ARTUR YUSUPOV

CHESS EVOLUTION 1

THE FUNDAMENTALS

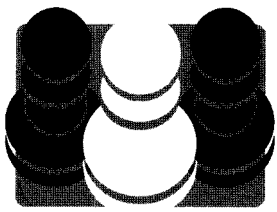
QUALITY CHESS

Chess Evolution 1

The Fundamentals

By

Artur Yusupov



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Key to symbols used

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

Preface

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

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

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

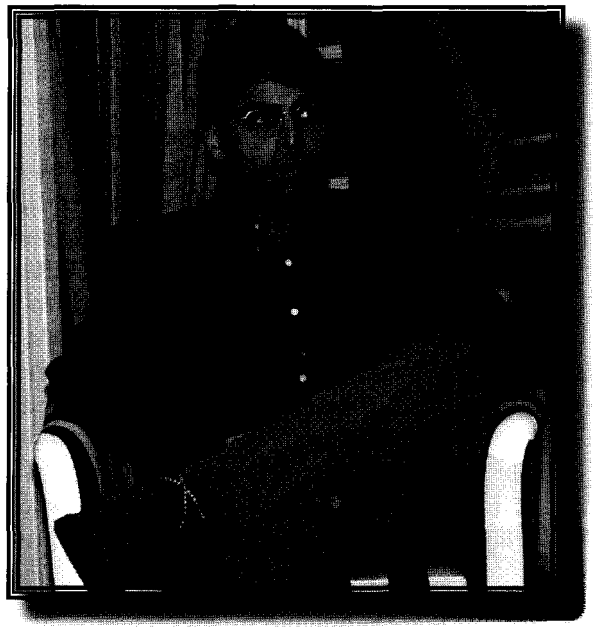
Artur's systematic and professional approach to analysing games was the decisive factor in having him as my second in the World Championship Finals in New York 1995 and Lausanne 1998. His mastery of the methods of the Russian chess school was very helpful in the preparation for the matches, as well as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

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

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

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

World Champion, Viswanathan Anand



Introduction

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

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

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

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

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

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

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

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

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

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

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

How to work with this book

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

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

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

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

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

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

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

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

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

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

GM Artur Yusupov

CHAPTER 1

Contents

- ✓ Open diagonals
- ✓ Various motifs

Combinations involving bishops

In this chapter we shall consider combinations in which a bishop plays an important part. We previously became acquainted with many examples on this theme in the lesson 'Combinations involving diagonals' (*Boost Your Chess 1*, Chapter 15). The bishop naturally requires open diagonals in order to be able to work effectively, and the support of the other pieces and pawns is often required to force open a diagonal for the bishop.

Diagram 1-1 △

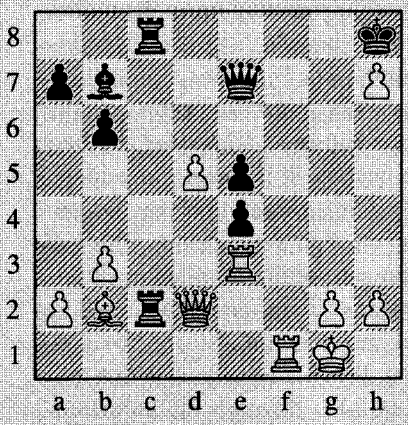


Diagram 1-1

J.Zukertort – J.Blackburne

London 1883

In one of the most beautiful games in the history of chess, Zukertort sacrifices his queen in order to bring the bishop into play.

1.♕b4!! ♖8c5

If 1...♕g7 then simply 2.♖g3 wins for White.

1...♕g5 is also met by 2.♖g3+–.

If Black takes the white queen, he will be mated: 1...♕xb4 2.♗xe5† ♔xh7 3.♖h3† ♔g6 4.♖g3† ♔h6 5.♖f6† ♔h5 (or 5...♔h7 6.♖f7† ♔h6 7.♗f4† ♔h5 8.♖h7#) 6.♖f5† ♔h6 7.♗f4† ♔h7 8.♖h5# The excellent coordination of the white rooks with the bishop is impressive.

Diagram 1-2 △

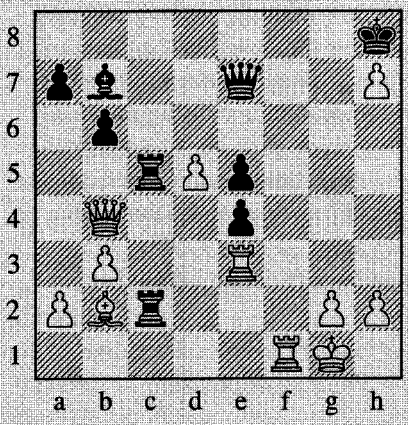


Diagram 1-2

2.♖f8†!!

The rook is also ready to sacrifice itself for the greater glory of the bishop!

The less spectacular 2.♕xe4 also leads to a win: 2...♖xb2 3.♖f8† ♕xf8 4.♕xe5† ♔xh7 (4...♕g7 5.♕e8† ♔xh7 6.♖h3† ♕h6 7.♕f7† ♔h8 8.♖xh6#) 5.♕h5† ♔g7 (5...♕h6 6.♕f7†+–) 6.♕g5† ♔f7 7.♕f5† ♔g8 8.♕g6† ♔h8 9.♖h3†+–

2...♔xh7

Black declines the second sacrifice as well. 2...♕xf8 would be met by 3.♗xe5† ♔xh7 4.♕xe4† ♔h6 5.♖h3† ♔g5 6.♖g3†+–.

3.♕xe4† ♔g7 4.♗xe5†

4.♖g8† ♔xg8 5.♕g6† ♕g7 6.♕e8† ♕f8 7.♖g3† would also lead to a speedy victory.

4...♔xf8

White now wins with a discovered attack involving the bishop; this final combination appeared as Diagram 7-5 of *Build Up Your Chess 1*.

5.♗g7†! ♔g8

5...♕xg7 6.♕e8#

6.♕xe7

1–0

Diagram 1-3

H.Hecht – R.Keene

Brunnen 1966

White wants to open the long diagonal for his bishop with a knight sacrifice; but the combination he played only works if Black accepts the sacrifice.

1.♘d7?

It is sensible for White is to activate his a1-rook by doubling on the d-file, but he must go about it the right way. 1.♖d2 ♕e7 2.♖ad1 gives White a clear advantage, but 1.♖d3?! ♘fe4 is only equal.

However, White has an even stronger option: 1.♘g4! ♘xg4 2.♕xg4 ♕c6 (or 2...e5 3.♕h4 ♔g7 4.♕h7† ♔f6 5.♖e1 ♕c6 6.♘e4† ♘xe4 7.♗xe4+–) 3.♖d5! exd5 4.♕h4 ♗xf2† 5.♔xf2 ♕c5† 6.♗d4+–

1...♕xd7!

White was probably hoping for 1...♘xd7? 2.♕h5!! gxh5 (2...♘f6 3.♗xf6+–) 3.♗h7# (Blackburne's mate).

2.♗xf6 ♕c6

Black has obtained dangerous counterplay on the long diagonal.

3.♖d5!? exd5?

Underestimating White's attack. Black has much better defensive options here:

a) 3...♘f5!? 4.♗xf5 exf5∓

b) 3...♘e8! 4.♗c3 exd5! 5.♕h5! ♘f6! 6.♗xf6 ♗xf2†! 7.♔f1 (Black also wins after both 7.♔xf2 ♕xf6† and 7.♔g2 dxc4† 8.♗e4 ♕xe4† 9.♘xe4 ♗xe4† 10.♔xf2 gxh5) 7...♕xc4† White is defenceless.

