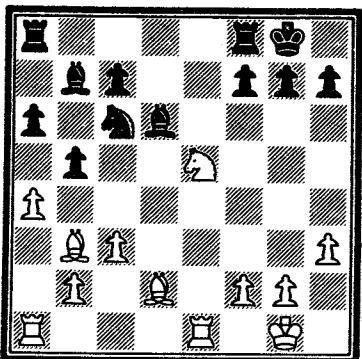
To find the safest and most appropriate way is easier said than done. In Hort-Kinmark, The Hague 1961, White did not find it. The first part of the answer is: White is winning (2 points). The checks ended after 1 Kh1? (0 points); after the forced 1 ... Kf8 2 Qd6+ Be7 3 Qxe6, White, and perhaps the reader, was counting on the two mate threats 4 Qf7 and 4 Nd7. But at the last moment the Black Queen entered the picture: 3 ... Qe4+ 4 Kg1 Qxb1+ 5 Kg2 Qb7+ 6 Kf2 Qb2+, which led to a draw by perpetual check. After 7 Kf3 Qb7+ 8 Kg4? Bf6! 9 Nd7+ Qxd7 10 Qxd7 Rd8 11 Qxa7 d3 Black could have played for a win!

White wins with 1 Kg1! (4 points); for example, 1 ... Qe3+ 2 Kf1! Kf8 3 Qd6+ Be7 4 Qxe6, and even though Black's Queen is in White's territory, it hasn't a single check. After 2 Kf1! Black can resign.

Moral: Be careful where you put your King!

Possible points: 6
Cumulative: 19

5

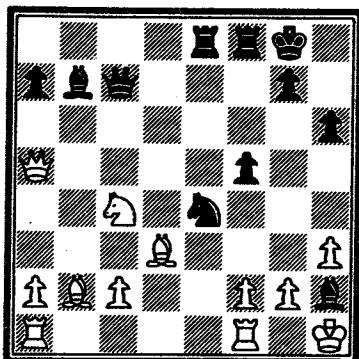


1. White is:
 - a) better;
 - b) worse;
 - c) equal.
2. Prove it with analysis!

Solution next page.

White to Move

6



1. The Knight sacrifice 1 ... Ng3+ is:
 - a) correct;
 - b) incorrect;
 - c) unclear.
2. Support your opinion with a variation!

Solution next page.

Black to Move

5

The diagonal a2-f7 is decisive. An attacking player will certainly not be misled by the simplicity of the position and will correctly conclude that White is better (2 points). The game is decided by the powerful White Bishop on b3, which plays the main role in all variations. In Jansa-Illetsko, Ostrava 1959, White knew that 1 Nxf7! Rxf7 2 axb5 was not the end of the story, since he could not expect the naive 2 ... axb5? 3 Rxa8+ Bxa8 4 Re8+ and wins. But when the Knight retreats—what then? Black played 2 ... Ne7, and after the key move 3 Bf4! came up with the best defense, 3 ... Kf8 (3 ... Bd5 loses by force: 4 Bxd6 cxd6 5 c4 Bb7 6 c5 Bd5 7 cxd6 Bxb3 8 dxe7 Re8 9 bxa6 Bd5 10 a7 Ba8 11 Rad1 Rf6 12 Rd8 Kf7 13 Rxa8! and wins). Even that, however, did not avoid a very inferior endgame; after 4 Bxd6 cxd6 5 bxa6 Rxa6 6 Rxa6 Bxa6 7 Ra1 Bc8 8 Bxf7 Kxf7 9 Kf1 Ke6 10 Ra7, and White eventually won. White would have had more trouble winning after 2 ... Ne5, but here too the situation is solved by 3 Bf4!. The critical variation is 3 ... Nd3 4 Bxd6! Nxe1 5 Rxe1 cxd6 6 Re7 d5 7 Rxb7! Rxb7 8 Bxd5+ Rf7 9 Bxa8 Rf6 10 bxa6, and with three pawns for the Exchange White should win.

Don't worry—you were not expected to find all these nice variations. If you found 2 axb5, you get 2 points; 4 more points for the key move 3 Bf4! after both of Black's Knight retreats.

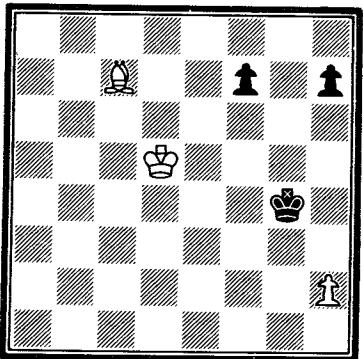
Fate leads the willing, drags the unwilling (Cleanthe).

Possible points: 8
Cumulative: 27

6

There is a saying among coffeehouse players: "Always check; it may be mate." But that's not why 1 ... Ng3+ is correct (2 points). In Pedersen-Jansa, correspondence 1959/60, Black controlled the two most important diagonals leading directly to the White King, and that is why the Knight sacrifice is a forced win. The connoisseur will appreciate the variation 2 fxg3 Qxg3 3 Rf3 Bxf3 4 gxf3 Bg1! 5 Qd2 Bf2! and White's King is in a mating net. In the game, White resigned after 5 ... Bf2!, and you get 4 points if you found it. Secondary variations are also convincing: 3 Qd2 Qxh3; or 3 Ne3 Qxh3 4 Bc4+ Kh7 5 Bd5 Qh4! and Black wins in either case. If you considered all this in your analysis, you have shown a good feeling for tactics.

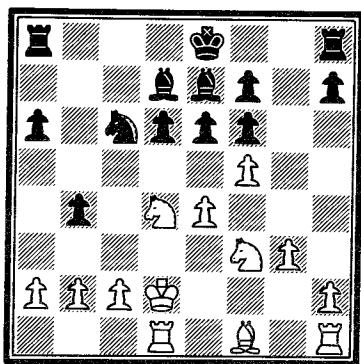
Possible points: 6
Cumulative: 33



1. Black's position is:
 - a) losing;
 - b) a draw.
2. Prove it with a variation.

Solution next page.

Black to Move



1. Black is:
 - a) somewhat better;
 - b) worse;
 - c) equal.
2. What is Black's best move?

Solution next page.

Black to Move

7

If you were depending on the value of the h8 corner you will be disappointed. White does not reach the winning ending of K + B + RP against King. If you think Black's position is a draw, give yourself 2 points. In Fichtl-Hort, Kosice 1961, White was very bitter about his fate. After 1 . . . f5! 2 Ke5 f4 3 Ke4 f3 4 Ke3 h5 5 Kf2 h4 6 Bd6 Black seemed to be in zugzwang, but the stalemate move 6 Kh3! crowned his successful defense; there was no way for White to chase the Black King away from g4 and h3. A pragmatic player with a flair for chess problems should have enjoyed this example, in addition to earning 5 points. Needless to say, black liked the ending better than his opponent did—he saw the stalemate in time!

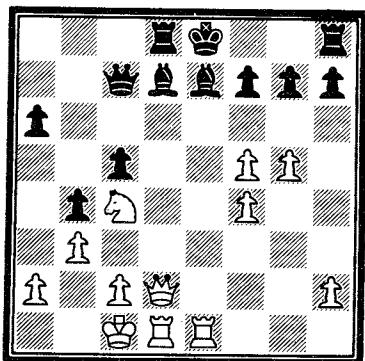
Possible points: 7
Cumulative: 40

8

Black's position is somewhat better (1 point). In such positions, which usually come out of the Sicilian Defense, the absence of Queens is advantageous for Black. In this case, Black has to solve the problem of defending his pawn center, especially the e6 pawn; if this pawn is forced to advance, irreparable damage to the weakened d5 and f5 squares may result. But Black has a typical maneuver by which the King becomes a very powerful piece and the dark-square Bishop is activated. The choice of 1 . . . Bf8 shows a deep understanding of the position, and earns 3 points. The game Cucka-Jansa, Brno 1960, had the instructive continuation 2 Bc4 Ke7 3 Ke2 Bh6 4 Rhei Ne5! 5 Nxe5 fxe5 6 fxe6 fxe6, and the two Bishops, complementing each other perfectly, ensured a clear advantage for Black. Moreover, Black's pawn triangle successfully controlled the center of the board.

Possible points: 4
Cumulative: 44

9

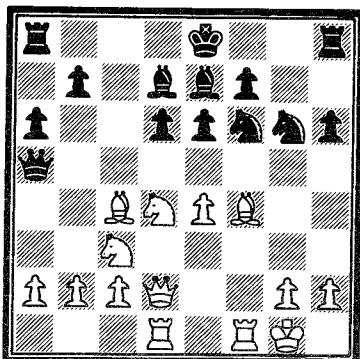


1. White is:
 - a) winning;
 - b) worse;
 - c) equal.
2. What is White's best move?

Solution next page.

White to Move

10



1. The move 1 Bxd6 is:
 - a) correct and wins for White;
 - b) incorrect and loses for White;
 - c) unclear.
2. Support your opinion with a variation.

Solution next page.

White to Move

9

Was it through intuition or exact calculation that you came to the correct conclusion that White is winning (2 points)? You earn points in either case, but the second question must be answered quite precisely. The hasty 1 f6? (0 points) is incorrect because after 1 ... gxf6 2 gxf6 Be6! Black can defend. The road to victory is via the exchange of Queens! Jansa-Kozma, Marianske Lazne 1960, continued with the surprising 1 Qd6!! Qxd6 2 Nxd6+ Kf8 3 Nb7 (5 points), and Black lost material. Even 3 ... Re8 4 Rxd7 Bxg5 would not have saved Black: the elegant 5 Rxf7+! Kxf7 6 Nd6+ wins. The game continued 3 ... Bxf5 4 Nxd8 and Black soon resigned.

What do you think caused this debacle for Black—White's Knight or Black's Rook on h8?

Possible points: 7
Cumulative: 51

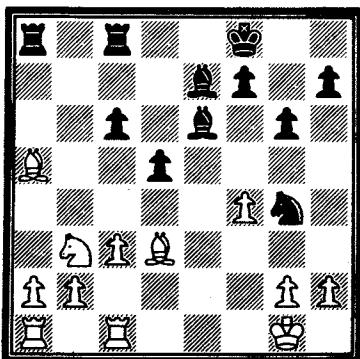
10

The tactical blow 1 Bxd6 leads to an unclear game (2 points). In Jansa-Trapl, Kosice 1961, Black obliged his opponent with 1 ... Bxd6 2 Nd5 (2 Rxf6 was not playable because of 2 ... Qe5 with advantage for Black) 2 ... Bxh2+?, and after 3 Kh1! (not 3 Kxh2? because of 3 ... Ng4+ followed by 4 ... Qxd2) White won easily. There followed 3 ... Qxd2 4 Nxf6+ Ke7 5 Rxd2 Bf4 6 Rxf4! Nxf4 7 Nxd7 and Black resigned. Black's second move (2 ... Bxh2+) was incorrect; as you may have noticed, Black could have played the sacrifice 2 ... Nxd5! 3 Qxa5 Bb4 trapping White's Queen. Your insight is worth 4 points in this case, and you will certainly agree that after 4 exd4 Bxa5 5 dxe6 the situation is unclear.

Moral: Not all is gold that glitters. Or, study your opponent's moves carefully before you act!

Possible points: 6
Cumulative: 57

11



1. White is:

- a) worse and fighting to equalize;
- b) better and able to play for a win;
- c) losing.

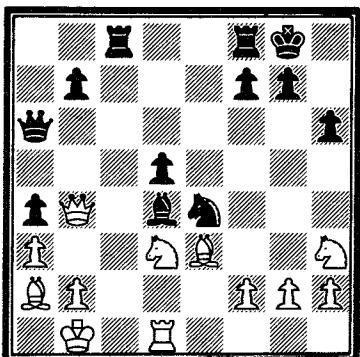
2. The best move is:

- a) 1 Bb6;
- b) 1 c4.

Solution next page.

White to Move

12



1. Black is:

- a) equal;
- b) worse;
- c) better.

2. Give a variation to back up your opinion.

Solution next page.

Black to Move

11

Those who can sense danger from afar probably guessed right: White is worse and fighting to equalize (2 points). Finding the right move was quite difficult for White in Hort-Spassky, Varna 1962. 1 c4? (0 points) would have led to a forced loss on account of the Exchange sacrifice 1 ... Rxa5! 2 Nxa5 Bc5+ 3 Kf1 Nxh2+ 4 Ke2 Bg4+ 5 Kd2 Bb4+ 6 Kc2 Bxa5 7 Rh1 dxc4! 8 Bxc4 (or 8 Be4 f5!) 8 ... Bf5+ and Black wins. The correct move, 1 Bb6! (5 points), was like walking a tightrope over a ravine. Black found nothing better than 1 ... c5 2 c4 d4 3 a4! Nf6 4 a5 Nd7 5 Nd2 Rab8 6 b3 Nxb6 7 axb6, and White returned the extra pawn—but only after setting up a solid blockade. He still had to fight hard for a draw, but the worst was behind him.

You did well if you quickly calculated the disadvantages of 1 c4?. Then all you had to do was to follow this axiom: If you see that a move loses, pick another move—no matter how unclear it may be.

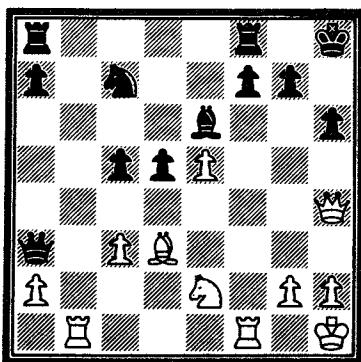
Possible points: 7
Cumulative: 64

12

It probably was not easy to find the secret of the game Jansa-Rejfir, Klasteric nad Orlici 1961. Black is worse (2 points). Correct evaluation depends on exact calculation. You may have overvalued the move 1 ... Bc3!, especially if you saw the followup 2 Qb6! Nd2+; but the position is still better for White, as the course of the game shows: 3 Rxd2! Qxb6 4 Bxb6 Bxd2 5 Bxd5, producing an unusual distribution of forces—three minor pieces against two Rooks. White's minor pieces dominated most of the squares, and after 5 ... Rfe8 6 Ng1 Bg5 7 Nf3 Bf6 8 Nd2 Re2 9 Nc4 White had an almost winning position. If you got as far as 5 Bxd5, give yourself 5 points.

Possible points: 7
Cumulative: 71

13

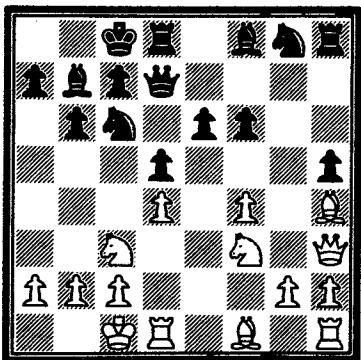


How would you realize White's clear advantage?

Solution next page.

White to Move

14



1. White is:
 - a) better;
 - b) worse;
 - c) equal.
2. What is White's best move?

Solution next page.

White to Move

13

The combinative theme used by White in Hort-Shamkovich, Moscow 1962, is at least a hundred years old. Shamkovich is the author of the well-known book *The Modern Chess Sacrifice*, and perhaps he wanted to test White's knowledge of this theme. White demonstrated that the mysteries of combinative play are open to him too, and with the typical maneuver 1 Rf6! (3 points) Kg8 2 Rbf1 he created irresistible threats. After 2 ... c4 3 Rxh6 gxh6 4 Qg3+ Kh8 5 Rf6 Black resigned due to the unavoidable mate. Even though the theme is well known, still it continues to delight us.

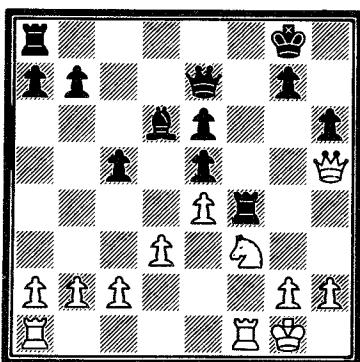
Possible points: 3
Cumulative: 74

14

Even at the earliest stage of the game there is much to be found. In Jansa-R. Weinstein, Helsinki 1961—one of the events in the golden student-team tradition—White had to find a new plan. To ease the suspense we can volunteer that White is better (1 point). Quiet continuations do not offer much: not 1 Bd3 (0 points) because of 1 ... Nb4; and not 1 a3 (0 points) because of 1 ... Bg7 2 Bd3 Nh6; and not 1 Re1 Re8 2 f5 e5!, in all cases with a satisfactory position for Black. Then why is White better? Because 1 f5! (4 points) creates a strongpoint on f4 and simultaneously disrupts the coordination of the Black pieces. The game continued 1 ... exf5 2 Bd3 Nce7 3 Ne2! Kb8 4 Kb1 Bc8 5 Nf4 Qc6 6 g3 Nh6 7 Rhei Nf7 8 Re2 Rg8 9 Rde1 and White is clearly better. The positional pawn sacrifice should be part of the equipment of every chess player.

Possible points: 5
Cumulative: 79

15

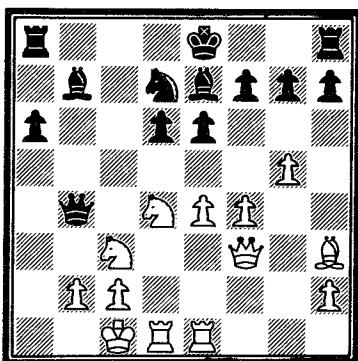


1. White played 1 Nxe5. This is:
 - a) incorrect and loses for White;
 - b) correct and wins for White.
2. Prove it with a variation.

Solution next page.

White to Move

16



1. White is:
 - a) winning;
 - b) losing;
 - c) better.
2. White should play:
 - a) 1 Nxe6;
 - b) 1 Nd5;
 - c) 1 Bxe6.

Solution next page.

White to Move

15

No, the pawn is not a Trojan horse: 1 Nxe5 is correct, and White wins (1 point). For finding the variation 1 ... Rh4 2 Qg6! Bxe5 3 g3! trapping White's Rook, you get 2 more points. 3 ... Rh3 is no good because of 4 Kg2, so Black, in the game Hort-Geni, Varna 1962, chose 3 ... Qg5, but this did not change the outcome of the game, and after a few fruitless moves Black resigned. If you're offered a piglet, have a sack ready!

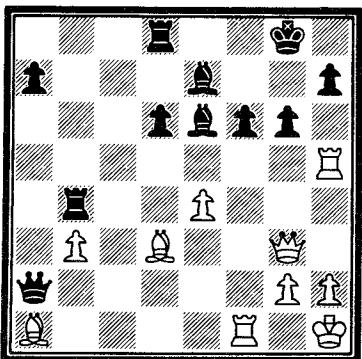
Possible points: 3
Cumulative: 82

16

White is winning (1 point). Those three sacrifice possibilities may have confused you more than the first question did. Experts on the Sicilian will probably be the first to find the correct solution. Only 1 Nd5! (4 points) leads to a win for White, and it was played in Kvindzhi-Jansa, Lvov 1961. After 1 Nd5 Black's position is so compromised that acceptance and refusal of the sacrifice lead to the same sad end: 1 ... Qa5 (or Qc5) 2 Nxe7 Kxe7 3 Nf5+ exf5 4 exf5+ followed by 5 Qxb7; or 1 ... Bxd5 2 exd5 with a decisive advantage for White. Black chose another way to lose. After 1 ... exd5 he was a piece ahead for the moment, but then 2 exd5 opened the e-file, and the game ended elegantly after 2 ... Nb6 (otherwise 3 Qe4 or 3 Nf5) 3 Rxе7+! Kxe7 4 Qe4+ and Black resigned, for he loses his Queen. The continuations 1 Nxe6 and 1 Bxe6 (both 0 points) offer White nothing tangible. This is another example to add to the already rich collection of "Sicilian disasters."

Possible points: 5
Cumulative: 87

17

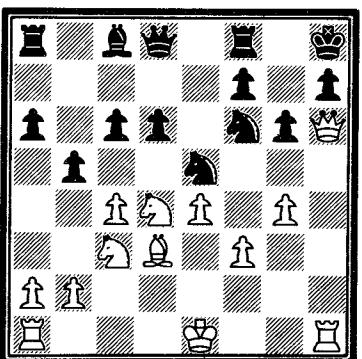


1. White is:
 - a) better;
 - b) winning;
 - c) equal.
2. What is White's best move?

Solution next page.

White to Move

18



1. White is:
 - a) equal;
 - b) better;
 - c) winning.
2. What is White's best move?

Solution next page.

White to Move

17

Though Black is a pawn ahead, his King is poorly protected behind the weakened pawn wall and is under fire from all of White's pieces; White is therefore winning (1 point). Hort-Hybl, Jablonec nad Nisou 1962, continued 1 Rxh7! (3 points), a decisive combination made possible by the inefficient placement of Black's pieces. After the forced 1 ... Kxh7 2 Qh4+! Kg8 3 Bxf6 Bxf6 4 Qxf6 Black could not avoid the loss of material, his King had no home, and he soon resigned. His Queen, merely watching the execution from a2, deserves part of the blame.

When you attack, attack with a will!

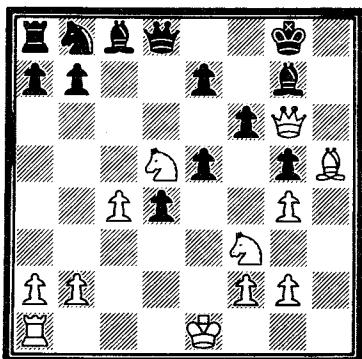
Possible points: 4
Cumulative: 91

18

White has a mating attack and is winning (1 point). The decisive attack on the weak point h7 begins with a sacrifice on the opposite flank to weaken the key d5-square. In the game Hort-R. Byrne, Varna 1962, White came up with the happy combination 1 Nxc6!! (3 points), allowing Black to take either of two minor pieces. After 1 ... Nxd3+ 2 Kd2 Black resigned, in no way a premature decision. After 3 Nd5! he could not have prevented the removal from f6 of the vital defensive Knight. When mate is involved, don't hesitate to sacrifice!

Possible points: 4
Cumulative: 95

19



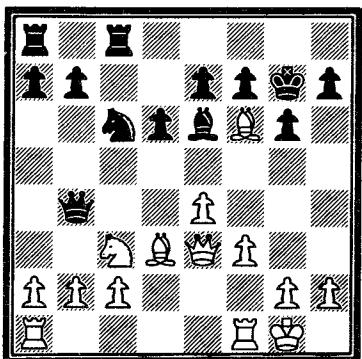
Black should play:

- a) 1 ... Be6;
- b) 1 ... Nc6.

Solution next page.

Black to Move

20



1. Black should play;

- a) 1 ... exf6;
- b) 1 ... Kxf6.

2. Support your opinion with a variation.

Solution next page.

Black to Move

19

Did you examine all the pitfalls and all the threats? If so, then surely you recommend 1 ... Be6! (3 points). In Marsalek-Jansa, Prague 1962, Black played the careless 1 ... Nc6 and was punished for his poor judgment by 2 Nc7!. The threats 3 Nxg8 and 3 Ne8 could not both be met, and White was winning. But 1 ... Be6! offered Black good defensive chances and would have left the outcome of the game in doubt. If, for instance, 2 Nxg5! Bxd5 3 cxd5 fxg5 4 Qe6+ Kh8 5 Bg6 Qg8 6 Bf7 Qf8 and Black would not necessarily have lost.

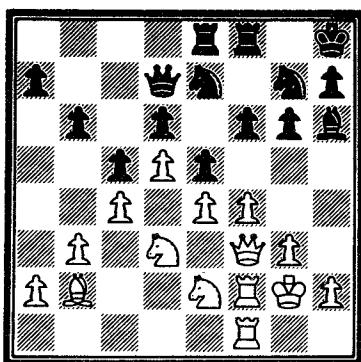
Possible points: 3
Cumulative: 98

20

At times we don't see the forest for the trees. The only correct move is 1 ... exf6 (1 point). Only someone who was momentarily struck chess-blind could recommend 1 ... Kxf6? (0 points). In Minic-Jansa, Marianske Lazne 1962, Black was, in fact, struck chess-blind and took on f6 with his King. Just punishment followed: His Majesty was cut off by 2 Qh6! (2 points), and after 2 ... Qc5+ 3 Kh1 Qg5 4 e5+! Black resigned. As he made his bed, so he had to lie in it.

Possible points: 3
Cumulative: 101

21

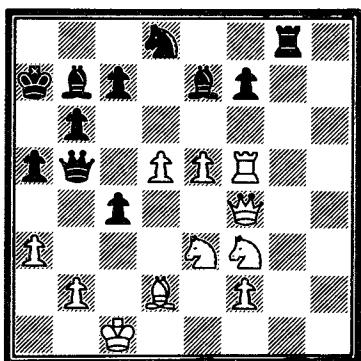


1. White is:
 - a) winning;
 - b) better;
 - c) even.
2. Support your opinion with a variation.

Solution next page.

White to Move

22



1. Black played 1 ... Bxd5. This is:
 - a) incorrect and leads to an advantage for White;
 - b) correct and leads to an advantage for Black.
2. Give a variation.

Solution next page.

Black to Move

21

White is winning (1 point). In Hort-Dolezal, Prague 1963, Black could not maintain the weak point e5 much longer. Surely you found the central theme of the position, which, after 1 fxe5 fxe5 (1 ... dxe5 2 Bxe5) 2 Qxf8+ Rxf8 3 Rxf8+ Ng8, is the piece sacrifice 4 Bxe5! (2 points). For the second part of the answer you get only 2 points, since you don't have to be a genius to see that Black cannot accept this obvious sacrifice. After 4 ... Qg4 5 Nc3 Qg5 6 Bf4 Qh5 7 Bxd6 Bd2 8 Rxg8+ Black resigned. Even a middling player should be able to solve this problem in a few minutes.

Possible points: 3
Cumulative: 104

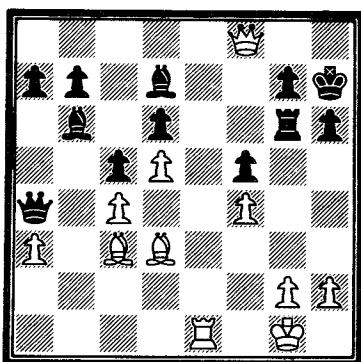
22

In Jansa-Uhlmann, Bad Liebenstein 1963, Black took the poisoned pawn with 1 ... Bxd5. This continuation is incorrect, and White has the advantage (2 points). The experienced player probably saw that taking the pawn puts Black in a pin on the 5th rank and allows White to activate his Queen. After the reply 2 e6! fxe6 3 Qxc7+ Black regretted taking the pawn because he now loses material. His position was hopeless after 3 ... Nb7 4 Nxd5 exf5 5 Nxe7, and White won in a few moves. Not even the better 2 ... Nxe6 helps, because of 3 Qe5! with a great advantage for White. You get 2 points for the correct opening of the 5th rank with 2 e6!.

Moral: Before taking a pawn, check everything twice!

Possible points: 4
Cumulative: 108

23

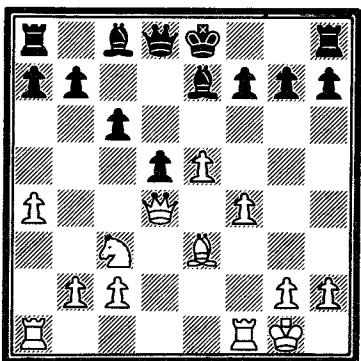


1. After 1 ... Qxa3 Black is:
 - a) better;
 - b) worse;
 - c) losing.
2. Give a variation.

Solution next page.

Black to Move

24



- Black's best move is:
- a) 1 ... Bf5;
 - b) 1 ... f5;
 - c) 1 ... f6.

Solution next page.

Black to Move

23

If you were looking for a way out for Black via 1 ... Qxa3, you were wasting your time: Black is losing (2 points). In Gligoric-Hort, Moscow 1963, Black's Kingside was under pressure; White ended the game nicely with 2 Bxg7! Rxg7 3 Bxf5+ Bxf5 4 Qxf5+ (4 points), and Black resigned because of impending mate. The outcome would have been the same even without 1 ... Qxa3. Black should have thought about moving his Queen sooner, inasmuch as a single piece—in this case the Rook—cannot successfully cope with three attackers, as we have seen in other examples.

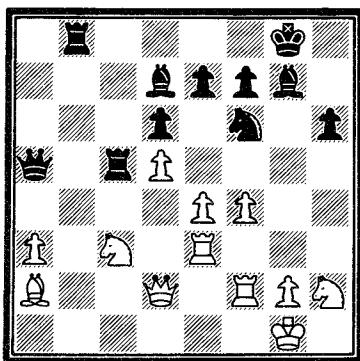
Possible points: 6
Cumulative: 114

24

How is White's f4-f5 to be prevented? The continuation 1 ... Bf5 (0 points) does not solve the problem; White can sacrifice a pawn by 2 g4 Bxg4 3 f5 with a strong attack. That leaves the two moves with the f-pawn, and the difference between them is enormous. In Jansa-Kavalek, Harrachov 1963, Black chose 1 ... f5 (0 points), but the blocked position completely paralyzed his Queen Bishop. White fished out this strategic weakness in Black's position, and after 1 ... f5 2 a5! 0-0 3 b4 Be6 4 Na4 Kf7 5 Qc3! Rg8 6 Bc5 he gained a clear advantage due to his active Knight against the grounded Bishop. Black should therefore have played 1 ... f6! (4 points). This is the only adequate move. It not only blunts the sharp f4-f5, but also gives freedom of movement to Black's pair of Bishops.

Possible points: 4
Cumulative: 118

25

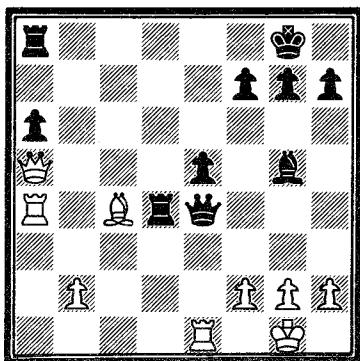


1. Black played 1 ... Rxc3.
This is:
 - a) correct and leads to an advantage for Black;
 - b) incorrect and leads to an advantage for White.
2. Prove it with a variation.

Solution next page.

Black to Move

26



1. After 1 ... Qg6:
 - a) the game is even;
 - b) Black loses.
2. Prove it with a variation.

Solution next page.

Black to Move

25

“What a chore!” That’s what you may have thought after finally finding the correct solution. Indeed, 1 ... Rxc3! is correct and leads to an advantage for Black (2 points). All you needed was courage! Of course you did not overlook the Queen after 2 Rxc3 Nxe4!—you sacrificed it. The sacrifice is correct: after 3 Rc8+ Rxc8 4 Qxa5 Bd4 (3 points), Black has a strong attack and full value for the Queen; e.g., 5 Qb4 Bxf2+ 6 Kf1 Rc2 7 Qxe4 Bb5+ and wins, or 5 Nf3 Bxf2+ 6 Kf1 Rc2 7 g4 Bxg4 with advantage for Black. In Hort-Ujtelky, Prague 1963, Black stopped short, unwilling to part with his Queen, and after 2 ... Qa7? he even lost the game. If you say A, you must say B.

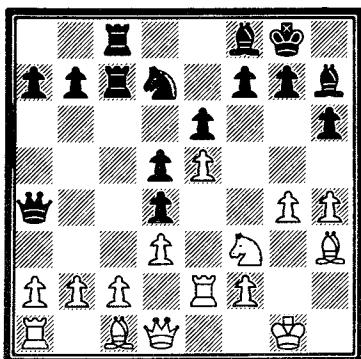
Possible points: 5
Cumulative: 123

26

For those who are familiar with the brilliant conclusion of the famous Adams-Torre game (New Orleans 1921), this example is probably mere child’s play. 1 ... Qg6 leads to a loss for Black (1 point). The well-known attack on the 8th rank and its variant forms always look new and are easily overlooked. That’s what happened to Black in Jansa-Jongsma, Budva 1963. After 1 ... Qg6? came 2 Qxe5 Rdd8 3 Rxa6! (3 points) and Black resigned. “How stupid can you get?” Black said to himself after the game.

Possible points: 4
Cumulative: 127

27

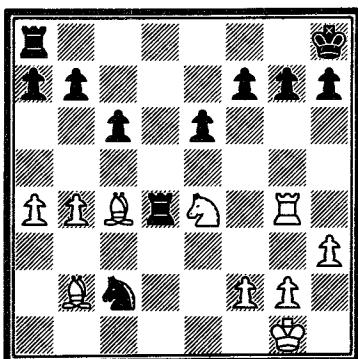


1. Black is:
 - a) better;
 - b) winning;
 - c) equal.
2. Would you recommend 1... Rxc2 for Black?

Solution next page.

Black to Move

28



1. Black is:
 - a) winning;
 - b) equal;
 - c) better.
2. How should Black continue?

Solution next page.

Black to Move

27

The answer to the first question depends on the evaluation of 1 ... Rxc2. Black has only an equal position (2 points), and in Dely-Hort, Sarajevo 1964, Black saw the consequences of 1 ... Rxc2? in time. This move cannot be recommended (3 points). In fact, it would be followed by the quiet 2 Bf4! and there is no defense against the threat 3 b3: if 3 ... Qc6 4 Nxd4. The c-pawn is poisoned, and in the game Black continued with the very cautious 1 ... Nb8.

Moral: Don't tie the rope around your own neck!

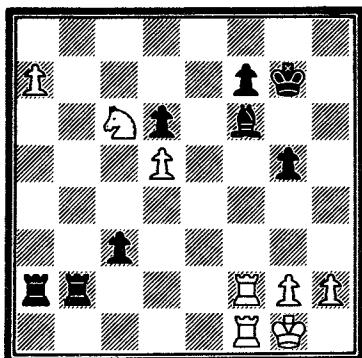
Possible points: 5
Cumulative: 132

28

Sometimes chess is arithmetic. Black has an equal position (2 points)—and this situation would no doubt be best analyzed by a computer. It is well known that Botvinnik tested computers with his famous combination against Capablanca (AVRO 1938). The diagram looks fantastic, but even here the computer's cool brain would find the variation played in Geller-Hort, Varna 1964, where both players were happy to see everything fall into place. The forcing continuation was 1 ... f5! 2 Bxd4 Nxd4 (2 ... fxg4 is weaker because of 3 Bc3) 3 Rh4 fxe4 4 Rxе4 Rd8 5 Bxe6. If you "programmed" this far, give yourself 3 points. The game ended with a repetition of moves after 5 ... g6 6 Bf7 Rd7 7 Be8 Rd8, etc. White cannot play 8 Re7 because of 8 ... Nf5 followed by ... Kg7. Don't you also feel sometimes that chess is only counting?

Possible points: 5
Cumulative: 137

29

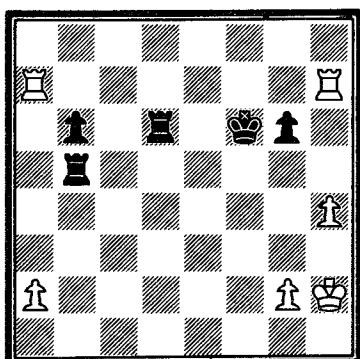


1. Black is:
 - a) better;
 - b) equal;
 - c) winning.
2. Prove it with a variation.

Solution next page.

Black to Move

30



- Black played 1 ... Rf5. This is:
- a) correct and Black can draw;
 - b) incorrect and Black loses.

Solution next page.

Black to Move

29

You don't have to be Sherlock Holmes to see that Black is winning (1 point). And you don't need a magnifying glass for the second question either. The variation 1 ... Rxf2 2 Rxf2 Rxa7 3 Nxa7 Bd4 with the promotion of the extra pawn is decisive and convincing. The solution deserves 2 points, and all that remains to be said is that in Kollberg-Jansa, Cracow 1964, White resigned after the academic 3 Rc2 Rb7. If the famous detective had played chess instead of the violin he would have enjoyed the conclusion of this game.

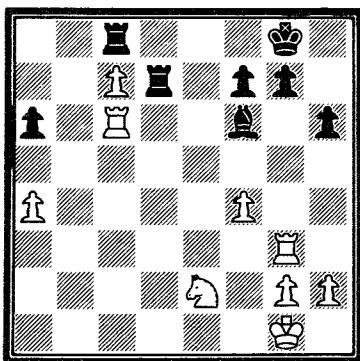
Possible points: 3
Cumulative: 140

30

Even in chess you can shoot the ball into your own basket. 1 ... Rf5?? is of course incorrect, and Black loses (2 points). Only the fact that he was in time pressure could have excused Black in Spassky-Jansa, Tel Aviv 1964. There followed 2 Rae7! and the only defense against mate or loss of a Rook was 2 ... Re6—but this led to the exchange of all the Rooks after 3 Rhf7+ and thus to a won pawn endgame for White. It is sometimes more difficult to avoid the worst continuation than to find the best one!

Possible points: 2
Cumulative: 142

31

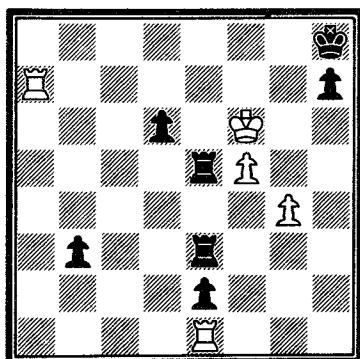


1. White's position is:
 - a) a draw;
 - b) worse;
 - c) winning.
2. What is Black's best move?

Solution next page.

Black to Move

32



1. Black is:
 - a) winning;
 - b) losing;
 - c) equal.
2. Prove it with a variation.

Solution next page.

Black to Move

31

White has several threats in this position, but since it is Black's move, Black wins (1 point). In Zinn-Hort, Cracow 1964, the obvious 1 ... Rd1+ 2 Kf2 Bh4 (1 point) ensued. Black had no trouble turning the advantage of the Exchange into a win, since White's c-pawn will also disappear in a few moves. This problem was intended for the relative novice; the authors apologize if it seemed too much like a primitive trap.

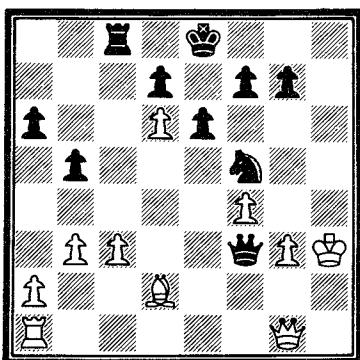
Possible points: 2
Cumulative: 144

32

After adjourning the game Szabo-Hort, Moscow 1964, the opponents took inventory. Black is two pawns up, and two pawns are already far advanced. That should be enough to win, except that Black has an unfavorable King position. While White's King is very comfortable on f6 and also helps to create mating threats, Black's is in prison—it would be hard to find a worse square on the entire board. Maybe that's why the game ended in a draw, and the only right answer is that Black's position is equal (2 points). The game continued with the forced 1 ... Kg8! (else 2 Rh1 and White wins!) 2 Rg7+ Kf8 3 Rxh7 Ke8 (again forced) 4 Ra1! Re7 5 Ra8+ Kd7 6 Rxe7+ Rxe7 7 Ra7+ Kc6 8 Rxe7 b2. Black has escaped the danger and seems to be able to hope for more than a draw. But after 9 Rxe2 b1Q 10 g5!, an unusual endgame resulted in which the Queen and pawn could not win against the Rook and two connected pawns on the 5th rank. After 10 ... Qa1+ 11 Kg6 Qb1 12 Kf6 Qa1+ the game was drawn by repetition of moves. Those who arrived at 10 g5! earn 6 points. The bounds of equality can be unbelievably broad at times.

Possible points: 8
Cumulative: 152

33

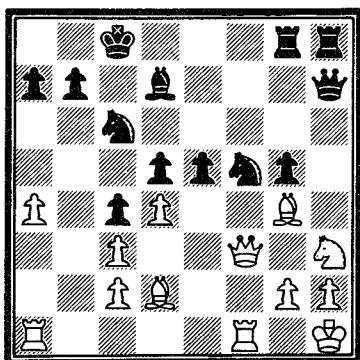


What is the fastest way for Black to realize his advantage?

Solution next page.

Black to Move

34



What is Black's best move?

- a) 1 ... e4;
- b) 1 ... Nh4.

Solution next page.

Black to Move

33

Connoisseurs must have enjoyed the problemlike ending of Ree-Jansa, Cracow 1964: 1 ... Rc5!. The Rook cannot be taken, of course. Black would have been disappointed if White had resigned here, even though Black's threats cannot be repulsed. After the most reasonable move, 2 Rf1, Black savored the feast till the end: 2 ... Ne3!! threatened unavoidable mate, and this forced White's immediate surrender. Needless to say, the reward of 4 points goes only to those who saw both impressive moves.