Diagram 1-4

4.♕h5!!

Now this typical sacrifice works.

4...♗xf2†

Diagram 1-3 △

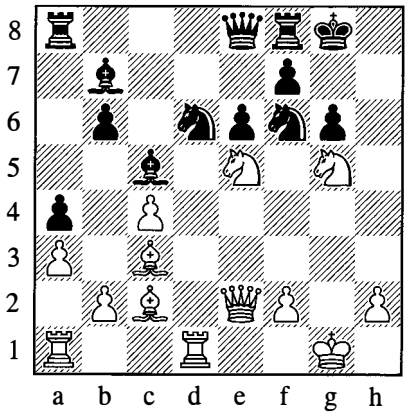


Diagram 1-4 △

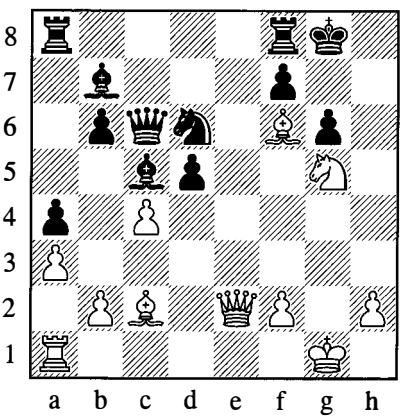


Diagram 1-5 ▼

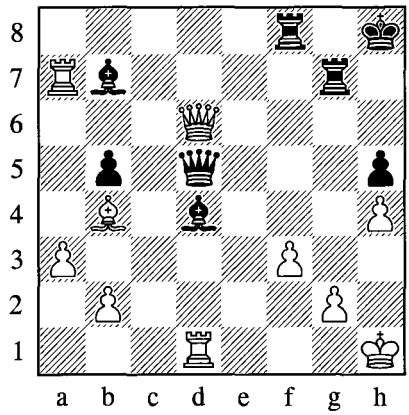


Diagram 1-6 △

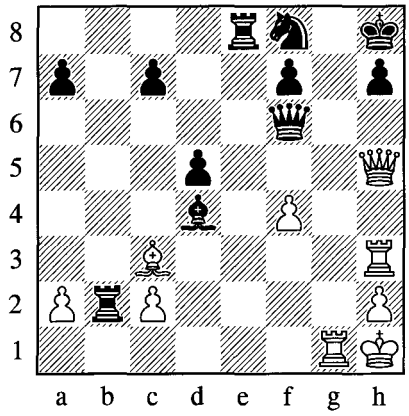
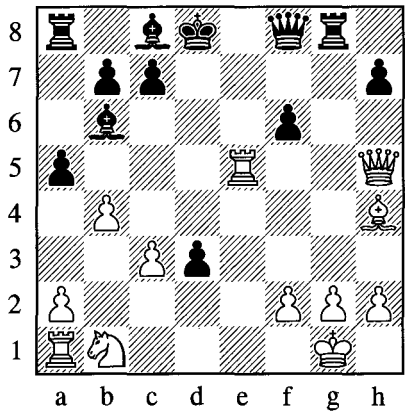


Diagram 1-7 △



This counter-attack fails due to the unfavourable position of the black knight.

5.♔xf2 ♘e4†

Or 5...♕c5† 6.♔g2 dxc4† 7.♔f1 ♗g2† 8.♔xg2 ♕d5† 9.♔h3+–.

6.♘xe4! gxh5 7.♖g1† ♔h7 8.♘c5†

And mate next move.

1–0

Diagram 1-5

G.Sigurjonsson – L.Vizantiadis

Skopje Olympiad 1972

Black opens up his opponent's castled position with a typical sacrifice.

1...♖xf3! 2.♕xd5

2.♖xb7 ♖h3† 3.♕h2 ♕xg2#

2...♖h3†!

This leads to a quick mate, although 2...♗xd5 would also be good enough: 3.♖xd4 ♖h3† 4.♔g1 ♖xg2† 5.♔f1 ♖h1#

3.gxh3 ♗xd5† 4.♔h2 ♗e5#

In the following position, how can White make use of his bishop on the long diagonal?

Diagram 1-6

Veiz – Zakhodjakin

Moscow 1947

1.♕xf7!!

1.♕g5 ♕xg5 2.♗xd4† f6 3.fxg5 ♖b4 4.gxf6 ♖xd4 5.f7 also wins for White, although this solution is unnecessarily complicated.

1...♕xf7 2.♗xd4† ♕g7 3.♗xg7†

1–0

White finds a way to decisively activate his bishop in the following position too.

Diagram 1-7

Y.Estrin – A.Zhivtsov

Moscow 1945

1.♖e8†!

1.♕f3 ♖g6 2.♘a3± is less convincing.

1...♕xe8 2.♗xf6† ♕e7
Or 2...♔d7 3.♕d5#.
3.♕d5†!
1–0

Next is another typical tactical motif, which makes use of the position of the bishop on the long diagonal.

Diagram 1-8

G.Levenfish – B.Goldenov
USSR Ch, Leningrad 1947

1.♖xb7!
1.♗xb7?? ♗xb7 2.♖xb7 would be a blunder, because of 2...♕d5–+.
1...♗xb7 2.♗xb7 ♘d7 3.♗xa8 ♕xa8 4.♘f3±
White has won a pawn, although 4...♕c6 (threatening ...♕a6) would offer Black a certain amount of compensation.

The next four positions illustrate various motifs. Try to find the solutions yourself. The bishop has an important role to play in each; it is often ready to sacrifice itself. And you do not always have to deliver mate!

Diagram 1-8 △

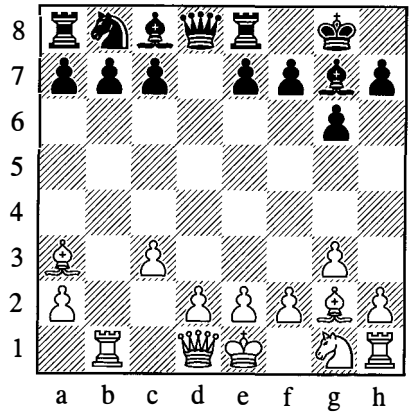


Diagram 1-9

L.Shamkovich – G.Borisenko
USSR Ch, Kiev 1954

1.♕xh7†
The immediate 1.♗c7!+– is equally good, and will transpose to the following note.
1...♔f8 2.♖fe1?!
2.♗c7!+– is simpler, in view of 2...♕e7 3.♕h8#.
2...♖xe1† 3.♖xe1 ♗e6 4.♗e5 ♖f5 5.♘xe6† fxe6 6.♕h8†
6.♗g7†! ♔e7 7.♕xg6+– is quite convincing.
6...♔e7 7.♕g7† ♔e8 8.♕xg6†?!
The more circumspect 8.♗g3 should still be enough to win.
8...♔d7 9.♗f4??
This completes a surprising reversal of fortunes.
9...♖xf4 10.♕xe6† ♔c7 11.♖c1†
Probably White had overlooked that 11.♕e5† is

Diagram 1-9 △

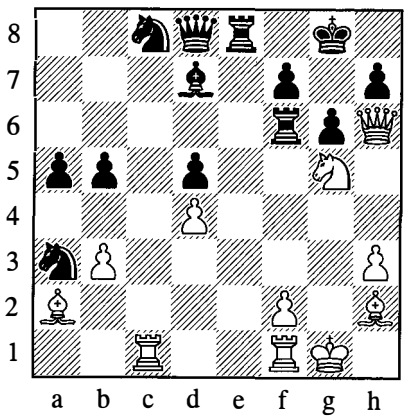
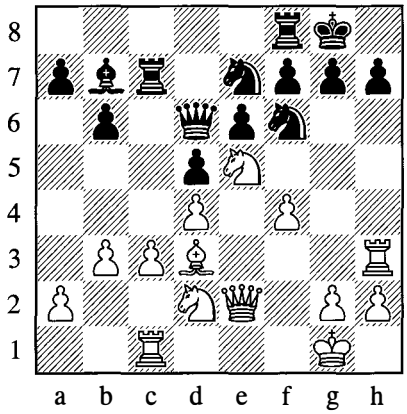


Diagram 1-10 △



met by 11...♕d6–+.

11...♔b7 12.♕c6† ♔b8–+

Black went on to win.

Diagram 1-10

A.Yusupov – A.Rustemov

Bastia (rapid) 2004

1.♗xh7†!

1–0

1...♘xh7 2.♕h5 leads to a quick mate, while after 1...♔h8 2.♗g6† ♔g8 3.♗xf7† ♖xf7 4.♖h8†! ♔xh8 5.♘xf7† the black queen drops.

Diagram 1-11 △

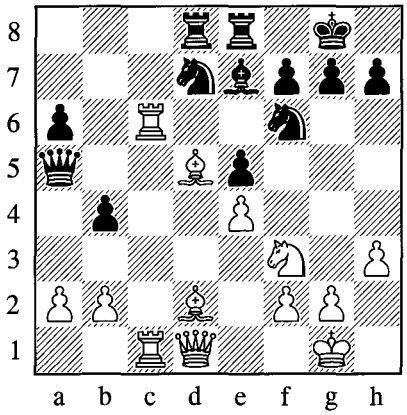


Diagram 1-11

M.Tal – W.Unzicker

Stockholm 1960

1.♗xf7†! ♔xf7 2.♕b3† ♔f8

2...♘d5 3.exd5+– is no better; nor is 2...♔g6 3.♘h4† ♔h5 4.♕f3† ♔xh4 5.♔h2 when Black is mated next move.

After 2...♔f8 Black resigned, without waiting for White to demonstrate the obvious 3.♘g5 ♘d5 4.exd5+–.

Diagram 1-12 ▼

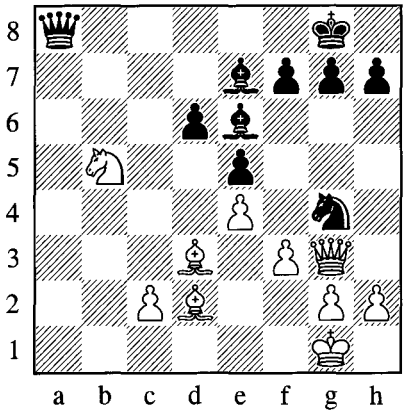


Diagram 1-12

G.Kuzmin – V.Akopian

Rostov-on-Don 1993

1...♗g5!

1...♕a1† 2.♕e1 achieves nothing.

2.fxg4

2.♗xg5 ♕a1† 3.♗f1 ♗c4–+

2...♗xd2∓ 3.♔f1?

3.♕f2∓ would allow White to struggle on.

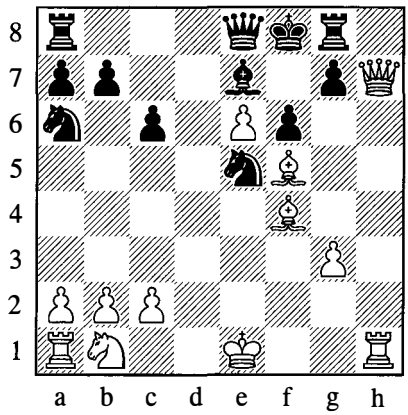
3...♗xg4!

0–1

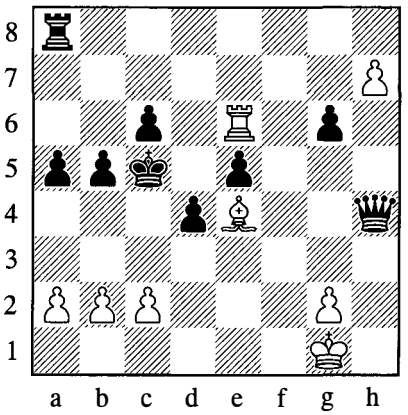
If 3.♕xg4 then 3...♕a1† 4.♔f2 ♕e1† 5.♔f3 ♕e3#.

Exercises

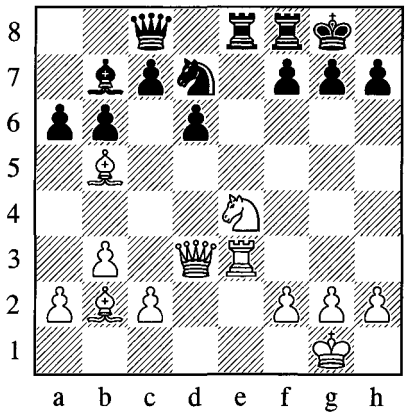
Ex. 1-1 ★★ △



Ex. 1-4 ★ △



Ex. 1-2 ★★ △



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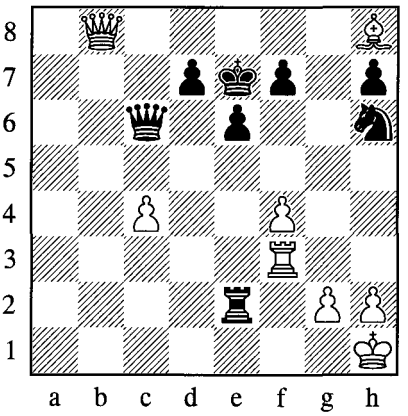

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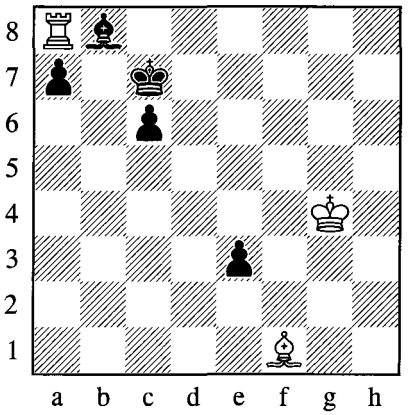

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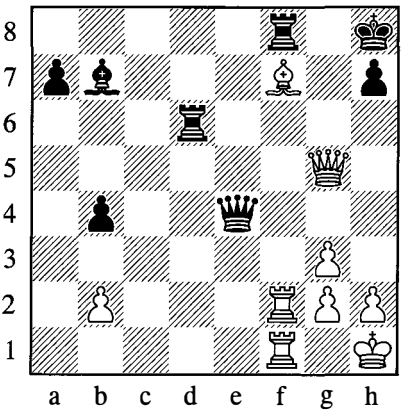
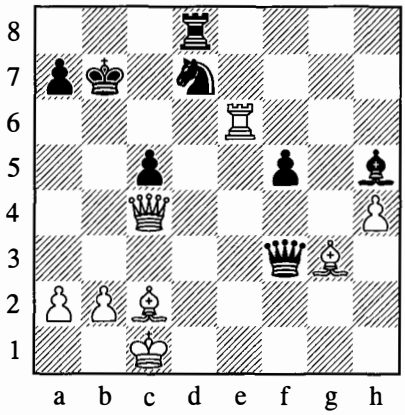
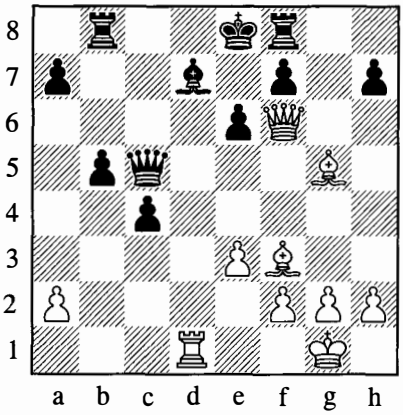