Possible points: 4
Cumulative: 156

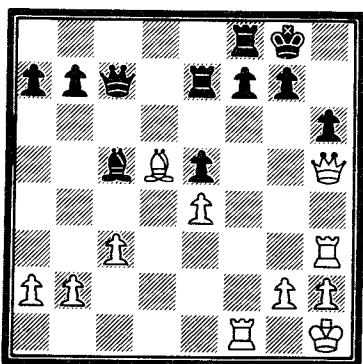
34

These two moves are as different as night and day. In Tringov-Hort, Sarajevo 1965, Black chose 1 ... e4? (0 points). Although he had refused a draw two moves earlier, he was forced to resign after the simple but effective 2 Qxf5! because he was losing a piece. 1 ... Nh4! (3 points) was the right move. Oversights like this can lead to sleepless nights.

How can you control your own thinking? First write down your move (without playing it), cover it with your pen so that your opponent cannot see the move, and then recheck the whole variation once again from A to Z. That's how many world-class players do it.

Possible points: 3
Cumulative: 159

35

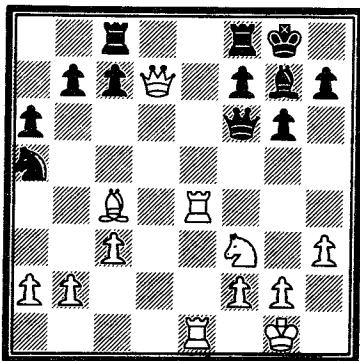


Suggest an aggressive continuation for White.

Solution next page.

White to Move

36



1. White is:
 - a) better;
 - b) equal;
 - c) worse.
2. What is White's best move?

Solution next page.

White to Move

35

"Those opposite-color Bishops are a nuisance," sighed Black, trying to defend an unpleasant position in Nezhmetdinov-Jansa, Sochi 1965. White, a respected tactician, ended Black's suffering with the sharp and decisive 1 Rf6! (3 points). The Rook cannot be taken because of mate in two, while the threat is 2 Rxh6. Black gave up the Exchange with 1 . . . Re6 2 Bxe6, which was just another form of capitulation.

Has anything like this ever happened to you? If so, take this as a lesson: Once is an accident, twice is a habit.

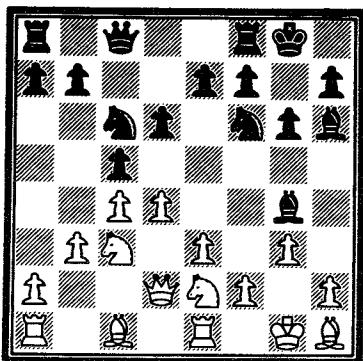
Possible points: 3
Cumulative: 162

36

White, in view of his centralization, is better (1 point). In Hort-Larsen, Copenhagen 1965, he could not resist a small combination à la Capablanca. Readers who won a pawn with the combination 1 Bxf7+ (3 points) Qxf7 2 Re7 Qf6 3 Qd5+ and 4 Qxa5 without too much thinking may be familiar with many of the Cuban grandmaster's "small combinations." We estimate that it should have taken a Class A player about 5 minutes to see this combination, a Class B player about 8 minutes, a Class C player about 15, and others somewhat longer than 15 minutes—but no longer than one sunny afternoon at the beach.

Possible points: 3
Cumulative: 165

37

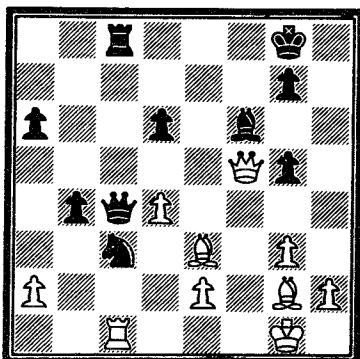


White to Move

1. White played 1 Nd5. This continuation is:
 - a) incorrect and leads to an advantage for Black;
 - b) correct and leads to an advantage for White.
2. Give a variation.

Solution next page.

38



Suggest an aggressive continuation for White.

Solution next page.

White to Move

37

In Stahlberg-Jansa, Marianske Lazne 1965, Black could not believe his eyes when the captain of the White forces picked up his Knight and put it on d5. The move 1 Nd5? is incorrect and leads to an advantage for Black (1 point). The variation 1 ... Nxd5 2 cxd5 Nxd4! (2 points) is sufficiently convincing: Black gets to take a whole pawn without having to risk anything. The game continued 3 Nxd4 cxd4 4 Bb2 dxe3 5 fxe3 Bg7 and Black gradually worked his advantage into a win. Sometimes even the most experienced player forgets for a moment that prudence is the mother of wisdom.

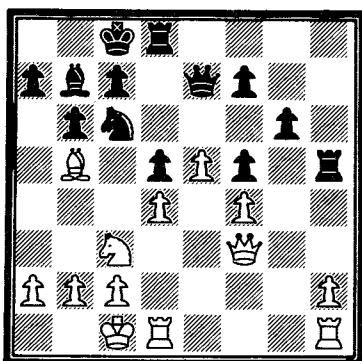
Possible points: 3
Cumulative: 168

38

"I could find the most aggressive continuation for White even in a blitz game," protests the reader. We agree; that's why you get only one point for finding 1 Bd5+, which was played in Hort-Pirc, Marianske Lazne 1965. The Exchange behind, Black vainly tried to resist with 1 ... Qxd5 2 Qxd5+ Nxd5 3 Rxc8+ Kf7 4 Kf2 Nc3 5 Ra8 d5 6 Ke1! Nxa2 7 Rx a6 Nc3 8 Rb6 and finally resigned. It can be useful for even the greatest masters to get back to the ABC's once in a while.

Possible points: 1
Cumulative: 169

39

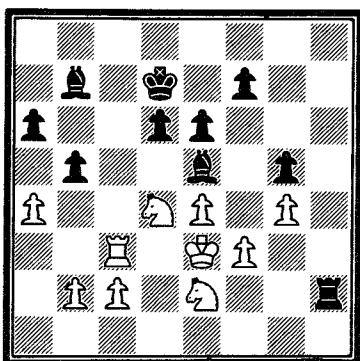


White to Move

1. White played 1 Nxd5. This continuation is:
 - a) incorrect;
 - b) correct.
2. Prove it with a variation.

Solution next page.

40



Black to Move

1. Black is:
 - a) somewhat better;
 - b) winning;
 - c) equal.
2. What is Black's best move?

Solution next page.

39

1 Nxd5! is correct (2 points), and it led to sharp play and an advantage for White in Jansa-Antoshin, Sochi 1965. After 1 Nxd5 Qe6 everything is fine: 2 Bxc6 Bxc6 3 Ne7+ and White wins. But is the pawn poisoned? After 1 ... Rxd5 2 Qxd5 Na5, then 3 Ba6! Bxa6 4 Qa8+ Kd7 leads to a position that gave White a headache when he was calculating 1 Nxd5. He finally concluded that, despite his material deficit, the position favored White because Black's pieces, including his King, were very poorly placed. The progress of the game showed that White was right: 5 d5 Bb7 (a weak defense, but even 5 ... Qb4 was not sufficient because of 6 e6+ Ke7 7 d6+! cxd6 8 exf7 Kxf7 9 Rhei with a strong attack) 6 Qg8 Nc4 7 e6+ fxe6 8 dxe6+ Kc6 9 Qxg6 Qb4 (last try; if the Rook retreats, 10 Qxf5 decides) 10 e7+ Kc5 11 Qf6 Bc6 12 Rhei Kb5 13 e8Q Bxe8 14 Rxе8 and White won. If you got as far as 5 d5, give yourself 4 points. Black's "trap" was worth falling into.

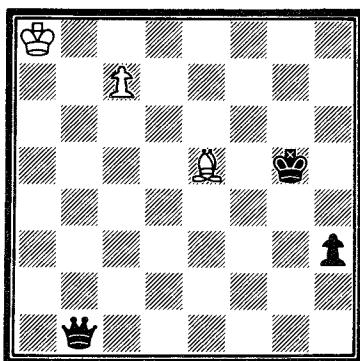
Possible points: 6
Cumulative: 175

40

If you think Black can start to reap the harvest, you are right. Black is indeed winning (2 points). Remember that the strength of the two Bishops lies partly in the fact that by exchanging one you aren't necessarily giving up any advantage. In Augustin-Hort, Harrachov 1965, Black chose the radical incision 1 ... Bf4+ (3 points). A few short variations will convince even those who chose other moves. After 2 Kd3 comes 2 ... e5! 3 Nb3 b4 4 Rc4 a5 5 Nxa5 Ba6! 6 c3 b3 and White is virtually stalemated. Even 2 Nxf4 gxf4+ 3 Kd3 e5 4 Nb3 b4 could not gladden White's heart: 5 Rc4 a5 6 Nxa5 Ba6 7 c3 b3! 8 Nxb3 Rxb2 is also hopeless for White. Theory shows that Rook and Bishop is a more powerful combination than Rook and Knight, especially when there are two Bishops and the Rook is on the 7th rank.

Possible points: 5
Cumulative: 180

41

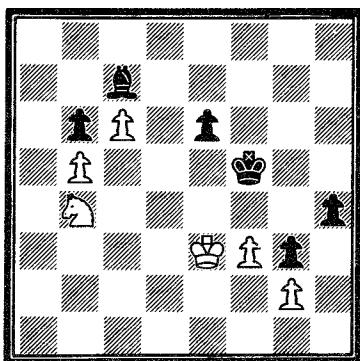


What is Black's best move?

Solution next page.

Black to Move

42



1. Black is:
 - a) equal;
 - b) worse;
 - c) losing.
2. Give a variation.

Solution next page.

Black to Move

41

Relax, there is no mistake in the diagram: Black does indeed have a whole Queen for the Bishop. In Jansa-Alatortsev, Tbilisi 1965, White was clutching at straws in a last attempt to find a way out. The precise path to a Black victory is not at all easy to find, and the 4 points are earned only by those who played the ending as perfectly as Black did in the game: 1 ... Qf5! 2 Kb7 Qxe5 3 c8Q Qd5+ 4 Ka7 h2. Believe it or not, White has no checks after 5 Qc1+ Kh5!, and that of course means the game is over. It's amazing how many squares can be protected by a Queen in the center of the board.

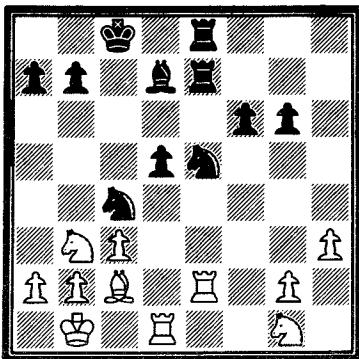
Possible points: 4
Cumulative: 184

42

Well, you have to be lucky—like Prince Charming, who, confronted by three veiled maidens, picked the right one. Black is losing! You get 3 points for that answer. In Hort-Barcza, Copenhagen 1965, the threat was Na6, but White also had to keep an eye on Black's h- and g-pawns. Black thought about his sealed move for a long time, and White analyzed lengthily at home. Now compare your analysis. 1 ... Be5! 2 f4! (the strongest—not 2 Na6? because of h3! 3 gxh3 Bd4+ and Black wins) 2 ... Bxf4+ 3 Kf3 e5 4 Nd5 e4+ 5 Ke2 Bd6 6 c7 Bxc7 7 Nxc7 Ke5 8 Na8! Kd5 9 Nxb6+ Kc5 10 Nc4 Kxc4 11 b6 h3 12 gxh3 g2 13 Kf2 Kd3 14 b7 e3+ 15 Kxg2 e2 16 b8Q e1Q 17 Qg3+ and wins. After the sharp 1 ... h3?! 2 gxh3 Kg5 3 Na6 Kh4 4 Nxc7 Kxh3 5 Nxe6 g2 6 Nf4+ White wins easily. In the game, Black chose a different plan—to transfer the King to the Queenside. The continuation after 1 ... Bf4+ was also instructive: 2 Ke2 Kf6 3 Nd3 Bc7 4 f4! clearly shows the intentions of both sides. After 4 ... Ke7 5 Kf3 Kd6 6 Nb4 White's Knight reaches a6 just in time. Then came 6 ... Bd8 7 Na6 Bf6 8 Kg4 Bd8? (or 8 ... Be7 9 Nb8! Bd8 10 Nd7 Kd5 11 Nf6+ followed by Ne8 and c7 and wins). After 8 ... Bd8? the game immediately turned into a pawn ending: 9 c7 Bxc7 10 Nxc7 Kxc7 11 Kxh4 Kd6 12 Kxg3 and Black, exactly one tempo short, resigned. If you saw the main ideas, and if Black didn't surprise you with anything, you have earned 6 points. If your thinking was less precise, deduct 1-3 points. Another example from the higher school of chess!

Possible points: 9
Cumulative: 193

43

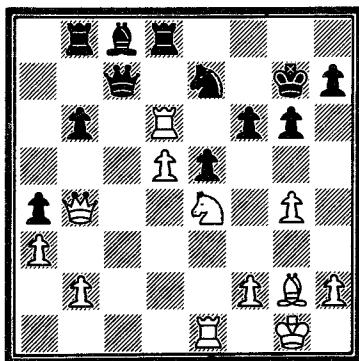


1. Black should:
 - a) defend the pawn on d5;
 - b) not defend the pawn.
2. What is Black's best move?

Solution next page.

Black to Move

44



1. White is:
 - a) better;
 - b) winning;
 - c) equal.
2. What is White's best move?

Solution next page.

White to Move

43

If you decided not to defend the pawn on d5, you have an excellent tactical sense and you get 2 points. After 1 ... Bc6? 2 Nd4 White would almost be better. The whole problem seems made to measure for tacticians, who could not have missed the combination 1 ... Nxb2! (4 points). In Ozsvath-Hort, Prague 1966, Black won a pawn after the interesting 2 Rxd5 Na4! 3 Kd1 Bc6 4 Rd4 Nxc3, and of course he later turned his great advantage into a win. We can conclude this episode by saying that the serious lack of coordination between the White pieces allowed 1 ... Nxb2!, and that a hasty evaluation of a position in which one side has an isolated pawn—which is merely a single tile in the overall mosaic—can have disagreeable consequences.

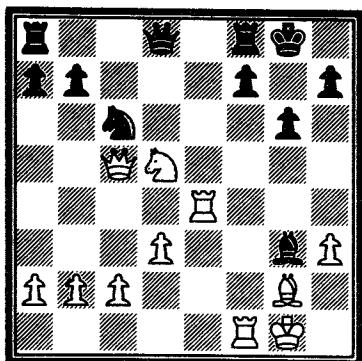
Possible points: 6
Cumulative: 199

44

Even the greatest pessimist will probably take a rosy view of things as he looks at White's active pieces. White is winning (1 point). You will earn relatively little (2 points) for the simple tactical attack 1 Nxf6!. After taking the Rook—1 ... Qxd6 2 Qxd6 Rxd6 3 Ne8+—White wins, of course. The game Hort-Kubicek, Harrachov 1966, continued 1 ... Kf7, but Black's resistance was in vain. After 2 Rxd8 Qxd8 3 g5 Nf5 4 Rxе5 Qc7 5 Re1 Bb7 6 Bh3 Nd6 7 Be6+ Black resigned. This problem was merely for relaxation, since the advanced player could rightly object that he can see such combinations even in blitz games. Nevertheless, the less experienced player can be quite pleased to have found 1 Nxf6.

Possible points: 2
Cumulative: 201

45

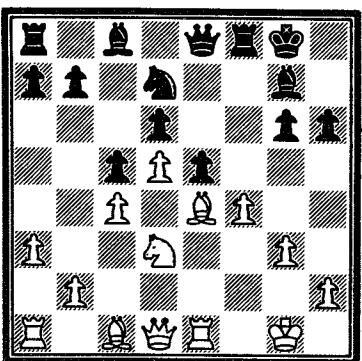


1. The preferable position is:
 - a) White's;
 - b) Black's.
2. Black should play:
 - a) 1 ... Bd6;
 - b) 1 ... f6.

Solution next page.

Black to Move

46



1. Black is:
 - a) a little better;
 - b) equal;
 - c) a little worse.
2. What is Black's best move?

Solution next page.

Black to Move

45

Even on general considerations you must prefer White's position (1 point). Black is facing a number of threats and has to find his way along a very narrow path. If you recommended 1 ... f6? you pushed him right into a deep abyss. 1 ... f6? loses, and you get no points. In Hort-Kinmark, Halle 1966, there followed 2 Rxf6!. Only then did Black see his mistake, but it was too late. 2 ... Rxf6 was not playable because of 3 Re8+ Qxe8 4 Nxf6+ and wins. Black tried 2 ... Be5 3 Rxe5 Nxe5 4 Ne7+ Kg7 5 Rxf8 and resigned.

Caution is rewarded in this case. If you recommended 1 ... Bd6! (3 points) you probably saw that 2 Qc3 would lead nowhere because of 2 ... Bh2+ 3 Kxh2 Qxd5 and Black can hold on. The Queen retreat 2 Qc4 is not productive because after 2 ... Ne5 the position is still unclear, although White has the initiative.

Moral: Even in complicated positions you have to put up the most stubborn resistance.

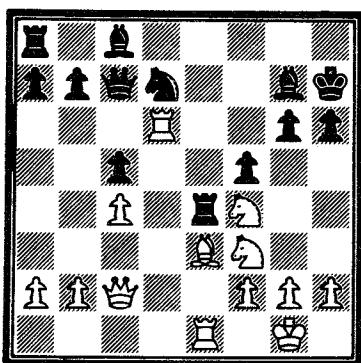
Possible points: 4
Cumulative: 205

46

For the first question you needed the eye of a William Tell to see that Black is a little better (3 points). Black's excellent move 1 ... b5! (3 points), from Rajkovic-Jansa, Orebro 1966, confirms this opinion. In such very dynamic positions the fight for the initiative motivates all the action. "To take or not to take," is what White was thinking now. He decided to hold on to the pawn with tooth and nail, but 2 cxb5 c4 3 Nf2 Nc5 4 a4? almost cost him the game after 4 ... Qf7 5 Qe2 Bb7 6 fxe5 Nxe4! 7 Nxe4 Qxd5. Black is also somewhat better after the more correct 4 fxe5 Qxe5; e.g., 5 Bxg6? Qf6 6 Qc2 Nb3! followed by ... Nd4, or 5 Bf4 Qxb2 (or 5 ... Rxf4!), in any case with more than sufficient compensation for Black. The fight for the initiative is fundamental to chess.

Possible points: 6
Cumulative: 211

47

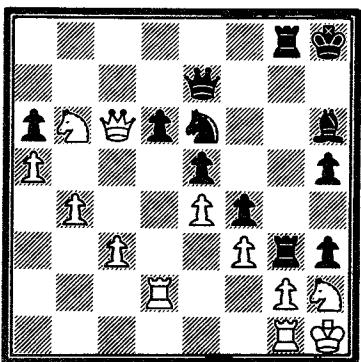


1. White is:
 - a) winning;
 - b) better;
 - c) losing.
2. What is White's best move?

Solution next page.

White to Move

48



What is White's best move?

- a) 1 Qc4;
- b) 1 Qd7;
- c) 1 Nc8.

Solution next page.

White to Move

47

White is winning (2 points). In Hort-Minic, Halle 1966, White of course did not foresee all the consequences of the sacrifice 1 Rxg6! (4 points), but his intuition did not betray him. Black's Queenside is inactive and his other pieces lack the necessary coordination. After 1 ... Rxf4 (otherwise 2 Nd5) 2 Bxf4 Qxf4 3 Rxg7+ Kxg7 4 Qc3+ Black was a piece up, but his exposed King had no escape. He played 4 ... Nf6 and tried to hide his King on the h-file. Neither 4 ... Kg8 5 Re7! Qg4 6 h3 Qg6 7 Nh4 Qf6 8 Rxd7! Qxc3 9 Rd8+ and 10 bxc3 nor 4 ... Kf7 5 Qh8 could have maintained the balance. After 4 ... Nf6 5 Re7+ Kg6 6 Ne5+ Kh5 7 Rg7! Be6 8 Qh3+ Qh4 9 Ng6+ Black resigned, since after 9 Qxh3 10 Nf4+ Kh4 11 g3+ it is mate next move. It takes great sacrifices to achieve great goals!

Possible points: 6
Cumulative: 217

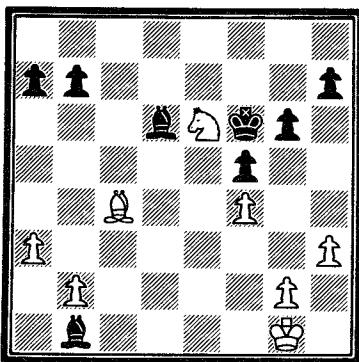
48

Correct is 1 Qd7 (6 points), and then 1 ... Qg5 2 Qxe6 hxg2+ 3 Rdxg2 Rxg2 5 Qxg8+. White sacrifices the Queen but can ward off Black's attack, and this is the White defense you should have analyzed. 4 ... Qxg8 5 Rxg2 followed by 6 Nd5 creates an unclear position in which it is doubtful that Black's material advantage can be exploited. What a pity that the game Tal-Jansa, Sarajevo 1966, did not reach that position! But cheer up—even such a magician as former World Champion Tal could not find his way through the maze of variations, although both sides were in time pressure. Surprisingly, Tal chose 1 Nc8? (0 points), the weakest of the three suggested moves. The game continued 1 ... Qg5 2 Nxd6 Nd8! and Black had a winning position because White loses material. The somewhat better 1 Qc4 (0 points) does not equalize either, because of 1 ... h4! (threatening 2 ... hxg2+ 3 Rdxg2 h3! and wins) 2 Ng4 R8xg4! 3 fxg4 f3 and again Black's attack succeeds.

A nice anecdote goes with this game. During the critical time pressure, an inexperienced tournament director urged Black to write down his moves. This action by the director was contrary to internationally accepted practice and White immediately intervened on behalf of his opponent, for he did not want to gain the point on a technicality. Black ultimately won, but White's behavior should stand as an example to many others.

Possible points: 6
Cumulative: 223

49

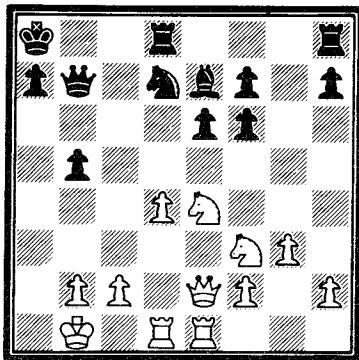


1. Black is:
 - a) winning;
 - b) better;
 - c) equal.
2. Support your opinion with a variation.

Solution next page.

Black to Move

50



1. White is:
 - a) equal;
 - b) better;
 - c) worse.
2. What is White's best move?

Solution next page.

White to Move

49

To say that the Bishop-pair is strong in an open position is to belabor the obvious, but still it may seem too much to claim that Black is winning—though he is (2 points). For the moment, White's King is far from the center of the struggle, he will have to spend an extra tempo to protect his f-pawn, and the position of his minor pieces is more suitable for a middlegame than an endgame. In Bessor-Hort, Halle 1966, there came the instructive 1 ... b5! 2 Bb3 (2 Bd5 would meet the same reply) 2 ... Bd3!! (4 points). Black's idea is clear. Sometimes the advantage of the two Bishops is that one of them can be profitably exchanged at the right moment. After 3 g3 Bc4 4 Bxc4 bxc4 5 Ng5 (not 5 Nd4 because of Bc5!) 5 ... Bxa3! White resigned. A simple and very instructive example.

Possible points: 6
Cumulative: 229

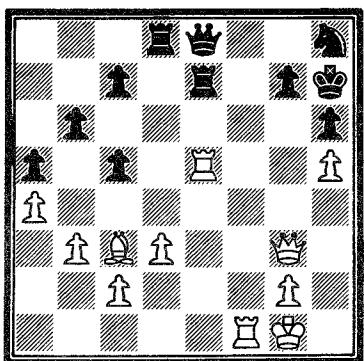
50

Black is only one step away from a fully consolidated position—imagine his Knight on d5 instead of d7. Those who noticed his inadequate protection of the d5-square probably guessed that White is better (2 points). In Jansa-Minev, Sarajevo 1966, White, with his energetic central advance 1 d5! (4 points), divided the battlefield into two fronts, and after 1 ... exd5 2 Neg5! fxg5 3 Qxe7 f6 4 Nd4 his Knight occupied an ideal central square. Black, in a positional squeeze, gave up pawn after pawn, and after 4 ... Rc8 5 Qd6 Ne5 6 Qxf6 Ng4 7 Qf5 h5 8 f3 Rhf8 9 Qxg5 Nxh2 10 Re7 White was winning easily.

Moral: Find your opponent's weaknesses and strike while the iron is hot.

Possible points: 6
Cumulative: 235

51

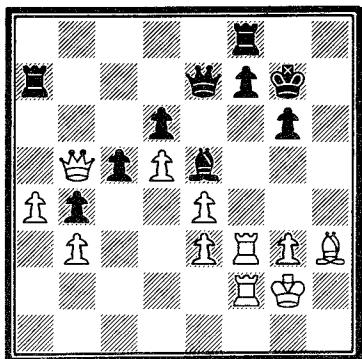


1. Black is:
 - a) equal;
 - b) worse;
 - c) better.
2. Black should play:
 - a) 1 ... Rdd7;
 - b) 1 ... Rxе5.

Solution next page.

Black to Move

52



- White's best move is:
- a) 1 a5;
 - b) 1 Be6.

Solution next page.

White to Move

51

Black's position is much worse (1 point) because, in addition to having a weak spot at g7, his pawn structure on the Queenside is vulnerable (the pawns are on the same color squares as the enemy Bishop). But how can the situation be saved? Black, in Hort-Geller, Prague 1966, saw that 1 ... Rdd7? was incorrect because 2 Qxg7+ Rxg8 3 Rxe8 Rg8 4 Rff8 Rxf8 5 Rxf8 Nf7 6 Re8! leads to a completely hopeless position for Black. Therefore, you earn 4 points if you recommended 1 ... Rxe5, which was played in the game. "If you have to fish in muddy water, make sure the water is just as muddy for your opponent," is an old chess saying that applies here. Care and concentration paid off for White after 2 Bxe5 Rd7 3 Bxc7 Qxh5 4 Bxb6 Rb7 5 Bxa5 c4?! because Black—through the muddy water—underestimated 6 Qf3!. Give your opponent as many problems as possible!

Possible points: 5
Cumulative: 240

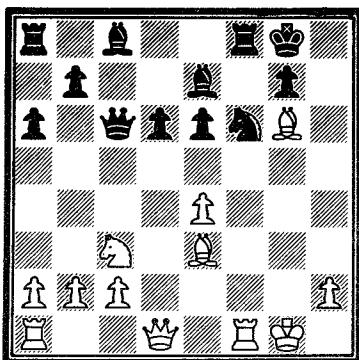
52

In Hort-Larsen, Sousse 1967, White played 1 a5 (0 points) with the best intentions. Good intentions alone, however, are not enough—White's conception of the position differed from harsh reality. After 1 ... Qb7! it suddenly turned out that the pawn on a5 was very weak. White pretended that his pawn move was intended to lure Black's pieces to the Queenside, but his attack on f7 left him empty-handed after 2 Qc6 Qa6! 3 Be6 (White did not like the passive defense 3 Ra2 because of 3 ... Qd3; e.g., 4 Qb6 Rfa8, still with advantage for Black) 3 ... Qxa5, and now he discovered that there was no perpetual check after 4 Rxf7+. So he played 4 Kh3 Rc7 5 Ra2 Rxc6 6 Rx a5 Rc7! 7 Bg4 c4! and Black was already winning. The move 1 Be6! (5 points) is preferable. It gives White a better place for his Bishop, and the attempt to win by 1 ... Qg5 fails to 2 Qf1 f6 (on 2 ... fxe6 3 Rxf8 Qxg3+ 4 Kh1 Qh4+ Black has only a draw) with an unclear outcome.

Logic is inexorable. A passed pawn is strongest when it is supported by another pawn.

Possible points: 5
Cumulative: 245

53

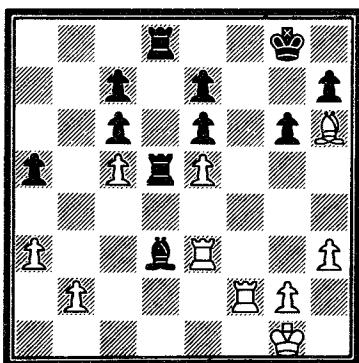


1. After 1 e5 exd5 2 Ne4:
 - a) Black wins;
 - b) White wins;
 - c) the game will be a draw.
2. Give a variation.

Solution next page.

White to Move

54



What is the best way to realize White's undoubtedly advantage?

Solution next page.

White to Move

53

Only patience and objective evaluation of both sides' prospects can earn points. Assuming correct defense by Black, the piece sacrifice 1 e5 dxe5 2 Ne4 leads to a draw (3 points). Amazed? Then let's compare analyses!

This problem cannot be solved in the subway or under a classroom desk. The game—Jansa-Kinmark, Goteborg 1967-68—continued 2 ... Nxe4 3 Rxf8+ (3 Qh5 does not work because of 3 ... Rxf1+ 4 Rxf1 Nf6 and Black can defend) 3 ... Kxf8 (3 ... Bxf8 is weaker because of 4 Qh5 Bc5 5 Qh7+ Kf8 6 Rf1+ Ke7 7 Qxg7+ Kd6 8 Rd1+ and wins) 4 Qh5 Bf6? 5 Rd1! Ke7 (Black had no satisfactory defense to 6 Qh8+) 6 Bxe4 Qc7 7 b4 and Black resigned. "Well, all went as planned," White said happily to himself as he signed the scoresheet. But Grandmaster Geller, who was standing nearby, asked a troubling question: "How about moving Black's Bishop to c5 instead of f6?" You know the type: "Monday morning quarterbacks." But Geller was right, for with 4 ... Bc5 Black could have defended himself; e.g., 5 Rf1+ Ke7 6 Rf7+ Kd6, or 5 Qh8+ Ke7 6 Qxg7+ Kd8 (not 6 ... Kd6 because 7 Rd1+ wins) and the best way out for both sides is a draw after 7 Qh8+ Ke7! (7 ... Kc7 8 Qxe5+ Kb6 9 Qxe4! with advantage to White) 8 Qg7+ with repetition of moves.

If you saved Black with "Geller's" 4 ... Bc5!, give yourself 5 points; if you overlooked this but found the win for White after 4 ... Bf6, take 4 points.

So, not only women and watermelons can't be seen through.

Possible points: 8

Cumulative: 253

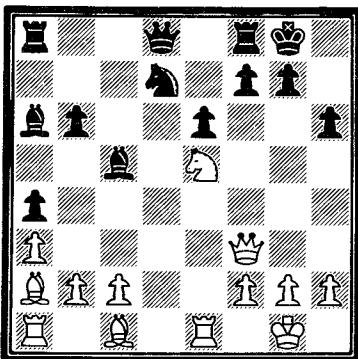
54

When each side has one Bishop and the Bishops are of opposite colors, the attacking side usually has a great advantage. Black, in Winiwarter-Hort, Kews 1967, personally experienced the true meaning of this principle. The f8-square is forbidden to the Black Rooks and White can maneuver freely on the f-file. However, it's not all that simple: if, for instance, 1 Ref3? (0 points) Bf5 2 g4, Black gets compensation in the form of White pawns: 2 ... Rxe5 3 gxf5 exf5 with three pawns for a piece. But in the game, with the excellent move 1 g4! (4 points) White was able to keep the important e-pawn. After 1 ... Bb1 2 Ref3 Bf5 3 gxf5 exf5 4 e6 Rxc5 5 Rd2 Rxd2 6 Bxd2 Re5 7 Re3! Rd5 8 Bc3 g5 9 Kg2 h5 10 Re1 Kh7? 11 Bf6!, Black resigned. Resourceful readers who found the retreat of the Black Rooks by 1 ... Re8 2 Ref3 Rdd8 3 Rf7 g5 4 Rg7+ Kh8 5 Rxg5 Rg8 were right, but, in view of the constant mate threat on the 8th rank, Black is still lost, despite the even material. Black's King is in a cage.

Possible points: 4

Cumulative: 257

55

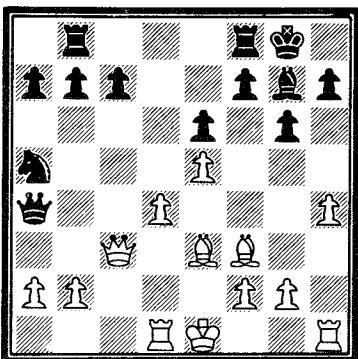


1. After 1 Nxf7:
 - a) White has the advantage;
 - b) Black has the advantage;
 - c) the game is even.
2. Back it up with a variation.

Solution next page.

White to Move

56



1. White is:
 - a) worse;
 - b) better;
 - c) winning.
2. Give a variation.

Solution next page.

White to Move

55

Let courage be praised! Your opinion that 1 Nxf7! leads to White's advantage is worth 2 points. The combination 1 Nxf7! Rxf7 2 Bxe6 Nf6 is not merely an exchange of two minor pieces for a Rook and two pawns, but leads to the gain of another pawn and to the weakening of the Black King: 3 Bxh6! (4 points). 3 ... gxh6 is not playable because of 4 Rad1 and Black, unable to protect all his hanging pieces, gets a losing position. In Jansa-Delmar, Sedlcany 1967, Black preferred 3 ... Ra7, but after 4 Be3 White's pawn supremacy guaranteed him a win. Did you see the third move?

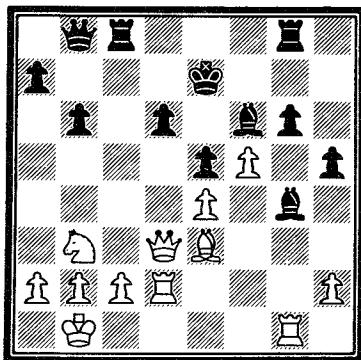
Possible points: 6
Cumulative: 263

56

White is winning (2 points). In Hort-Navarovzky, Luhacovice 1967, Black had to bite the bullet after 1 b3!. The two poorly situated Black pieces on the edge of the board are under constant attack. Loss of material after 1 ... Qa3 is unavoidable (1 ... Qxa2 is no good on account of 2 Ra1 followed by Qxa5): 2 Bc1! Qxa2 3 Rd2! Qb1. Black's Queen, trying to save the Knight, heads directly for the lion's den: 4 0-0!. If you got this far, you've earned 3 points. The game continued 4 ... b6 5 b4! Nb7 6 Rc2. The net is laid. 6 ... c5 7 Ba3 cxd4 8 Qd3 and Black resigned. If you chose the Queen retreat 1 ... Qb5 and found the moves 2 a4! Qa6 3 Be2 Qb6 4 d5 c5 5 Bxc5 Bxe5 6 Qe3! Qc7 7 d6! with a win for White, you get 3 points. Poor Queen!

Possible points: 5
Cumulative: 268

57

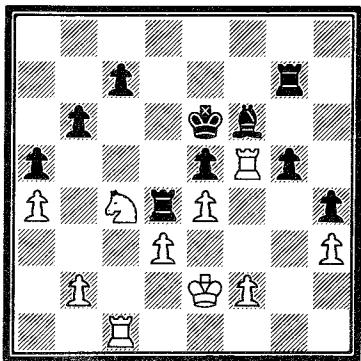


1. White is:
 - a) winning;
 - b) equal;
 - c) better.
2. What is White's best move?

Solution next page.

White to Move

58



1. White is:
 - a) better;
 - b) winning;
 - c) equal.
2. What is White's best move?

Solution next page.

White to Move

57

What does your cool judgment tell you? Black's King is in the middle of the board, his Queen out of play. Black's only hope for salvation in Jansa-Gheorghiu, Vrnjacka Banja 1967, was his pair of Bishops and White's poorly placed Knight on b3, which could play no part in White's planning. White is winning (2 points), but he has to get rid of the Bishop accompanying the Black King. Surprisingly, he is able to do this without using the Knight. The game continued 1 Rxg4! (4 points)—not immediately 1 Qd5 because of gxf5—and after 1 ... hxg4 2 Qd5 White's attack developed by itself. After 2 ... Kf8 3 Qe6 Kg7 4 Rxd6 Rcf8 5 Bg5! Black decided to drink the cup to the bitter dregs, since resignation meant elimination from the interzonal tournament. There followed 5 ... Bxg5 6 Qxg6+ Kh8 7 Qh5+ Kg7 8 Qxg5+ and Black resigned.

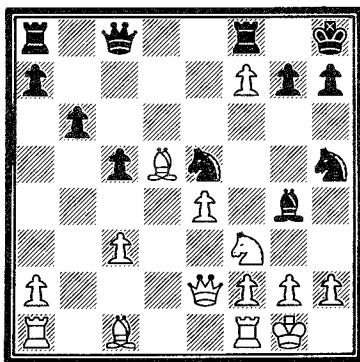
Possible points: 6
Cumulative: 274

58

This was probably child's play for you. Of course White is winning (1 point). Black's Bishop on f6 and Rook on g7 seem to be in storage, and White's King is quite safe behind his wall of pawns. In Hort-Sliwa, Polanica Zdroj 1967, White continued accurately with 1 Nxb6! (2 points). After 1 ... cxb6 2 Rc6+ Rd6? 3 Rxf6+ Kxf6 4 Rxd6+ Ke7 5 Rxb6 Black resigned. But even after 2 ... Ke7 3 Rxf6 Rxa4 4 Rxb6 the end result would have been the same.

Possible points: 3
Cumulative: 277

59

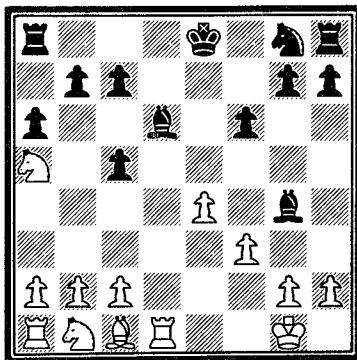


1. Black has:
 - a) full compensation for two pawns;
 - b) insufficient compensation.
2. What is White's best move?

Solution next page.

White to Move

60



1. Black is:
 - a) better;
 - b) equal;
 - c) worse.
2. Black's best move is:
 - a) 1 ... Bc8;
 - b) something else.

Solution next page.

Black to Move

59

This time the cold-blooded problem-solver who is not easily intimidated will triumph. Black does not have sufficient compensation (2 points). The seemingly lethal threat of 1 ... Bxf3 followed by ... Qh3 can be best countered by retreating the King: 1 Kh1! (3 points). A good defensive player would probably play as White did in Savon-Jansa, Havana 1967: 1 ... Bxf3 2 gxf3 Qh3 3 Rg1 Nxf3 4 Rg2, and Black's attack comes to a dead stop; for instance, 4 ... Nh4 is not good enough because of 5 Rg3 Nxg3+ 6 fxg3 and after the Knight retreats White takes the Exchange and gets a clear advantage. In the game, Black tried a trap: 4 ... Rad8 5 c4! (clearing the way for the other Bishop) 5 ... Rxf7?!, but after 6 Bxf7 Nh4 7 Rg5! (not 7 Rg3? because of 7 ... Rd1+ and Black wins) there was nothing left but to resign. Black's attack was romantic but lacked sufficient reserves of energy.

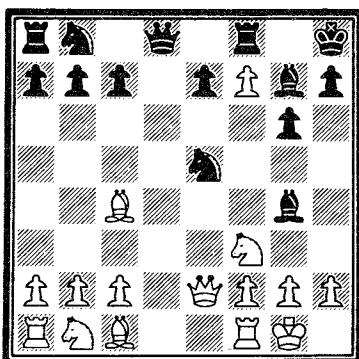
Possible points: 5
Cumulative: 282

60

The conclusion that Black is worse is correct (1 point; you get no points if you were more optimistic about Black's chances). Black set a trap with 1 ... 0-0-0 (0 points) but figured only on 2 fxe4 Bxh2+ 3 Kxh2 Rxd1 4 Nc3 Re1 with excellent practical chances. More sensible was 1 ... Bc8 (3 points), although after 2 Nc4 Black would face a difficult defense. Black's trap 1 ... 0-0-0? boomeranged on the simple 2 e5!, and Black lost a piece in a completely hopeless position. In Hort-Zhelyadinov, Havana 1967, Black immediately resigned.

Possible points: 3
Cumulative: 285

61

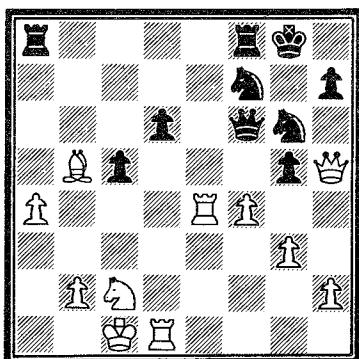


White to Move

1. Should White sacrifice his Queen by 1 Qxe5?
2. Support your opinion with a variation.

Solution next page.