Exercises

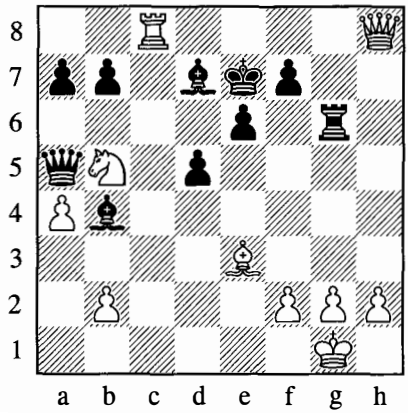
Ex. 1-7 ★ △



Ex. 1-8 ★ △



Ex. 1-9 ★★★ △



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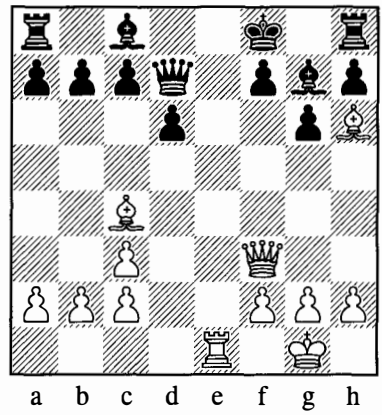
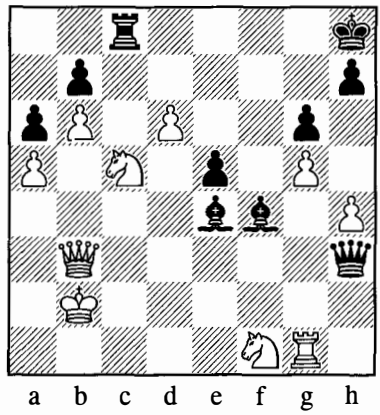
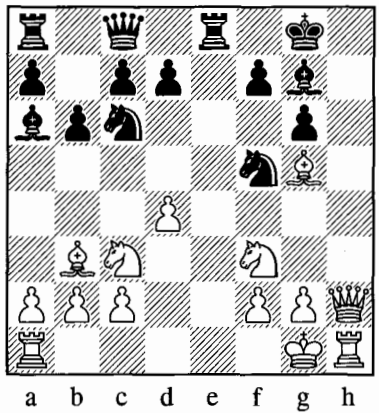


Ex. 1-11 ★★★ ▼



Ex. 1-12 ★ △



Solutions

Ex. 1-1

A.Alekhine – S.Gajdukevich

Correspondence game 1907

1.♕xg7†!!

(2 points)

The strongest continuation. However White is so well placed that he can also win without this sacrifice. For example: 1.♗xe5 fxe5 2.♗g6 (1 point) 2...♗b4† 3.♘c3 ♗xc3† 4.bxc3 ♕xe6 5.♖f1† ♔e7 6.0–0–0 (threatening both ♕h4† and ♖f7†) 6...♖af8 7.♖xf8 ♖xf8 8.♕xg7†+–

1–0

Mate is not far off: 1...♔xg7 (1...♖xg7 2.♖h8† ♖g8 3.♗h6#) 2.♗h6† (or 2.♖h7† ♔f8 3.♗h6† ♖g7 4.♖h8#) 2...♔h8 3.♗f8† ♕h5 4.♖xh5#

Ex. 1-2

Analysis by

J.Capablanca

1936

1.♗xd7! ♕xd7

1...♗xe4 loses to 2.♕d4 (or 2.♕c3).

(1 point for this variation)

2.♘f6† gxf6 3.♖g3† ♔h8 4.♗xf6#

(another 1 point)

Ex. 1-3

The end of a study by

V.Korolkov

1935

1.♗a6!

(1 point)

Otherwise Black simply plays 1...♔b7=.

1...e2! 2.♗xe2 ♔b7 3.♗f3! ♔xa8

If Black moves his bishop, the rook escapes from the corner, and 3...a6 4.♗xc6† ♔xc6 5.♖xb8 is also hopeless for him.

4.♗xc6#

(another 1 point)

Ex. 1-4

B.Kliukin – V.Gergel

1971

White mates by force.

1.♖xc6† ♔b4 2.a3† ♔a4 3.♖c4†!! bxc4

3...b4 4.♗c6#

4.♗c6#

(1 point)

Ex. 1-5

R.Bogdanovic – A.Suetin

Budva 1967

Here too, White can mate by force.

1.♗f6†! ♔xf6 2.♕d8†

1–0

2...♔g6 is met by 3.♕g5#.

2...♔f5 suucumbs to 3.♕g5† ♔e4 4.♕e5#.

(1 point for these variations)

2...♔g7 also loses quickly: 3.♖g3† ♘g4 4.♖xg4† ♔h6 5.♕g5#

(another 1 point)

Ex. 1-6

Based on the game

M.Euwe – G.Thomas

Hastings 1934/5

1.♗d5!+–

1.♗b3?? is bad: 1...♕xg2† 2.♖xg2 ♖xf1#

(1 point for this variation)

If 1.♗c4 then 1...♖df6! gives Black chances to defend.

1...♖xf2

1..♗xd5 2.♖xf8†+–

2.♕g8#

(another 1 point)

Ex. 1-7

A.Urzica – K.Honfi

Bucharest 1975

1.♗e4†!

(1 point)

Solutions

The bishop check can equally well be delayed a move. Either of the continuations 1.♕a6† ♔a8 2.♗e4†!+– or 1.♕b5† ♔a8 2.♗e4†!+– also earn you 1 point.

1...fxe4

1...♕xe4 2.♖xe4 fxe4 3.♕d5†+–

2.♕d5†

Or 2.♕a6†+–.

2...♔c8 3.♕c6#

Ex. 1-8

Erbis – Kempf

West Germany 1954

1.♗c6!+–

(1 point)

This leads to a quick mate in all lines: 1...♕xc6 2.♕e7#; or 1...♗xc6 2.♖d8† ♖xd8 3.♕xd8#; or 1...♖g8 2.♖xd7 ♕xg5 3.♕xf7#.

Ex. 1-9

M.Tal – N.N.

USSR 1964

1.♗b6!!

(2 points)

There is an alternative solution available: 1.♕f8† ♔f6 2.♗d4† e5 3.♕h8† (1 point) 3...♖g7 4.♗xe5† ♔xe5 5.♕xg7†+– (another 1 point for the whole variation).

1...♕xb6

1...axb6 2.♕d8#

2.♕h4† ♖f6

2...f6 3.♕h7† ♖g7 4.♕xg7#

3.♕xb4†

1–0

(another 1 point)

Ex. 1-10

Training position

1.♕f6!

(1 point)

A typical tactical motif.

1...♖g8

1...♗xh6 2.♕xh8#

2.♗xf7!

(another 1 point)

2.♗xg7† ♖xg7 3.♗xf7!+– (also 1 point) is just as good.

2...♗xh6

Taking the other bishop also leads quickly to mate: 2...♕xf7 3.♕d8† ♕e8 4.♕xe8#

3.♗d5† ♕f7 4.♕xf7#

Ex. 1-11

V.Ivanchuk – A.Yermolinsky

Frunze 1988

1...♗c1†!

(1 point)

0–1

Of course 2.♔xc1 is simply met by 2...♕xb3–+.

If 2.♔a2 then 2...♗d5! 3.♕xd5 ♕a3† 4.♔b1 ♕b2#.