62



Black to Move

1. Black is:
 - a) worse;
 - b) better;
 - c) winning.
2. Black should play:
 - a) 1 ... Rfb8;
 - b) 1 ... gxf4.

Solution next page.

61

The Queen sacrifice is correct (2 points). With quiet moves, such as 1 Nbd2 Nbc6 2 c3 Nxf3+ 3 Nxf3 Ne5 or 1 Rd1 Qc8, White achieves absolutely nothing, for Black has active play. The position is from Jansa-Gaprindashvili, Goteborg 1968. White was partly inspired by the piquant idea of sacrificing the Queen against the queen of the 64 squares (Gaprindashvili was Women's World Champion at the time). Check the analysis: 1 Qxe5! Bxe5 2 Nxе5 Bf5 (attack by 2 ... Qd4 is wrong because of 3 Bd2 Qxe5 4 Bc3 Nc6 5 Re1 with a great advantage for White) 3 Bd2!. This Bishop is stronger than the Rook on f8. If you counted on quick material gain via 3 Bh6?! you should be more objective! The Bishop will give Black a lot of trouble on the a1-h8 diagonal, as it did in the game. If you got as far as 3 Bd2!, you can add 4 points with a clear conscience.

We cannot deprive you of the rest of the battle between the two minor pieces and the Queen: 3 ... h6 (3 ... h5 4 Bc3 Kh7 5 Nd2 with great compensation because of Black's weak g5; on the other hand, g2-g4 is prevented) 4 Bc3 (perhaps 4 g4 was even better) 4 ... Kh7 5 g4 Be4 6 Re1 b5! 7 Bxb5 c6 8 Bc4 Bd5 9 Bd3 Bxf7 10 Nxf7 Rxf7 11 Re6 Rf6 (Black hoped to ease the defense by returning at least some material) 12 Bxf6 exf6 13 Nc3 Nd7 14 Rd1 Qf8 15 Ne4 Kg7 16 Bc4! Ne5 ...

This is not the end. The diligent reader has earned 6 points so far, and can earn more in the second part of the story, in diagram 72.

Possible points: 6
Cumulative: 291

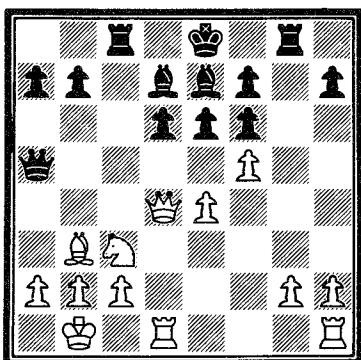
62

Those who are not easily fooled earn 1 point—Black is a pawn down and fighting for equality, and he therefore stands worse. Hort-Suttles, Lugano 1968, continued 1 ... Rfb8? (0 points). After 2 Qe2!, the valuable e5-square could not be used by the Black cavalry. The ensuing 2 ... gxf4 3 gxf4 Kh8 (not 3 ... Nxf4 because of 4 Qf3 and White wins) 4 Qe3 followed by Qc3 transposed into an unhappy endgame for Black. The move 1 ... gxf4 is worth 3 points and is actually the only acceptable continuation for Black, for whom this game was very important in his drive to earn the grandmaster title. After 2 gxf4 Nxf4 3 Qg4+ Ng6 4 Bc4 Kh8 5 Rf1 Qg5+ Black maintains material equality and White's advantage is minimal.

Never despair! No player—not Fischer, not Karpov—is a magician. No one can play better than the objectively best moves.

Possible points: 4
Cumulative: 295

63

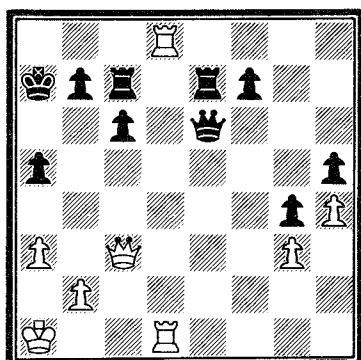


1. White is:
 - a) equal;
 - b) worse;
 - c) better.
2. What is White's best move?

Solution next page.

White to Move

64



1. Black should play:
 - a) 1 ... Qe5;
 - b) 1 ... Qf5.
2. Give a variation.

Solution next page.

Black to Move

63

Elsewhere in the book (#8) you have learned about this type of Black pawn structure. The presence or absence of Queens makes a great difference. Watch out, Black King, for the White Queen! White is better (2 points). In Jansa-Simagine, Polanica Zdroj 1968, White's 1 Qe3! (5 points) gave Black a difficult position. The unpleasant 2 Qh3 is threatened, with an attack on the very vulnerable e6-square and the h-pawn. Black tried to reverse the course of the game forcibly by 1 ... Rxc3 3 bxc3 Qc5 3 Qh3 Qe5, but after 4 Qxh7 Rf8 5 Rd4 a5 6 a4 b5 7 axb5 Bxb5 8 Rhd1 Bd7 9 Qh3 Rg8 10 Qd3 Bb5 11 Ba4 he had a material deficit. From e3 White's Queen aimed at both flanks—2 ... Qe5 would have been met by 3 Qxa7.

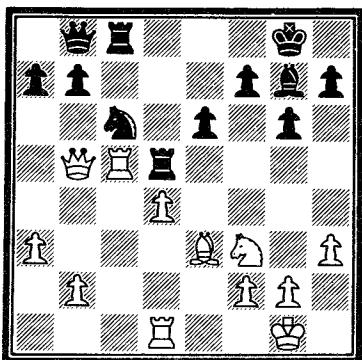
Possible points: 6
Cumulative: 301

64

Correct is 1 ... Qe5! (1 point), and Black keeps his extra pawn. Only an enemy could recommend 1 ... Qf5? (0 points) for Black. It is interesting, then, that this was the move played in Matulovic-Hort, Skopje 1968, and that, in mutual time pressure, the game went merrily on as if nothing were amiss and ended in a draw. Actually, White was not up to the occasion either. He did not find the knockout punch 2 R1d5!!, when, after the forced 2 ... Qxd5 3 Rxd5 cxd5 4 Qxa5+ Kb8 5 Qxd5, White, unexpectedly, wins with Queen and pawn against two Rooks. For finding 2 R1d5!! or the whole variation, you earn 3 points. How many such oversights have already happened, and are yet to happen, during time pressure!

Possible points: 4
Cumulative: 305

65

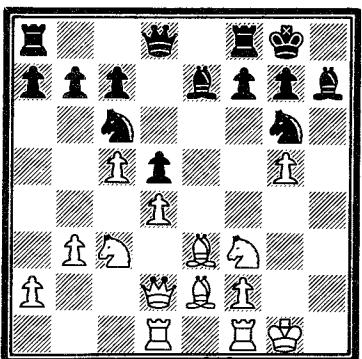


1. Black is:
 - a) equal;
 - b) better;
 - c) winning.
2. What is Black's best move?

Solution next page.

Black to Move

66



What is White's best move?

Solution next page.

White to Move

65

Theory states: Blockade the isolated pawn and tie your opponent's forces to its defense. The reader content with a mere siege of White's isolated d-pawn probably thinks that Black is only better (0 points). In fact, Black is already winning (2 points). In Garcia-Jansa, Moscow 1968, the tactical stroke 1... Nxd4! (2 points) led to a rapid debacle for White. There followed 2 Rxc8+ Qxc8 3 Qa4 b5!, and, in view of further material losses to come, White resigned. The same outcome would have resulted from 2 Bxd4 Rxc5. Theory is right, of course, about the blockade and the restriction of the enemy forces—but the actual liquidation of an isolated pawn is not always so easy.

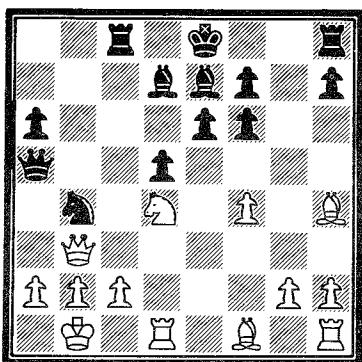
Possible points: 4
Cumulative: 309

66

White has a spatial advantage, and the observant reader is certainly aware that the h-file is not just for show. Kurajica-Hort, Sombor 1968, continued 1 Kg2 (3 points), with the unambiguous intention of transferring the White Rooks to the h-file and giving mate. Black tried to upset White's plans with 1... Qd7, but that's as far as he got, because after 2 Rh1 Qg4+ 3 Kf1 Qe6 (the threat was 4 Ne5) 4 Rh2! b6 5 Kg2! Qg4+ 6 Kh1 Qe6 (again to avoid 7 Ne5) 7 Rg1 White's initiative was unstoppable. White continued energetically to the end: 7... bxc5 8 dxc5 Rad8 9 Nd4 Nxd4 10 Bxd4 f6 11 Qd3!! fxg5 12 Bg4 Qc6 13 Re1 Nh4 14 Rxe7! Bxd3 15 Rxg7+ Kh8 16 Rxg5+ Rf6 27 Rxh4+ and Black resigned. Was your final attack as good as White's?

Possible points: 3
Cumulative: 312

67

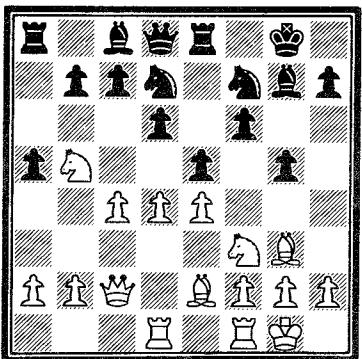


1. White is:
 - a) equal;
 - b) better;
 - c) worse.
2. What is White's best move?

Solution next page.

White to Move

68



1. White is:
 - a) equal;
 - b) better;
 - c) worse.
2. What is White's best move?

Solution next page.

White to Move

67

Defensive players should do well this time, since they probably will conclude that White is better (2 points). They are right not to fear Black's attack on the Queenside, for it is only in a formative stage. In Matanovic-Jansa, Lugano 1968, White's logical and witty 1 Be1! (4 points) radically changed the situation. The threat was 2 a3, and after 1 ... Ba4 2 Qa3 Black's Bishop was in a pin. Perhaps you saw that 2 ... Nxc2 was not playable because of 3 Qxe7+, nor 2 ... Rxc2 because of 3 Nb3, in either case with a win for White. Black could not untie the knot, and after the futile attempt 2 ... 0-0 3 b3 e5 4 fxe5 fxe5 Nf5 Bc5 6 bxa4 White was clearly winning. Active defense often triumphs over an inadequately planned attack.

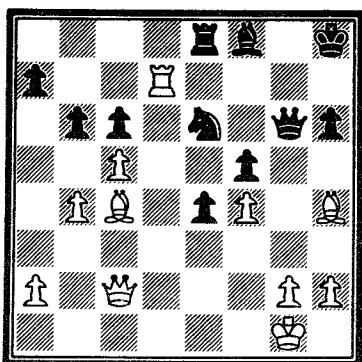
Possible points: 6
Cumulative: 318

68

You probably guessed right: White is better (1 point). After detailed analysis you might even argue that White is winning. The pawn sacrifice 1 c5! causes a lot of problems! For this effective opening of the position you earn 3 points. The simple threat is 2 cxd6 followed by Nc7 and wins. In Hort-Bertok, Vinkovci 1968, Black continued 1 ... dxc5 2 dxe5 fxe5, but after 3 Bc4 he faced a number of insoluble problems. Positionally he was totally lost, so he tried a few complications: 3 ... a4?! 4 Nxg5 Qxg5 5 Nxc7 Qd8 6 Nxa8 Qa5 7 f4! Nf8 8 f5 Bf6 9 Qe2 and Black resigned to avoid further humiliation to his King; e.g., 9 ... Qxa8 10 Qg4+ Ng6 11 Bxf7+, etc. Here, as in some earlier examples, White took advantage of a windfall.

Possible points: 4
Cumulative: 322

69

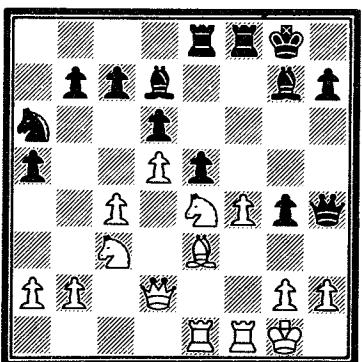


White has an undoubted advantage.
What is his best move?

Solution next page.

White to Move

70



1. White is:
 - a) equal;
 - b) somewhat better;
 - c) winning.
2. What is White's best move?

Solution next page.

White to Move

69

All roads lead to Rome, the saying goes. To find the most passable road, however, was probably not an easy task for you. It may be some consolation to know that even a former world champion took a long time to find the win in Smyslov-Jansa, Polanica Zdroj 1968. "What's your compensation for the two Bishops?" the legendary world champion, Alekhine, would ask an opponent during analysis. He would certainly have approved of the brilliant Bishop move 1 Be1!. If you did not miss this move, give yourself 5 points. The cooperation between the two Bishops decided the game, and Black's defense was in vain: 1 ... bxc5 2 Bc3+ Kg8 3 bxc5 Bxc5+ 4 Kh1 Re7 5 Rxe7 Bxe7 6 Qa4 Kf8 7 Qxa7 and White had a decisive advantage. Any move other than 1 Be1! is clearly weaker and is not worth any points. You may have sensed that this is not a "5-minute" problem; it belongs, instead, to the academy of chess art.

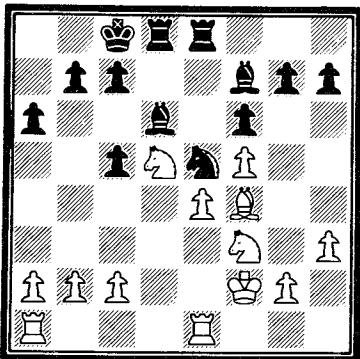
Possible points: 5
Cumulative: 327

70

Blockade-lovers did well here. It is no exaggeration to say that White is winning (2 points). In Hort-Ostojic, Monte Carlo 1969, White was satisfied with just one point. His attack after 1 f5! (3 points) proved to be irresistible. The pawn is actually poisoned, as Ostojic regrettfully realized: if 1 ... Bxf5 2 Ng3! and Black loses a piece in view of the threat 3 Bg5. White took advantage of the complete disorganization of the Black pieces and ended the game quickly: 1 ... h6 2 f6! Bh8 (2 ... Bxf6 was not playable because of 3 g3) 3 Rf2 Rf7 4 Rfe1 Qh5 5 Bxh6 Qg6 6 Qg5 Kh7 7 Qh4 Kg8 8 Bg7 and Black resigned. Moral: A Queen, in a game of chess just as in society, must enter properly escorted.

Possible points: 5
Cumulative: 332

71

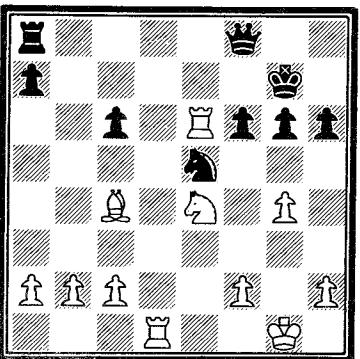


1. White is:
 - a) better;
 - b) worse;
 - c) equal.
2. White should play:
 - a) 1 Nc3;
 - b) 1 Nx e5;
 - c) 1 Rad1.

Solution next page.

White to Move

72



1. In your opinion:
 - a) White has a decisive advantage;
 - b) Black can maintain the balance;
 - c) Black is better.
2. What is White's best move?

Solution next page.

White to Move

71

The configuration of minor pieces in the center is favorable for Black: he has permanent control of e5, he has the pair of Bishops, and both his Rooks are in play. Therefore, White stands worse (2 points), and even the fact that it is his move does not change much. The move 1 Nc3? (0 points) led gradually to a loss for White in Hort-Portisch, Skopje 1968. Black broke up the position in grandmasterly style: 1 ... Nd3+ 2 cxd3 Bxf4 3 Rad1 Rd7 4 b3 b5 5 Ne2 Bd6 6 Ke3 c4! and White's position was very difficult. Also inferior is 1 Nxe5 because of 1 ... Bxe5 2 Bxe5 Rxe5 3 Nc3 b5! with a great advantage for Black. According to the eventual winner, L. Portisch, the most logical move was 1 Rad1! (3 points), bringing the Rook into the game. In the complicated Rook endgame after 1 ... Nxf3 2 Kxf3 Bxd5 3 exd5 Bxf4 4 Kxf4 Rxe1 5 Rxel Rxd5 6 Re2 g5+, White can realistically hope for a draw. Having many pieces in play contributes to a successful game.

Possible points: 5
Cumulative: 337

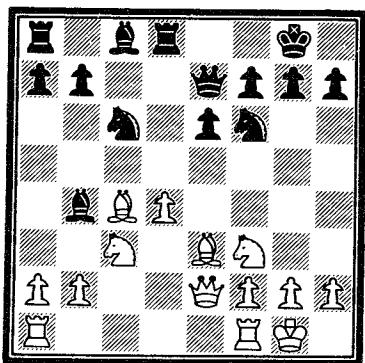
72

Those who like coordinated piece play probably think White has a decisive advantage. This answer is worth 2 points, and you get 4 more points for suggesting the Exchange sacrifice 1 Rxе5!—but only under one condition: after 1 ... fxe5 2 Rd7+ Kh8 3 Rf7 Qe8 you had to find 4 g5!, which definitely breaks through Black's defense. The immediate 4 Nf6? doesn't work because of 4 ... Qxf7 5 Bxf7 Rf8 and Black can hold. If you overlooked 4 g5!, give yourself only 2 points for the second question.

The more inventive reader may have noticed that Black did not have to take the Rook on e5. Inventiveness is what saved the game for the women's world champion, with, of course, a lot of help from White. After the interesting 1 ... Rd8!?? 2 Rxd8 Qxd8 White played the wrong Rook move, and after 3 Re6? the game ended prosaically in perpetual check: 3 ... Qd1+ 4 Kg2 Qxg4+, etc. If you found 3 Rc5! Qd1+ 4 Kg2 Qxg4+ 5 Ng3 h5 6 Be2, again with a decisive advantage for White, you get 2 more points. If you discovered all the secrets of the game Jansa-Gaprindashvili, Goteborg 1968, you earned a lot of points!

Possible points: 8
Cumulative: 345

73

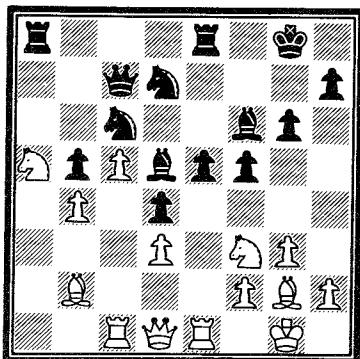


1. Was Black's decision to loosen the center with 1 ... e5 correct?
2. Support your opinion with a variation.

Solution next page.

Black to Move

74



1. White played 1 Nxe5. This is:
 - a) incorrect and leads to an advantage for Black;
 - b) correct and leads to an advantage for White.
2. Support your opinion with a variation.

Solution next page.

White to Move

73

If you think 1 ... e5 is correct, you get no points. The move is premature and has a tactical flaw; in Jansa-Janata, Luhacovice 1968, only White saw what it was. If you looked at 1 ... e5 skeptically you get 1 point, and if you found the tactical flaw 2 dxe5 Nxe5 3 Nxe5 Qxe5 Bxf7+! you get 3 points more. White ended up a clear pawn ahead, and Black must have regretted the hasty 2 ... Nxe5, since with 2 ... Bxc3, giving up the pair of Bishops, he would have had equal material and only a positional disadvantage. The game continued 4 ... Kxf7 5 Qc4+ Be6 6 Qxb4 b6 7 Rfe1 Ng4 8 Bf4 Rd4 9 Qe7+ Kxe7 10 Bxe5 Nxe5 11 Rxe5 Kf6 12 Rae1 and White had an easy technical win.

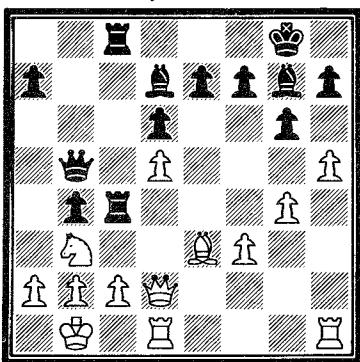
Possible points: 4
Cumulative: 349

74

1 Nxe5 is incorrect and leads to an advantage for Black (2 points). But in Stein-Hort, Los Angeles 1968, White was lucky that Black did not see the refutation. Did you? 1 ... Rxe5! (3 points) is the only correct move. After 2 Rxe5 Bxg2 3 Qb3+ Kg7 4 Re6 Nxa5 5 bxa5 Bc6 or 2 Bxd5+ Rxd5 3 Qb3 Nxb4! 4 Qxb4 Qxa5 5 Qb3 Qa2 Black even wins. The better 4 c6!, instead of 4 Qxb4, doesn't lead to a balanced position either, because of 4 ... Rxa5 5 cxd7 Qxd7 6 Qxb4 Ra8 and Black is a pawn up. In the game, Black trusted his opponent, but after 1 Nxe5 Nxb4 (0 points) 2 Nxd7 Qxd7 3 c6 Qf7 4 Rxe8+ Rxe8 5 Nb7 he of course regretted it. Moral: Trust your own eyes, not your opponent's!

Possible points: 5
Cumulative: 354

75

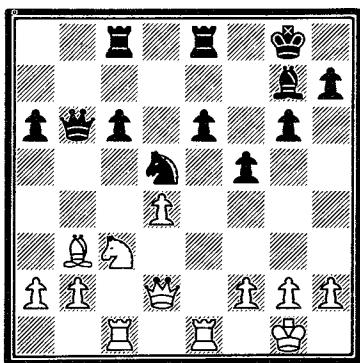


1. White is:
 - a) worse;
 - b) better;
 - c) equal.
2. What is White's best move?

Solution next page.

White to Move

76



What is White's best move?

Solution next page.

White to Move

75

How best to combine attack and defense is the eternal question when flank attacks are in progress on opposite sides. You must have examined the position carefully before deciding that White is better (2 points). In Jansa-Bilek, Polanica Zdroj 1968, White solved the main problem—to adequately protect c2—with the unusual Knight-jump to the corner, 1 Na1! (4 points). This is much better than 1 Rc1? (0 points) because the Rook is needed for attack, not defense! The game continued 1 ... e6 (1 ... Be5 is more promising, but even then White can maintain his advantage; e.g., 2 hxg6 fxg6 3 f4 Bc3 4 Qh2 h5 5 bxc3) 2 hxg6 hxg6 3 Qh2 exd5 4 Qh7+ Kf8 5 Bh6 Bxh6 6 Qxh6+ Ke8 and now the most convincing is 7 Qh8+ Ke7 8 Qh4+ f6 (or 8 ... Ke8 9 Rde1+ Be6 10 Rxe6+ fxe6 11 Qh8+ wins) 9 Rhei+ Kd8 10 Qxf6+ with a decisive advantage. Sound defense is as important in modern chess as it is in football and hockey.

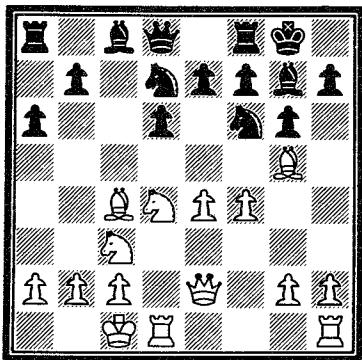
Possible points: 6
Cumulative: 360

76

“It’s as clear as glass,” you say to yourself as you take the pawn on e6. Yes, in Hort-Larsen, Lugano 1968, White had the great pleasure of playing 1 Rxe6!! (4 points). In the game, Black defended stubbornly with 1 ... Qxd4 (not 1 ... Rxe6 because of 2 Nxd5 Qxd4 3 Qxd4 Bxd4 4 Nf4 and wins) 2 Qe2!, but maintaining the material balance was no help to Black because he had no effective defense against the attack on the e-file combined with the threats on the a2-g8 diagonal: 2 ... Kf8 3 Rce1 Red8 (3 ... Nc7 loses to 4 Re7!) 4 Rxc6!. Thus White finally opens the diagonal. After 4 ... Rxc6 5 Bxd5 Black resigned; the forced 5 ... Rc7 would be followed by 6 Qe6 with unavoidable mate. How that Black Knight was supported!

Possible points: 4
Cumulative: 364

77

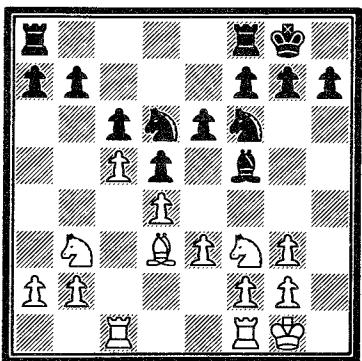


Black to Move

1. Black played 1 ... b5.
This was:
a) incorrect;
b) correct.
2. Prove it with a variation.

Solution next page.

78



1. White is:
a) better;
b) equal;
c) worse.
2. What is White's best move?

Solution next page.

White to Move

77

1 ... b5 is incorrect (1 point). In Jansa-de la Casa, Lugano 1968, Black did not realize that the c6-square can be a springboard for White in the Sicilian. There followed 2 Nc6 Qe8 3 Nd5! (3 points). This was the move Black overlooked, and he soon resigned. If 3 ... bxc4 4 Nc7 and he would have lost his Queen. If you play the Sicilian, pay more attention to White's Knight jumps than Black did in this example.

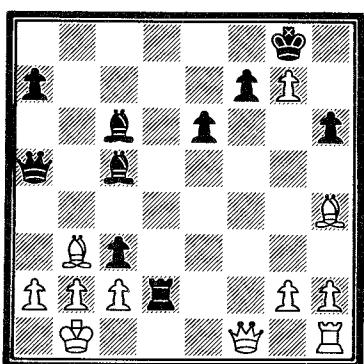
Possible points: 4
Cumulative: 368

78

White is winning (2 points). Even in a seemingly simple position one can find a surprising turn. White's move would please David Bronstein, who specializes in such ideas. Hort-Duckstein, Veseli na Morave 1968, continued 1 Ba6!! (4 points), an eye-opener for Black, whose position suddenly became hopeless. 1 ... bxa6 was not playable because of 2 cxd6 with an immediate attack on the c-pawn, and Black would also have weak dark squares. In the game, Black gave up a pawn with 1 ... Nc4 2 Bxc4 dxc4 3 Na5 b6 4 Nxc4 Bd3 5 Rfd1, but it didn't help him at all. Overlooking a tactical maneuver can often cost the game.

Possible points: 6
Cumulative: 374

79

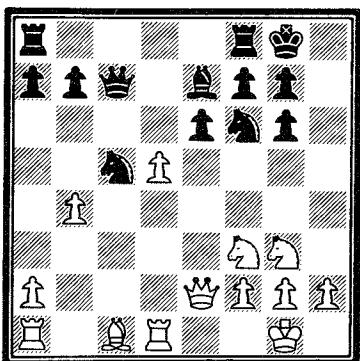


1. White is:
 - a) equal;
 - b) winning;
 - c) better.
2. Prove it with a variation.

Solution next page.

White to Move

80



1. Black is:
 - a) winning;
 - b) losing;
 - c) equal.
2. What is Black's best move?

Solution next page.

Black to Move

79

In Jansa-Csom, Lugano 1968, White had a winning position (2 points). The play was clearly defined: White worked on the Kingside and Black's counterplay was ineffective. There followed 1 Qf4 Bd4 (not 1 ... Kxg7 because of 2 Bf6+ followed by 3 Bxc3 and wins) 2 Bxe6! Qh5! 3 bxc3. If you got this far, you have earned 5 points. It's all over! After 3 ... Bxc3 4 Qb8+ Be8 (or 4 ... Kxg7 5 Qg3+ and wins) 5 Qxe8+ Kxg7 6 g4 Qg6 6 Bb3 Black resigned. Black's King position only looked safe.

Possible points: 7
Cumulative: 381

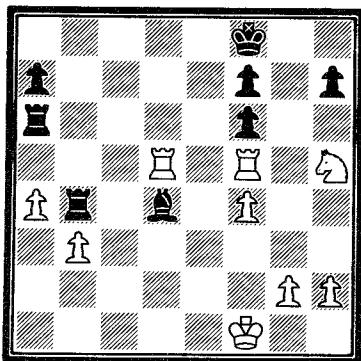
80

This fight on the razor's edge ended, amazingly, in a truce. The position is equal (2 points). In Matulovic-Hort, Vinkovci 1968, White erroneously thought he had the advantage—and he would have been right were it not for 1 ... Nxd5! (3 points). The good problem-solver will see that all variations end with Black having a Rook and two pawns for two pieces. In the absence of other weaknesses, this means approximate equality. In the game, though, both opponents went staunchly on, since each thought he had the better position. After 2 Rxd5 (else 2 ... Nc3) exd5 3 bxc5 Bf6! 4 Rb1 Qxc5 5 Be3 Qc4 the situation was very unclear, but it was still approximately balanced.

Moral: Don't give your opponent any chances!

Possible points: 5
Cumulative: 386

81

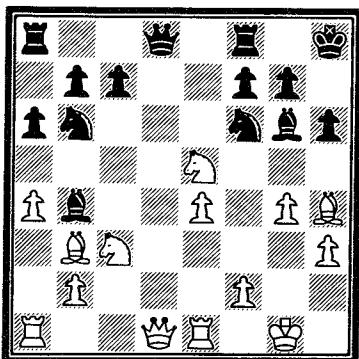


1. Black played 1 ... Rc6. This is:
 - a) correct and leads to equality;
 - b) incorrect and loses for Black.
2. Back it up with a variation!

Solution next page.

Black to Move

82



1. White is:
 - a) winning;
 - b) better;
 - c) equal.
2. What is White's best move?

Solution next page.

White to Move

81

In Hort-Portisch, Monte Carlo 1968, Black tasted bitter fruit: 1 ... Rc6 is incorrect and Black loses (1 point). Even without this move the outcome of the game was clear, but White was of course more pleased with the elegant conclusion 2 Rd8+ Ke7 3 Rfd5, and Black saw to his unpleasant surprise that not only was the Bishop threatened but also mate: if the Bishop moves, then 4 R5d7+ Ke6 5 Ng7 mate! Black therefore resigned. If you played the conclusion as White did, you deserve 3 points. Moral: Respect your opponent's threats!

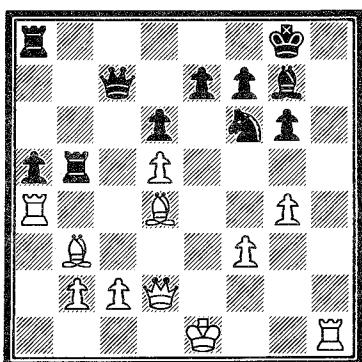
Possible points: 4
Cumulative: 390

82

White is winning (2 points). If you think 1 a5! is the best move, you get 3 more points. In this position, from Hort-Hübner, Athens 1969, Black fell into a hopeless situation after the forced 1 ... Qxd1 2 Rxd1 Nc8 3 Bxf6 gxf6 4 Nd7! Rd8 5 Nxsf6 Rxd1+ 6 Rxd1 Ne7 7 f4!. The German grandmaster was not only a pawn down, but also his Bishop on g6 was an insoluble problem. After 7 ... Kg7 8 e5 Nc6 9 f5! Bxc3 10 bxc3 Nxe5 11 Nd7! Black could have resigned with a clear conscience. If you evaluated White's position only as better, you are too pessimistic and should take a few lessons from Danish Grandmaster Bent Larsen, who is an unshakable optimist. Even though you may have increased your point total by finding the right moves here, you should add spice to your play with a bigger portion of healthy self-confidence!

Possible points: 5
Cumulative: 395

83



1. Black played 1 ... Rb4.

This decision was:

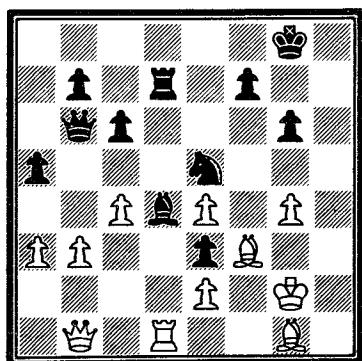
- a) correct;
- b) incorrect.

2. Why?

Solution next page.

Black to Move

84



What is the fastest way to realize
Black's advantage?

Solution next page.

Black to Move

83

You are right if you think 1 ... Rb4 is incorrect (3 points). White does not exchange Rooks, as Black expected, but plays 2 Qxb4! and gives up the Queen for two Rooks. After 2 ... axb4 3 Rxa8+ Bf8 4 Kf2! Black's most powerful piece is useless; for instance, 4 ... Qb7 5 Rha1 Nxd5 6 R1a7 and wins. In Hort-Forintos, Athens 1969, after 4 Kf2! Black chose hara-kiri in a vain quest for perpetual check: 4 ... g5?! 5 Rha1 Qd7 6 R1a7 Nxg4+ 7 fxg4 Qxg4 8 Rxf8+ Kh7 9 Rxf7+ Kg6 10 Rg7+ Kh6 11 c3 and Black's dream of perpetual check went up in smoke. This is an instructive example of the superiority of two Rooks over the Queen. White also profited from the weakness of the 8th rank. Of course, points are awarded only to those who continued 2 Qxb4!.

Possible points: 3
Cumulative: 398

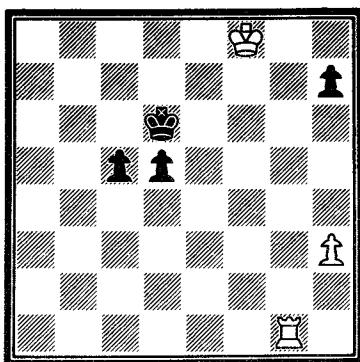
84

In Kolarov-Hort, Luhacovice 1969, Black was in a bed of roses, with a choice of several continuations. If you considered the best of them to be 1 ... a4, to break up White's Queenside pawns, you get only 1 point for being too cautious. The move 1 ... Qd8! (3 points) may have escaped your notice. Transferring the Queen to the Kingside would decide the game at once, since White's Queen is completely cut off from that flank. The game continued 2 Bh2, and Black wasted no time: 2 ... Nxf3! exf3 Bc3! and White resigned. The Black e-pawn cannot be stopped.

Moral: Always take advantage of your opponent where he hurts the most.

Possible points: 3
Cumulative: 401

85

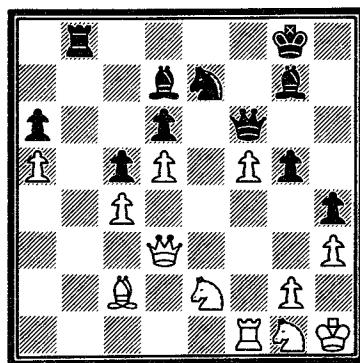


1. Black's position is:
 - a) losing;
 - b) winning;
 - c) a draw.
 2. Support your opinion with a variation.

Solution next page.

Black to Move

86



Black's best move is:

- a) 1 ... Rf8;
 - b) 1 ... Bxf5;
 - c) 1 ... Nxf5.

Solution next page.

Black to Move

85

"What a horserace!" you may be thinking. Indeed, the ending of King and pawns against King and Rook is always entertaining and the outcome never easy to predict. Black's position here is a draw (3 points). In Saidy-Jansa, Polanica Zdroj 1968, Black was thinking about which pawn to push, never realizing that it would turn out to be a crucial decision, and he pushed the wrong one: 1...c4?? (0 points). After 2 Kf7 Ke5 3 Rg5+ Ke4 4 Ke6 d4 5 Rg4+ Ke3 6 Ke5 d3 7 Rx_c4 d2 8 Rd4 Black had no choice but to lay down his arms. Correct was 1...d4! 2 Kf7 d3! (3 points) and Black can't lose; e.g., 3 Kf6 Kd5 4 Kf5 Kd4 5 Kf4 d2, and now it is White who must find a way out: 6 Rg8 Kd3 7 Rd8+ Kc2 8 Ke4! c4 9 Ke3 d1Q 10 Rx_d1 Kxd1 11 Kd4 with a draw. Everything depends on where the Black King is.

Possible points: 6
Cumulative: 407

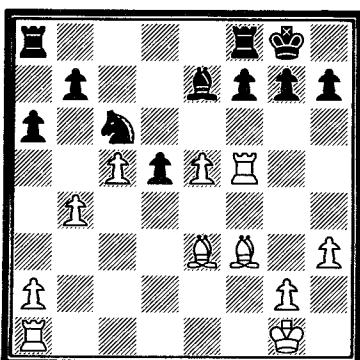
86

We cannot possibly approve 1...Rf8, which, in Korchnoi-Hort, Palma de Mallorca 1969, worked out badly because of 2 g4!, and White remained a pawn up with good play. It is well known that what Korchnoi has, he keeps, and so supporters of 1...Rf8? get no points. Black also scored zero, since after 2...hxg3 3 Nxg3 Qd4 4 N1e2 White had a considerable advantage. (This time we are not asking you to evaluate Black's position.) Korchnoi said after the game that he was worried about the "simple" Bxf5! (5 points). In the endgame after 2 Rx_f5 Qxf5 3 Qxf5 Nx_f5 4 Bxf5 Rb4! 5 Bc8 Rx_c4 6 Bxa6 Ra4 Black's Rook and pawn are stronger than the two minor pieces and White would be fighting for a draw. Although we were both in time pressure, the game might still have gone that way if... if Black had seen as far ahead as his opponent did. If you recommended 1...Nxf5?! with the same idea in mind, you can tinker with the position as long as you like but you'll get no more than 4 points. White does not have to take the Knight after 1...Nxf5?! but can play 2 Nf3 with an unclear game (Black can reply 2...Qe7 threatening 3...Qxe2). After 1...Bxf5!, however, transition into the endgame of Rook and pawn versus Bishop and Knight is practically forced. And who knows how that might have turned out?

For other moves we give no points, of course.

Possible points: 5
Cumulative: 412

87

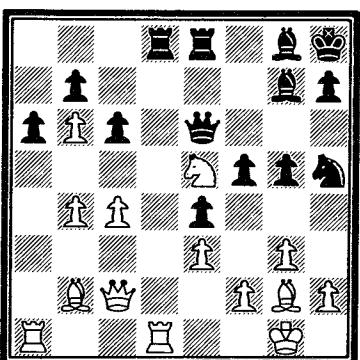


1. Should Black play 1 ... Nxb4?
2. If not, what should he play?

Solution next page.

Black to Move

88



1. White is:
 - a) better;
 - b) equal;
 - c) worse.
2. What is White's best move?

Solution next page.

White to Move

87

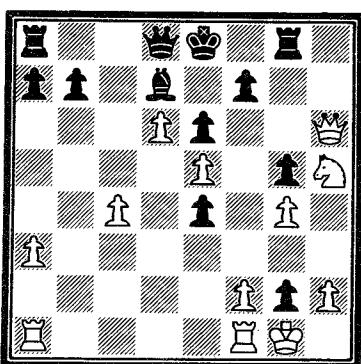
After 1 ... Nxb4 the situation is very unclear (0 points). Why should Black bother with a mere pawn when he can get a whole Exchange with 1 ... g6! 2 Rf4 Bg5 (3 points), as played in Robatsch-Hort, Venice 1969. After 3 Bxd5 Bxf4 4 Bxf4 Rad8 5 Bxc6 (forced; if the Bishop retreats, then 5 ... Rd4) 5 ... bxc6 Black had only a few technical problems in realizing his advantage, which he solved: 6 Bg5 Rd5 7 Re1 Ra8! 8 Be7 a5 with a winning position.

Possible points: 3
Cumulative: 415

88

Can White maintain his strong Knight on e5? This question concerned both opponents in Hort-Marsalek, Prague 1969. White is better (1 point). For finding 1 Ra5! you get only 2 points, since this move is more or less forced. Once the Knight's position was consolidated, White's initiative on the Kingside acquired the proper vigor: 1 ... Bf6 2 h3! Ng7 3 g4 Rxd1+ 4 Qxd1 Rd8 5 Qa1 and White had a great advantage, with a generally active position and threats on the a1-h8 diagonal. The Knight on e5 was a strong outpost for White and disrupted Black's position. The pawn break g3-g4 was only part of White's strategy.

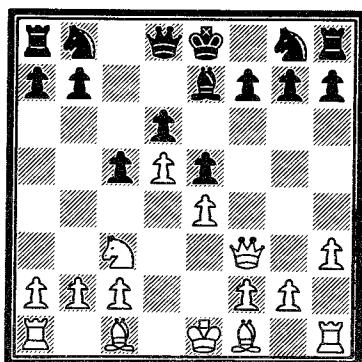
Possible points: 3
Cumulative: 418



What is White's best move?