(1 point for this variation)

2.♔a1 is answered by 2...♖xc5! 3.♕xh3 ♖xa5†–+.

(another 1 point for this variation)

Ex. 1-12

B.Rytov – A.Malevinsky

USSR 1969

1.♗f6!

(1 point)

It is just as effective for White to bring his bishop here a move later: 1.♕h7† ♔f8 2.♗f6! (also 1 point) 2...♘ce7 3.♕xg7† ♘xg7 4.♖h8† ♘g8 5.♘g5+–

1–0

All lines lead to mate:

a) 1...♔f8 2.♕h8†! ♗xh8 3.♖xh8#

b) 1...♗h6 2.♕xh6 ♘xh6 3.♖xh6+–

c) 1...♗xf6 2.♕h7† ♔f8 3.♕xf7#

Scoring

Maximum number of points is **22**

19 points and above ⟶ **Excellent**
16 points and above ⟶ **Good**
12 points ⟶ **Pass mark**

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

CHAPTER 2

Contents

- ✓ Opening diagonals
- ✓ The light-squared bishop in the Queen's Gambit
- ✓ Fianchettoing the bishop
- ✓ Some guidelines for playing with the bishop

Diagonals

Just as rooks need open files, so bishops require open diagonals in order to take an active part in affairs. However, it is not always easy to find jobs for both of our bishops. If, for example, we have a lot of pawns on the light squares, then our dark-squared bishop will cooperate very well with them but the light-squared bishop will tend to be a problem. Black often has this type of difficulty in the Queen's Gambit. The bishop being a valuable piece, some attempt must be made to bring it into the game. So in the Queen's Gambit various plans have been developed for Black which involve the opening of a diagonal for the light-squared bishop.

Theoretical variation

1.d4 ♘f6 2.c4 e6 3.♘c3 d5 4.♗g5 ♗e7 5.e3 h6 6.♗xf6 ♗xf6 7.♘f3 0–0 8.♖c1 c6 9.♗d3 ♘d7 10.0–0

Diagram 2-1

This is a well-known theoretical position. White is ready to take measures in the centre with e3-e4. First and foremost, Black must bring his light-squared bishop into play.

10...dxc4 11.♗xc4 e5

A typical operation. Not only does the bishop on f6 become somewhat more active, but the bishop on c8 gets an open diagonal for its development.

12.h3 exd4 13.exd4 ♘b6 14.♗b3 ♖e8 15.♖e1 ♗f5=

The light-squared bishop is actively posted on f5, and Black solves his opening problems.

Diagram 2-1 ▼

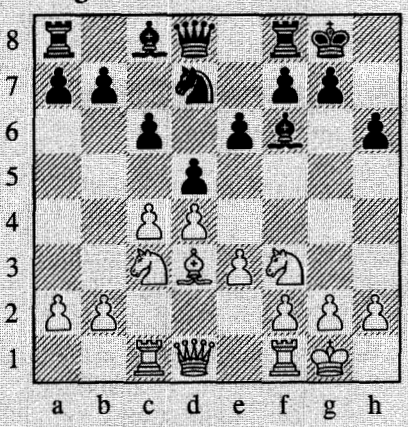
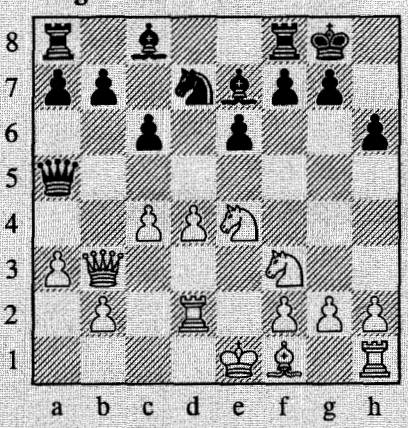


Diagram 2-2 △



V.Korchnoi – A.Yusupov

Barcelona 1989

1.d4 d5 2.c4 e6 3.♘c3 ♗e7 4.♘f3 ♘f6 5.♗g5 h6 6.♗xf6 ♗xf6 7.♕b3 c6 8.♖d1 0–0 9.e4 dxe4 10.♘xe4 ♕a5† 11.♖d2 ♗e7 12.a3 ♘d7

Diagram 2-2

Black is ready to strike in the centre with ...e5. In order to prevent that, White exchanges queens.

13.♕c3 ♕xc3 14.♘xc3 ♖d8 15.♗e2

Diagram 2-3

Now Black finds a different way to bring his light-squared bishop into the game.

15...b6! 16.0–0 ♗b7 17.♖fd1 ♔f8 18.♔f1 c5

The bishop is activated, making the position level.

19.d5

½–½

19...exd5 20.♘xd5 ♗xd5 21.♖xd5 ♘f6 22.♖xd8† ♖xd8 would result in total equality.

On the whole there tend to be fewer problems with a fianchettoed bishop. But sometimes its scope may be limited by pawns, either our own or the opponent's. In that case we have to try to open the long diagonal so as to activate the bishop.

Diagram 2-4

M.Euwe – M.Goldstein

Weston 1926

Although the black bishop on h7 has an open diagonal, it has nothing to aim at. Meanwhile the white bishop on the long diagonal is restricted by the black barrier c6-b7. White opens the diagonal with a typical pawn thrust.

1.b5! cxb5 2.cxb5 ♕c7?!

Black would do better to play 2...b6 here, as he will have to play it soon anyway.

3.♕d4 b6

If 3...♕c1† then 4.♘f1 b6 5.♕d7 and Black cannot save his knight.

4.♗c6±

Diagram 2-5

We can see the difference between the bishops; the knight on e8 provides a target for the white bishop.

4...♔f8 5.♘c4 f6 6.♘d6 ♘xd6

Defending the knight is also hopeless: 6...♗g6 7.♘xe8 ♗xe8 8.exf6+–

7.exd6 ♕d8 8.d7 ♗g6 9.♕a4 ♕c7 10.♕xa7! ♕d8

10...♕xa7 11.d8♕† ♔f7 12.♕e8#

11.a4

Black has no answer to 12.a5, creating a second passed pawn.

1–0

Diagram 2-3 ▼

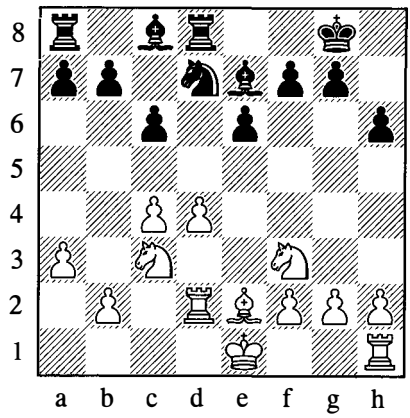


Diagram 2-4 △

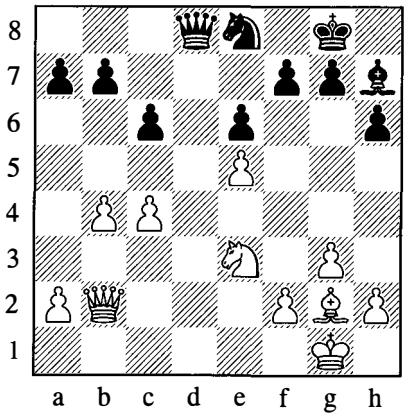
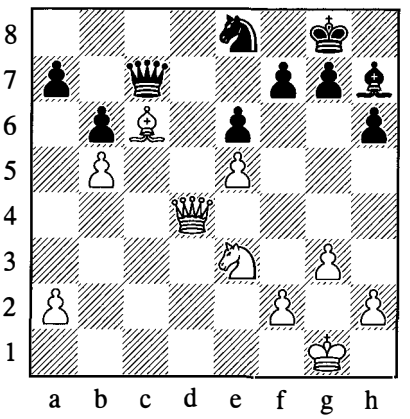


Diagram 2-5 ▼



On other diagonals too, the bishop often turns out to be a key piece. If we manage to open a diagonal for the bishop and to support its activity with our other forces, the opponent's situation may become difficult.