Solution next page.

White to Move



1. The move 1 ... Bg5 is:
 - a) correct;
 - b) incorrect.
2. Give a variation.

Solution next page.

Black to Move

89

No points for choosing any of the several possibilities leading to material gain (1 Kxg2, 1 Nf6+). If you consider yourself a chess player, you absolutely must give mate in four, as in Jansa-Novotny, Prague 1969: 1 Ng7+ Kf8 2 Nxg6+ Ke8 3 Qf8+ Rxf8 4 Ng7 mate (2 points). White's gratification at this smothered mate can be compared with that of finding a gorgeous mushroom in a field of toadstools.

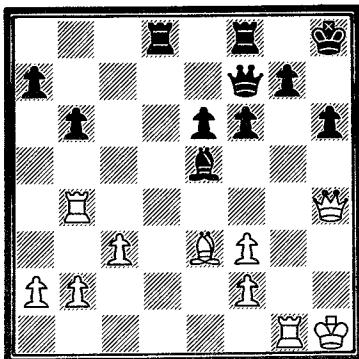
Possible points: 2
Cumulative: 420

90

1 Bg5 is premature; if you prefer full development in your own games, you have to conclude that the move is incorrect (1 point). In Hort-Spiridonov, Athens 1969, White transposed into a better endgame; you should enjoy the variation 2 Bxg5 Qxg5 3 Nb5! Qd8 4 Qg4! (4 points). We hope we did not reward you prematurely and that you saw White's threats of Nxd6+ and Qxg7. The game continued 4 ... Kf8 5 Nxd6! Nf6! 6 Qc8 Qxc8 7 Nxc8 Nxe4 8 Bd3 Nf6 (or 8 ... Nd7 9 Bxe4 Rxg8 10 d6 with advantage for White) 9 Nd6 b6 10 0-0-0 and White was clearly better. Black will certainly be more careful about such Bishop exchanges in the future!

Possible points: 5
Cumulative: 425

91

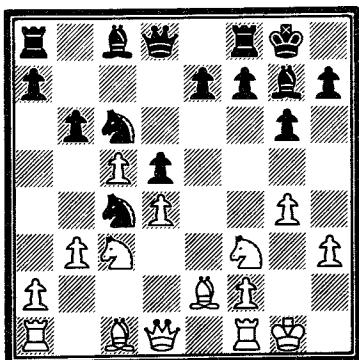


1. White's attack:
 - a) can be parried;
 - b) cannot be parried.
2. Black's best move is:
 - a) 1 ... f5;
 - b) 1 ... Rd7.

Solution next page.

White to Move

92



1. Black is:
 - a) worse;
 - b) equal;
 - c) better.
2. What is Black's best move?

Solution next page.

Black to Move

91

With correct play Black can parry White's attack (1 point). In your analysis, you too probably walked on thin ice. In the game Suer-Hort, Athens 1969, the amiable Turkish champion was happy to see 1 ... f5? (0 points). No wonder! With that move Black lost at least a pawn. After the obvious 2 Bxh6, Black completed his own undoing with 2 ... gxh6??. White could not believe his good luck; before making the final move of the game, when it was clear that Black would be mated, White was so excited that he had to pace back and forth for a few minutes to calm himself. On 3 Qxh6+ Black resigned, since 3 ... Qh7 4 Qxh7+ would have been followed by Rh4 mate. The move 2 ... gxh6 is a good example of chess blindness. We hope your vision was better than Black's.

The move 1 ... Rd7! is preferable (2 points); e.g., 2 Rbg4 f5 3 Rg6 f4! and Black's prospects are not at all inferior.

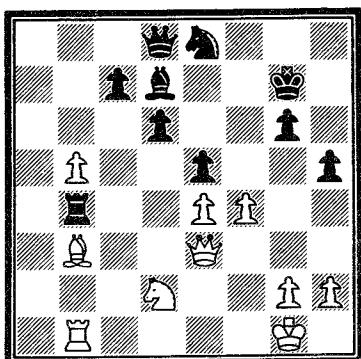
Possible points: 3
Cumulative: 428

92

In Janosevic-Hort, Skopje 1969, Black did a lot of painstaking calculation. We can reveal that Black is better (2 points). 1 ... N4a5 (0 points) could have led to a quite normal position. But those accurate calculations paid off: he played 1 ... bxc5! (3 points), and in all variations Black regains the sacrificed piece with dividends. The game continued 2 bxc4 cxd4 3 Nxd5 d3 with a very comfortable game for Black. Instead of the modest 4 Rb1, White launched an impetuous attack with 4 Qxd3 Bxa1 5 Bg5 Bg7 6 Rd1!, but after 6 ... f6 7 Qe4 Bd7 Black was able to defend and remained the Exchange up. Once more the opening of the a1-h8 diagonal paid off, and the preliminary sacrifice was a cheap price to pay.

Possible points: 5
Cumulative: 433

93

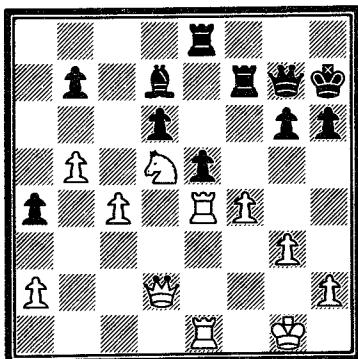


1. White's attack:
 - a) can be parried;
 - b) cannot be parried.
2. Black should play:
 - a) 1 ... Nf6;
 - b) 1 ... Qf6.

Solution next page.

Black to Move

94



What is the best way to realize White's undoubted advantage?

Solution next page.

White to Move

93

If you are not afraid of ghosts and shadows, we know that you would repulse White's attack (1 point). But in Udovcic-Hort, Moscenicka Draga 1969, Black didn't repulse it. Why? The answer has to do with the second question. He played the incorrect 1 ... Qf6??; after 2 Rf1! he cut his suffering short with 2 ... Bxb5, another weak move, and after 3 fxe5 he had a fat zero on the tournament crosstable—just as you do if you chose 1 ... Qf6??. After 2 Rf1! Black is lost, and even 2 ... exf4 3 Rxf4 Qa1+ 4 Rf1 Qd4 5 Rf7+ Kh8 6 Qxd4 Rxd4 7 Rxd7 Rxd2 8 Rd8 wins for White. A chess player is an inscrutable creature. It is interesting that Black saw that whole 8-move variation in about 30 seconds but overlooked the simple double attack on the Queen, 3 fxe5. Correct is 1 ... Nf6! with complicated play. If you agree, give yourself 3 points.

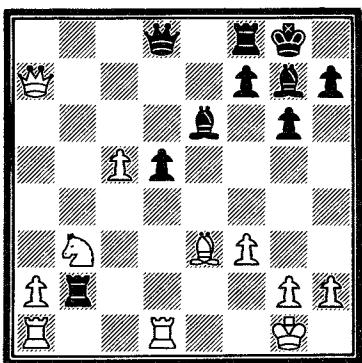
Possible points: 4
Cumulative: 437

94

Patience brings roses but, in this case, not points. In Hort-Unzicker, Venice 1969, White acted without delay. If you have a feeling for position, you should have seen the break 1 c5! (4 points). After 1 ... Bf5 2 R4e3 dxc5 3 fxe5 the e-pawn will support the Knight on f6, as played in the game. After 3 ... Re6 4 Qc3 White's advantage was obvious and he was ready to stick the Knight in the middle of Black's position. White later won. Opportunity knocks but once.

Possible points: 4
Cumulative: 441

95

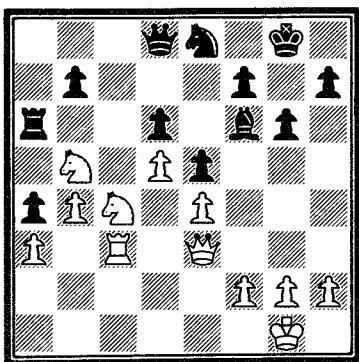


1. Black is:
 - a) worse;
 - b) equal;
 - c) better.
2. What is Black's best move?

Solution next page.

Black to Move

96



What is the best way to realize White's undoubted advantage?

Solution next page.

White to Move

95

Diagnosis of the position: Black's Rook is on the 7th rank, he has the Bishop pair, White's Queen is out of play, White's Kingside is weakened. Verdict: Black is better (2 points). Surely you were not misled by White's extra pawn, which after 1 ... Qh4! (3 points) has no value because the game now is about mate. In Nicevski-Jansa, Athens 1969, White's defense was in vain: he covered the main threat Be5 with 2 Qc7, but then came the clever 2 ... Bh6! to decide the game—the weakness of White's 2nd rank is incurable. He continued only out of momentum, but after 3 Bd4 Bf4! 4 Qxf4 Rxg2+! 5 Kxg2 Bh3+ 6 Kg1 Qxf4 7 Rd2 Re8 8 c6 Qxf3 White resigned. Moves other than 1 ... Qh4! are not forceful enough and therefore earn no points.

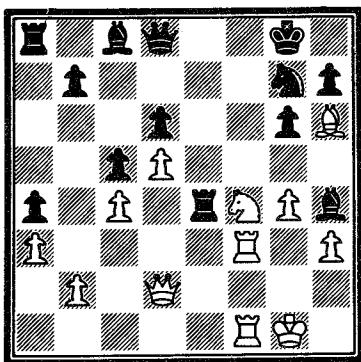
Possible points: 5
Cumulative: 446

96

Do you know how to effectively increase the activity of your own pieces? In Hort-Minic, Varna 1969, 1 Qh3! (4 points) was played. White's control of d7 and c8 in combination with the threat 2 Na5 makes Black only a spectator. The immediate 1 Na5 (0 points) would be too hasty because after 1 ... Qd7 Black comes to life. In the game, Black found the best maneuver, 1 ... Ra8 2 Na5 Rb8. No good was 2 ... Qb6 because of 3 Qd7! with the complete paralysis of Black's position. White systematically increased his advantage with 3 Qe3!, threatening 4 Qa7. Black found no remedy for this outflanking maneuver from the other side, and after 3 ... Ra8 (or 3 ... Qd7 4 Qa7 Rc8 5 Qxb7) 4 Nxb7 Qd7 5 Qb6 Qg4 (not 5 ... Rb8 because of 6 N5xd6!) 6 f3 Qf4 7 Qe3 White had an easy win. Lovers of accurate positional play should like White's performance.

Possible points: 4
Cumulative: 450

97

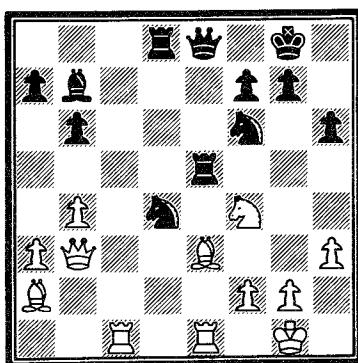


1. White is:
 - a) better;
 - b) winning;
 - c) equal.
2. What is White's best move?

Solution next page.

White to Move

98



1. After 1 Qxf7+, White:
 - a) wins;
 - b) is better;
 - c) is equal.
2. Prove it with a variation.

Solution next page.

White to Move

97

We hope you did not consider Black's extra piece to be too significant. In fact, Black's Queenside pieces are out of play while all White's pieces participate in the attack on the Black King (White is winning, 1 point). Hort-Popov, Varna 1969, did not last long. After 1 Bxg7 Kxg7 2 Nh5+ (3 points) Black's King was in a mating net, and whether or not the Knight is taken changes nothing. Black resigned after 2 ... gxh5 3 Rf7+ Kg6 4 hxg5+ because of mate in two. Attentive readers may have noticed that Black could have put up stronger resistance with 1 ... Bg5 instead of 1 ... Kxg7. That is true, but with equal material he hasn't the slightest hope after 2 Bc3 followed by Qf2. Black could have defended himself if his Queen Rook were on e8 instead of a8—anyone can see that. But "ifs" don't count.

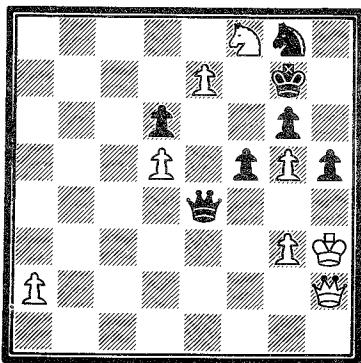
Possible points: 4
Cumulative: 454

98

If you are sensitive enough to detect the turning points in a chess game, you must understand that White's continuation is only a retreat. After the sacrifice, his position is equal (2 points). In Hort-Najdorf, Palma de Mallorca 1969, White was very apprehensive about the centralization of Black's pieces, and so he took the first opportunity to simplify the position. Both players saw the variation 1 Qxf7+ Qxf7 2 Bxf7+ Kxf7 3 Rc7+ Rd7 4 Rxd7+ Nxd7 5 Rd1 Nf3+ 6 gxf3 and neither wanted to play for a win. If you reached this position the same way, you will understand why they didn't—and you get 4 points. The players trusted each other, and after 1 Qxf7+ they agreed to a draw. Sometimes even the most interesting beginning can peter out to the most boring conclusion.

Possible points: 6
Cumulative: 460

99

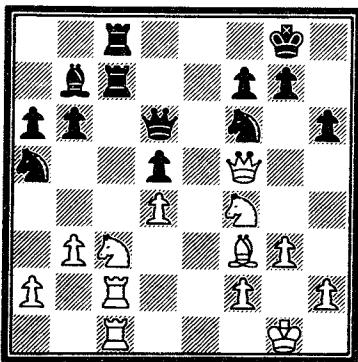


What is the best way to realize White's undoubted advantage?

Solution next page.

White to Move

100



1. White is:
 - a) better;
 - b) equal;
 - c) winning.
2. What is White's best move?

Solution next page.

White to Move

99

Don't hang onto material at the cost of the initiative! Initiative comes first! In Hort-Portisch, Wijk aan Zee 1969, White applied this wisdom and with 1 e8Q (5 points) put the Black Queen in its place. The roles of the two Queens were now reversed, and after 1 ... Qxe8 2 Ne6+ Kh7 3 Qb2 Black's vision of perpetual check went down the drain. Black had to handcuff his own Queen with 3 ... Qf7, but the game was of course decided by the other passed pawn. After 4 Qd4 Ne7 5 a4 Kg8 6 a5 Black gave up his suffering and resigned. Such a change in the roles of the Queens is worth even a passed pawn on the 7th rank!

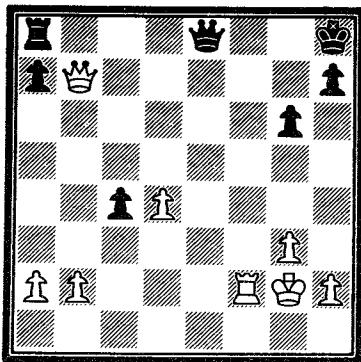
Possible points: 5
Cumulative: 465

100

The pawn on d5 is inadequately protected, and White is winning (1 point) because he can take it with impunity. For the combination 1 Ncxd5! you deserve 2 points. After 1 ... Rxc2 2 Rxc2 Rxc2 3 Qxc2 Nxd5 4 Bxd5 Bxd5 5 Qc8+ Kh7 6 Qf5+ Kg8 7 Qxd5 White is a pawn up with a virtually won position. 1 Nfxd5! reaches the goal in a similar way and is also worth 2 points. What is there to add? In Hort-Ostojic, Skopje 1969, White, in time pressure, walked blindly past these possibilities and played 1 Na4?, after which the game was later drawn. Every little bit helps! Could White have forgotten that?

Possible points: 3
Cumulative: 468

101

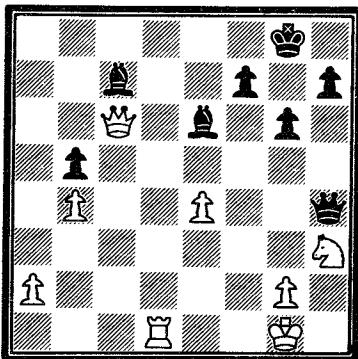


1. White is:
 - a) winning;
 - b) equal;
 - c) better.
2. What is White's best move?

Solution next page.

White to Move

102



1. Black is:
 - a) winning;
 - b) equal;
 - c) better.
2. What is Black's best move?

Solution next page.

Black to Move

101

White is winning (1 point). The safest and quickest way is 1 Kf1! (2 points), as played in Hort-Kurajica, Zagreb 1969. White's King evades the perpetual check after Rf7, and now the threat of penetrating with the Rook to the 7th rank decides the game; for instance, 1 ... Rb8 2 Qxa7 c3 3 Rf7 and wins. After the exchange of Queens by 1 ... Qc8, the Rook endgame would be hopeless for Black. In the game, Black could find no better reply to 1 Kf1, and he resigned (perhaps a little prematurely).

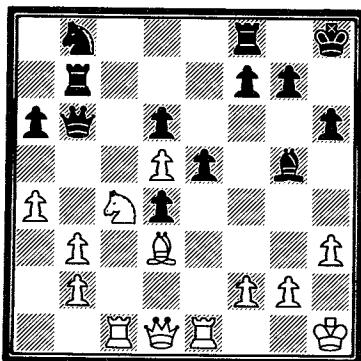
Possible points: 3
Cumulative: 471

102

"Do I have compensation or not?" wondered Black in Puc-Hort, Skopje 1969. Yes, Black is winning (2 points), and his mood improved after the strong move 1 ... Qg3! (3 points). Even though he was the Exchange down, he correctly assumed that the pair of Bishops and White's weak Kingside would give him a decisive attack; for instance, 2 Nf2 Qh2+ 3 Kf1 Bc4+ 4 Nd3 Qh1+ and wins. In the game, White's attempt to break out cost him material: 2 Ng5 Qe3+! Kh1 Qxg5, and now 4 Qxc7 was obviously not playable because of 4 ... Qh5+ winning the Rook. White did not take the Bishop, and after a few more moves he lost the game. The Bishop pair can really work wonders.

Possible points: 5
Cumulative: 476

103

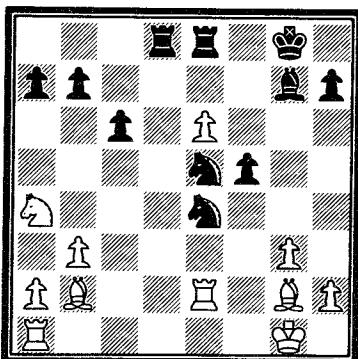


1. Black is:
 - a) equal;
 - b) worse;
 - c) better.
2. What is Black's best move?

Solution next page.

Black to Move

104



1. White is:
 - a) equal;
 - b) worse;
 - c) better.
2. What is White's best move?

Solution next page.

White to Move

103

If you did not decide that Black is better (2 points), your understanding of chess strategy is seriously deficient. Black's strategy should have triumphed in Matulovic-Jansa, Athens 1969. The correct 1 ... Qb4! (3 points) would have given him a great advantage because White's pawns on the Queenside would have been immobile while the advance of Black's pawns in the center could not have been delayed for long; e.g., 2 Rb1 f5 3 f3 Qc5 and Black is almost winning, or 2 Rc2 f5 3 f3 Nd7 with a clear advantage for Black. In the game, however, Black did not wait for the fruit to ripen, and after the hasty 1 ... Qxb3? (0 points) his luck changed quickly: 1 Nxd6! Bxc1 (2 ... Rb6? 3 Nxf7+ and wins) 3 Nxb7 Qxb7 4 Qxc1 and the loss of Black's Queenside blockade and the opening of the position played right into White's hands—and in fact White won the game. This game was played in the last round of a zonal tournament, and the winner advanced to the interzonal. Black paid dearly for his impatient 1 ... Qxb3?.

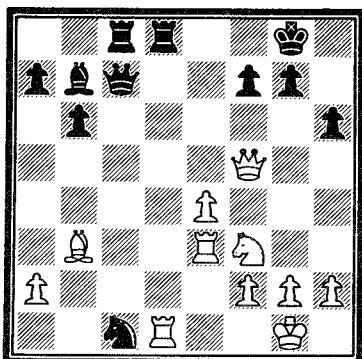
Possible points: 5
Cumulative: 481

104

In Korchnoi-Hort, Luhacovice 1969, White managed to exploit the seemingly unclear position to the maximum. White is better (2 points). After the excellent break 1 g4! (5 points), Black had no time to take the pawn on e6; e.g., 1 ... Nxg4 2 Bxe4 fxe4 3 Rg2! and Black loses a piece. The lateral attack on the supporting points of Black's Knights led to a clear advantage for White after the better 1 ... Nd3 2 Bxg7 Nf4 3 Re3 Nxg2 4 Kxg2 Rd2+ 5 Kg1 Kxg7 6 gxf5 Nd6, and now White had only some technical problems to solve. As we see, in modern chess practice one can attack the center even from the g-file.

Possible points: 7
Cumulative: 488

105



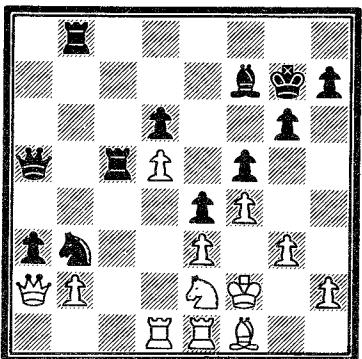
The Exchange sacrifice 1 Rxcl:

- a) is correct and leads to an advantage for White;
- b) is incorrect and leads to an advantage for Black;
- c) leads to equality.

Solution next page.

White to Move

106



1. Black is:
 - a) better;
 - b) winning;
 - c) equal.
2. Support your opinion with a variation.

Solution next page.

Black to Move

105

An old saying goes, "Where there is nothing, even the devil himself goes without." After the game Hort-Unzicker, Palma de Mallorca 1969, White sighed, "What can you do? The sacrifice was wrong" (4 points). The course of the game confirms this, as Black handled the defense perfectly: 1 ... Qxc1+ 2 Re1 Rf8!! 3 h3 Qc3! 4 Re3 (or 4 Rd1 Qf6 with the better play for Black) 4 ... Qa1+ 5 Kh2 Qf6 and White began to feel his material inferiority. White regretted his Exchange sacrifice; instead, he should have played 1 Rde1 with about equal chances. The authors suspect that not even Tal could have kept the spark of attack alive for long after 1 Rxcl?.

Possible points: 4
Cumulative: 492

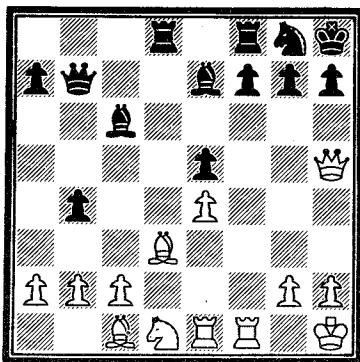
106

In this position from Benko-Hort, Venice 1969, White was almost unable to move at all. Black is winning (1 point), and he made excellent use of his clear advantage: 1 ... Rc2 2 Qxa3 Qb6!! (much better than 2 ... Qxa3? 3 bxa3 Nc5 4 Rb1! and White can defend successfully). After 2 ... Qb6!! the threat Nc5-d3 is much stronger, and meanwhile White's Queen is in great danger. If you realized this and suggested Black's first two moves, you deserve 6 points; your chess skill is certainly great. The game continued 3 Kg2 Rb7! (threatening Ra7) 4 Qa2 Qxe3 and Black was winning easily. The centralization and active coordination of Black's pieces was very impressive.

Possible points: 7
Cumulative: 499

*But 1...Rc2 2...Qb6! also looks strong.
e.g. 2 Rxcl (2 Rxa3? 3...Qb6!
3...Qxa3 4...Nc5 5...Nxd3+ 6...Kg2
7...Ra7 8...Qa2 9...Qxe3 and Black wins)
1...Rc2 2...Qb6! 3...Qxa3 4...Nc5 5...Nxd3+
6...Kg2 7...Ra7 8...Qa2 9...Qxe3 and Black wins*

107

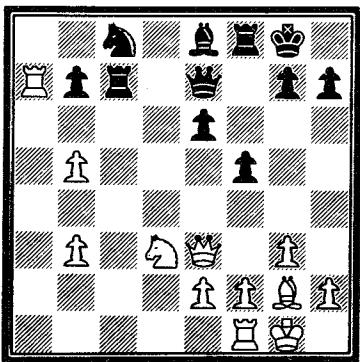


1. Black is:
 - a) better;
 - b) equal;
 - c) worse.
2. What is Black's best move?

Solution next page.

Black to Move

108



1. White is:
 - a) winning;
 - b) better;
 - c) equal.
2. What is White's best move?

Solution next page.

White to Move

107

Black is better (1 point). The exposed position of the White Queen allows the interesting attack 1 ... f5! (4 points). The course of the game Kostro-Hort, Tbilisi 1969, clearly demonstrated that, in the Sicilian Defense, a counterattack by Black on the Kingside is in itself a significant turnabout. After 2 Qe2 f4 3 b3 Bh4 4 Nf2 Nf6 Black had a very strong initiative against the weak pawn on e4 and a generally active position for all his pieces. On the whole, the Sicilian is a seesaw; you are either up or down. Needless to say, 2 Rxf5? was no good because of 2 ... g6.

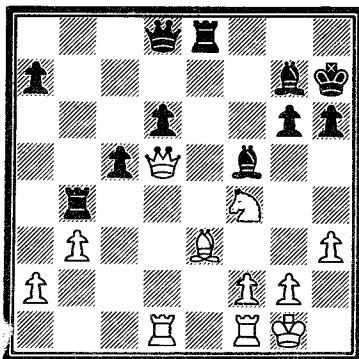
Possible points: 5
Cumulative: 504

108

If White can't win this position, he can't win any position. The extra pawn and the weaknesses in Black's camp are ample proof that White is winning (1 point). But what's the best move? Most forceful is 1 b6!, which decides the game almost at once. This move is worth only 2 points, however, because it is not hard to find. Moreover, the soft or sensitive reader who retreated the Rook should deduct points. Why play chess if you're going to worry about your opponent? The game Hort-Maric, Vinkovci 1970, continued 1 ... Rc6, a more or less hopeless attempt; it was clear to Black that 1 ... Nxa7 2 bxc7 Nc8 3 Rcl would have led to a lost position. The game itself did not last much longer anyway: after 2 Bxc6 Bxc6 3 Ra8 g5 4 Qe5 f4 5 Qc7 Black resigned.

Possible points: 3
Cumulative: 507

109

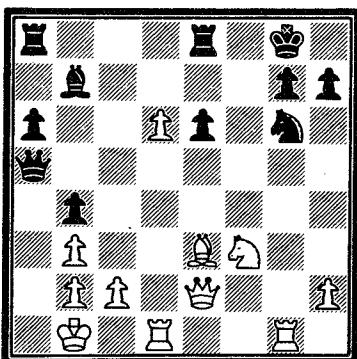


White to Move

1. Can White take the pawn on d6 with impunity?
2. Give a variation.

Solution next page.

110



Black to Move

1. Black is:
 - a) worse;
 - b) better;
 - c) equal.
2. Black should play:
 - a) 1 ... Qh5;
 - b) 1 ... Qb5.

Solution next page.

109

Black left the d-pawn without defense on purpose, but in Polugaevsky-Jansa, Siegen 1970, 1 Qxd6! decided the game. Just as White's hand reached for the pawn, Black realized to his horror that he had made an oversight. The pawn can be taken with impunity (2 points) because of 1 ... Qxd6 2 Rxd6 Be5 3 Nd5! Bxd6 4 Nf6+ (3 points) and White has a decisive advantage. It is better, as the ancients knew, to see one move further than your opponent sees! If you did not take the pawn, then of course you get no points.

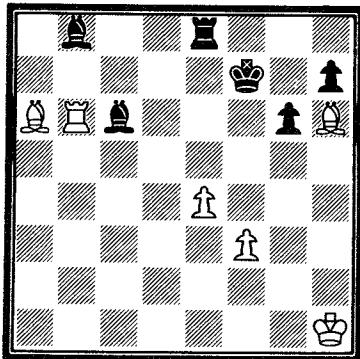
Possible points: 5
Cumulative: 512

110

This time you are right if you think Black is worse (2 points), mainly because the pawn on d6 is a superpower and because White also threatens Ng5 followed by Qh5, which would decide the game immediately. So Black considered exchanging Queens. In time pressure, he played the seemingly logical 1 ... Qb5? (0 points), and the game Tan-Hort, Siegen 1970, continued with the unambiguous 2 Qxb5 axb5 3 Nd4! Ra5 (or 3 ... Ra6 4 Nxb5 Rea8 5 Kc1 with a position similar to the game, but in some cases White threatens Nc7) 4 Nxe6! Rea8 (or 4 ... Bc8 5 Bb6 and wins) 5 Kc1 Bc6 6 Bd4 and White won. If Black had had more time and had looked at the position more calmly, he would have seen, as most of you probably did, that the Queen exchange after 1 ... Qh5 (3 points) offers more chances for defense; e.g., 2 Nd4 Qxe2 3 Nxe2 Bd5, and even though White is better, he still has a long way to go to win, thanks to Black's strong Bishop.

Possible points: 5
Cumulative: 517

111

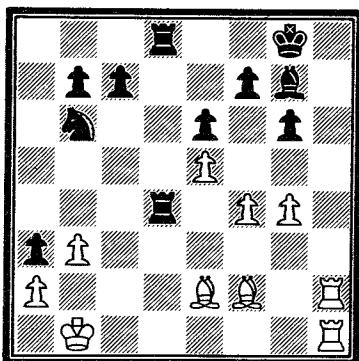


1. Black is:
 - a) worse;
 - b) equal;
 - c) losing.
2. What is Black's best move?

Solution next page.

Black to Move

112



1. White is:
 - a) winning;
 - b) equal;
 - c) somewhat better.
2. What is White's best move?

Solution next page.

White to Move

111

The answer that Black has an equal position is the only one that reflects the true state of affairs (2 points). In Suetin-Jansa, Budapest 1970, Black achieved a drawish outcome with 1 ... Rxe4! (3 points). This combination is best, and it solves all of Black's problems. The opponents agreed to a draw in view of the possible variation 2 fxe4 Bxe4+ 3 Kg1 Ba7 4 Be3. If White takes either Black Bishop, there follows, of course, 2 ... Rh4+. Retreating the c6 Bishop is unfavorable for Black; e.g., 1 ... Bd7 (0 points) 2 Bc4+ Ke7 3 Bg5+ Kf8 4 Rf6+, as is the somewhat better 1 ... Ba8 (0 points) 2 Bc4+ Ke7 3 Bg5+ Kd7 4 Bb5+ Kc7 5 Ra6! Bb7 6 Rxg6! with advantage for White.

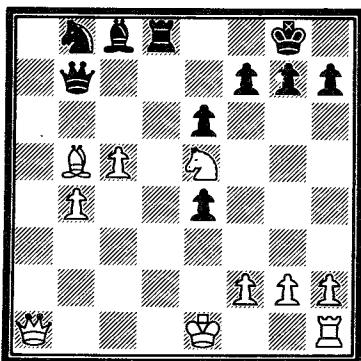
Possible points: 5
Cumulative: 522

112

You had to evaluate the position very accurately and find White's first move before you could decide that White is winning (2 points). The move 1 Bxd4? is a poor recommendation for White. Even though it wins the Exchange right away, you get no points because after 1 ... Rxd4 2 Rd1 Rxd1+ 3 Bxd1 g5! the situation is unclear. In Portisch-Hort, Palma de Mallorca 1970, 1 Bxd4? was just what Black was hoping for. "But why should I take the Exchange when I have a mating attack?" thought the Hungarian grandmaster. White played 1 Bh4!, and if you recommended this move you get 4 more points. Black loses in a few moves because his King is in a mating net: 1 ... Kf8 2 Bg5! (threatening 3 Rh8+ Bxh8 4 Rxh8+ Kg7 5 Bf6 mate) 2 ... Nd5 3 Bxd8 Rd2 4 Bg5 Rxe2 5 Rxe2 Nc3+ 6 Kc2 Nxe2 7 Kd3 and Black resigned. White's play at the end was brilliant.

Possible points: 6
Cumulative: 528

113

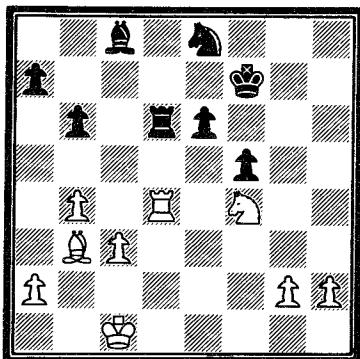


1. White is:
 - a) much better;
 - b) equal;
 - c) worse.
2. White should play:
 - a) 1 Qa4;
 - b) 1 Qa5.

Solution next page.

White to Move

114



What is the best way for White to realize his clear advantage?

Solution next page.

White to Move

113

You get 1 point if you think White is better: the two connected passed pawns on the Queenside are strong enough to decide the game. But it may have taken you longer to suggest what to play. Although it's hard to tell one egg from another, the two similar Queen moves are completely different in effect. White is better, but only after 1 Qa5! (4 points), as played in Hort-Ciric, Amsterdam 1970. The difference is made clear by the fact that after 1 ... Qd5 2 0-0! Black's Rook is under attack and thus he can hardly maneuver at all. The game continued instructively: 2 ... Rf8 (2 ... Bb7? 3 c6! and wins) 3 Qa1! Rd8 (understandably hoping to repeat moves) 4 Bc4! Qd4 5 c6. White's Queen retreat has increased his advantage, and the game is almost over. After 5 ... Qb6 6 b5 Qc7 7 Qb2 Qb6 8 Qc2 f5 9 c7! Black had to resign. The move 1 Qa4 (0 points) is clearly weaker, for after 1 ... Qd5 2 Nc4 e3! Black is not without active counterplay.

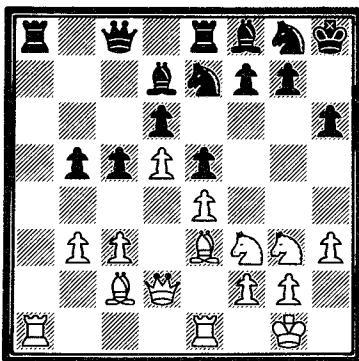
Possible points: 5
Cumulative: 533

114

White's logical advance in the game Hort-Polugaevsky, Belgrade 1970, resembles a computation in higher mathematics. A complicated problem must be broken down into its simpler components. The game continued 1 Ba4! (3 points), and Black could do nothing to avoid an endgame with a good White Knight against a bad Black Bishop, White also having an extra pawn and a full blockade of the dark squares. Black's position was quite hopeless after 1 ... Rxd4 2 Bxe8+ Kxe8 3 exd4 Ke7 4 Kd2 Kf6 5 Nd3, etc. In simplicity there is strength.

Possible points: 3
Cumulative: 536

115

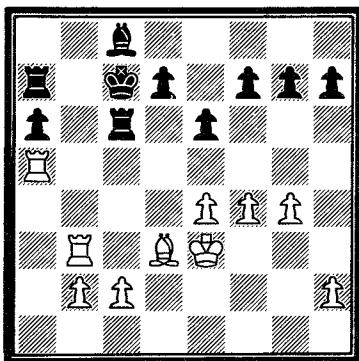


1. White is:
 - a) better;
 - b) worse;
 - c) equal.
2. Support your opinion with a variation.

Solution next page.

White to Move

116



1. White is:
 - a) better;
 - b) equal;
 - c) winning.
2. What is White's best move?

Solution next page.

White to Move

115

Even though Black has created a perfect shield around his King, his cramped minor pieces are bad news. If you prefer White's position you earn 2 points. "Fortune favors the brave," thought Jansa during his game with Geller in Budapest 1970, and he sacrificed a Bishop: 1 Rx a8 Qxa8 2 Bxc5!. The resulting win of three central pawns by 2... dxc5 3 Nxe5 Nf6 4 Nxf7+ was more than sufficient compensation for the piece. Demolishing Black's wall of pawns with 2 Bxc5! is worth 4 points for you. The game continued 4... Kg8 5 Nd6 Rb8 6 c4 bxc4 7 Nxc4. Black did not wait for White's pawn avalanche to start rolling, but quickly returned the piece—7... N7xd5 8 exd5 Qxd5 9 Qf4—and Black remained a pawn down. Here we leave the first part of this game; the second part, 40 moves later, will be found in diagram 126.

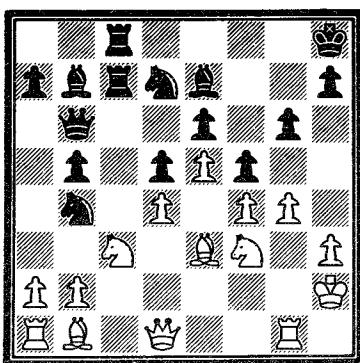
Possible points: 6
Cumulative: 542

116

White is winning (2 points). But assailing the weak a-pawn is not enough because Black has adequately protected it. Transferring the play to the Kingside leads to a win, as in Hort-Alster, Prague 1970. After 1 Rh5 h6 2 g5! hxg5 3 fxg5 Black's pawns are without protection and become easy prey for the White Rook. Black has no time for effective counterplay. The continuation 3... e5 4 h4 Rg6 5 Rc3+ Kb8 6 Be4 soon led to a win for White. You earn 3 points for 1 Rh5 in connection with 2 g5!. Don't forget that there are two flanks on the board, and 64 squares!

Possible points: 5
Cumulative: 547

117

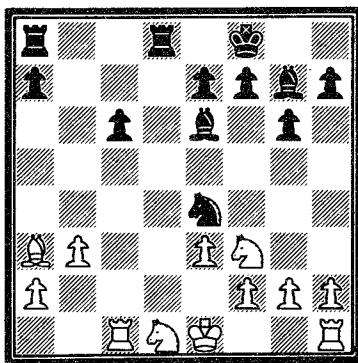


1. Black is:
 - a) equal;
 - b) worse;
 - c) losing.
2. What is Black's best move?

Solution next page.

Black to Move

118



1. Black is:
 - a) better;
 - b) worse;
 - c) equal.
2. What is Black's best move?

Solution next page.

Black to Move

117

First a brief diagnosis: White has more space and his chances on the Kingside seem more real than Black's threats on the other side. Black is worse (2 points), and his best chance in his strategically poor position is the unexpected tactical maneuver 1 ... Nc2!. After 2 Bxc2 b4 White keeps his advantage by the in-between move 3 gxf5!. The reply 3 ... bxc3 is no good because of 4 fxg6 cxb2 5 g7+ Kg8 6 Bxh7+ and wins, nor is 3 ... gxf5 sufficient because of 4 Qd2! threatening 5 Qg2. In Jansa-Geller, Siegen 1970, the only possibility left to Black was 3 ... exf5, but White kept his advantage because of Black's compromised pawn position. For the tactically inventive 1 ... Nc2!, the attentive reader earns 4 points. Always fight for the initiative!

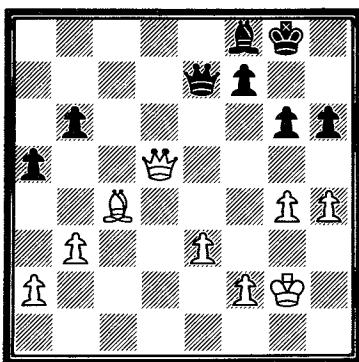
Possible points: 6
Cumulative: 553

118

On general considerations, you must conclude that Black is better (1 point). He has the Bishop-pair and a slight lead in development. But how should he continue so that his advantage does not go up in smoke? In Udovcic-Hort, Rovinj 1970, Black found the right plan. If you suggested 1 ... a5!, you get 4 points; positional play and the utilization of small advantages are probably your strong points. White's situation was much worse than he thought. 2 Rx_c6? is not playable because of 2 ... Rx_d1+ 3 Kxd1 Nx_f2+ and wins. Other moves do not equalize either, because Black can always open the a-file and bring his other Rook into play. The game continued 2 Nd4, but after 2 ... Bxd4 3 exd4 a4 4 bxa4 (on 4 Bb2 axb3 5 axb3 Black has the advantage) 4 ... Rxa4 5 Bb2 Rxa2 6 0-0 Bb3 White had an almost lost position. This example clearly shows how fertile chess is, and how misguided the statement that "chess is a draw."

Possible points: 5
Cumulative: 558

119



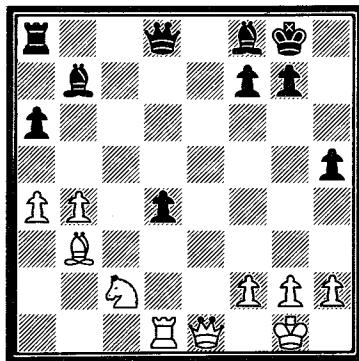
White played 1 f4. This is:

- a) correct and leads to a decisive advantage for White;
- b) incorrect.