Diagram 2-6 △

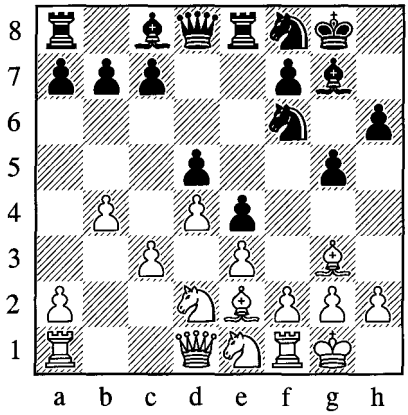


Diagram 2-6

G.Kamsky – J.Nunn

Belgrade 1991

White's strategy is based on the bishop on g3. It is protecting the kingside and at the same time doing useful work on the h2-b8 diagonal.

1.♖c1

In such positions it is important to support the bishop with one or more of the other pieces. White prepares c3-c4, after which the rook and bishop will both be exerting pressure on c7.

The immediate 1.c4 was not bad either.

1...♘g6

Black aims to get counterplay with ...g4 followed by ...h5-h4.

2.c4 c6 3.b5

3.cxd5!? would be a little more accurate, intending to advance with b4-b5 only if Black recaptures on d5 with the knight.

3...cxb5!? 4.cxb5 ♖e7 5.♘c2 g4!

Black counters on the kingside, threatening ...h5-h4. White prepares a rescue operation for his g3-bishop.

6.♘b4 h5 7.♕c2

Now the bishop will be able to go to c7.

7...♗e6?!

7...♘e8!? is correct, and after 8.♕c5 ♗e6 the game is unclear

8.♗c7! ♕d7 9.b6 ♘e8?!

Black would do better to play 9...axb6 10.♗xb6 h4 11.♕c5 ♗f5∞.

Diagram 2-7

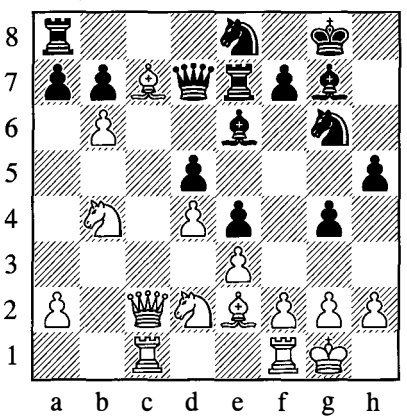
10.♕c5

White wants to activate his light-squared bishop too; the threat is 11.♗b5.

10...♘xc7 11.bxc7 ♖c8 12.♕xa7

White can initiate some tactics: 12.♗b5 ♖xc7! (less good is 12...♕xc7 13.♘xd5 ♗xd5 14.♕xd5 ♕xc1

Diagram 2-7 △



15.♖xc1 ♖xc1† 16.♗f1±) 13.♗xd7 ♖xc5 14.♖xc5 ♖xd7 Black has reasonable compensation for the exchange.

12...♖xc7 13.♕b6 ♘h4

13...h4!?± might be a better attempt to obtain counterplay.

14.♘b3 ♘f5 15.♘c5

White had a clear positional advantage, which he successfully converted into victory.

Of course, sometimes the bishop has to be developed to a relatively passive position. This may be necessary because we need to develop the rooks, and the best way to do that is to connect them. However, occasionally the a1-rook (or more rarely the h1-rook) can be brought into play without moving the bishop from c1 (or f1).

A.Yusupov – Xie Jun

Linares 1997

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗xc6 dxc6 5.0–0 ♕d6 6.♘a3 b5 7.c3 c5 8.♘c2 f6

Diagram 2-8

9.a4

White can develop his bishop after moving his d-pawn, but it would take some time for his a1-rook to get into the game. Instead White opens the a-file for a possible exchange of rooks, and thus develops his queenside more quickly.

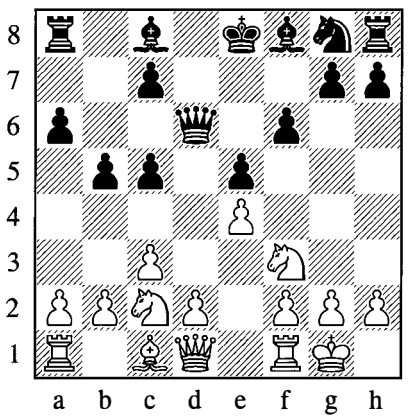
9...♗b7 10.axb5 ♗xe4

10...axb5 would be followed by 11.♖xa8† ♗xa8 12.d4 ♗xe4 13.♖e1 with a dangerous initiative for White.

11.d4

White has a promising attack.

Diagram 2-8 △



Here are a few useful guidelines, which can be very helpful in some (but not all!) situations.

1) **If a bishop is developed outside its own pawn chain, then pawns placed on the same-coloured squares as that bishop will not hamper the other bishop either.** So we can have both bishops in active posts. White follows this sort of strategy in, for example, the Torre Attack.

2) **If a bishop is exchanged for a knight, you should try to place your pawns on the same-coloured squares as the bishop that has been exchanged** (Capablanca's rule). This will help avoid any weakness on these squares, and also free the other bishop.

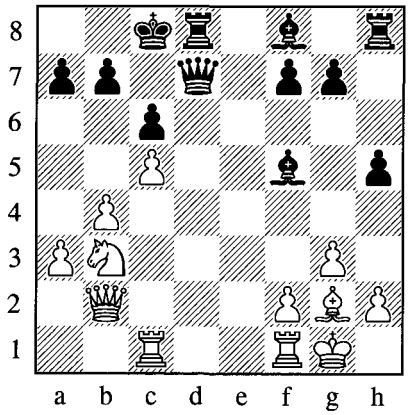
3) There are two contrasting strategies for combating an opposing bishop:

a) **Post your pawns on opposite-coloured squares to the bishop**. This is very effective in the endgame, but it is sometimes a disadvantage in the middlegame, as the opponent is allowed to control a lot of squares and can use them to penetrate with his pieces.

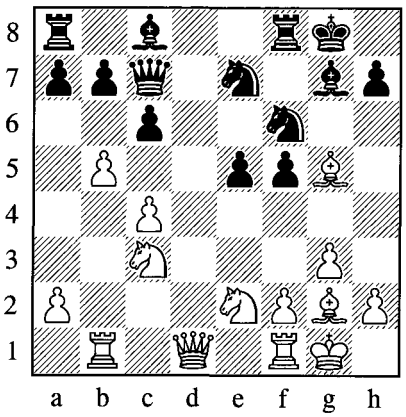
b) **Set up a barrier of pawns on squares of the same colour as the bishop**. This is often good in the middlegame, but care has to be taken in the endgame to ensure that the bishop cannot attack your pawn chain from the rear.