Solution next page.

White to Move

120



1. Black is:

- a) worse;
- b) equal;
- c) winning.

2. Black should play:

- a) 1 ... d3;
- b) 1 ... Qg5.

Solution next page.

Black to Move

119

1 f4? hits at empty air. It is incorrect (3 points), and in Hort-Johannesen, Siegen 1970, Black was able to save himself because of his opponent's carelessness. After 1 ... b5! 2 Qxb5 Qxe3 Black was close to a draw. White, with his King in the open, chose the endgame, but after 3 Qe5 Qxe5 4 fxe5 Bg7 5 e6 the result was not hard to predict. The opponents agreed to a draw after 5 ... fxe6 6 Bxe6+ Kf8 7 a3 Bf6. King safety is one of the most important factors when Queens are on the board. Instead of 1 f4?, White should have played 1 g5 with some winning chances.

All pawns are not alike. Black was glad to exchange his b-pawn for White's e-pawn.

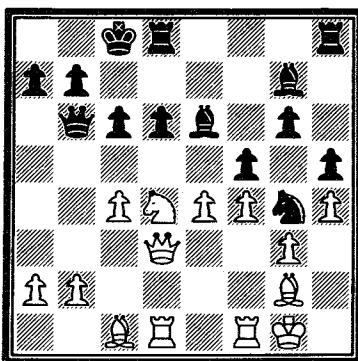
Possible points: 3
Cumulative: 561

120

You probably spent some time analyzing this position. The most accurate guess is that Black has an equal position (2 points). Although his d-pawn is doomed, he has strong compensation in the Bishop-pair. In Geller-Jansa, Budapest 1970, Black played the incorrect 1 ... d3? (0 points), and after the excellent reply 2 Qe3! White not only won the pawn but also improved the position of his Queen. After 2 ... Rc8? 3 Rxd3 Qf6 4 Rd7 White was already winning. Black should have played 1 ... Qg5! (4 points). After the forced 2 g3 Qf6 3 Nxd4 (to prevent ... Qf3) Rd8 4 Qc3 g6 Black has full compensation for the pawn in view of White's pinned Knight—but if he's not careful his compensation can evaporate, leaving him a pawn down for nothing!

Possible points: 6
Cumulative: 567

121

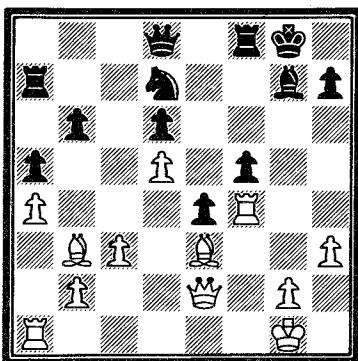


What is the best way for Black to realize his undoubted advantage?

Solution next page.

Black to Move

122



1. Black should play:
 - a) 1 ... Bh6;
 - b) 1 ... Ne5.
2. Prove it with a variation.

Solution next page.

Black to Move

121

The pin on the Knight along the g1-a7 diagonal is fatal for White, and opening the d-file is good enough. In Jankovec-Hort, Havírov 1970, after the introductory 1 ... fxe4 2 Bxe4 (not 2 Qxe4 because of Bf5!) the game culminated in 2 ... d5!. Material loss for White is clearly visible against the background of the unfortunate pin. White resigned after 3 cxd5 Bxd5 4 Bxg6 Kb8 (threatening 5 ... c5!) 5 b4 Bf7!. You get 4 points if you saw 1 ... fxe4 in connection with 2 ... d5!. Watch out for pins!

Possible points: 4
Cumulative: 571

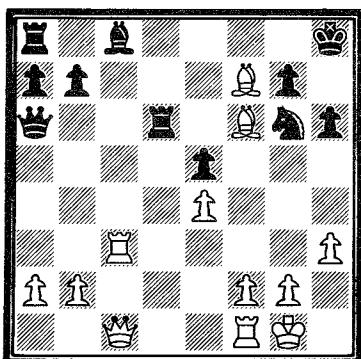
122

In Keres-Jansa, Budapest 1970, Black played the hasty 1 ... Bh6? (0 points), which White refuted with 2 Rxе4! fxe4 3 Bxh6. But after 3 ... Rf7 White slipped with 4 Qxe4?—even a grandmaster sometimes misses the mark. White should have played first 4 Qg4+ Kh8 5 Qxe4 with full compensation for the Exchange and the better play. In the game, White could not keep his Bishop-pair after 4 ... Nc5! 5 Qc4 (not 5 Qg4+ Rg7 6 Bxg7 Rxg7 Qc4 Qg5! and Black is in control) 5 ... Nxb3 6 Qxb3 Qh4 with unclear play. The move 1 ... Ne5 is worth 2 points. Black would have a very satisfactory position and the time to protect his f-pawn; e.g., 2 Raf1 Raf7 3 Qh5 Qd7! with a very promising position for Black (he threatens 4 ... Ng6 and 4 ... Nd3). If you correctly refuted 1 ... Bh6? with 2 Rxе4!, you get 3 points.

Moral: Centralize!

Possible points: 5
Cumulative: 576

123

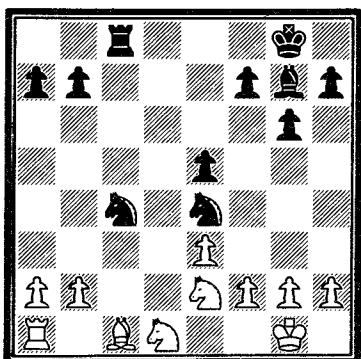


1. Black is:
 - a) losing;
 - b) worse;
 - c) equal.
2. Black should play:
 - a) 1 ... Rxf6;
 - b) 1 ... Nf4.

Solution next page.

Black to Move

124



- White's best move is:
- a) 1 b3;
 - b) 1 f3.

Solution next page.

White to Move

123

Black is losing (1 point). But depression and quiet resignation are always out of place. In Hort-Lanc, Havírov 1970, Black played the timid 1 ... Rxf6 (0 points), and after 2 Rxc8+ Nf8 3 Rx a8 even the spectators were wondering why Black did not resign. 1 ... Nf4 (3 points) would have made White work much harder. White wins anyway, but he would have to play the very careful 2 Rxc8+ Kh7 3 Kh2! because 3 Qc7? runs into 3 ... Qxf1+ and Black would be the one to celebrate.

Moral: If you're going to play out a lost position, at least don't pour oil on the fire.

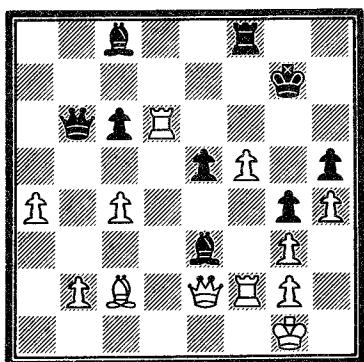
Possible points: 4
Cumulative: 580

124

Which Black Knight should be forced to retreat? The one on c4, White decided in the game Schammo-Jansa, Luxembourg 1971, and he played 1 b3? (0 points). He swallowed the bait himself, however, because Black, instead of retreating, attacked with 1 ... Rd8! and immediately had a winning position. 2 Ndc3 can't be played because of 2 ... Nxc3 3 Nxc3 e4 and wins, and after the actual 2 Nb2 Nxb2 3 Bxb2 Rd2 4 Nc3 Nx f2 White's chances were virtually nil. On the other hand, with 1 f3 (3 points) White could have defended his inferior position quite well and Black would have been hard put to realize his advantage.

Possible points: 3
Cumulative: 583

125

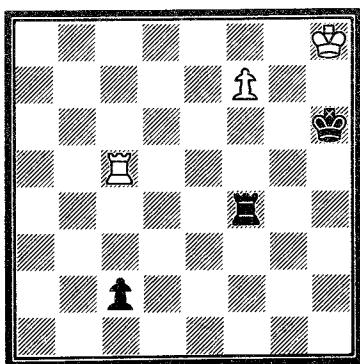


1. Black is:
 - a) winning;
 - b) equal;
 - c) losing.
2. What is Black's best move?

Solution next page.

Black to Move

126



1. This position is:
 - a) a win for White;
 - b) a draw.
2. Give a variation.

Solution next page.

White to Move

125

In Black's camp poverty and misery reign. His position is lost (1 point). Hope is the last to die, Black may have thought, and in the game Hort-Janosevic, Amsterdam 1970, he tried 1 ... Bxf5. But after 2 Kh2! his face showed his disappointment. After 2 ... Bxf2 3 Qxe5+ Kg8 4 Bxf5 Black resigned. If you saw the White King's quiet move 2 Kh2! (or 2 Kh1), you must have tried to find an acceptable move for Black. There is none. But it was good practice.

And points? Earn them in your games!

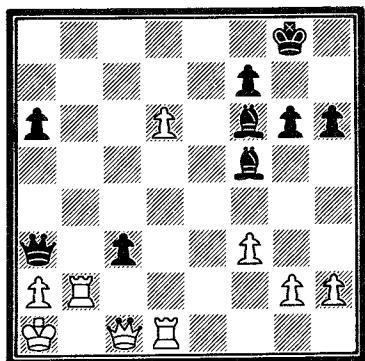
Possible points: 1
Cumulative: 584

126

The thinned ranks of the White and Black armies are unlikely to recall diagram 115. However, if the position reminds you of a famous study by Emanuel Lasker, you are knowledgeable and have a good memory. The position is a win for White (3 points). The road to victory here is sometimes called "climbing Lasker's stairway." The finale of the game Jansa-Geller, Budapest 1970, continued 1 Rc6+ Kh5 2 Kg7 Rg4+ 3 Kh7 Rf4 4 Rc5+ Kh4 5 Kg7 Rg4+ 6 Kf6 (6 Kf8 Rg2 7 Ke7 Re2+ 8 Kf6 Rf2+ 9 Kg6 leads to the same conclusion—see below) 6 ... Rf4+ 7 Ke6 Re4+ 8 Kf5 Re2 9 Kg6 and Black resigned, trusting that White knew the rest of the climb: 9 ... Rg2+ 10 Kh6 Rf2 11 Rc4+ Kh3 12 Kg6 (threatens 13 Rxc2) Rg2+ 13 Kh5 Rf2 14 Rc3+ Kh2 15 Rxc2! and wins (5 points). How useful it is to know the classics!

Possible points: 8
Cumulative: 592

127

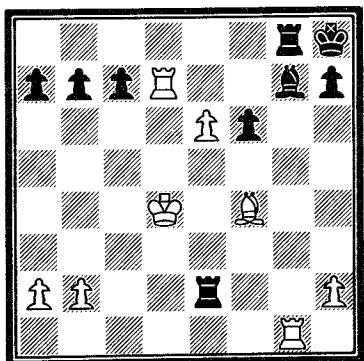


1. White is:
 - a) better;
 - b) worse;
 - c) winning.
2. What is White's best move?

Solution next page.

White to Move

128



1. White is:
 - a) winning;
 - b) better;
 - c) equal.
2. White should play:
 - a) 1 e7;
 - b) 1 Be3.

Solution next page.

White to Move

127

This time you can earn more points for position judgment. If you think White is worse, you get 3 points. The bizarre duel between two Rooks and the battery of Black Bishops occurred in Hort-Gligoric, Amsterdam 1970. White only wished that his King were in the other corner (h1). The move 1 Rc2 should have been easy to find (1 point). 1 Rb8+ (0 points) Kg7 2 Qxa3 c2+ is obviously no good. The rest of the game is interesting: 1 ... Qa4! 2 d7 (forced) Bxd7, and keeping both Exchanges was disastrous for White after 3 g4? Be6! 4 Re1? (4 Qb1 is better) 4 ... Bb3! 5 Ree2 Bxa2! 6 Qxh6 Bc4+ 7 Kb1 Bxe2 and White resigned. A note for the conscientious: Instead of 3 g4? White might have saved himself by giving up one Exchange with 3 Rxg7.

Bishops pointed along the right diagonals can be more powerful than Rooks.

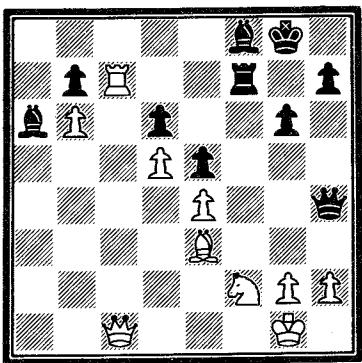
Possible points: 4
Cumulative: 596

128

You don't exactly have to be an astrologer to see that White is winning (2 points). Nevertheless, only an exceptionally sharp eye will see you through the maze of variations—White, in fact, in the game Jansa-Szabo, Luhacovice 1971, got lost in the maze. The move 1 Be3? is worth no points. After 1 ... Bf8! 2 Rxg8+ Kxg8 3 e7 Bxe7 4 Bxe7 Rxg2 White was a piece up, but winning was problematical, if not impossible. Actually, he couldn't win the game, and dropped a valuable half point. With the correct 1 e7! (4 points) he would have won. You don't believe it? These variations will convince you: 1 ... Re8 2 Be3! and Black has no defense to 3 Rd8; or 1 ... f5+ 2 Rxg7; or 1 ... Re6 2 Kd5 Re2 3 Bxc7!.

Possible points: 6
Cumulative: 602

129

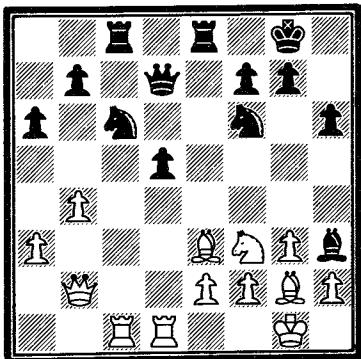


1. White is:
 - a) better;
 - b) worse;
 - c) winning.
2. Give a variation.

Solution next page.

White to Move

130



1. White is:
 - a) better;
 - b) worse;
 - c) equal.
2. What is White's best move?

Solution next page.

White to Move

129

The chess lexicon includes the expression “fingerfehler” to describe a type of careless mistake. In Hort-Gligoric, Hastings 1970, such a mistake cost White half a point when, after 1 Rxf7 Kxf7, he played 1 Qc8?? and the game ended in a draw. But White is clearly winning (1 point), because he can trap the Black Queen on his second move: 1 Rxf7 Kxf7 2 Bg5! (2 points) Qh5 3 g4 and Black must resign. White saw this, but at the crucial moment, just before his second move, he was holding his Queen! Ah, that cruel touch-move rule!

Possible points: 3
Cumulative: 605

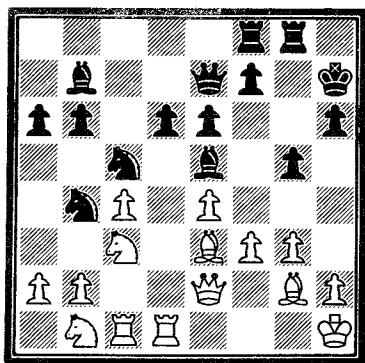
130

No tricks! You’re right if you guessed that White is better (1 point). In Hort-Ivkov, Palma de Mallorca 1970, Black now began to worry about problems on the a1-h8 diagonal, but it was too late: after 1 Bxh6! (3 points) he lost a pawn without adequate compensation. The game continued 2 ... Bxg2 3 Kxg2 Qe6 4 Bg5 and White, in accordance with the well-known saying, “a pawn ahead, go to bed,” realized his advantage.

Moral: watch those long diagonals very carefully!

Possible points: 4
Cumulative: 609

131



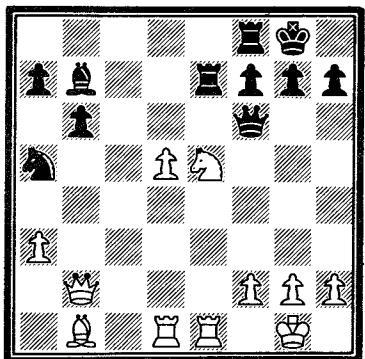
Black's best move is:

- a) 1 ... Nc6;
- b) 1 ... f5.

Solution next page.

Black to Move

132



Black's best move is:

- a) 1 ... Rfe8;
- b) 1 ... Rd8.

Solution next page.

Black to Move

131

Even optimism has its limits. Hungarian Grandmaster Szabo has collected quite a few points in his career thanks to his optimism, but in Jansa-Szabo, Budapest 1970, his optimism was misplaced. The move 1 ... f5? seems at first glance to be very active, for it opens the a8-h1 diagonal. It all seems to fit together nicely. You will see, in fact, that Black would have a very good position if his King were on h8: 1 ... f5? (0 points) 2 a3 Nc6 (or 2 ... fxe4 3 Nxe4! with advantage for White) 3 exf5 Rxf5 4 b4! Nd7. This was not Black's idea of active play; the unfortunate position of his King disallowed 4 ... Nb3? 5 Qc2! Nxcl (or 5 ... Nbd4 6 Bxd4 Nxd4 7 Rxd4 Bxd4 8 g4! and wins) 6 g4! and White wins material. The game continued 5 Qd3 Kh8 6 Ne4 Qf7 7 Nxd6 Bxd6 8 Qxd6 Nde5 9 Bxb6 Nxf3 10 Qc7 Qh5 11 g4! and White was winning. This time the less adventurous guess earns 4 points: the better 1 ... Nc6! prevents White from penetrating the Queenside and leads to a virtually equal position; e.g., 2 Qc2 Nb4 3 Qe2 Nc6, etc.

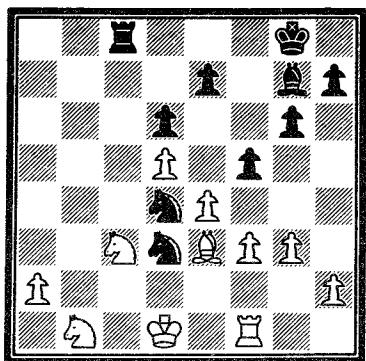
Possible points: 4
Cumulative: 613

132

The difference is only one square, but the careless 1 ... Rfe8? would immediately cost Black the game. The refutation is clear: 2 d6! Nc4 (or 2 ... Rxe5 3 Rxe5 Qxe5 4 Qxe5 Rxe5 5 d7 and wins) 3 Qc2!, and, instead of winning a piece, Black can resign. Caution is the mother of wisdom, thought Black, and in Ghitescu-Hort, Zagreb 1970, he hindered the advance of the d-pawn with 1 ... Rd8 (3 points). The game ended in a draw.

Possible points: 3
Cumulative: 616

133

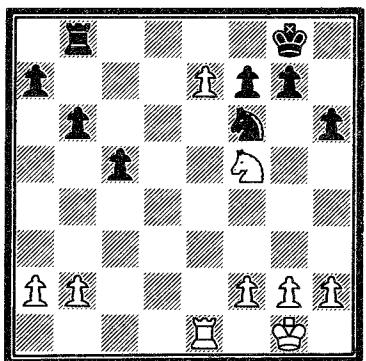


1. Black is:
 - a) worse;
 - b) equal;
 - c) better.
2. Support your opinion with a variation.

Solution next page.

Black to Move

134



What is White's best move?

Solution next page.

White to Move

133

If you play the Benoni Defense or the Benko Gambit as Black, you must like Black's position here! Black is better (1 point). It is true that White has kept the gambit pawn to the very end, but at what a price! The passivity and lack of coordination of the White pieces are striking. Black's ideal positional advantage was realized in Plachetka-Jansa, Havirov 1970, as follows: 1 ... Nb2+ 2 Kd2 (or 2 Kc1 Ne2+ 3 Kxb2 Nxc3 with advantage for Black; or 2 Ke1? Nc2+ and wins) 2 ... Ne4+ 3 Kd3 Ne5+!, and White cannot play 4 Kxd4 because of Rc4 mate. This analysis is worth 4 points. The more conscientious among you can compare your calculations with the actual course of the game: 4 Kd2 Ndx3+ 5 Ke2 Nxh2, and now it is Black who is a pawn up.

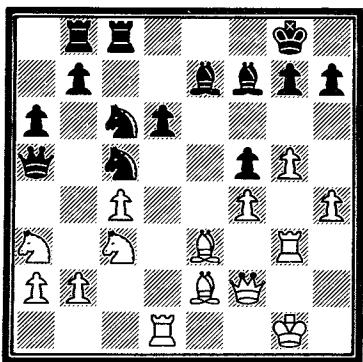
Possible points: 5
Cumulative: 621

134

White's happiness would be complete if he could queen his e-pawn. You must have looked hard for a direct combinational solution to this problem, but White's advantage is best realized by a pawn offensive on the Kingside designed to chase the Black Knight from its good defensive position. The continuation 1 g4! should make you proud of yourself—and earns 5 points! Hort-Donner, Wijk aan Zee 1970, continued 1 ... Kh7 2 h4 g6, and after the unselfish 3 g5! Black resigned. No wonder: after 3 ... Ne8 the maneuver 4 Rdl followed by 5 Rd8 would have been decisive.

Possible points: 5
Cumulative: 626

135

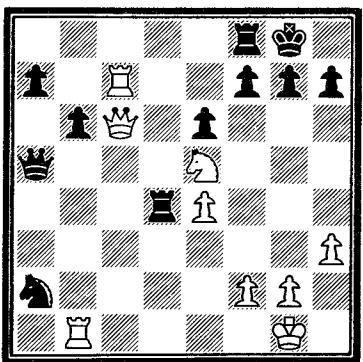


1. Black is:
 - a) better;
 - b) equal;
 - c) winning.
2. What is Black's best move?

Solution next page.

Black to Move

136



How should White realize his advantage?

Solution next page.

White to Move

135

No stereotyped thinking please! Although the formulation of the question seems to favor Black, those without blinders must see that Black has an equal position (2 points). Still, he has to fight hard to prove it, since White threatens to advance his g- and h-pawns and has better control of the center. In Jansa-Korchnai, Leningrad 1970, Black realized this, and instead of waiting passively he immediately started a counteraction on the Queenside: 1 ... b5! (4 points). There followed 2 cxb5 axb5 3 Naxb5 Ne4 4 Nxe4 fxe4 5 Nxd6 Bxd6 6 Rxd6 Rxb2. It was not easy for either side to judge this position, but White, in order not to fall behind, played 7 g6! hxg6 8 h5 Qxa2 9 Rg2, leading to a dangerous situation with about equal prospects.

Modest advice for those who didn't do well on this one: In chess it is much better to judge your prospects skeptically and act energetically than to be too optimistic and play passively.

Possible points: 6
Cumulative: 632

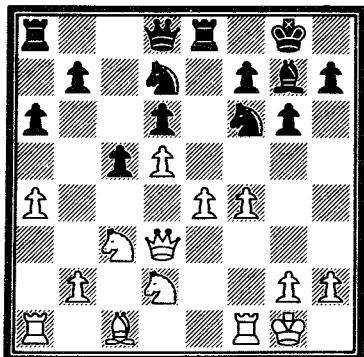
136

In soccer, a single defender facing three attackers brings the crowd to its feet. Your concern that the lone Black Rook on f8 cannot save the King is justified. White, in Hort-Platonov, Wijk aan Zee 1970, exploited his chances quite safely with the typical combination 1 Nx f7! (3 points). If 1 ... Rxf7, 2 Rc8+ leads to mate, and, in the game, Black's hopeless try 1 ... Qc5 was met by 2 Qxc5! bxc5 3 Rbb7 threatening 4 Nh6+, etc. Black therefore resigned.

Moral: Think about defense while there is still time!

Possible points: 3
Cumulative: 635

137

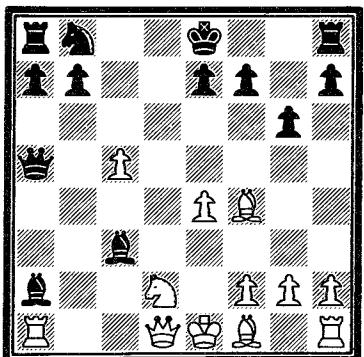


1. Black played 1 ... c4.
This is:
 - a) incorrect and Black has no compensation for the pawn;
 - b) correct and Black has full compensation for the pawn.
2. Give a variation.

Solution next page.

Black to Move

138



1. Black's best move is:
 - a) 1 ... e5;
 - b) 1 ... Bxa1;
 - c) 1 ... Nc6.
2. Support your opinion with a variation.

Solution next page.

Black to Move

137

The right answer to the first question is that 1 ... c4 is correct and Black has full compensation. All you needed for this was a little healthy optimism, so you get only 1 point. The second question is not so easy. 2 Nxc4 is not playable because of 2 ... Nc5, and the trade of the c-pawn for the e-pawn while opening the position is good for Black—but what do you do after 2 Qxc4? If you play the energetic 2 ... b5!, you earn a full 3 points. White can't play 3 axb5 because he loses material after 3 ... axb5 4 Rxa8 Qb6+!. Probably best is 3 Qb4, but even then Black can be satisfied with his position after 3 ... Nc5. In Padevsky-Jansa, Kapfenberg 1970, White chose the risky 3 Qc6, but the White Queen had no business in the enemy camp and finally got stuck among Black's pieces: 3 ... b4 4 Nd1 Nc5 5 e5 Rc8 6 Qxd6 Nfd7 7 e6 Bf8 with a winning position. If, after 1 ... c4 2 Qxc4, you played 2 ... Nc5, you were not forceful enough and you get only 1 point.

Moral: Fight against the enemy center without compromise!

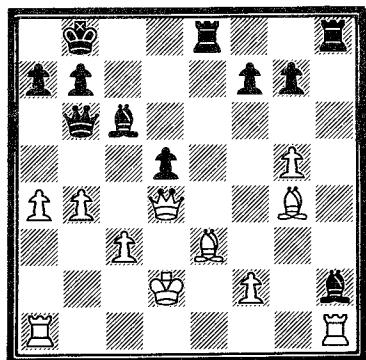
Possible points: 4
Cumulative: 639

138

You might have had trouble untangling this knot. The continuation 1 ... Nc6! (3 points) is correct and should win for Black. The other two moves are inferior: 1 ... Bxa1 (0 points) is actually a blunder because of 2 Qxa1 f6 3 Bc4 and White wins. The better 1 ... e5?! (still 0 points) was played in Reshevsky-Hort, Palma de Mallorca 1970. After 2 Bc4 exf4 3 Rxa2 Bxd2+?! 4 Qxd2 Qxd2+ 5 Kxd2 Nd7 6 Rc1 Rc8 7 Bd5 Nxc5 8 Ra5! b6 9 Rxa7 Black was a pawn up, but of course White had compensation. After the game, the future World Champion, Bobby Fischer, joined the analysis. It was he who discovered the following variation, and hats off to you if you found it too: 1 ... Nc6! (5 points) 2 Bc4 Bxa1 3 Qxa1 Bxc4!! 4 Qxh8+ Kd7 5 Qb2 Ba6 and Black's strong attack and extra pawn would have given him the point. The actual game, however, was only a draw.

Possible points: 8
Cumulative: 647

139

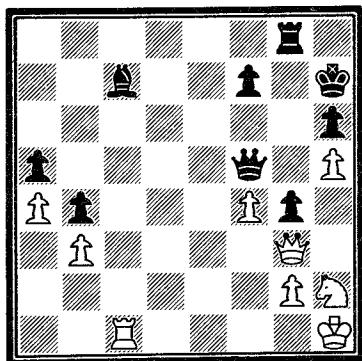


1. Black is:
 - a) losing;
 - b) equal;
 - c) better.
2. What is Black's best move?

Solution next page.

Black to Move

140



- What is Black's best move?

Solution next page.

Black to Move

139

If you studied Black's position carefully you must have seen that he is fighting in a lost cause (2 points). Too many clouds hang over his position and he has no reasonable continuation. Actually, he wanted to resign, and the second question is merely to console him for the unpleasant feelings he had during the game Kurajica-Hort, Wijk aan Zee 1970. After 1 ... Be5? 2 Qxe5! Black did in fact resign. Relatively best was 1 ... Qxd4, for which you earn a symbolic 1 point. There is no hope after 2 cxd4 Rh4 3 Bf3 Ka8 4 b5 Bd7 5 Bxd5. It is very important to control the blockading square in the center.

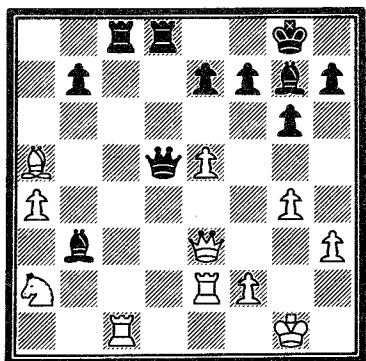
Possible points: 3
Cumulative: 650

140

"All is not yet lost," thought White as he made his last move, 1 Rf1-c1, hoping Black would take the f-pawn: if 1 ... Bxf4 (0 points) 2 Rf1, and White comes back to life. However, in Matulovic-Jansa, Kapfenberg 1970, Black left nothing to chance and collected a second White pawn with 1 ... Rg5! (4 points). White could not take the Bishop because of 2 ... Qb1+, and the threat was 2 ... Bxf4, so White returned sadly with 2 Rf1. After 2 ... Rxh5 3 Kg1 Qg6 4 Rd1 Bb6+ 5 Kh1 Rd5! 6 Re1 h5 Black had no trouble converting his advantage to a win. Isn't it a pleasure to make such a nice Rook move?

Possible points: 4
Cumulative: 654

141

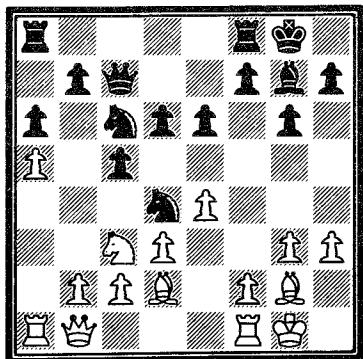


1. Black is:
 - a) winning;
 - b) better;
 - c) equal.
2. Black's best move is:
 - a) 1 ... Bxa2;
 - b) 1 ... Re8.

Solution next page.

Black to Move

142



1. White is:
 - a) somewhat better;
 - b) equal;
 - c) somewhat worse.
2. What is White's best move?

Solution next page.

White to Move

141

Healthy common sense puts this problem in the category of child's play. A bird in the hand is worth two in the bush. Black has a winning position (1 point) and could have netted two pieces for a Rook with 1 ... Bxa2 (1 point). But in Ree-Hort, Wijk aan Zee 1970, Black was worried about 2 Bxd8 Rxd8 3 Rec2. However, after the obvious 3 ... Qd1+ 4 Kh2 Bd5 Black wins. Even the spectators saw 3 ... Qd1+. Black did his opponent a favor with the "careful" 1 ... Re8? (0 points), letting him consolidate by 2 Rxc8 Rxc8 3 Nb4, after which Black's win was quite problematical. Nothing beats good old common sense.

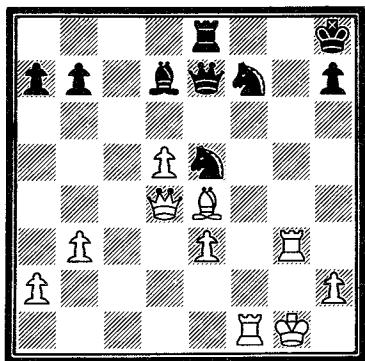
Possible points: 2
Cumulative: 656

142

The points are meager this time. You are right if you think White is somewhat worse (2 points). His a-pawn is hanging, and the almost forced defense 1 Nd1 makes White's pieces passive. In Hort-Fischer, Palma de Mallorca 1970, Black took advantage of this with 1 ... c4!, which emphasized White's weak points and gave him no time for the maneuver Ne3-c4. Both players were at their best, and after 2 dxc4 Ne5! 3 Be3 (the threat was 3 ... Nf3+) Nxc4 4 Ra4! Rac8 Black maintained a certain advantage. Most of you probably racked your brains trying in vain to find something better than 1 Nd1. For this practically forced move you get only 1 point—and an apology from the authors.

Possible points: 3
Cumulative: 659

143

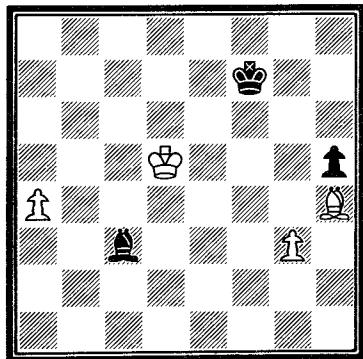


1. White is:
 - a) winning;
 - b) equal;
 - c) worse.
2. What is White's best move?

Solution next page.

White to Move

144



1. The position is:
 - a) a draw;
 - b) a win for White.
2. Prove it with detailed analysis!

Solution next page.

Black to Move

143

At first glance, Black's position looks quite satisfactory, but the opposite is the case. White is winning (2 points). In Furman-Jansa, Leningrad 1970, White first fetched the Black King out of the corner by 1 Bxh7! (3 points) Kxh7 in order to destroy it immediately by 2 Rxh7+!. Black resigned, of course, realizing regretfully that one pawn is not enough protection for a King.

Possible points: 5
Cumulative: 664

144

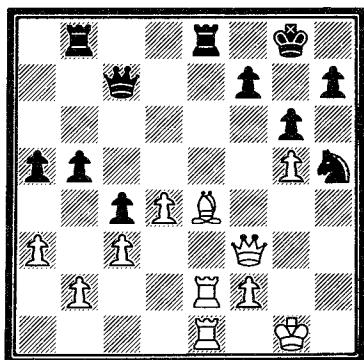
The complexity of a position cannot be judged by the number of pieces. After the game Radovici-Jansa, Bucharest 1971, was adjourned, the five pieces on the board gave Black a sleepless night, and the next morning he discovered that White had a won position (4 points). Let's look at Black's nocturnal analysis. The prelude is fairly simple: 1 ... Ke8 2 Kd6 (2 Kc6 Be1) Bb4+ (2 ... Be1? 3 Kc6) 3 Kc6 Be1 (White's Bishop must be forced to protect the g-pawn from the unfavorable square h4) 4 Kc7 Ba5+ 5 Kc8 Be1. White can make further progress only at the cost of the g-pawn, for if 6 Kb7 Kd7, or 6 Kc7 Ba5+. Therefore: 6 Bd8 Bxg3 7 a5. Black cannot continue 7 ... h4? because of 8 a6 Bf2 9 Bh4! and wins. White's threat is now 8 Bb6, so: 7 ... Be1 8 a6 Bf2 9 Bh4 Be3. Black tested every possible way for White to try to control the critical square b6 without letting Black's King approach, and in every case Black was able to stay afloat. So at last he went to bed. But even in his sleep, Kings and Bishops chased each other all over the board until, suddenly, in the tangle of variations there flashed the idea 10 Bg3!! Next morning the "dream" analysis was checked on a chessboard and confirmed. With 10 Bg3!! White prepares 11 Kc7 and gains the decisive, winning tempo. If immediately 10 Kc7, then Bf4+ and White gains nothing. But 10 Bg3!! wins: 10 ... Bd4 11 Kc7 Ke7 12 Bh4! Ke8 (12 ... Ke6 13 Kc6 and 14 Bd8 wins) 13 Be1! Be5+ 14 Kb7 Bd4 15 Ba5 and wins. Or 10 ... Ke7 11 Kc7 Ke6 12 Be1 Bf4+ 13 Kc6 Be3 14 Bh4!. Or 10 ... Ke7 11 Kc7 Kf6 12 Be1 Bf4+ 13 Kb7 Be3 14 Ba5. Not even 10 ... Kf7 11 Kc7 Kg6 is sufficient, because of 12 Be1 Bf4+ 13 Kb7 Be3 14 Bh4 and wins.

It's a real headbreaker! For finding the whole variation, including 10 Bg3!!, you earn 6 points, but if you got only as far as the 9th move, you get 4 points.

Here is the brief and unexpected actual conclusion of the game: 1 ... Ke8 2 Kd6 Bb4+ 3 Kc6 Be1 4 Kc7 Ba5+ 5 Kb7? Kd7 6 Bg5 Bc7 draw! If you can't find a win for White, don't be disappointed—we couldn't either, after many hours of analysis.

Possible points: 10
Cumulative: 674

145

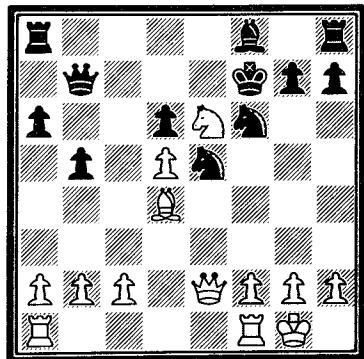


1. White is:
 - a) worse;
 - b) better;
 - c) winning.
2. What is White's best move?

Solution next page.

White to Move

146



1. In this position:
 - a) White has a decisive attack;
 - b) Black can defend.
2. Give a variation.

Solution next page.

White to Move

145

As the old German masters used to say, *Springer am Rande bringt immer nur Schande* (freely translated, “A Knight out of place is a Knight in disgrace”). Since White also has a free hand on the e-file, it is clear that he is winning (1 point). The unfortunate position of the Black Knight allowed an interesting maneuver in Hort-Grabler, Gloggnitz 1971: 1 Bxg6! (2 points) netted White the vital g6-pawn. After 1 ... Rxе2 2 Bxh7+! Kg7 3 Rxе2, any Black counterplay would be obviated by his weak King; e.g., 3 ... Nf4 4 Re4 and wins. The game continued 1 ... Ng7, which was tantamount to resignation, and White won in a few moves. Black could not dispute the old German masters.

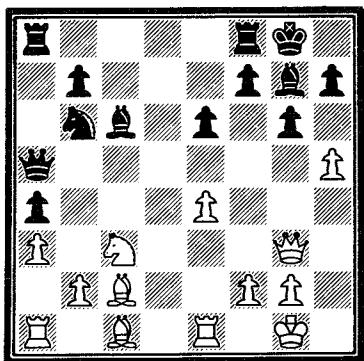
Possible points: 3
Cumulative: 677

146

White has a decisive attack (2 points), due mainly to the excellent position of his Knight on e6 and the perfect coordination of his other forces. He has to act swiftly, however, because Black is threatening to take on d5. Thus, in the game Jansa-Adamski, Budapest 1970, White played 1 f4! Qxd5 (a Knight retreat is met by 2 Ng5+ followed by 3 Qd3+ with a mating attack) 2 fxe5 and now Black had only one defense, 2 ... dxе5. Even then, of course, White's attack would have been irresistible after 3 Ng5+ Kg6 4 Qd3+! e4 5 Rxе6+ gxе6 6 Nxе4; but, in the game, Black played the weaker 2 ... Qxe6, allowing the elegant finish 3 exf6! and Black resigned. The impertinent little pawn wanted to get all the way from f2 to h8. Problem composers call this the Excelsior Theme. If you correctly calculated both 2 ... dxе5 and 2 ... Qxe6, you get 4 points.

Possible points: 6
Cumulative: 683

147

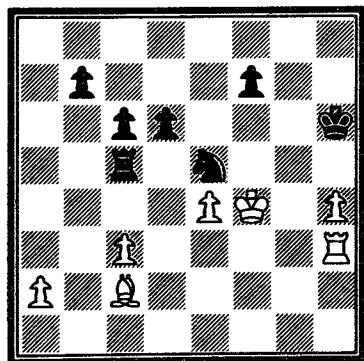


1. Black is:
 - a) worse;
 - b) better;
 - c) equal.
2. What is Black's best move?

Solution next page.

Black to Move

148



1. Black is:
 - a) winning;
 - b) better;
 - c) equal.
2. Give a variation.

Solution next page.

Black to Move

147

Black is better (1 point). The second question is more demanding. Greed does not pay—not for you and not for Black in the game Kuzmin-Jansa, Zinnowitz 1971. After 1 ... Qxh5? (0 points) White played the clever 2 e5! and Black's Queen was in a compromised position. Black could not avoid repetition of moves by 2 ... Nc4 3 Bd1 Qf5 (not 3 ... Bxe5? 4 Bxh5 Bxg3 5 Be2 and White wins a piece) 4 Bg4 Qc2 5 Bd1 Qf5 6 Bg4, etc. Compared to this, your suggested 1 ... Nc4! is accepted and we give you 3 points. This move gives White problems developing his Queenside; for instance, 2 Bd3 is unplayable because of 2 ... Nxb2 winning a pawn.

Moral: Don't pick the fruit till it's ripe.

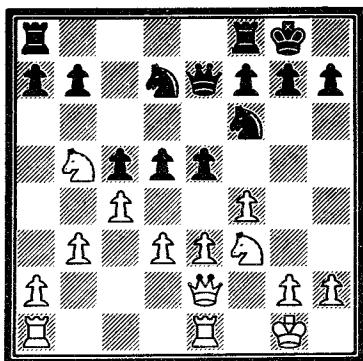
Possible points: 4
Cumulative: 687

148

This is a tricky one! Black is winning (1 point). White probably did not suspect that his just-played 1 Bc2? would be his next-to-last move in the game. Hlousek-Jansa, Luhacovice 1971, continued 1 ... Ng6+ 2 Kg4 f5+! (3 points) and White could only resign, since he loses a whole piece. After 3 exf5 Rc4+ 4 Kg3 Rxc3+ 5 Kg4 Ne5+ or 5 Kh2 Rxc2+. The cooperation of Black's Rook, Knight, and King (and *White's* King, too!) was exemplary.

Possible points: 4
Cumulative: 691

149



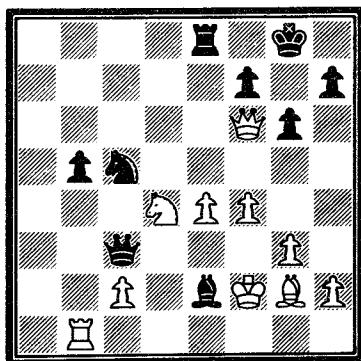
Black's best move is:

- a) 1 ... dxc4;
- b) 1 ... e4.

Solution next page.

Black to Move

150



1. Black is:

- a) equal;
- b) better;
- c) winning.

2. Black's best move is:

- a) 1 ... Nxe4+;
- b) 1 ... Bc4;
- c) 1 ... Bg4.

Solution next page.

Black to Move

149

Only 1 ... dxc4 (3 points) can be recommended for Black, with the possible variation 2 dxc4 a6 3 Nc7 Rad8 and nearly equal play. The move 1 ... e4? (0 points), played in Andersson-Hort, Goteborg 1971, proved to be a subtle strategical error. The game is very instructive because all the action centers around the advanced e4-pawn. Black was unable to defend the pawn against White's attack: after 2 dxe4 dxe4 3 Ng5! Rfd8 4 Rad1 Nf8 5 Rxd8 Rxd8 6 Rd1 h6 7 Nh3 Ng6 8 g3! a6 9 Rxd8+ Qxd8 10 Nc3 Ne7 11 Nf2 Nf5 12 Nfxe4 Nxe4 13 Nxe4 Qe7 14 Qd3 White had a won endgame.

Bravado is not the same thing as aggressiveness. Is music better when it's louder?

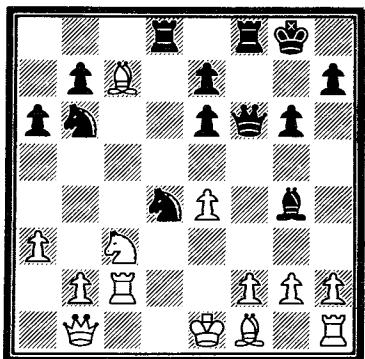
Possible points: 3
Cumulative: 694

150

In the game Pomar-Hort, Goteborg 1971, Black sensed that White's position was hanging by a hair. Black is in fact winning (2 points), but—the time! 1 ... Nxe4+ (0 points) leads nowhere because of 2 Bxe4 Rxe4 3 Rb3! Qc5 (not 3 ... Qd2? because of 4 Qd8+ followed by Ne6+, and White even wins) 4 Re3! and White is out of danger. The game continued 1 ... Bc4 (0 points). The trouble with this seemingly strong move was that it gave up control of d1. The opponents agreed to a draw in the unclear position after 2 Rd1 Ne6 3 f5, since neither of them wanted to risk overstepping the time limit. That leaves 1 ... Bg4! (4 points). Only this move gets to the core of the problem, leaving White no way out; e.g., 2 h3 Nxe4+ 3 Bxe4 Rxe4 4 hxg4 Rxd4! and wins. 1 ... Bg4! threatens 2 ... Ne6; White's other defense, 2 f5?!, is not good enough either, because of 2 ... Nxe4+ 3 Bxe4 Rxe4 4 Qd8+ Kg7 5 Ne6+ Rxe6 or 5 f6+ Kh6 6 Qf8+ Kh5 and Black always has a winning attack. Did you notice how perfectly logical 1 ... Bg4 is?

Possible points: 6
Cumulative: 700

151

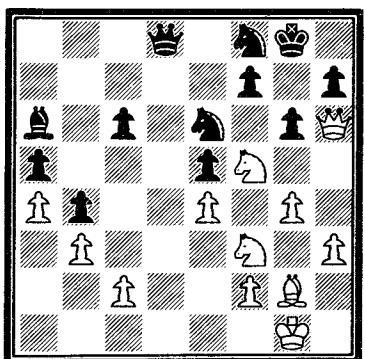


1. Black is:
 - a) better;
 - b) worse;
 - c) equal.
 2. What is Black's best move?

Solution next page.

Black to Move

152



1. White is:
 - a) equal;
 - b) better;
 - c) winning.
 2. What is White's best move?

Solution next page.

White to Move

151

The position is as sharp as a knife. Several pieces are hanging, but Black has more of them in play and is therefore better (2 points). In Adamski-Jansa, Warsaw 1971, the unexpected 1 ... Be2!! (5 points) was played. Weaker is 1 ... Nxc2+? (0 points) 2 Qxc2 Bd1 because of 3 Nxd1 Rc8 4 Qb3! (the threat was ... Na8) with a reasonable position for White. The continuation 1 ... Be2!! shorts circuits the coordination of White's pieces. Even though the Bishop is attacked by several White pieces, it cannot be captured; e.g., 2 Bxe2 Qxf2+ 3 Kd1 Nxe2+, etc., or 2 Rxe2 Nxe2 3 Bxb6 Nxc3 and wins, or 2 Rxe2 Nxe2 3 Nd1 Rxd1+! 4 Kxd1 Qd4+ and wins. White's most practical way out was 2 f3, but after 2 ... Bxf1 3 Rxfl Nc4 4 Bxd8 Nxc2+ 5 Qxc2 Rxd8 Black's position was undeniably much better. It is a very useful general rule that the King should not be left in the middle too long.

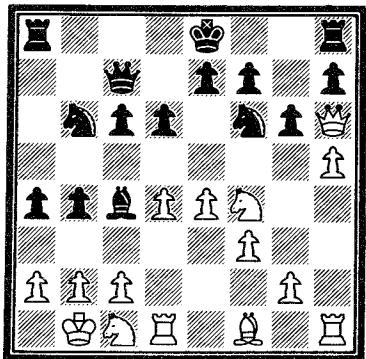
Possible points: 7
Cumulative: 707

152

Although White was in great time pressure in the game Zichichi-Hort, Venice 1971, still he managed the almost impossible: in a very few seconds he made all the required moves and even won the game. White has a winning position (3 points). Mr. X, sitting there in the coffee house, said he saw the Queen sacrifice immediately, and you can decide for yourself whether or not to believe him. The game went 1 Qg7+!! (5 points), and after the forced simplification 1 ... Nxg7 2 Nh6+ Kh8 3 Nxf7+ Kg8 4 Nxd8 c5 5 Nxe5, there was no doubt about who would win. Black, while bemoaning his bad luck in the final rounds, admitted that one cannot underestimate "coffee house tricks," which can sometimes be quite beautiful.

Possible points: 8
Cumulative: 715

153

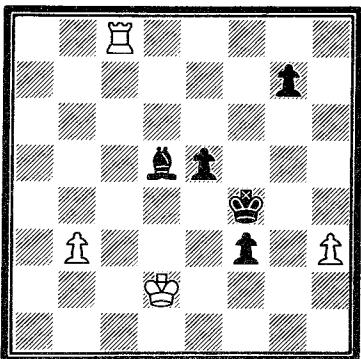


1. Black is:
 - a) winning;
 - b) about equal;
 - c) losing.
2. What is Black's best move?

Solution next page.

Black to Move

154



1. Black is:
 - a) winning;
 - b) equal;
 - c) losing.
2. Black's best move is:
 - a) 1 ... Be6;
 - b) 1 ... Bxb3.

Solution next page.

Black to Move

153

You must weigh each side's prospects very carefully in opposite-flank attacks. Black is about equal (1 point). In Hecht-Jansa, Wijk aan Zee 1971, Black could not tolerate the opening of the h-file, so he played 1 ... g5! (3 points). After 2 Qxg5 Rg8 3 Qf5 (3 Qh4, with unclear play, is better) h6! 4 Nfd3 b3 5 cxb3 axb3 6 axb3 Rg5 Black transferred his previously inactive Rook to the Queenside and got a dangerous attack. The pawn sacrifice also brought White's hopes on the Kingside to an end. How important it is to gain time!

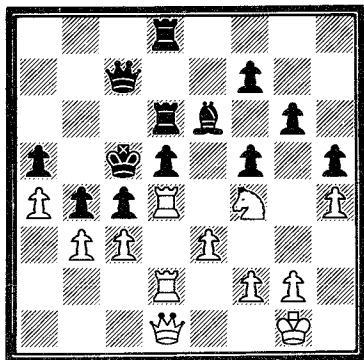
Possible points: 4
Cumulative: 719

154

You probably had to work hard to find the correct answer: Black is winning (3 points). This example is on an advanced level, so don't be upset if you could not find the right first move. After analyzing the adjourned position for many hours, Black at first favored 1 ... Be6 (0 points). That move does not lead to victory, however, because of 2 Rf8+ Bf5 3 h4! (3 b4? is obviously wrong: 3 ... e4 4 b5 e3+ 5 Ke1 g6! 6 b6 Kg3 7 b7 f2+ 8 Ke2 Kg2 9 b8Q f1Q+ 10 Kxe3 Qf2 mate, or 9 Rxf5 gxf5 10 b8Q f1Q+ with a won Queen endgame) 3 ... e4 (or 3 ... g6 4 h5! and White cannot lose) 4 h5! and according to Black's analysis his position was not a win. In the game Espig-Jansa, Novy Smokovec 1971, the prosaic 1 ... Bxb3! (5 points) led to a win for Black. The continuation is instructive: 2 Rf8+ Ke4 (2 ... Kg3! 3 Ke3 draws) 3 Re8 (in his analysis, Black counted on 3 Rb8 Bc4 4 Rb4 f2! 5 Rxc4+ Kf3 6 Rc1 g5! followed by ... e4 and wins) 3 ... Bc4! 4 Ke1 Bd3!. This subtle Bishop maneuver is decisive, for now the Bishop will go to f5 to shield the King from checks. After 5 Kf2 Kf4 6 h4 g6! 7 Rf8+ Bf5 8 Rh8 e4 9 Re8 Kg4 10 Rh8 e3+ Black won easily. Behind these seemingly simple variations lay all-night analysis!

Possible points: 8
Cumulative: 727

155

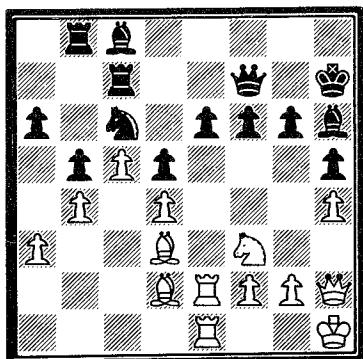


1. White is:
 - a) better;
 - b) winning;
 - c) equal.
2. Support your opinion with a variation.

Solution next page.

White to Move

156



1. White is:
 - a) equal;
 - b) winning;
 - c) better.
2. What is White's best move?

Solution next page.

White to Move

155

Black may be a pawn up, but his King is in the middle of a mine field. White is winning (1 point). The game Jansa-Ribli, Bucharest 1971, went 1 cxb4+ axb4 (1 ... Kxb4 2 Nd3+ with mate in a few moves) 2 bxc4 dxc4 3 Nxe6+! fxe6 4 Rxc4+! Kb6 5 a5+! and Black resigned since he is losing his Queen. If you came to the same conclusion, you get 4 points. Black's demise could be very well summed up by this epitaph: "I expected it—but not so soon."

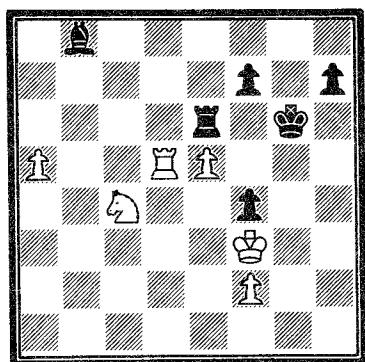
Possible points: 5
Cumulative: 732

156

White, in the game Hort-Langeweg, Wijk aan Zee 1971, has amassed a number of small positional advantages, and now it was time to reap the harvest. White is winning (2 points). The vigorous 1 g4! (3 points) clearly exposed the weaknesses in Black's position. The rest was fun for White: 1 ... e5?! (relatively the best chance) 2 gxh5 e4 3 hxg6+ Kxg6 4 Rxе4! dxе4 5 Bxe4+ Kh5 6 Ng5! Qd7 7 Bf3+ Kg6 8 h5+ Kg7 9 Ne6+ Kh8 10 Bxh6 Rbb7 11 Bg7+ and Black resigned. The Black pieces Rc7, Rb8, Nc6, and Bc8 stood motionless to the bitter end. If you recommended 1 Ng5+, you came up empty; the sacrifice is very unclear and not fully correct.

Possible points: 5
Cumulative: 737

157

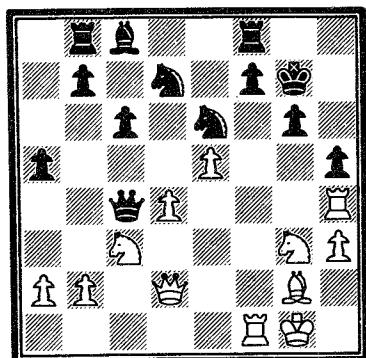


1. Black has:
 - a) a draw;
 - b) a loss.
2. Black's best move is:
 - a) 1 ... Kf5;
 - b) 1 ... f6.

Solution next page.

Black to Move

158



What is the best way to realize White's definite advantage?

Solution next page.

White to Move

157

It pays to trust an advanced passed pawn in the endgame! Black is losing (2 points). During time pressure, in the game Uhlmann-Jansa, Zinnowitz 1971, Black "centralized" with 1 ... Kf5? (0 points), and after the immediate 2 Nd6+!, he kicked himself for his last move. The game ended quickly: 2 ... Kg6 3 Rb5! Ba7 (or 3 ... Bxd6 4 exd6 Rxd6 5 Rb6 and wins) 4 Rb7 Bd4 5 a6 Rxе5 6 Nb5! and White won easily. As analysis proves, 1 ... f6 (3 points) puts up much stronger resistance. Even here, though, Uhlmann finally found the accurate win 2 Rb5! Bc7 3 Ke4!, and now 3 ... h5 4 Kd5 Ra6 5 e6 h4 6 Rb1! or 3 ... fxe5 4 Rb7 Bd8 5 Rd7. But, unlike the actual game (1 ... Kf5?), White would not have been given the point on a platter!

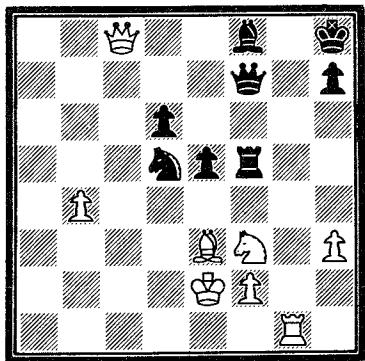
Possible points: 5
Cumulative: 742

158

The sword of Damocles hangs over the Black King, for many White pieces are aimed in his direction. In the game Markland-Hort, Hastings 1971, it was merely a question of how to carry out the threats. White's move hit the nail on the head: 1 Bd5!! (4 points) was immediately decisive: after 1 ... Qxf1+ 2 Kxf1 cxd5 Black resigned in a few moves. Some players would have resigned right after 1 Bd5—and with good reason, for mate follows 1 ... cxd5 2 Nxh5+ gxh5 3 Qg2+ Kh6 4 Rf5 Ng7 5 Qxg7+ Kxg7 6 Rg5+. If you reversed the first two moves (1 Nxh5+ gxh5 and then 2 Bd5), you were also correct and deserve the same 4 points, because after 2 ... Qxf1+ 3 Kxf1 cxd5 4 Qg2+ Kh6 5 Nxd5 mate is not far off. This game was played in the last round of the tournament; had Black won, he would have tied for first place. He paid heavy price for underestimating his less experienced opponent.

Possible points: 4
Cumulative: 746

159



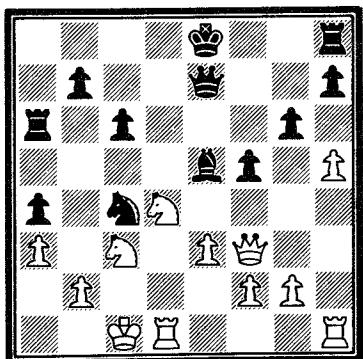
White's best move is:

- a) 1 Bh6;
- b) 1 Ng5.

Solution next page.

White to Move

160



1. White is:
 - a) worse;
 - b) better;
 - c) winning.
2. What is White's best move?

Solution next page.

White to Move

159

Caution and circumspection first! In the game Partos-Jansa, Zinnowitz 1971, White did not follow the elusive 1 Bh6? (0 points). Both players saw 1 ... Nf4+ 2 Ke1 Ne6! 3 Ng5 Qa7! with advantage for Black. White, with both feet planted firmly on the ground, played the correct 1 Ng5 (5 points). The position exemplifies dynamic equilibrium, and the game ended with an interesting repetition of moves: 1 ... Qg6 2 Ne4 Qh5+ 3 Rg4 Nxe3 4 fxe3 (4 Kxe3? loses because of 4 ... Qxh3+ 5 Rg3 Rf3+!) 4 ... Qf7 5 Rg7 Qh5+ 6 Rg4 Qf7 and the players agreed to a draw.

Moral: A groundless sudden attack can completely destroy the coordination of your own pieces.

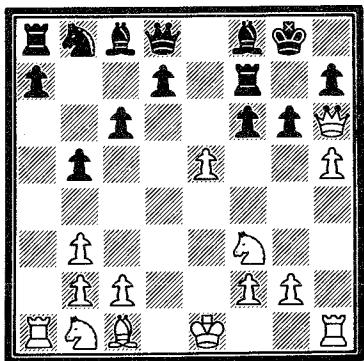
Possible points: 5
Cumulative: 751

160

The Black King's bad position means trouble, and almost invites a White combination. White is winning (2 points). In Jansa-Pribyl, Luhacovice 1971, 1 hxg6 hxg6 2 Nxf5! (4 points) exposed the opponent's King and simultaneously won a pawn, since 2 ... gxf5 was not playable because of 3 Rxh8+ Bxh8 4 Qh5+ and wins. Black continued 2 ... Qc5, but after 3 Rxh8+ Bxh8 4 Qe4+ Be5 5 Nh4 he had a lost game.

Possible points: 6
Cumulative: 757

161

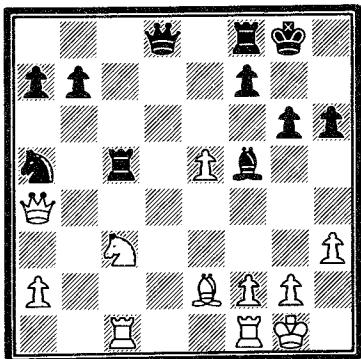


1. White is:
 - a) better;
 - b) worse;
 - c) equal.
2. What is White's best move?

Solution next page.

White to Move

162



1. Black is:
 - a) worse;
 - b) better;
 - c) equal.
2. What is Black's best move?

Solution next page.

Black to Move

161

Here was a chance to show off with an impressive and perfectly correct Queen sacrifice. White is better (2 points)—almost winning, in fact. Retreating the White Queen (0 points) would allow Black to consolidate his position. Readers with Tal-like inclinations should not have taken too long to decide on the Queen sacrifice 1 h x g6! (3 points). The game Jansa-Kolarov, Luhacovice 1971, continued 1 ... Bxh6 2 gxf7+ Kxf7 3 Rxh6 fxe5 4 Nc3 d5 5 Bg5 Qg8 and now 6 Nxe5+ Ke8 7 f4 was the most convincing proof of White's superiority. Black really suffered for neglecting his Queenside.

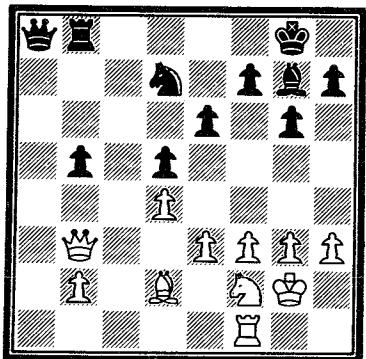
Possible points: 5
Cumulative: 762

162

Black is better (2 points), but he must play very accurately; for instance, 1 ... Rx e5+ 2 Rfd1 and 1 ... Nc6 2 Rfd1 Qa5 3 Qxa5 Rx a5 4 f4 are too hasty. But for choosing 1 ... Qb6! you get 4 points. The threats 2 ... Qb2 and 2 ... Rfc8 give Black a clear initiative. In Belyavsky-Jansa, Sukhumi 1972, White sought a way out in an inferior endgame after 2 Qf4 Qb2 3 Qe3 (3 Na4? Qxe5) 3 ... Rfc8 4 Na4 Qxc1 5 Rxcl Rxcl+ 6 Kh2 b6. The two Rooks are clearly better than the Queen because the White pieces cannot find active play.

Possible points: 6
Cumulative: 768

163

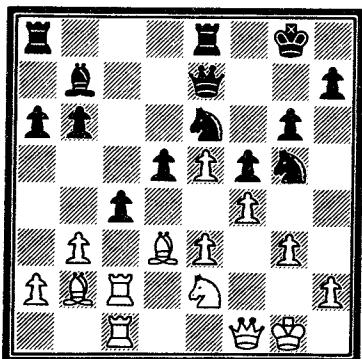


1. Black is:
 - a) winning;
 - b) equal;
 - c) better.
2. Black's best move is:
 - a) 1 ... Bf8;
 - b) 1 ... Nb6.

Solution next page.

Black to Move

164



1. Black has just played 1 ... c4.
This move is:
 - a) correct and Black is better;
 - b) incorrect.
2. What is White's best move?

Solution next page.

White to Move

163

If you think Black is better (1 point), you have a good positional sense. But how about your tactical ability? Black has the initiative on the Queenside and the White King's position can be further weakened. You get 3 more points if you were not too hasty but chose the preparatory move 1 ... Bf8, bringing the Bishop into the game with chances to increase the pressure; e.g., 2 Bb4 Qa4, and whether or not White can save himself would be a question for the endgame. The direct 1 ... Nb6? (0 points) was a tactical error by Black in Janata-Jansa, Prague 1972: after the clever 2 Qxb5! Nc4 3 Ra1! Black was forced to take a quick draw by 3 ... Qxa1 4 Qxb8+ Bf8 5 Bb4 Nxе3+ 6 Kh2 Nf1+ with perpetual check.

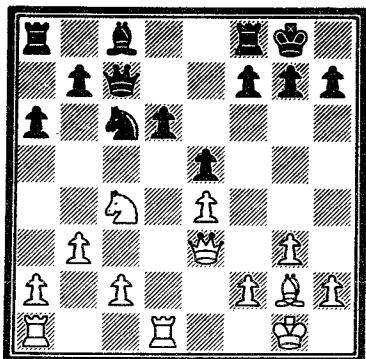
Possible points: 4
Cumulative: 772

164

If you like to fish in muddy waters, you must have guessed right: in Enklaar-Hort, Wijk aan Zee 1972, Black was chasing a phantom. 1 ... c4 was incorrect (2 points). Black's mistake was to think that 1 ... c4? (0 points) would win because of 2 bxc4? Nf3+! 3 Kf2 Nxh2 with attacking chances. But 2 Bxf5! (4 points) was an unpleasant surprise, and after 2 ... gxf5 3 fxg5 Qxg5 4 Qf2 White had a slight edge thanks to his control of the strong blockading square d4. 1 ... Ne4 was preferable.

Possible points: 6
Cumulative: 778

165

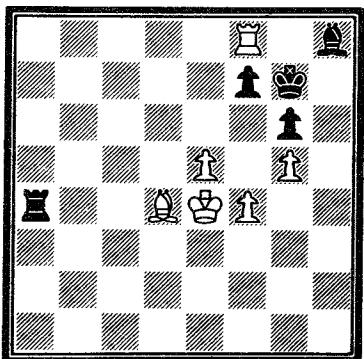


1. Black is:
 - a) equal;
 - b) losing;
 - c) better.
2. What is Black's best move?

Solution next page.

Black to Move

166



1. Does White have an immediate win?
2. What is White's best move?

Solution next page.

White to Move

165

At first glance, we see that Black has a weak pawn on d6 and that White's Bishop is passive. The rest depends on calculation. Black has an equal position (2 points). Protecting the d-pawn by mechanical means would be favorable for White; e.g., 1 ... Nd4? (0 points) 2 c3 Nc2 3 Qb6! and Black's Knight is in a blind alley. In Keres-Jansa, Sarajevo 1972, Black solved the positional problem simply but effectively: 1 ... Be6! (3 points). Black would have an excellent position after 2 Nxd6 Nd4, so White played 2 Qb6!; after 2 ... Rac8 3 Qxc7 Rxc7 4 Nxd6 Nd4 5 c4 g6! Black had compensation for the pawn, and the game ended in a draw. 2 Nb6 would also lead to equality: 2 ... Rad8 3 c3 Nd4 4 Nd5 Bxd5 5 cxd4 Be6, etc. Don't forget that the effectiveness of a piece depends on its cooperation with the other pieces.

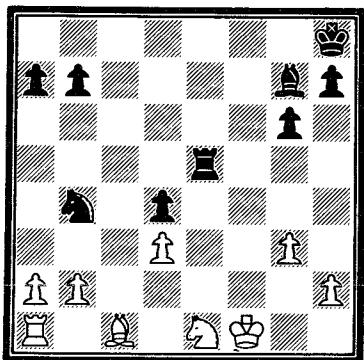
Possible points: 5
Cumulative: 783

166

Haste is out of place here: White has no immediate win (1 point) but must patiently improve his position. For a "normal" retreat of the Rook along the 8th rank you get 2 points. The tempting 1 Rxh8? (0 points) would lead only to a draw: after 1 ... Kxh8 2 e6+ Kg8 3 e7 f5+!! 4 gxf6 Kf7 Black can maintain a blockade of the light squares and draw the game. In Keres-Hort, San Antonio 1972, White played the patient 1 Rd8 and the game was characterized by waiting tactics and maneuvering. We pick it up later in example 187. The experienced captain of the White forces was not only wise but also careful.

Possible points: 3
Cumulative: 786

167

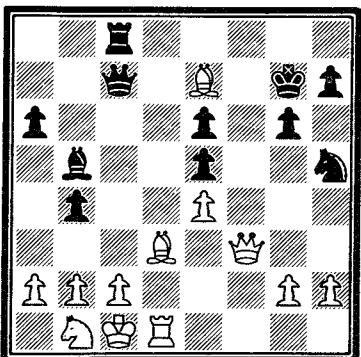


Black to Move

1. Black played 1 ... Rxel+. This leads to:
 - a) a win for Black;
 - b) a draw.
2. Back it up with a variation.

Solution next page.

168



Black to Move

1. Black is:
 - a) somewhat worse;
 - b) winning;
 - c) somewhat better.
2. What is Black's best move?

Solution next page.

167

"No problem—Black wins a piece and the game," the less experienced player may think. Superficiality does not pay, however: 1 ... Rxel+ leads only to a draw (2 points). In Ljubojevic-Jansa, Skopje 1972, White found a way to save himself: 2 Kxe1 Nc2+ 3 Kd1 Nxal 4 b4! (4 points). 4 Bd2 (0 points) is insufficient because of, for instance, 4 ... Be5 5 Kc1 Kg7 6 Kb1 Kf6 7 Kxa1 Kf5 followed by ... Kg4-h3 and wins. After 4 b4! Black tried 4 ... Bf8 (4 ... Kg8 5 Bb2 Nb3 doesn't win either, because of 6 axb3 Kf7 7 Ke2 Ke6 8 Kf3 Kd5 9 Bc1) 5 Bb2 Bxb4 6 Bxd4+ Kg8 7 Bxa1 Kf7 8 Kc2, but the game was drawn in a few more moves. The extra Knight might as well not have been on the board at all!

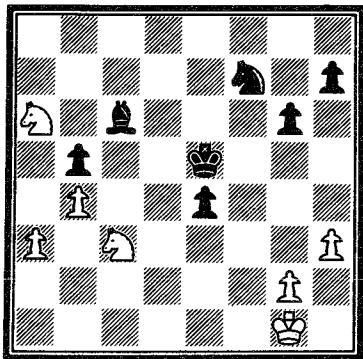
Possible points: 6
Cumulative: 792

168

Black is somewhat better (2 points). In Mecking-Hort, San Antonio 1972, Black was sorely tempted—as perhaps you are now—to play 1 ... Nf4? (0 points), but at the last moment he noticed 2 Bd6!!, which would leave White a piece up; e.g., 2 ... Nxd3+ 3 Qxd3, etc. That should lead us to the correct answer, 1 ... Qxe7(4 points). But why is Black better? Because even though he will be saddled with two sets of doubled pawns, he controls all the important squares in the center, White is tied to the defense of c2, and the Black Rook has more freedom of action than its White counterpart. After 2 Bxb5 axb5 3 g3 Nf6 4 Qd3 Qc5 5 Nd2 Rc7 Black has a minimal advantage. Beware of zwischenzugs (unexpected in-between moves like 2 Bd6)—they can be tricky and double-edged.

Possible points: 6
Cumulative: 798

169



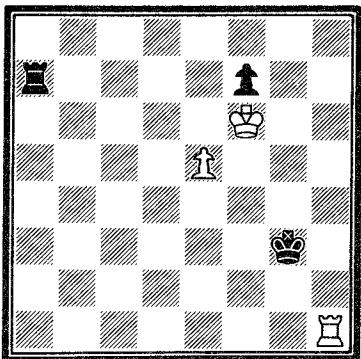
White's best move is:

- a) 1 Nc5;
- b) 1 a4;
- c) 1 Kf2.

Solution next page.

White to Move

170



Black's best move is:

- a) 1 ... Kf4;
- b) 1 ... Kg4.

Solution next page.

Black to Move

169

When you have solved this problem you will, we believe, have acquired some insight into the role of the King in the endgame. The game Pritchett-Jansa, Caorle 1972, was being adjourned and White had to seal his move. Although there was reason enough to take his time and think it over, he sealed his move quickly; but the next day, when the game was resumed, it turned out that he had chosen the wrong one. 1 a4? (0 points) led by force to a hopeless position for White after 1 ... bxa4 2 b5 Kd4! 3 Ne2+ Ke3 4 bxc6 Kxe2 5 Nc5 Nd6 6 Nxa4 Kd2! 7 Nc5 e3. If you recommended 1 Nc5 (0 points), you missed the point too, for the Black King can still penetrate by 1 ... Kd4 2 Ne2+ Ke3 with a decisive advantage. For 1 Kf2! you deserve both 4 points and our congratulations. A Black win would be anything but easy, since White's King holds the blockading square e3; 1 ... Kd4 2 Ne2+ Kd3 does not give Black much because of 3 Ne5+ Kd2 4 Nb3+ and White can hold. Moral: in the endgame, the King in the corner can cost the game.

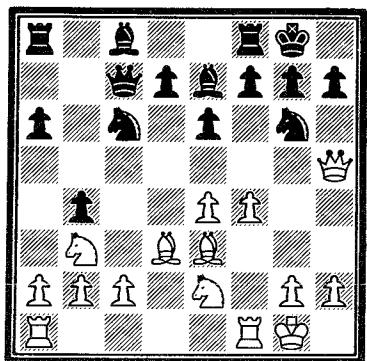
Possible points: 4
Cumulative: 802

170

The position is from Hort-Wade, Hastings 1972/73. One hundred twelve moves had already been played, the game had so far consumed twelve hours, and now it was Black's turn to seal his move. The next day, both players were preoccupied by dark thoughts. White was unhappy because he had held the advantage for the first 90 moves but now Black could draw—if he had sealed the right move. Black was in an even worse frame of mind because he had sealed a losing move and couldn't find a way out. He postponed his resignation until the game was just about to be resumed, whereupon White's mood suddenly improved! The correct move is 1 ... Kg4! (2 points), which leads to a draw: 2 Rh7 Ra6+ 3 Kxf7 Ra7+ 4 Kg6 Rxh7 followed by 5 ... Kf5, or 2 Rh8 Rb7, etc. In playing 1 ... Kf4? (0 points) Black overlooked the check 2 Rh4+ Kf3 3 Rh7 Kf4 e6! and the pawn advances. Luck is as fleeting as a golden fly.

Possible points: 2
Cumulative: 804

171

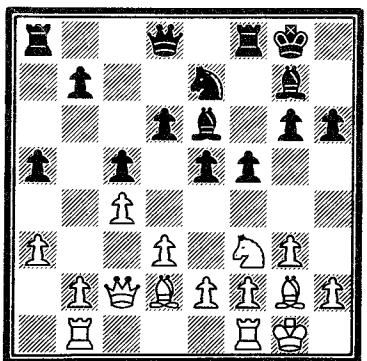


1. Can Black defend against White's advance on the Kingside?
2. What is Black's best defense?

Solution next page.

Black to Move

172



1. Black is:
 - a) equal;
 - b) better;
 - c) worse.
2. What is Black's best move?

Solution next page.

Black to Move

171

The position is from Jansa-Taimanov, Sukhumi 1972. Though White's attacking pieces look ominous, Black can still defend himself (1 point). White's threat is to move his Rook to f3 and then to h3. There is only one practical way to protect the weak h7, a subtle maneuver which Taimanov, an experienced "Sicilian Defender," did not overlook. What do you think of 1 ... f6! followed by Rf7 and Nf8? Black has a very flexible position, and 1 ... f6! (5 points) is a typical move in such situations. Before Black played 1 ... f6, White was walking contentedly around the tournament hall, thinking about his coming mating attack. When he returned to the board, it was his turn to think and Black's to walk around. White, overestimating his attacking chances, allowed his opponent to give him a lesson in counterattacking in the Sicilian. For your pleasure, here is what happened: 1 ... f6 2 Rf3 Rf7 3 e5 (3 f5 was better) 3 ... f5 4 g4?! Ngxe5! 5 fxe5 g6! 6 Qh6 Nxе5 7 Rg3 Nxg4 8 Rxg4 fxg4 and Black had the initiative. The players enjoyed analyzing the game when it was over, and you will too.

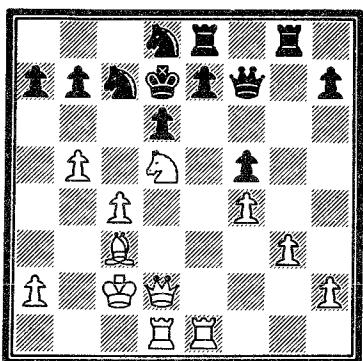
Possible points: 6
Cumulative: 810

172

The opinion that Black is better (2 points) is by no means an exaggeration. However, White's b2-b4 must be prevented. You may have continued 1 ... a4 (0 points), but White would play 2 b4 anyway, with a very respectable position after 2 ... axb3 3 Rxb3. If you saw which way the wind was blowing, you probably saw 1 ... b5!! (5 points), a temporary pawn sacrifice that gives Black a strong center and excellent coordination of his pieces. Keene-Jansa, Caorle 1972, continued 2 cxb5 a4! (intending 3 ... Bb3 followed by 4 ... Rb8 with the better position, so White decided to make waves) 3 Nxе5!?. Even so, Black had a clear advantage after 3 ... Bxe5 4 Bxh6 Bb3 5 Qd2 Rb8. Don't overlook positional pawn sacrifices, and trust your instincts.

Possible points: 7
Cumulative: 817

173

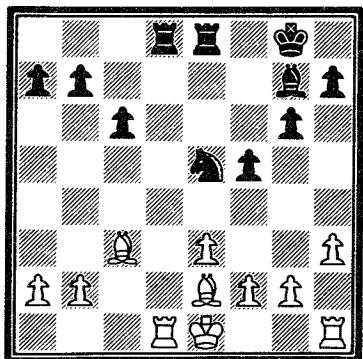


What is White's best move?

Solution next page.

White to Move

174



1. Black played 1 ... f4. This is:
 - a) correct and leads to an advantage for Black;
 - b) incorrect and leads to an advantage for White.
2. Support your opinion with a variation.

Solution next page.

Black to Move

173

There are many pieces on the board and the Black King is stuck in the middle. All this was a bad omen for Black in the game Hort-Jansson, Skopje 1972. The piece offer 1 Nxe7 is not really a sacrifice but a loan. Your suggestion of 1 Nxe7 was prompted by good insight and deserves 3 points. Black resigned without trying 1 ... Nxb5 2 Nxg8 Na3+ 3 Kb3 Nxc4 4 Qd5 Qxd5 5 Nf6+ Kc6 6 Nxd5 Rxe1 7 Nb4+ and White is a whole Rook up. Nothing beats simplicity and practicality. The White Knight's maneuver d5-e7-g8-f6-d5-b4 was impressive.

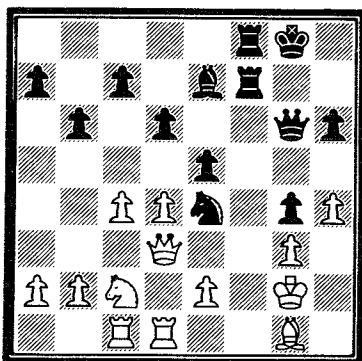
Possible points: 3
Cumulative: 820

174

A wise saying goes, "Though you try to find more, still a cat's legs are four." This means, in chess terms, that you can't get more out of a position than it contains. 1 ... f4? is incorrect and leads to an advantage for White (2 points). The refutation is 2 Rx d8 Rx d8 3 exf4 Nd3+ 4 Bxd3 Bxc3+ 5 Ke2! (4 points), as played in Jansa-Trapl, Trinec 1972. Black ended up a pawn down and with minimal chances of saving the position.

Possible points: 6
Cumulative: 826

175

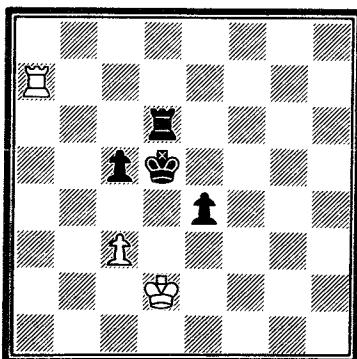


What is Black's best move?
Include a complete variation.

Solution next page.

Black to Move

176



What is the best way for Black to realize his advantage?

Solution next page.

Black to Move

175

There are many criteria for judging the beauty of a chess game. The conclusion of Hug-Hort, Skopje 1972, earned a special prize: no less than the master of combinations himself, Mikhail Tal, complimented Black on his play, and you will like it too. 1 ... Bxh4! 2 gxh4 Rf3! (5 points). The idea of the sacrifice is to completely isolate White's King from any support. The game continued 3 Ne3 Rg3+ 4 Kh1 Rf2! and White, facing mate or loss of material, resigned. No doubt you found the secondary variations yourself. We hope this example will be an inspiration to you.

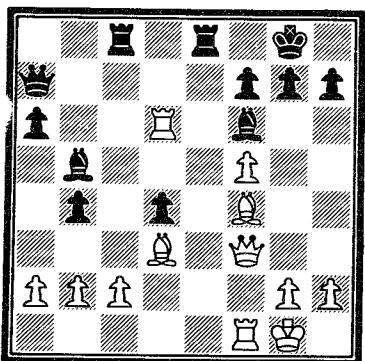
Possible points: 5
Cumulative: 831

176

It is said, only partly in jest, that all Rook endgames are drawn. The exception proves the rule. In Szabo-Hort, Wijk aan Zee 1972, Black played the correct 1 ... Ke5+ (4 points), and White, after thinking for 55 minutes, resigned. He considered these possibilities: 2 Ke2 Rd3! 3 Re7+ (or 3 Ra3 Kd5 followed by Kc4) 3 ... Kf5 (not 3 ... Kd5? because of 4 Rd7+ Kc4 5 Rxd3 exd3+ 6 Kd2! with a draw) 4 Rf7+ Ke6 and Black wins the pawn and the game. After 2 Kc2 Black can quite simply push the passed e-pawn—try it yourself! The poor position of White's Rook on the 7th rank makes Black's win easy because the Rook, as in the first variation, has little scope. If the Rook stood on its best square, a8, Black could not have made progress. It's not for nothing that Rook endgames are considered among the most difficult ones!