Exercises

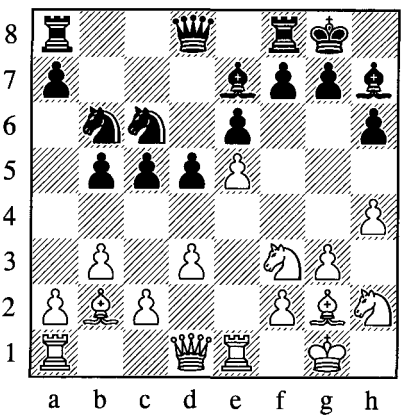
Ex. 2-1 ★ △



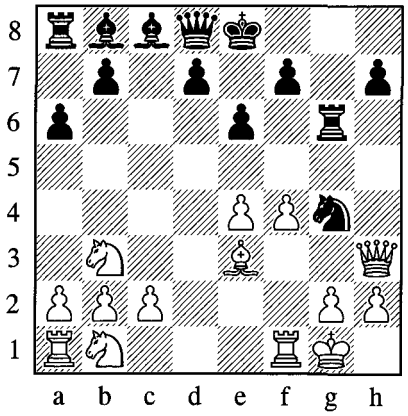
Ex. 2-2 ★ △



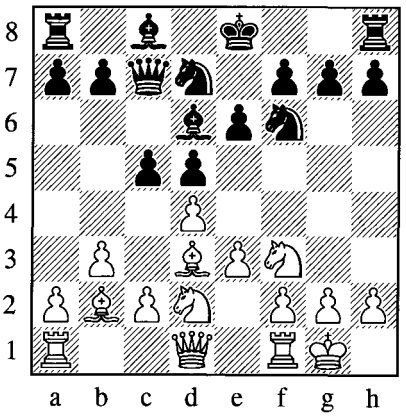
Ex. 2-3 ★ ▼



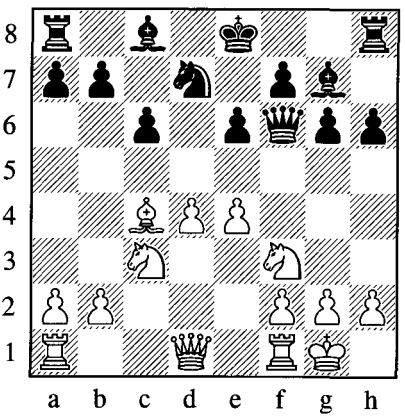
Ex. 2-4 ★★★ ▼



Ex. 2-5 ★★ ▼

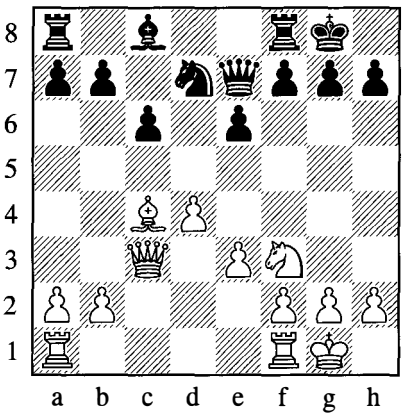


Ex. 2-6 ★★ ▼

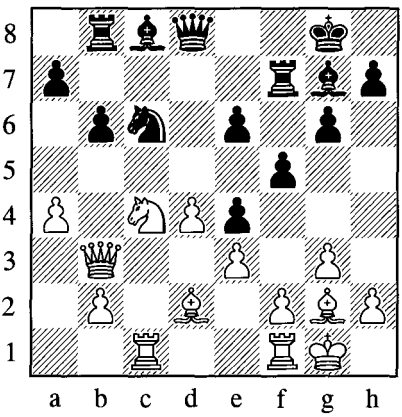


Exercises

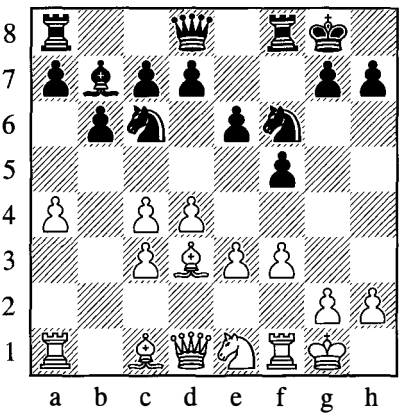
Ex. 2-7 ★★ ▼



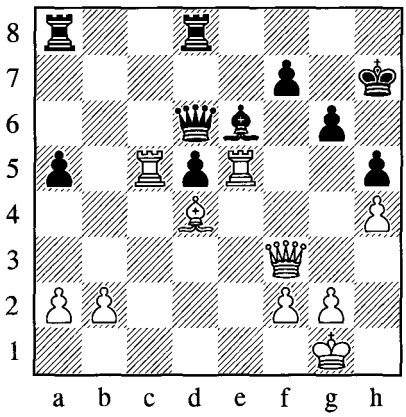
Ex. 2-8 ★★ △



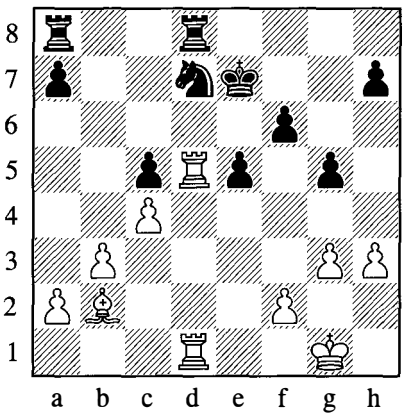
Ex. 2-9 ★★ △



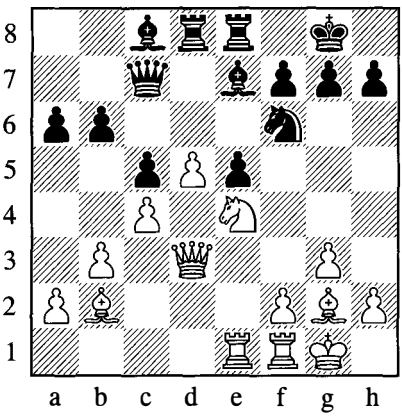
Ex. 2-10 ★ △



Ex. 2-11 ★★ △



Ex. 2-12 ★ △



Solutions

Ex. 2-1

A.Lilienthal – S.Tartakower

Paris 1933

1.b5!

(1 point)

Breaking up the black pawn chain and activating the g2-bishop.

1...h4

1...cxb5 2.c6 bxc6 3.♖xc6† ♔b8 4.♕e5†+–

2.bxc6 bxc6 3.♘a5± hxg3

After 3...♖h6 4.♖cd1 ♕c7 5.♖xd8† ♔xd8 6.♖d1† White has a powerful attack.

4.hxg3

4.fxg3!?+– is even stronger.

4...♕c7

Black had to try 4...♖h6, although White retains an attack with 5.♖cd1 ♕c7 6.♖xd8† ♔xd8 7.♖d1†.

5.♘xc6 ♖d7 6.♘d4 ♗h3 7.c6 ♖d8 8.♕b7† ♕xb7 9.cxb7† ♔d7 10.♗xh3† ♖xh3 11.♘c6 1–0

Ex. 2-2

S.Tiviakov – E.Gleizerov

St Petersburg 1993

White exploits the active position of the fianchettoed bishop.

1.bxc6 bxc6 2.♘b5!

(1 point)

2...cxb5

Neither 2...♕d8?! 3.♕xd8 ♖xd8 4.♘c7+– nor 2...♕a5?! 3.♕d6 ♖f7 4.♘c7+– is any good.

But Black could try 2...♕d7!? 3.♘d6±.

3.♗xa8 bxc4 4.♘c3± ♖d8 5.♕a4 ♗d7 6.♕a3

The tactical shot 6. ♖b7!?+– is very strong.

6...♖xa8 7.♕xe7 ♖e8 8.♕b4 ♗e6 9.♖fd1 ♖c8? (9...♘d7±) **10.♕d6 ♕f7 11.♕a6** (11.♖b7!+–) **11...♕e7? 12.♗xf6 ♗xf6 13.♘d5 ♗xd5 14.♕xc8†**

1–0

Ex. 2-3

G.Vallifuoco – A.Yusupov

Tunis 1979

1...c4!