Possible points: 4
Cumulative: 835

177

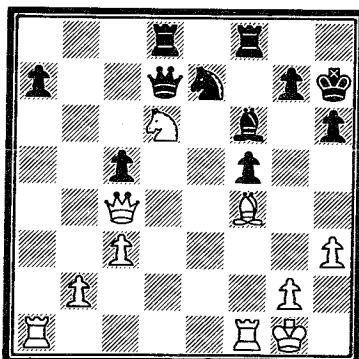


1. White is:
 - a) equal;
 - b) winning;
 - c) worse.
2. Support your opinion with a variation.

Solution next page.

White to Move

178



- White's best move is:
- a) 1 Qxc5;
 - b) 1 Nb5.

Solution next page.

White to Move

177

"I can see it right to the end," thinks the smart tactician; "White has a winning position." You are right (2 points), provided you considered the entire combination 1 Rx_f6! gx_f6 2 Bxb5 axb5 3 Bh6 Kh8 4 Qg3 Rg8, including the Queen invasion 5 Qd6! (4 points). In Jansa-Filipowicz, Skopje 1972, Black managed to avoid mate by 5 ... d3+ 6 Kh1 Rg4! 7 Qxf6+ Kg8, reaching a position which is the subject of example 179. Are you sure you saw it all the way to the end?

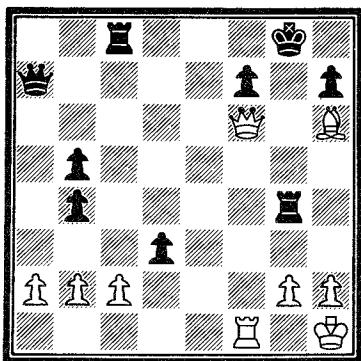
Possible points: 6
Cumulative: 841

178

The continuation 1 Qxc5? (0 points) can be added to the collection of swallowed poisoned pawns. In the game Hort-Portisch, San Antonio 1972, Black's passive pieces sprang to life as though a magician had waved his wand over the board. After 1 ... Ng6! White could not survive the threats and pins. 2 Nxf5, for instance, was not playable because of 2 ... Rc8 3 Qa5 Bd8 and wins, or if 2 Qxf5 Bd4+. White's actual move, 2 Bh2, was not good enough either; Black played his intended 2 ... Be7! 3 Rfd1 f4! 4 Rxa7 Qe6 5 Ra6 Rf6 and won quickly. White should have concentrated on the a7 pawn with the move 1 Nb5! (4 points) with good play. Pins are not to be taken lightly!

Possible points: 4
Cumulative: 845

179



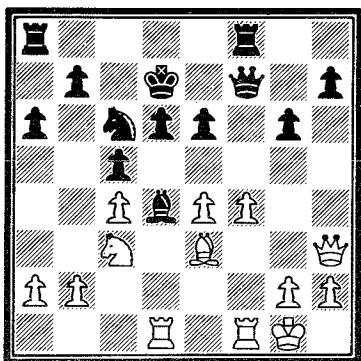
White's best move is:

- a) 1 h3;
- b) 1 Rf4.

Solution next page.

White to Move

180



White played 1 e5.

- a) If you approve, back up your opinion with a variation.
- b) If you disapprove, what is White's best move?

Solution next page.

White to Move

179

If you couldn't solve this problem, you did no worse than White at the conclusion of the game Jansa-Filipowicz, Skopje 1972. Sure of his win, White carelessly played 1 Rf4? (0 points), but when Black immediately replied 1 ... Rxg2! he felt like stopping the game and running away. After repeating moves with 2 Kxg2 (not 2 Rd4 Qa8!) 2 ... Rxc2+ 3 Kf1 Rc1+ 4 Kg2 Rc2+ White chose the reckless 5 Kf3?!, thinking what a pity it would be only to draw such a game. With both sides in time pressure, Black suddenly lost his nerve—after 5 ... Qf2+ 6 Ke4 he played the weak 6 ... Qe2+?, which finally gave White the game: 7 Kd5! Qg2+ 8 Re4 and White won. With more time, Black would certainly have found the better 6 ... Qg2+! 7 Kd4 Qg1+ 8 Ke4 and it's a draw. White could have spared himself that nerve-racking finale with the more cautious 1 h3! (4 points), which wins. After 1 ... Rg3 2 Kh2 decides, and 1 ... Qd4 is not adequate because of 2 Qa6!.

Possible points: 4
Cumulative: 849

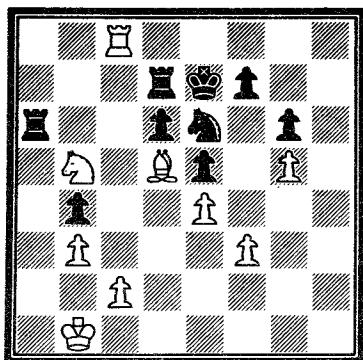
180

1 e5 must be recommended because it clears the way to the Black King (for instance, Ne4 is a threat). The soundness of the pawn move depended on 1 ... Qf5 2 g4!, when Black's Queen had to retreat because 2 ... Bxe3+ 3 Kh1 would have left Black with a lost position. In Jansa-Forintos, Caorle 1972, Black, realizing this only now, played 2 ... Qf7, but after 3 Ne4 dxe5 4 Nxc5+ Kc7 5 fxe5 Qe7 6 Rxd4!, White had an easy win. 1 ... Qf5 lost a tempo, but Black's position is not very promising even after the better 1 ... dxe5 2 fxe5 Qe7 (or 2 ... Qg7 3 Ne4!) 3 Nd5.

The authors had a problem deciding how many points to give here, since only the reader knows how much of the analysis he saw. Give yourself, accordingly, 2 or 3 points.

Possible points: 3
Cumulative: 852

181

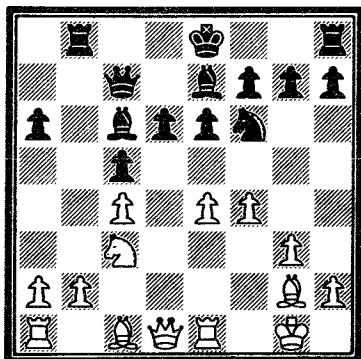


1. White is:
 - a) losing;
 - b) winning;
 - c) equal.
2. Give a variation.

Solution next page.

White to Move

182



1. White sharpened the play with 1 e5 dxe5 2 fxe5 Nd7 3 Nd5.
 - a) White was correct and has the better position.
 - b) The position is unclear or favorable for Black.
2. What is Black's best move after 3 Nd5?

Solution next page.

White to Move

181

Your tactical sense is excellent indeed if you saw that White has an equal position (2 points). You should have found the nice variation 1 Bxe6 fxe6 2 Rh8! (5 points), and, unless Black wants to lose, he can't avoid perpetual check by White's Rook (Rh7-h8-h7, etc.). If you saw this, you did better than White did in the game Olafsson-Hort, Reykjavik 1972, where after the weaker 1 Rc4? Nxg5 2 Rxb4 Nxf3 3 Kb2 Rb6 4 c4 g5, Black was winning. Theory says that a Bishop generally works better with a Rook than a Knight does. In this case, however, White's Rook and Knight could have equaled two Rooks.

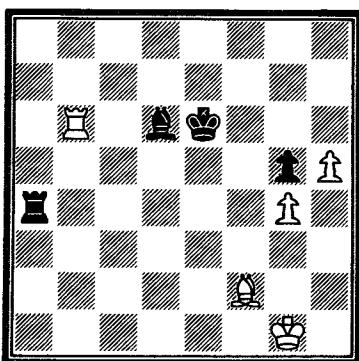
Possible points: 7
Cumulative: 859

182

If you analyze the position carefully and objectively, you will find it either unclear or better for Black (2 points). The idea (in a variation of the Sicilian Defense) had been cooked up in our kitchen; although it's a tempting idea, it has a hole in it, and in Jansa-Darga, Bamberg 1972, White fell right into it. There followed the cool 3 ... Qb7! (3 points), and not the capture 3 ... exd5? (0 points) 4 cxd5, which would be better for White—as White had intended. Instead, after the excellent 3 ... Qb7! White had a hard time developing any initiative. In the game, he played the optimistic 4 Nx e7 Bxg2 5 Qd6, but ran into a perfect defense: 5 ... Nb6! 6 Bg5 Nxc4! (6 ... Rd8? 7 Nf5 with advantage to White) 7 Qxc5 h6! and Black won material and eventually the game. The more promising 4 Qg4 leads to nothing: 4 ... Kf8! (not 4 ... exd5? 5 Qxg7 Rf8 6 e6 with a strong attack for White) 5 Bf4 Nb6; and the attempts 4 Re2 exd5 5 cxd5 Bb5 and 4 Re3 Nb6 5 Rb3 Rd8 lead to complications that can only be good for Black.

Possible points: 5
Cumulative: 864

183

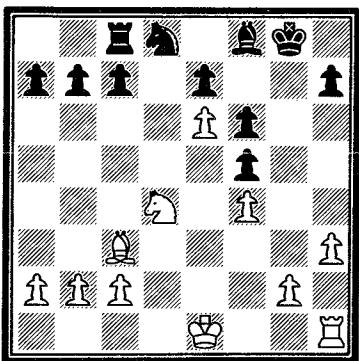


1. In this endgame:
 - a) White will win;
 - b) Black can draw.
2. What is White's best move?

Solution next page.

White to Move

184



1. White is:
 - a) worse;
 - b) better;
 - c) equal.
2. What is White's best move?

Solution next page.

White to Move

183

White has a winning position (1 point), but only 1 Bg3! (2 points) Rxg4 2 Rxd6+ Ke7 3 Kg3 (or 3 Rd3) Rxg3+ 4 Kxg3 Kxd6 5 h6 wins. In the game Pribyl-Jansa, Trinec 1972, White, in the euphoria of an imminent win despite his experience, won the piece in the other way, but after 1 Bc5? (0 points) Rxg4+ 2 Kf2 Kd5! 3 Bxd6 Rh4 he managed to lose his last pawn, which led to a theoretically drawn position.

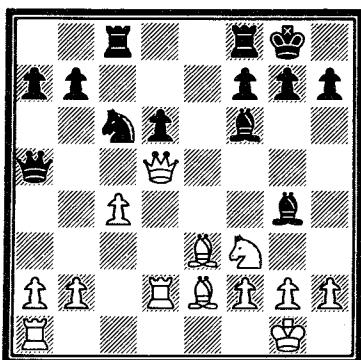
Possible points: 3
Cumulative: 867

184

“The pieces have to breathe,” a famous master from Prague used to say. White is better, almost winning (2 points). The cause is the boxed-in Bishop on f8, with only the diagonal f8-h6 to use for the rest of the game. In Hort-Donner, Skopje 1972, White’s aim was to keep the e6 pawn and to exchange all pieces except the Bishops. For the move 2 b4! (to discourage ... c7-c5) you get 4 points. In the game, Black played the desperate 1 ... c5 anyway, and after 2 bxc5 Rxc5 3 Kd2 Rd5 4 Kc1 h5 5 h4 Bh6 6 g3 he had a lost position. Even the better 1 ... b6 2 b5! c5 3 bxc6 Nxc6 4 Kd2 would not have alleviated Black’s fundamental problem. The pawn on e6 was by far the most important pawn on the board.

Possible points: 6
Cumulative: 873

185

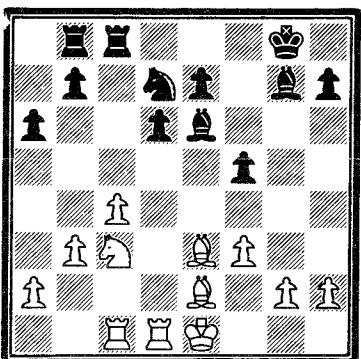


1. White played 1 Qxd6.
This is:
 - a) incorrect and loses;
 - b) correct and White is better.
2. Back it up with a variation.

Solution next page.

White to Move

186



1. Black is:
 - a) losing;
 - b) worse;
 - c) equal.
2. What is Black's best move?

Solution next page.

Black to Move

185

He that mischief hatches mischief catches. 1 Qxd6? is incorrect and loses (2 points). In Browne-Hort, San Antonio 1972, White lost material, since in this case a Rook and a Bishop were not adequate compensation for the Queen. The game continued 1 ... Bxf3 2 Bxf3 Rcd8 3 Qf4 Be5!. It's all forced. White regretted taking that pawn, and you earn 3 points for the simple refutation of 1 Qxd6. There followed 4 Rxd8 (or 4 Qg5 h6 wins) Bxf4 5 Rxf8+ Kxf8 6 Bxf4, and after the active 6 ... Nd4! 7 Bd6+ Ke8 8 Bd5 Qd2! 9 b3 Kd7 Black had an easy win. Another poisoned pawn!

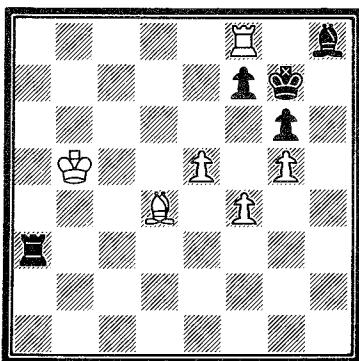
Possible points: 5
Cumulative: 878

186

If you concluded that Black has an equal position (2 points), you should be able to think creatively and without preconceptions in your own games. White's threatened Nd5 is so unpleasant that Black would do best to exchange the Knight now, before it invades d5. The exchange 1 ... Bxc3+ gives Black some counterplay, and if after 2 Rxc3 you played the active 2 ... b5!, as Black did, you get 5 points. In the game Petrosian-Jansa, Sarajevo 1972, Black equalized. We might add that after 3 Rdc1? Black would even get the better game by 3 ... b4 4 R3c2 Ne5 with a strong blockade. However, the renowned positional accuracy of the former world champion led him to simplify by 3 Bd4! bxc4 4 Rdc1 Ne5 5 Bxc5 Rxc5 6 Bxc4 Re5+ 7 Kf2 Kf7 8 Bxe6+ Rxe6 9 Rc4 Rb5 and a draw was agreed.

Possible points: 7
Cumulative: 885

187

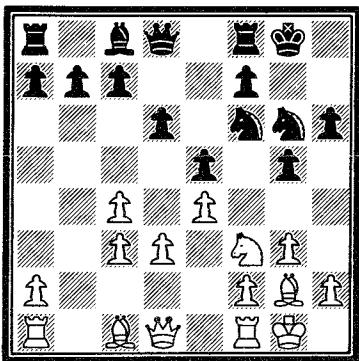


1. Can White win immediately?
2. What is White's best move?

Solution next page.

White to Move

188



1. Can White exploit the weaknesses on Black's Kingside?
2. White should play:
 - a) the aggressive 1 Nxg5;
 - b) the quiet 1 h4.

Solution next page.

White to Move

187

White wins immediately (1 point), and if you recommended 1 Rxh8, you gain 2 more points. The Exchange sacrifice wins very easily because the Black King is inactive in the corner. In Keres-Hort, San Antonio 1972, after 1 ... Kxh8 2 e6+ Kg8 3 e7 Ra8 4 Bf6 Black resigned without waiting for zugzwang after 4 ... Kh7 5 Kb6 Kg8 6 Kb7 Re8 7 Kc6! Ra8 8 Kc7! Kh7 9 Bd4. If you recommended retreating the Rook on the first move, you lack decisiveness and the ability to calculate accurately, and you get no points.

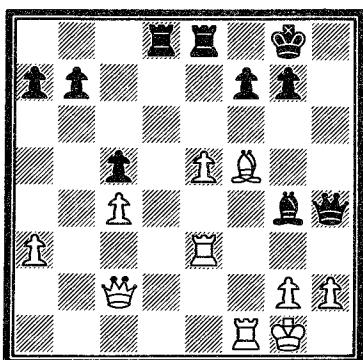
Possible points: 3
Cumulative: 888

188

Black's King is so vulnerable that White can exploit the weaknesses surrounding it by launching a direct attack (1 point). The aggressive 1 Nxg5 (3 points) is correct. The alternative 1 h4 is weaker and not clear: after 1 ... Nh7 Black can defend successfully. After the piece sacrifice 1 Nxg5 White got a decisive attack in Jansa-Bisguier, Skopje 1972: 1 ... hxg5 2 Bxg5 Kh7 3 f4 exf4 4 gxf4 Rg8 5 Qe1! Qe7 6 f5 Bd7 7 fxg6+ Rxg6 8 Qh4+ and Black resigned. Black could have defended better with 2 ... Kg7 instead of 2 ... Kh7, but even then his King would have had no hope of withstanding the continual attack; e.g., 3 f4 Qe8 4 f5, etc. Even 2 ... c6 would not have saved Black after 3 f4 Qb6+ 4 c5! Qxc5+ 5 d4 and wins.

Possible points: 4
Cumulative: 892

189

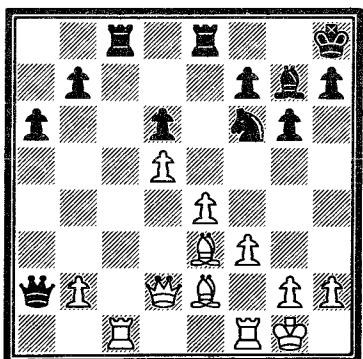


1. White played 1 e6. This is:
 - a) better for Black;
 - b) better for White;
 - c) equal.
 2. What is Black's best reply?

Solution next page.

White to Move

190



1. White is:
 - a) worse;
 - b) better;
 - c) winning.
 2. What is White's best move?

Solution next page.

White to Move

189

1 e6 is tempting, but it leads only to an equal game (2 points). One must not hurry in serious chess, as White found out in Rajkovic-Hort, Hastings 1972/73. He saw only the variation 1 ... fxe6? (0 points) 2 Bxg4 Qxg4 3 Rh3! g6 4 Rg3 Qd4+ 5 Kh1 and White wins with a mating attack. But the splendid reply 1 ... Rxе6! (4 points) had escaped his notice. Black gets a pawn for the sacrificed Exchange, there can be no more talk about a White attack, and White's weak c-pawn will be a good target. Other things being equal, however, an Exchange is still an Exchange. The game continued 2 Bxe6 Bxe6 3 Qe4 Qxe4 4 Rxe4 Rd2 with a minimal edge for Black.

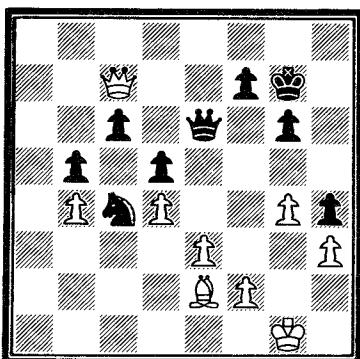
Possible points: 6
Cumulative: 898

190

Modesty is out of place in evaluating this position because Black's Queen is in mortal danger: White is winning (2 points). In Jansa-Gasic, Sarajevo 1972, White first considered the positional 1 Rxc8 (0 points) Rxc8 2 Rc1, which would not give him much. But he managed to reorient himself in time, and he started to go after Black's Queen with 1 Ra1!. If you were able to spring the trap 1 ... Qb3 2 Bd3! Nd7 3 Rfb1!, you get 5 points. Black had no alternative but 3 ... a5 4 Rxa5 Ra8 5 Rb5, relinquishing both his Queenside pawns. Buying the Queen's freedom with the two pawns was actually the best way out; 3 ... Nc5 (to meet the threat 4 Ra3) would have cost Black much more, since after 4 Ra3 Qb6 5 b4 he loses a piece. Either way, the outcome of the game was already decided.

Possible points: 7
Cumulative: 905

191



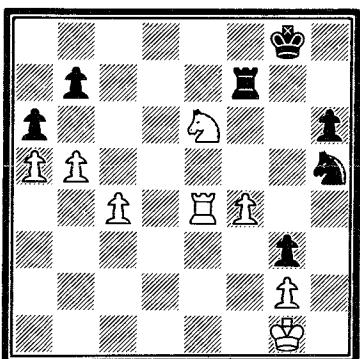
White played 1 Kf1. This is:

- a) correct and gives White a reasonably good position;
- b) incorrect and gives Black the advantage.

Solution next page.

White to Move

192



1. White is:

- a) winning;
- b) somewhat better;
- c) equal.

2. What is White's best move?

Solution next page.

White to Move

191

Perhaps the only ones to find the correct solution this time were the most advanced readers. 1 Kf1! solved all of White's problems in the game Hort-Larsen, Hastings 1972/73. It is therefore correct, and White has a reasonably good position (4 points). The doubting Thomases are probably shaking their heads: "Why such a strange King move?" There are good reasons: to move the King closer to the weak b-pawn, to defend against the unpleasant ... Nxe3, and to threaten to simplify with Bxc4 followed by Qe5+, keeping the Black King in the corner. After 1 Kf1!, Larsen's minimal advantage disappeared; there followed 1 ... Nd2+ 2 Ke1 Ne4 3 Bf3 Qd6 (not 3 ... Nc3? because of 4 Kd2 Na2? 5 Qa5 Qf6 6 Be2 and wins) 4 Qxd6 Nxd6 and the game was drawn. The King is a strong piece too!

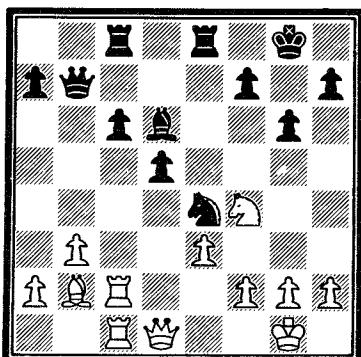
Possible points: 4
Cumulative: 909

192

If you were looking for a tactical solution, you had it easy. White is winning (1 point). The pawn breakthrough on the Queenside is convincingly advantageous. In Jansa-Lechtinsky, Trinec 1972, White's move also took advantage of the distant location of Black's Knight. After 1 c5! (3 points) Black was helpless against the advance of the c-pawn, which had a clear avenue after 1 ... axb5 2 a6! bxa6 3 c6. Not even both Black pieces could keep it back, and after 3 ... Nf6 4 Rd4 Ne8 5 Rd8 Re7 6 c7 Rxe6 7 Kf1 Rc6 8 Rxe8+ Black resigned. White made use of a theme well known in pawn endgames, in which two pawns clear the way for a third, which then advances unimpeded.

Possible points: 4
Cumulative: 913

193

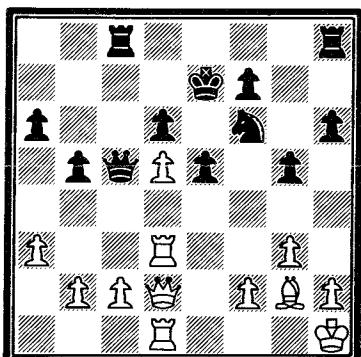


1. White is:
 - a) winning;
 - b) better;
 - c) equal.
2. What is White's best move?

Solution next page.

White to Move

194



1. White is:
 - a) worse;
 - b) better;
 - c) equal.
2. What is White's best move?

Solution next page.

White to Move

193

Tigran Petrosian is world famous for his positional play. His positional sense alone, however, would not have been enough to make him World Champion. Although tactical combinations are rare in his games, when he does resort to one his opponent can be certain that everything is correct and the combination crystal-clear. White is winning (2 points), and in Petrosian-Hort, Sarajevo 1972, the surprise stroke 1 Nxd5! (5 points) quickly demolished Black's defenses. If 1... cxd5 2 Qd4 f6 3 Rxc8 Rxc8 4 Rxc8+ Qxc8 5 Qxd5+ followed by Qxe4 and wins, or if 1... cxd5 2 Qd4 Be5 3 Rxc8! wins. The game continued 1... Rcd8, but after 2 Rxc6 Qb8 3 f4 Re6 4 Qd4 Black, two pawns down in an inferior position, resigned—which is what he felt like doing after 1 Nxd5. This was not the first demonstration of how to exploit the long diagonal, nor will it be the last.

Possible points: 7

Cumulative: 920

194

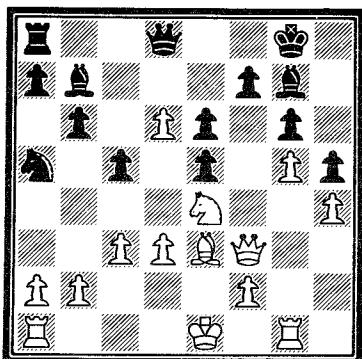
White is better, since Black's dark-square strategy is in its last throes. You shouldn't have had to work very hard on this, so the evaluation is worth only 1 point. The continuation of Jansa-Matulovic, Sombor 1972, fully confirms the diagnosis. White had to act energetically, and the first task was to try to get through the pawn-wall around the Black King. The continuation 1 Rc3! Qb6 2 Rc6! deserves 4 points. The followup is very instructive: 2... Rxc6 3 dxc6 Rd8 (not 3... d5 4 Qb4+ Ke6 5 Bh3+ and wins) 4 Re1!, preparing the decisive advance f2-f4. Matulovic now sank into deep thought, and he came to the conclusion that there was no satisfactory reply. It occurred to him that the game might be saved by the proven tactic, "when you don't know what to do, offer a draw." It is a habit of Matulovic's to offer draws in such dangerous positions. But he was asked to make his move first, in accordance with FIDE tournament rules. After further thought, he chose 4... Ng4 (otherwise 5 f4), but after 5 h3! Nxh2+ 6 Kh2 White had a winning position.

It may interest you to know that the much weaker 1 c3 (0 points) would have been better for Black after 1... Ng4 2 Kg1 f5, or if 1... Kf8 followed by ... Kg7 Black would have had a satisfactory position.

Possible points: 5

Cumulative: 925

195

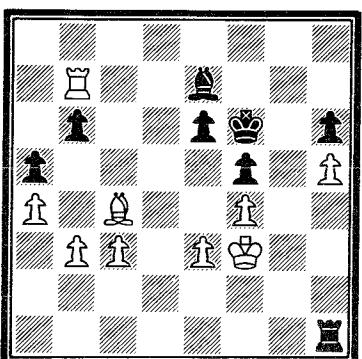


1. Black's best move is:
 - a) 1 ... Rc8;
 - b) 1 ... Qxd6.
2. Support your opinion with a variation.

Solution next page.

Black to Move

196



1. White is:
 - a) winning;
 - b) equal;
 - c) better.
2. White's best move is:
 - a) 1 Rxb6;
 - b) 1 Kg2.

Solution next page.

White to Move

195

Only 1 ... Re8 (4 points) can be recommended. Even though Black is an Exchange down, he could look to the future with confidence after ... Bc6 and ... Na5-b7-d6. But he played 1 ... Qxd6? (0 points), and White, in the game Sax-Hort, Budapest 1973, gave him a rude shock: 1 Qxf7+! Kxf7 3 Nxd6+ Ke7 4 Nxb7 Nxb7 and Black's position was in ruins. For finding this variation, you earn 3 points. As Black learned, being too eager to win back material can be disastrous.

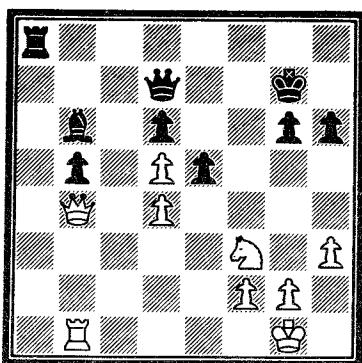
Possible points: 7
Cumulative: 932

196

The hardest thing to do is to win a won game, as even the Old Masters knew. White, therefore, in the game Hort-Ribli, Budapest 1973, tried to be very consistent to the end. White is winning (2 points), but 1 Rxb6? (0 points) would give Black excellent chances for salvation after 1 ... Rh3+ 2 Kf2 Rxе3!. In the game, White avoided this pitfall with 1 Kg2! (2 points), intending to pick up the pawn on the next move. But, realizing that after 1 ... Rxh5 2 Rxb6 Black would have a hard time getting his Rook back into play, the Hungarian grandmaster, who is known for his quick mind, resigned right here. A quiet move is often the most effective one.

Possible points: 4
Cumulative: 936

197

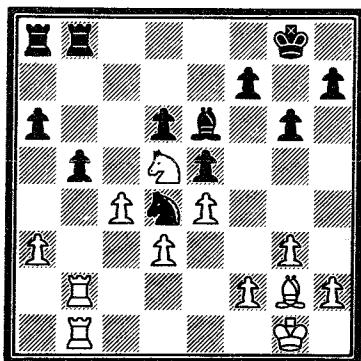


1. Black is:
 - a) equal;
 - b) somewhat better;
 - c) somewhat worse.
2. Would you, as Black, accept a draw? If not, what would you play?

Solution next page.

Black to Move

198



1. White is:
 - a) better and can play to win;
 - b) worse and fighting to equalize;
 - c) losing.
2. White's best move is:
 - a) 1 Nc3;
 - b) 1 a4;
 - c) 1 Nc7.

Solution next page.

White to Move

197

Black is somewhat better (1 point) and has no reason to accept a draw. The tempting 1 ... e4 (0 points) is incorrect because of 2 Qxb5 with the better chances for White. If you suggested 1 ... Ra4!, you get 3 more points. In the game Matanovic-Jansa, Madonna di Campiglio 1973, this move gave White a problem: even though the Rook endgame after 2 Qxb5 Qxb5 3 Rxb5 Bxd4 4 Nxd4 Rxd4 would have favored Black in view of White's weak pawn on d5, it was still White's best drawing chance. But after thinking awhile, Matanovic chose 4 g4? Kf6 5 Kg2, which led to a quick finish: 5 ... Bc5 6 Rb2 e4 7 Nd2 Ke5 8 f3 e3 9 Ne4 Bd4 with a win for Black. White's postponing the capture of the Black Bishop was not warranted.

Fighting spirit often leads to success, especially when you have a draw in your pocket!

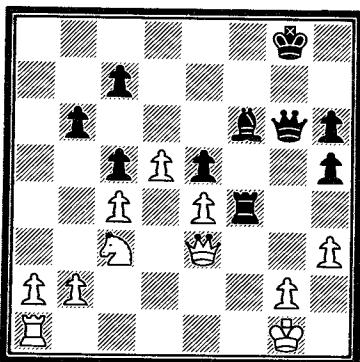
Possible points: 4
Cumulative: 940

198

White is worse and fighting to equalize (2 points). You may have had trouble finding the right move—as White did in the game Huguet-Hort, Las Palmas 1973. The move he played, 1 Nc3?, was the worst choice, overlooking the simple reply 1 ... Rc8!, which gave Black a clear advantage because he is rid of the pressure on the b-file and he has White's Knight under a pin. The key to a successful defense for White is to get rid of the pressure on the Queenside and to simplify the game. The direct 1 a4 is better than 1 Nc3?, but it is not the best. Black would continue 1 ... Bxd5 2 exd5 Rb6! 3 axb5 axb5 4 cxb5 Rab8, and after the exchange of both Rooks White would be left with a bad Bishop and a weak pawn on d5. That leaves only the prosaic 1 Nc7! (4 point). White, by initiating the exchange of his Knight for Black's Bishop, avoids getting a weak pawn on d5; e.g., 1 ... Ra7 2 Nxe6 fxg6 3 a4! Rab7 4 axb5 axb5 5 cxb5 Rxb5. Now, of course, White can exchange Rooks, and after White activates his King, Black's advantage would be only theoretical. A game can often be decided by such “trivia.”

Possible points: 6
Cumulative: 946

199

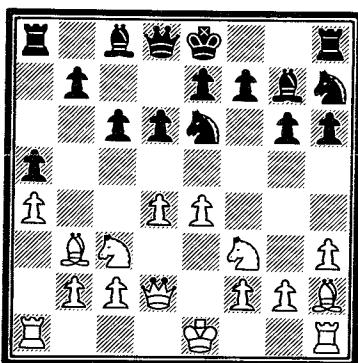


What is White's most forceful continuation?

Solution next page.

White to Move

200



1. Black is:
 - a) much better;
 - b) equal;
 - c) much worse.
2. What is Black's best move?

Solution next page.

Black to Move

199

The most forceful continuation is the breakthrough 1 d6! (2 points). In Jansa-Vukic, Vrnjacka Banja 1973, this move freed the central d5 square for White's Knight. Such a Knight—if it cannot be driven away—is sometimes stronger than a Rook. After 1 ... cxd6 2 Nd5 Black was faced with the bleak prospect of 2 ... Rh4 3 Rf1 Bg5 4 Qf3 with mating threats and the possible loss of his Rook after 5 g3. So instead, Vukic tried vainly to buy his way out by sacrificing the Exchange with 2 ... Qg5, but the White Knight was already in full command. After 3 Rd1 h4 4 Qe2 h5 5 Nxb6 Bg7 6 Nd5 Rf7 7 Ne3 Black continued the struggle only because drawing this game would have allowed him to continue his drive for a grandmaster norm in the remaining games of the tournament.

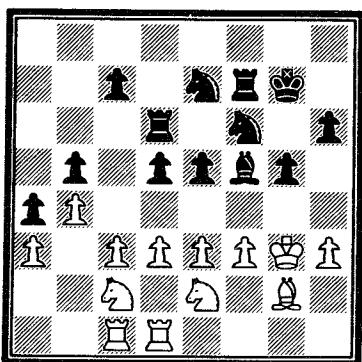
Possible points: 2
Cumulative: 948

200

Even though at first glance the position looks balanced, you earn 2 points for deciding that Black is much better. White shook his head ruefully as he looked at his position in the game Hort-Forintos, Budapest 1973. Black has positioned his pieces excellently, bearing down on the d4 square—the Achilles' heel of White's position. The natural move 1 ... Nh5! is worth 4 points. The practically forced series of moves that followed turned out in Black's favor: 2 Nxg5 hxg5 3 Ne2 Qb6 4 Rd1 g4! 5 hxg4 c5! and Black's initiative was very dangerous. 6 d5 would have been answered by 6 ... Nd4, so White had to be satisfied with the much worse prospects after 6 0-0.

Possible points: 6
Cumulative: 954

201

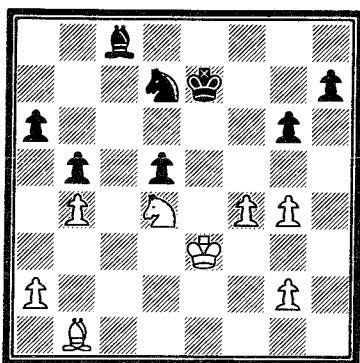


1. White played 1 d4 and is:
 - a) equal;
 - b) losing;
 - c) worse.
2. Give a variation.

Solution next page.

White to Move

202



1. Black is:
 - a) better;
 - b) equal;
 - c) worse.
2. Black should play:
 - a) 1 ... Nb6;
 - b) 1 ... Kd6;
 - c) 1 ... Nf8.

Solution next page.

Black to Move

201

1 d4 led to a lost game for White (1 point). After the prosaic introduction 1 ... Bxc2 2 Rxc2, the game Torre-Jansa, Amsterdam 1973, concluded with an amusing Knight maneuver: 2 ... Nf5+ 3 Kf2 Ne4! (3 points) and White faced serious material losses. After 4 fxe4 Nxd4+ Black won the Exchange and easily took the point. The Philippine champion, who was virtually a spectator during the final Knight maneuvers, sighed after the game, "Those forks are treacherous; you always have to watch out for them"—which of course we all know from our own experience.

Possible points: 4
Cumulative: 958

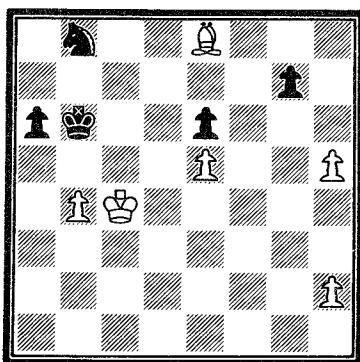
202

During the game Karpov-Hort, Budapest 1973, Black knew he was fighting for his life in an inferior endgame. Black is worse (1 point). The three suggested moves differ only slightly. Even in a passive position, however, you must look for the slightest chance for active counterplay. 1 ... Nb6 (0 points) is not effective because of 2 Nc6+ Kd6 3 Ne5 Nc4+ 4 Kd4 and White achieves his goal of blockading the d4 square with his King. 1 ... Nf8 (0 points) is no better because of 2 g5 Kd6 3 Kf3 (threatening 4 g4) Ne6 4 Nxe6 Bxe6 5 Ke3 and wins. That leaves only 1 ... Kd6! (3 points), which enables Black to prevent White's King from blockading d4; e.g., 2 Nf3 Nf6 3 g5 d4+! 4 Kxd4 Nd5 and Black draws easily, or 2 g5 Nb6 3 Nf3 d4+! (the same idea in a different wrapper), or 2 f5 g5 and Black's Knight can occupy the blockading f6 square.

Would you like to know which move Black actually played? In trying to be too fastidious, he picked the worst move! He—like you—got no points for the move 1 ... Nf8?.

Possible points: 4
Cumulative: 962

203

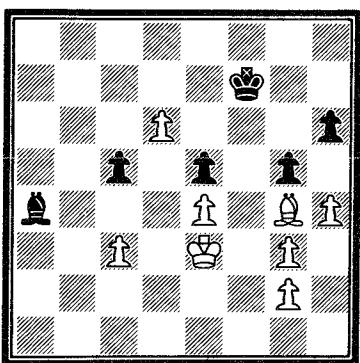


1. Black is:
 - a) losing;
 - b) equal;
 - c) winning.
2. Support your opinion with a variation.

Solution next page.

Black to Move

204



1. Black will:
 - a) lose;
 - b) draw.
2. Black should play:
 - a) 1 ... Kf6;
 - b) 1 ... Bc6.

Solution next page.

Black to Move

203

Only a dreamer could imagine that Black is winning. The laurels in this case go to experts and lovers of the endgame: Black is losing (2 points). After the forced 1 ... Nc6 2 Bxc6 Kxc6, a simple but instructive endgame ensued in Jansa-Sosonko, Amsterdam 1973: 3 Kd4! Kb5 4 Kc3 Kc6 (4 ... Kb6 5 Kb3) 5 Kc4 Kb6 6 Kb3 Kb5 (6 ... Kc7 7 Ka4 wins) 7 h3! Kc6 8 Ka4 Kb6 9 h4! and Black resigned. For the less experienced, here is how the game might have continued: 9 ... Kb7 10 Ka5 Ka7 11 b5 axb5 12 Kxb5 Kb7 13 Kc5 Kc7 14 h6! gxh6 15 h5 and Black is in zugzwang. The simple 14 Kd4 and a King march to g6 would also have been enough to win. You get 4 points if your variation follows the example at least through move 7. We should add that if the White pawn were on h3 instead of h2, the game would be a draw!

Possible points: 6
Cumulative: 968

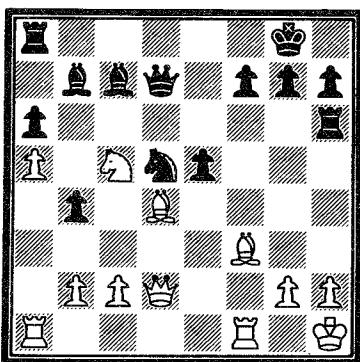
204

For want of a nail, the horse was lost. And in the game Hort-Hecht, Budapest 1973, for want of a tempo, Black lost the game. However, Black should draw (3 points). Let us first analyze the losing move 1 ... Kf6? (0 points). The game continued 2 Be2! (threatening to transfer the Bishop to the a2-g8 diagonal) 2 ... Ke6 3 Kf3 Bc2 4 Kg4 Bxe4 5 Kh5! (trying to get an outside passed pawn) 5 ... Bxg2 6 Kxh6 gxh4 7 gxh4 e4 8 h5! e3 9 Kg7 Kxd6 10 h6 Be4 11 h7 Bxh7 12 Kxh7 Ke5 13 Kg6 Kf4 14 c4 and Black resigned, since the pawn endgame after 14 ... Kg3 15 Kf5 Kf2 16 Bh5 would be lost. The move 1 ... Bc6! (5 point) gains an important tempo: it doesn't matter whether Black's King gets to e6 from f7 or from f6. The whole variation is similar to the previous one, except that after 13 Kg6 Black's King gets to g3 (instead of only f4), and the position is a draw: 1 ... Bc6! 2 Be2 Ke6 3 Kf3 Kxd6 4 Kg4 Bxe4 5 Kh5 Bxg2 6 Kxh6 gxh4 7 gxh4 e4 8 h5 e3 9 Kg7 Ke5 10 h6 Be4 11 h7 Bxh7 12 Kxh7 Kf4 13 Kg6 Kg3 14 Kf5 Kf2 15 B any e2 16 Bxe2 Kxe2 17 Ke4 Kd2 18 Kd5, etc.

Do we have to remind you how important it is to analyze complicated endgames?

Possible points: 8
Cumulative: 976

205

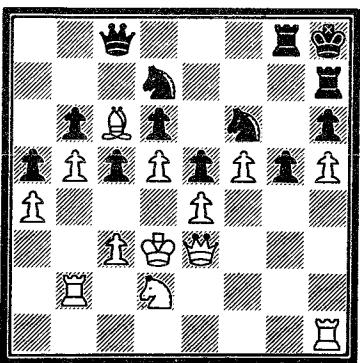


1. The Rook sacrifice 1 ... Rxh2+ is:
 - a) incorrect;
 - b) correct;
 - c) unclear.
2. Support your opinion with analysis.

Solution next page.

Black to Move

206



1. Black is:
 - a) better;
 - b) equal;
 - c) winning.
2. What is Black's best move?

Solution next page.

Black to Move

205

Players with a flair for combinations will harvest the points this time. The sacrifice is correct (2 points). Let's compare analyses to see which of us did better. The variation 2 Kxh2 exd4+ 3 g3 Qd6! 4 Nxb7 (4 Ne4 Qe5 5 Qg5 f5 wins for Black) 4 ... Qxg3+ 5 Kh1 Bf4 6 Qg2 Qh4+ 7 Kg1 Be3+ 8 Rf2 Nf4 followed by ... Nh3 and wins, is crucial to the evaluation of the sacrifice. Also correct is 5 ... Qh3+ 6 Kg1 Bf4 7 Qg2 Be3+ 8 Rf2 Nf4! 9 Qg4 h5 and wins. The King move 3 Kg1 (instead of 3 g3) leads to a quick loss after 3 ... Qd6 4 Nxb7 Qh2+ 5 Kf2 Re8! 6 Bxd5 Qh4+ and Black wins. In Bellin-Jansa, Amsterdam 1973, White declined the sacrifice with 2 Kg1 and got a lost position; after 2 ... Qe7 3 Bf2 e4! 4 Nxe4 Rh6 5 g3 Rd8 Black was clearly winning. If your analysis matches ours, you deserve 6 points; deduct 1 or 2 points for inexact execution.

Remember this: in a chess game, more than anywhere else, you must look twice before you leap!

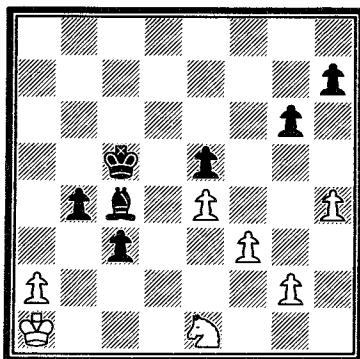
Possible points: 8
Cumulative: 984

206

White needs only one move to be able to blockade the c4 square, which would solve all his problems. But it's Black's move! Yes, you're right—Black is winning (2 points). In the game Atanasov-Hort, Leipzig 1973, Black freed the c5-square with the excellent pawn sacrifice 1 ... c4+! (2 points). The effect of this move on White's position was catastrophic: Black's Knight had permanent control of c5 and could attack White's most sensitive points, White's Bishop was completely out of play, and the passed g-pawn was a decisive factor. The game continued 2 Nxc4 Nc5+ 3 Kc2 Qb8 4 Nd2 Nxa4 5 Rbb1 Nc5 6 Rbd1 g4! 7 Nc4 Rg5 8 Rh4 Rhg7 and Black was ready to gradually infiltrate White's position. White paid dearly for that one breach in his pawn structure.

Possible points: 4
Cumulative: 988

207

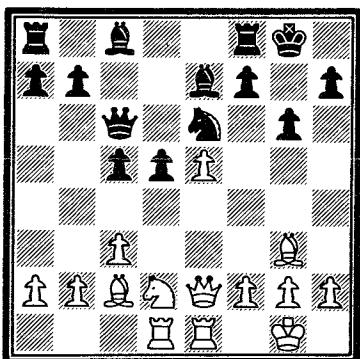


What is the best way for Black to realize his clear advantage?

Solution next page.

Black to Move

208



Black's best move is:

- a) 1 ... b5;
- b) 1 ... b6;
- c) 1 ... Ng7.

Solution next page.

Black to Move

207

An active King in the endgame is half the battle. In this position, the helplessness of the White forces is the other half. In Toth-Jansa, Madonna di Campiglio 1973, Black had only to calculate the variation 1 . . . Kd4! 2 Nc2+ Kd3 3 Nxb4+ Kd2 4 Kb1 c2+ (3 points) 5 Nxc2 Bd3 to force his opponent's immediate resignation. This must have been easy for you, too.

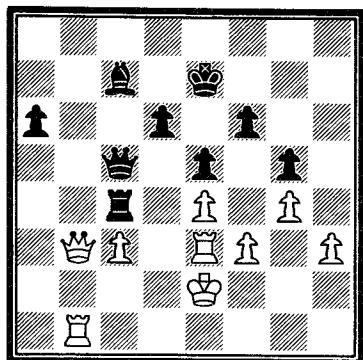
Possible points: 3
Cumulative: 991

208

The moves 1 . . . b5 (0 points) and 1 . . . b6 (0 points) are poor recommendations, for in either case White has the strong answer 2 Ne4!. Taking the Knight would cost Black the Exchange, and after 3 Nd6 or 3 Nf6+ White would be clearly better. If you made a mistake, cheer up! In Hort-Panno, Las Palmas 1973, even the experienced Argentine grandmaster overlooked 2 Ne4. He played 1 . . . b5? and had to endure much suffering before finally achieving a draw. If you liked the blockading move 1 . . . Ng7! you get 4 points. This move is consistent with the spirit of the position and gives the light-square Bishop free range. Sometimes you can walk right over a square "protected" by an opponent's pawn!

Possible points: 4
Cumulative: 995

209

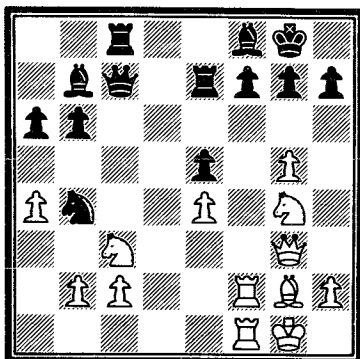


1. White is:
 - a) somewhat worse;
 - b) winning;
 - c) somewhat better.
2. What is White's best move?

Solution next page.

White to Move

210



What is White's most forceful move?

Solution next page.

White to Move

209

The superiority of a Rook over a Bishop is clearest when there are open files. If you think White is winning, give yourself 2 points. The most convincing solution is 1 Kd3! (3 points). Jansa-Grünberg, Leipzig 1973, continued 1 ... d5 (the opening of the position cannot be prevented; 1 ... Bb6 2 Re2 d5 is met by 3 exd5, but not 3 Qxb6? because of Rx_c3+ 4 Kd2 Rc2+ 5 Kd1 Rc1+!) 2 exd5 Qxd5+ 3 Kc2 Qc5 4 Rd3 e4 5 Re1! and Black resigned in a few moves. The King can be a useful piece even in the middlegame.

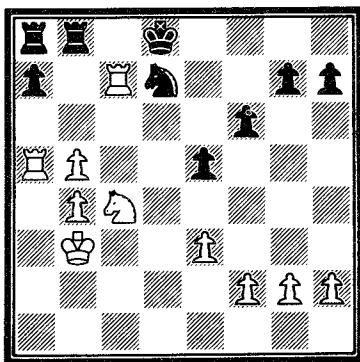
Possible points: 5
Cumulative: 1000

210

Black's King is under fire by every kind of White piece, but the conclusion of the game Smyslov-Hort, Petropolis 1973, was dominated by the merciless stabs of the White Knight: 1 Nf6+! Kh8 2 Nxh7! (4 points). The Knight is taboo, for 2 ... Kxh7 is answered by 3 g6+ or 3 Rxf7. After 2 ... Re6 3 Rxf7 Bc5+ 4 Kh1 Re7 5 Rf8+ Black resigned. The pawn-wall proved to be inadequate to defend the Black King. Against an assault of such force, no defense is adequate.

Possible points: 4
Cumulative: 1004

211

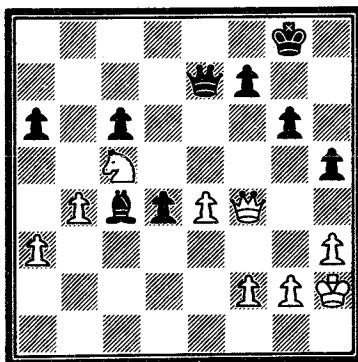


What is the best way for White to realize his undoubted advantage?

Solution next page.

White to Move

212



1. White is:
 - a) worse;
 - b) equal;
 - c) winning.
2. What is White's best move?

Solution next page.

White to Move

211

In the game Hort-G. Garcia, Leipzig 1973, White held all the trumps. A pawn up, a Rook on the 7th rank, a Black weakness on a7—all signify that the end is near. White hit the nail on the head with 1 b6! (2 points), after which Black had to lose more material: 1 ... axb6 2 Rxd7+ Kxd7 3 Rxa8 Rxa8 4 Nxb6+, etc.

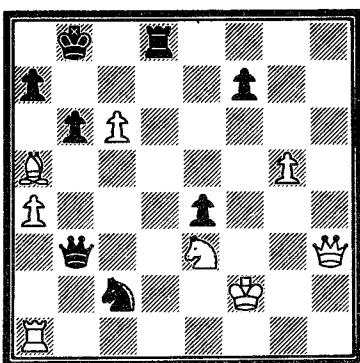
Possible points: 2
Cumulative: 1006

212

Black, who weakened his Kingside earlier in the game, now has to beware of White's Queen and Knight, which are always dangerous when working together. If you know from your own experience how dangerous this combination of pieces is, you must have guessed that White, in Jansa-Hennings, Karlovy Vary 1973, is winning (2 points)—although Black's passed pawn may have misled you. With 1 e5! (3 points), White gained an important tempo to transfer the Knight to the Kingside. There followed 1 ... Qd8 2 Ne4! (threatening 3 Qh6!) 2 ... Kh7 (if 2 ... Kg7 3 Nd6 Bd5 4 Qxd4 Qg5 5 f3 h4 6 e6+ Kh7 7 Qh8+! or 6 ... Kf8 7 Qh8+ Ke7 8 Qd8+! and wins) 3 Nd6 Bd5 4 Nxg7 Qf8 6 Ng5+ Kg7 6 Qxd4 and Black, having lost his passed pawn, resigned in a few moves.

Possible points: 5
Cumulative: 1011

213



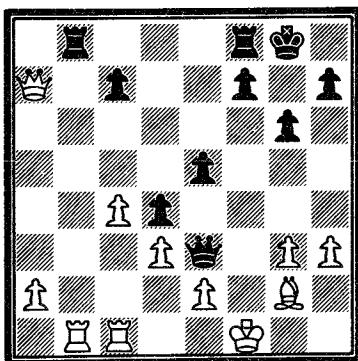
Black's best move is:

- a) 1 ... Nxa1;
- b) 1 ... Qxe3+.

Solution next page.

Black to Move

214



1. In this position:

- a) White has a decisive advantage;
- b) Black can maintain the balance.

2. Give a variation.

Solution next page.

Black to Move

213

A Rook is a great treasure: if an enemy Rook is hanging and you don't take it, you had better have a very good reason! In the game Ljubojevic-Hort, Petropolis 1973, Black's refusal to take the Rook was not gallantry—not at all. The reason was that, in time pressure, he thought he was winning everything. His opponent set him straight, however, and deprived him of a full point: 1 ... Qxe3+? (0 points) 2 Qxe3 Nxe3 3 Kxe3 bxa5 4 Kxe4 Kc7 5 Rf1 Re8+ 6 Kd5 Re7 7 Rb1 Kc8 8 Rb7 and Black resigned. It is clear, therefore, that the correct move was 1 ... Nxa1! (2 points). In the game, Black's superficial play allowed White's Rook to come to life. You don't need a grandmaster title to find 1 ... Nxa1!

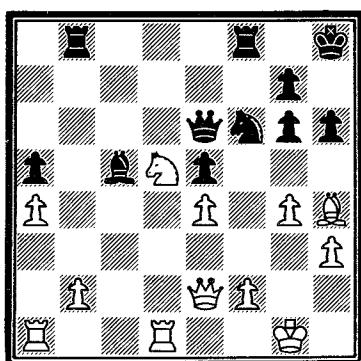
Possible points: 2
Cumulative: 1013

214

Even White's great material advantage is not enough to win, and Black can maintain the balance (2 points). In Jansa-Siaperas, Primorsko 1973, the Greek master started with the correct 1 ... Rb6 (1 ... Rb2? loses to 2 Re1, and Black has no more attack), but after 2 Bf3 he played the routine 2 ... Rf6? (0 points), probably not believing it was possible to draw. After 3 Qb7! c6 4 Qb2 Black resigned. Your suggestion of 1 ... Rb6 2 Bf3 e4! is correct, but the path is not strewn with roses. After 3 Bxe4 (not 3 dx4 because of Rf6 4 Kg2 Rxf3! 5 exf3 Qe2+ with perpetual check), the hasty 3 ... Rf6+ 4 Ke1 (4 Bf3? Rxf3! with perpetual check on the 3rd rank) 4 ... Rf2 5 Rc2 Rh2 leads nowhere because of 6 Rcb2 Re8 7 Qb7 and the White King moves to the Queenside. Everything can be solved with the fine move 3 ... Re8! (keeping control of b7), and White cannot win. Try it yourself! If your analysis got as far as 2 ... e4!, you deserve 3 points, and if you found the rest, you deserve 4 points. What helped you solve this problem—imagination, tactics, or strict logic?

Possible points: 6
Cumulative: 1019

215

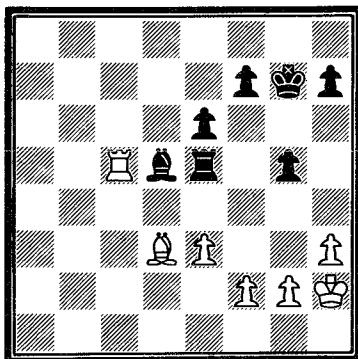


1. White is:
 - a) better;
 - b) equal;
 - c) winning.
2. What is White's best move?

Solution next page.

White to Move

216



- Black's best move is:
- a) 1 ... Kf6;
 - b) 1 ... h6;
 - c) 1 ... f5.

Solution next page.

Black to Move

215

If you know how to count, you can count on winning another pawn and more besides, for the position is a win for White (2 points). The fate of the game Hort-Bronstein, Petropolis 1973, was decided by the powerful double attack 1 Bxf6 gxf6 2 Qd2! (3 points), after which not even David Bronstein—a true magician of the 64 squares—could recover. There followed 2 ... Kg7 3 Qxa5 Bd4 4 Qc7+ Kh8 5 Rac1 with a winning position.

Possible points: 5
Cumulative: 1024

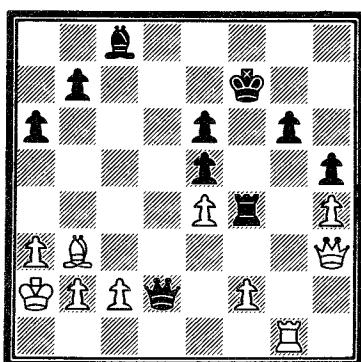
216

"What's a safe way to draw?" With his flag about to drop, Black needed the answer immediately. If you recommended 1 ... f5? (0 points), you made the same mistake that Black made in the game Forintos-Jansa, Vrnjacka Banja 1973. After 2 g4!, the pinned Bishop on d5 became the focus of the game; on 2 ... Kf6 3 gxf5, exf5 was not playable because 4 f4 wins a piece, and 3 ... h6 4 fxg6 Kxe6 5 Kg3 Kd6 6 Ra5 leaves White a pawn up and with a winning position. The continuation 1 ... Kf6 (0 points) is slightly better, but few would willingly play Black in the endgame after 2 Bxh7. If you recommended 1 ... h6! (4 points), you have a good instinct for the endgame. After 2 e4 Bxe4 3 Rxе5 Bxd3 Black has a pawn for the Exchange, and with all the pawns on the same flank the position is an easy draw.

Moral: In time pressure, play it safe!

Possible points: 4
Cumulative: 1028

217

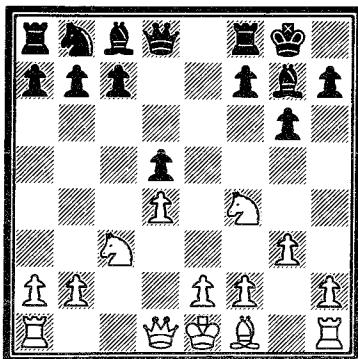


1. Black's best move is:
 - a) 1 ... Qxf2;
 - b) 1 ... Bd7.
2. Back it up with a variation.

Solution next page.

Black to Move

218



- Black's best move is:
- a) 1 ... c6;
 - b) 1 ... c5;
 - c) 1 ... Re8;
 - d) 1 ... Nc6.

Solution next page.

Black to Move

217

In the game Plachetka-Hort, Luhacovice 1973, Black came out empty-handed after his greedy 1 ... Qxf2? (0 points). He was immediately punished by 2 Qc3!! Qxg1 (or 2 ... Bd7 3 Qc7 Qd4 4 Rg3! with a strong attack) 3 Qc7+!, a decisive intermediate check (not 3 Qxc8? because of Qb6), and after 3 ... Kg8 4 Qxc8+ Rf8 5 Qxe6+ Black resigned because he was losing his Rook. The more modest 1 ... Bd7 (2 points) is preferable and gives Black fair prospects; e.g., 2 Rg3 Qd6 3 Rd3 Qe7 and Black can protect everything, while White has weak pawns on the Kingside to worry about. The White Queen's maneuver Qh3-c3-c7 after 1 ... Qxf2? is worth 3 more points. Black paid for his greediness.

Possible points: 5
Cumulative: 1033

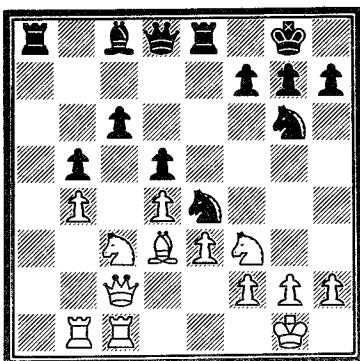
218

Black's Bishops need space, and he should direct his efforts toward opening the position and removing White's d-pawn. Compare your analysis with ours: 1 ... c6 (0 points) threatens 2 ... Qb6, but White can liquidate this simple threat with, for instance, 2 Qd2 followed by 3 Bg2. The move 1 ... c6 does not help to open the position. With 1 ... c5 (0 points) 2 dx5 d4 3 Ne4 Black breaks up the White center, but then 4 Bg2 gives White excellent play on the newly opened long diagonal. Besides, the effectiveness of Black's Bg7 is still limited, this time because of his own pawn on d4. 1 ... Re8! (5 points) is the best move! What should White do now? 2 Nfxd5 is met by 2 ... Nc6 followed by ... Nxd4, and 2 e3 is no good because of 2 ... c5! 3 dxc5 d4! and this time Black is clearly better. In Kovacevic-Jansa, Amsterdam 1973, White could not avoid the unwanted opening of the position: 2 Bg2 Nc3! 3 0-0 Nxd4 4 Nfxd5 c6 5 Nf4 Bg4 with a clear advantage for Black because his basic strategical aim has been achieved. 1 ... Nc6 (0 points) does not solve Black's problems. After 2 e3 Re8 3 Be2! White can reinforce and hold the d4-square.

This was an exercise in chess strategy.

Possible points: 5
Cumulative: 1038

219

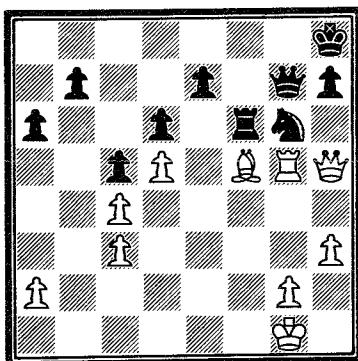


1. White is:
 - a) equal;
 - b) better;
 - c) worse.
2. What is White's best move?

Solution next page.

White to Move

220



- Black's best move is:
- a) 1 ... Kg8;
 - b) 1 ... Qf7.

Solution next page.

Black to Move

219

Knowing which pieces to exchange (and when to exchange them) and which not to exchange is what makes a chess player. This example is well suited to the positionally inclined. White is better (1 point). In Donner-Hort, Wijk aan Zee 1973, White continued 1 Bxe4! (3 points) dxe4 2 Nd2 Bf5 3 Ne2! Bd7 4 Nb3 h5 5 Nc5 h4 6 Nxd7 Qxd7 7 h3! with an enduring advantage, thanks to Black's weak pawns. White was right not to hesitate to play 1 Bxe4; Black's Knight maneuver Ne4-d6-c4 would otherwise have given Black every reason to be satisfied with his position.

Moral: Strike while the iron is hot!

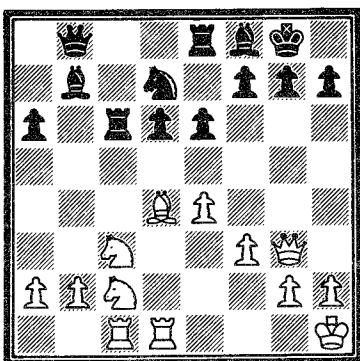
Possible points: 4
Cumulative: 1042

220

We each make our own destiny. If Black, in the game Jansa-Romanishin, Amsterdam 1973, had played the correct 1 ... Kg8! (4 points), he could have continued defending and might not have lost the game. The instructive mistake 1 ... Qf7? (0 points) deprived him of that chance. Did you see that the pawn endgame after 2 Bxg6! Rxg6 3 Rxg6 Qxg6 4 Qxg6 hxg6 Kf2 was an easy win for White? The reason is obvious: White has a potential passed pawn on the Kingside, and the possibility of ... b7-b5 doesn't bother him because he has cxb5 and then c4. For your information, Black resigned after 5 ... Kg7 6 Ke3 Kf6 7 Ke4 Kg5 8 a4 b6 9 g3. How important it is to know pawn endgames!

Possible points: 4
Cumulative: 1046

221

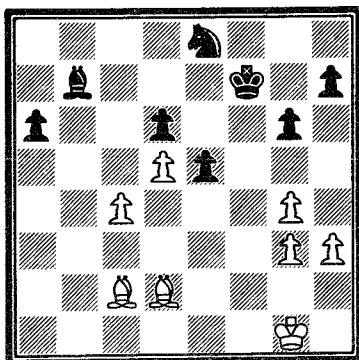


White to Move

1. White played 1 Ne3, which:
 - a) is correct and White is better;
 - b) is incorrect and White is worse;
 - c) leads to an equal game.
2. Give a variation.

Solution next page.

222



White to Move

1. White is:
 - a) better;
 - b) worse;
 - c) winning.
2. What is White's best move?

Solution next page.

221

In the game Hort-Ljubojevic, Wijk aan Zee 1973, White was not very happy with his position and wanted to end the game as quickly as possible by forcing a draw with 1 Ne3 e5 2 Nf5 exd4 3 Nh6+ Kh8 4 Nx f7+ Kg8 5 Nh6+, etc. If you agreed, your answer was that 1 Ne3 leads to an equal game (0 points). However, 1 Ne3 is incorrect and gives White the inferior position (2 points). Ljubojevic pinpointed the flaw in White's idea with 1 ... e5 2 Nf5 d5! (3 points), bringing the Black Rook on the 6th rank into play. Not only did White's hopes for a draw go up in smoke, but after 3 Bg1 d4 4 Ne2 Rg6 5 Qe1 he had an almost lost position.

Moral: Never play for a draw in a complicated position!

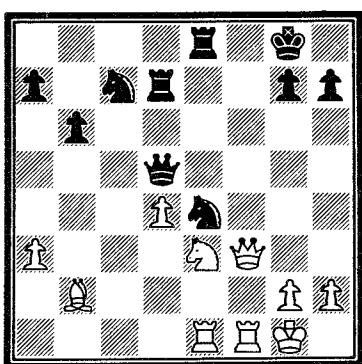
Possible points: 5
Cumulative: 1051

222

White has a winning position (2 points). The poor Knight can have a hard life sometimes. The game Hort-Ciocaltea, Budapest 1973, continued 1 g5! (4 points), an important move to prevent the maneuver Ne8-f6-d7-c5, for now the Black Knight will be very limited in scope. The rest of the game is very instructive, even though the play was rather one-sided: 1 ... Bc8 2 g4! Bd7 3 Kf2 Ke7 4 Ba5! Bc8 5 Ke3 Bd7 6 Bb6 Bc8 7 Ke4 Bd7 8 Bb3 Bc8 9 c5! (a perfect textbook example of a breakthrough) 9 ... Bd7 10 c6 Bc8 11 Be4 Ng7 12 Kd3 Ne8 13 Kc3 and Black resigned without waiting for White's King to march to a5, followed by Bxa6. This game could have ended in no other way. White had the pair of Bishops and Black had a Knight that might as well not have existed.

Possible points: 6
Cumulative: 1057

223



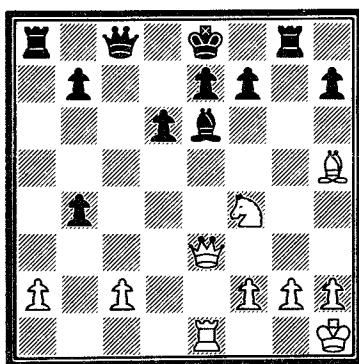
Black's best move is:

- a) 1 ... Nd2;
- b) 1 ... Qg5;
- c) 1 ... Qb5;
- d) 1 ... Qb3.

Solution next page.

Black to Move

224



1. Black is:
 - a) equal;
 - b) worse;
 - c) winning.
2. What is Black's best move?

Solution next page.

Black to Move

223

In the game Szabo-Hort, Budapest 1973, Black faced the dilemma of choosing the correct retreat for the Queen from among many possibilities. During the game, he saw that 1 ... Nd2? (0 points) would be refuted by 2 Qf2 Qa5 3 Ne4!, and, instead of winning the Exchange, Black loses the game. This variation gave him the idea of 1 ... Qg5? (0 points), but after 2 Nf5! Nf6 3 Rxe8+ Ncxe8 4 d5 the White Bishop became active on the a1-h8 diagonal and joined the attack. Although Black rejected 1 ... Qb5!, analysis shows that this move could have maintained the balance; e.g., 1 ... Qb5! (5 points) 2 Qg4 (White can repeat moves by 2 Nf5 Qd5 3 Ne3) 2 ... Rd6 3 Nf5 Rg6 4 Qf4 Nd5! and Black can defend. The outcome of the game after 1 ... Qb5 is hard to predict, but we can see that 1 ... Qb3? (0 points) does not keep Black's head above water because of 2 Qg4 Rd6 3 Nf5 Rg6 4 Qf4! (4 Rxe4? Rxg4 7 Rxe8+ Kf7 with advantage for Black), and Black has no good move; his Knight on c7 is hanging, and if 4 ... Nd5 5 Nh6+! wins. On b5 the black Queen keeps in touch with the Re8 and indirectly protects his 1st rank. The more choices there are, the more chances to err!

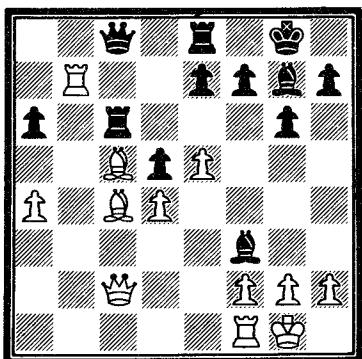
Possible points: 5
Cumulative: 1062

224

White obviously has a material deficit, but he has a very promising-looking attack (the threat is Nxe6). Although you may be wondering how Black can resist the pressure of the White pieces, the answer that Black is winning (2 points) should not come as a surprise. Passive defense is insufficient; e.g., 1 ... Kd8? (0 points) and 1 ... Kf8? (0 points) are both met by 2 Bxf7, in the first case with a win for White and in the second a strong continuing attack. In Jansa-Minev, Luhacovice 1973, Black averted all the threats with 1 ... Ra5!. For this clever continuation you deserve 3 more points. Now 2 Nxe6 is no good because of 2 ... Re5! and White's attack comes to a bad end. Maybe Black saw the move 1 ... Ra5 beforehand, or maybe it was just a lucky find over the board. In either case, the moral is clear: Defend actively!

Possible points: 5
Cumulative: 1067

225

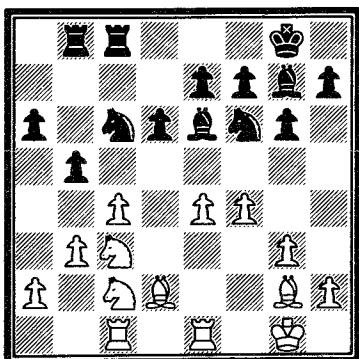


1. White is:
 - a) worse;
 - b) winning;
 - c) better.
2. White's best move is:
 - a) 1 gxf3;
 - b) 1 Rb3;
 - c) 1 Rfb1.

Solution next page.

White to Move

226



- White played 1 e5, which:
- a) is advantageous for White;
 - b) is advantageous for Black;
 - c) leads to an equal game.

Solution next page.

White to Move

225

White seems to have a very active position. However, two of his pieces are under attack, and the complications are in Black's favor. White is worse (2 points). 1 gxf3 (0 points) is not good because of 1 ... Rxc5! 2 dxc5 Qxb7 3 Rb1 Qc6 and Black even wins the pawn on e5. The move 1 Rb3! (3 points) is relatively best, as played in the game Hug-Hort, Las Palmas 1973, when after 1 ... Bxg2! 2 Kxg2 dxc4 3 Qxc4 e6 Black was better in view of White's weak Kingside. 1 Rfb1 (0 points), though tempting, is refuted by 1 ... Qg4! 2 Bf1 Be4 and Black wins the Exchange, for which White has insufficient compensation. Advanced pieces do not automatically confer the initiative if they are not on the right squares.

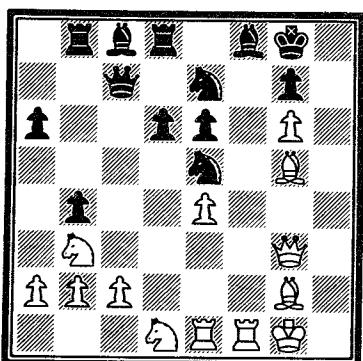
Possible points: 5
Cumulative: 1072

226

In some cases both calculation and intuition are needed. The continuation 1 e5 is advantageous for Black (4 points). The game Kholmov-Jansa, Luhacovice 1973, will give your intuitive choice a concrete basis. White played 1 e5? with the dubious idea of exchanging his light-square Bishop, but the advanced pawn on e5 does not add to the stability of White's position: 1 ... dxe5 2 fxe5 Ng4 3 Bxc6 Rxc6 4 Nb4 Rcc8 5 Ncd5 (or 5 Nxa6 Ra8 6 cxb5 Nxe5 with advantage for Black) 5 ... Rb7!, and White's temporary initiative is over. He is beginning to miss the light-square Bishop, and, in the game, Black was clearly better after 6 Bf4 bxc4 7 bxc4 g5 8 Bxg5 Nxe5. The continuation 1 e5? was premature.

Possible points: 4
Cumulative: 1076

227



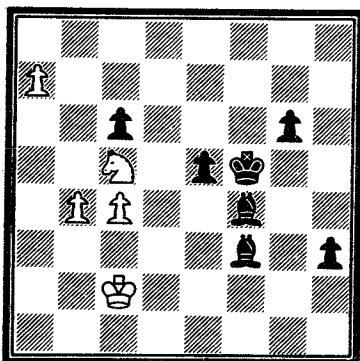
Black's best move is:

- a) 1 ... N7xg6;
- b) 1 ... N5xg6;
- c) 1 ... Re8.

Solution next page.

Black to Move

228



1. White is:
 - a) winning;
 - b) losing;
 - c) equal.
2. Give a variation.

Solution next page.

White to Move

227

You may have lost your way in the maze of possibilities: this is not an easy problem. In Meduna-Hort, Prague 1973, Black, after long thought, finally decided on the radical 1 ... N7xg6! (4 points), sacrificing the Exchange for a pawn in order to get his King out of danger. Was his decision correct? You may be convinced when you see that White maintains a strong attack after 1 ... N5xg6? (0 points) 2 Bxe7 Nxe7 3 Ne3 followed by Ng4. In situations like this, a cool head is required: the Knight on e5 controls a number of important squares. A modern defender would not play the weak 1 Re8?; after 2 Bxe7 Bxe7? 3 Qh3! Nxg6 4 Qh5! wins, or 2 ... Rxe7 3 Rf4! followed by Rh4-h8, or 2 ... Qxe7 3 Rf4 followed by 4 Ref1, and the threats of Rf7 and Rh4 should decide. After the correct sacrifice in the game, Black achieved excellent coordination of his pieces and good chances. There followed 2 Bxd8 Qxd8 3 Ne3 Be7 4 Nf5?! Bf6! and Black already had the better position. An example of the modern approach to defense.

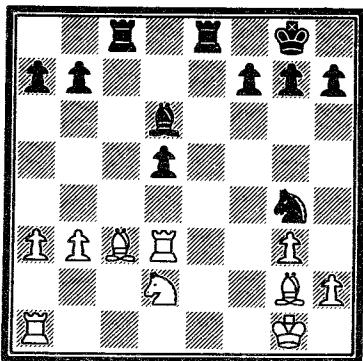
Possible points: 4
Cumulative: 1080

228

There is no room for superficiality in a chess game. White queens his pawn ahead of Black, but White's Queen and Knight will be no match for Black's h-pawn and its two-Bishop convoy. You looked in vain for a draw by perpetual check, let alone a win for White. White is losing (3 points). The game Janosevic-Jansa, Vrnjacka Banja 1973, continued 1 a8Q h2 2 Qc8+ Kg5 3 Nd3 h1Q 4 Qd8+ Kh5 5 Qh8+ Bh6 6 Qxe5+ g5 7 Qe8+ Kh4 and Black won easily. White's defense was his best try; the continuations 3 Ne6+ Kh4 4 Nxf4 exf4 and 3 Qd8+ Kg4 4 Nd3 Kg3 5 Nxf4 exf4 6 Qg5+ Kh3 7 Qh6+ Bh5 lose even faster. If you found at least one of these variations, you deserve 3 more points. Sometimes it's better to queen later than sooner!

Possible points: 6
Cumulative: 1086

229

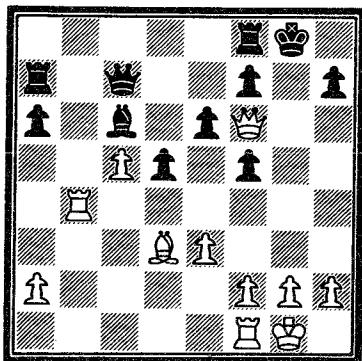


Black to Move

1. Black is:
 - a) somewhat better;
 - b) somewhat worse;
 - c) winning.
2. Support your opinion with a variation.

Solution next page.

230



White to Move

1. White is:
 - a) better;
 - b) equal;
 - c) winning.
2. What is White's best move?

Solution next page.

229

Take your time! At first sight the question may seem strange, but deeper analysis shows that Black, even though he is a piece down, is somewhat better (2 points). Perhaps you began with 1 ... Rxc3, but this by itself brings you no points—after 2 Rxc3 Be5 you had to find the correct 3 Rcc1!! (4 points) and also the whole variation 3 ... Bd4+ 4 Kh1 Nf2+ 5 Kg1 Ne4+ 6 Kh1 Nxd2 7 Ra2, which probably leads to a draw. In the game Hort-Antoshin, Budapest 1973, White chose the incorrect 3 Rd3?, and after 3 ... Bxa1 4 Rxd5 he was left a pawn down. The continuation 1 ... Bc5+ 2 Bd4 Ne5 3 Bxc5 Nxd3 4 Bxa7 Re2 5 Nf1 is weaker, with very unclear play. But to reward your hard work, we give you 2 points for this variation.

Possible points: 6
Cumulative: 1092

230

White is winning (2 points). You had to find the nice mating conclusion 1 Rg4+ fxg4 2 Qg5+ Kh8 3 Qh6! and Black cannot defend against the two mates on h7 and f8. If you found it, you earned 5 more points—and you did better than Hort, who against Portisch, Madrid 1973, played 1 Rfb1?, and only after 1 ... Bb5? (1 ... Qd8 should be played) did he see the mate: 2 Rg4+ fxg4 3 Qg5+ Kh8 4 Qh6 and Black resigned. Needless to say, White won no brilliancy prize for this combination. In the final analysis, grandmasters are merely human ...

Possible points: 7
Cumulative: 1099

No.	Pts.	Cum.	Score	Cum.
1	5	5		
2	4	9		
3	4	13		
4	6	19		
5	8	27		
6	6	33		
7	7	40		
8	4	44		
9	7	51		
10	6	57		
11	7	64		
12	7	71		
13	3	74		
14	5	79		
15	3	82		
16	5	87		
17	4	91		
18	4	95		
19	3	98		
20	3	101		
21	3	104		
22	4	108		
23	6	114		
24	4	118		
25	5	123		
26	4	127		
27	5	132		
28	5	137		
29	3	140		
30	2	142		
31	2	144		
32	8	152		
33	4	156		

No.	Pts.	Cum.	Score	Cum.
34	3	159		
35	3	162		
36	3	165		
37	3	168		
38	1	169		
39	6	175		
40	5	180		
41	4	184		
42	9	193		
43	6	199		
44	2	201		
45	4	205		
46	6	211		
47	6	217		
48	6	223		
49	6	229		
50	6	235		
51	5	240		
52	5	245		
53	8	253		
54	4	257		
55	6	263		
56	5	268		
57	6	274		
58	3	277		
59	5	282		
60	3	285		
61	6	291		
62	4	295		
63	6	301		
64	4	305		
65	4	309		
66	3	312		

No.	Pts.	Cum.	Score	Cum.
67	6	318		
68	4	322		
69	5	327		
70	5	332		
71	5	337		
72	8	345		
73	4	349		
74	5	354		
75	6	360		
76	4	364		
77	4	368		
78	6	374		
79	7	381		
80	5	386		
81	4	390		
82	5	395		
83	3	398		
84	3	401		
85	6	407		
86	5	412		
87	3	415		
88	3	418		
89	2	420		
90	5	425		
91	3	428		
92	5	433		
93	4	437		
94	4	441		
95	5	446		
96	4	450		
97	4	454		
98	6	460		
99	5	465		

No.	Pts.	Cum.	Score	Cum.
100	3	468		
101	3	471		
102	5	476		
103	5	481		
104	7	488		
105	4	492		
106	7	499		
107	5	504		
108	3	507		
109	5	512		
110	5	517		
111	5	522		
112	6	528		
113	5	533		
114	3	536		
115	6	542		
116	5	547		
117	6	553		
118	5	558		
119	3	561		
120	6	567		
121	4	571		
122	5	576		
123	4	580		
124	3	583		
125	1	584		
126	8	592		
127	4	596		
128	6	602		
129	3	605		
130	4	609		
131	4	613		
132	3	616		

No.	Pts.	Cum.	Score	Cum.
133	5	621		
134	5	626		
135	6	632		
136	3	635		
137	4	639		
138	8	647		
139	3	650		
140	4	654		
141	2	656		
142	3	659		
143	5	664		
144	10	674		
145	3	677		
146	6	683		
147	4	687		
148	4	691		
149	3	694		
150	6	700		
151	7	707		
152	8	715		
153	4	719		
154	8	727		
155	5	732		
156	5	737		
157	5	742		
158	4	746		
159	5	751		
160	6	757		
161	5	762		
162	6	768		
163	4	772		
164	6	778		
165	5	783		

No.	Pts.	Cum.	Score	Cum.
166	3	786		
167	6	792		
168	6	798		
169	4	802		
170	2	804		
171	6	810		
172	7	817		
173	3	820		
174	6	826		
175	5	831		
176	4	835		
177	6	841		
178	4	845		
179	4	849		
180	3	852		
181	7	859		
182	5	864		
183	3	867		
184	6	873		
185	5	878		
186	7	885		
187	3	888		
188	4	892		
189	6	898		
190	7	905		
191	4	909		
192	4	913		
193	7	920		
194	5	925		
195	7	932		
196	4	936		
197	4	940		
198	6	946		

No.	Pts.	Cum.	Score	Cum.
199	2	948		
200	6	954		
201	4	958		
202	4	962		
203	6	968		
204	8	976		
205	8	984		
206	4	988		
207	3	991		
208	4	995		
209	5	1000		
210	4	1004		
211	2	1006		
212	5	1011		
213	2	1013		
214	6	1019		

No.	Pts.	Cum.	Score	Cum.
215	5	1024		
216	4	1028		
217	5	1033		
218	5	1038		
219	4	1042		
220	4	1046		
221	5	1051		
222	6	1057		
223	5	1062		
224	5	1067		
225	5	1072		
226	4	1076		
227	4	1080		
228	6	1086		
229	6	1092		
230	7	1099		