(1 point)

Black provides support to his bishop on the h7-b1 diagonal.

2.♘d4 ♘xd4 3.♗xd4 cxd3 4.cxd3

Black has successfully created a weakness at d3.

4...♗b4 5.♖e3 ♖c8 6.♘f3 ♕e7 7.g4 ♖c7 8.g5 h5 9.a4 bxa4 10.bxa4 ♖fc8 11.♔h2 ♘d7 12.♘g1 ♗c3 13.♗xc3 ♖xc3 14.♘e2 ♖c2∓

See Ex. 4-10 of *Boost Your Chess 1*.

Ex. 2-4

K.Kulaots – V.Chuchelov

Istanbul 2003

1...♘xe3! 2.♕xe3 ♗a7

(1 point)

The pin on the a7-g1 diagonal brings Black a decisive advantage.

3.♘d4

3.♘c5 d6–+

3...e5!

(another 1 point)

Preparing ...e5 with 3...d6!? (also 1 point) is not quite as incisive, but it also promises Black a decisive advantage.

4.fxe5 ♕g5!

(another 1 point)

5.♔f2

5.♕xg5 ♗xd4†–+

5...d6!

0–1

Neither 6.♕xg5 ♖xg5 7.c3 dxe5–+ nor 6.exd6 ♖f6† 7.♔e2 ♕xg2†–+ offer White any hope.

Solutions

Ex. 2-5

A.Yusupov – M.Chandler

Hastings 1989/90

1...e5!

(2 points)

Black improves his position in the centre.

2.dxe5 ♘xe5 3.♘xe5 ♗xe5 4.♗b5† ♔f8!? 5.♗xe5 ♕xe5 6.♕e2 g6 7.♖ae1 ♔g7 8.e4 dxe4 9.♘xe4 ♕xe4 10.♕xe4 ♘xe4 11.♖xe4 ♗e6 12.♗c4

½–½

Ex. 2-6

A.Yusupov – R.Knaak

Altensteig 1993

1...e5!

(2 points)

A typical idea. Black attacks the white centre and opens the diagonal for his light-squared bishop.

2.d5 ♘b6 3.♗b3 0–0 4.a4 a5 5.♕e2 ♗g4= 6.♖fd1 ♗xf3 7.♕xf3 ♕xf3 8.gxf3 ♖fd8 9.♖ac1

½–½

Ex. 2-7

A.Yusupov – G.Dizdar

Sarajevo 1984

1...b6!

(2 points)

Black fianchettos his light-squared bishop.

He is unable to arrange to play ...e5 here. After 1...♖e8?! 2.♖fd1 e5? 3.dxe5 ♘xe5? 4.♘xe5 Black cannot recapture the knight: 4...♕xe5? 5.♕xe5 ♖xe5 6.♖d8†+–

2.♕d3 ♖d8 3.♖fd1 ♗b7 4.♕e2=

White should not fall for 4.♗a6?! ♘c5! although he can just about survive: 5.♕a3! ♗xa6 6.dxc5 ♗b5∓

Ex. 2-8

A.Yusupov – J.Timman

Candidates Match (1), Linares 1992

1.f3!±

(2 points)

Opening the long diagonal for the bishop.

1...exf3 2.♗xf3 ♗b7

White is also doing well after both 2...♘e7 3.♗b4± and 2...♖c7 3.♘a3±.

3.♗xc6!

This strong follow up secures an advantage for White.

3...♗xc6 4.♘e5 ♗xa4!? 5.♘xf7 ♗xb3?! 6.♘xd8 ♖xd8 7.♖c3! ♗d5 8.♖fc1+–

White intends to exchange a pair of rooks with ♖c8, after which Black clearly lacks compensation.

Ex. 2-9

E.Geller – H.Kramer

Helsinki Olympiad 1952

1.♖a2!

(2 points)

In this way White develops his queen's rook. After an eventual e3-e4, the c1-bishop will be activated.

1...♘a5 2.♖af2 ♕e7 3.♕e2 d6 4.e4 fxe4 5.fxe4 e5 6.♗g5±

Ex. 2-10

A.Yusupov – S.Barbeau

Skien 1979

1.♖xh5†!

(1 point)

1.♕f6 (threatening ♖xh5†) is less convincing, as Black can struggle on with 1...♖g8.

1–0

Black is quickly mated by 1...gxh5 2.♕xh5† ♔g8 3.♕h8#.

Solutions

Ex. 2-11

R.Reti – J.Szekely

Debrecen 1913

1.f4!

(2 points)

Opening the long diagonal for the bishop. Black is then unable to release the pin, since a knight move can be met by ♗xf6†.

1...gxf4 2.gxf4 exf4 3.♔f2±

The weakness of the c5- and f6-pawns gives White the advantage.

3...♔e8

Black should try to obtain counterplay with 3...a5 followed by ...a4.

4.♔f3 ♔e7 5.♔xf4 ♔e6 6.♖d6† ♔e7 7.♔f5

1–0

Ex. 2-12

S.Tartakower – J.Kleczynski

Poland Ch, Lodz 1927

1.f4!

(1 point)

1...♘xe4?

1...exf4 was a better defensive try, although White has 2.♘xf6† ♗xf6 3.♖xe8† ♖xe8 4.♗xf6 gxf6 5.♖xf4±.

2.♗xe4 exf4 3.♗xh7† ♔f8 4.♖xf4+– ♗d6 5.♖ff1

The direct 5.♖xf7†!? is also good. After 5...♕xf7 6.♖f1 the black king is too exposed to survive for long.

5...♗e5 6.♖xe5! ♖xe5 7.d6! ♕c6

7...♖xd6 8.♗xe5!+–

8.♗xe5

1–0

Scoring

Maximum number of points is **20**

17 points and above ····→ **Excellent**

14 points and above ····→ **Good**

10 points ····→ **Pass mark**

*If you scored less than **10** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 3

Contents

- ✓ Forcing the play after a queen sacrifice
- ✓ Material compensation
- ✓ Attacking the opposing queen

Queen sacrifices

In this chapter we shall study combinations in which the strongest piece is sacrificed. Such queen sacrifices are relatively rare, because it takes extremely well-coordinated pieces to be able to mount a mating attack without the queen. If we are contemplating a queen sacrifice, we have to check the variations very carefully. We must try to make the play as forcing as possible, in order to prevent the opposing queen from successfully leading a counter-attack. We should be aware that although the queen is very strong, it does not show itself at its best in defence; to a certain extent this is because it is so valuable.

Diagram 3-1

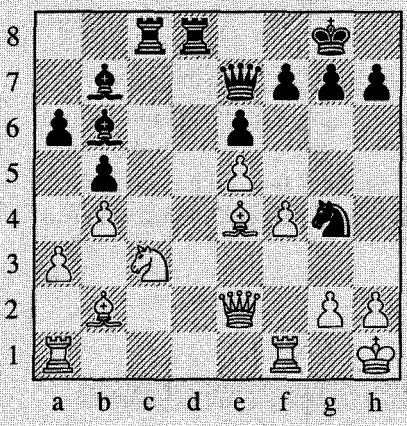


Diagram 3-1

G.Rotlewi – A.Rubinstein

Lodz 1907

1...♕h4!

Black brings his queen into the attack.

1...♘xh2! is also very strong. If 2.♕h5 then simply 2...♗xe4–+ kills all hope.

2.g3

2.h3 is met by 2...♖xc3! and now:

a) 3.♗xb7 ♖xh3† 4.gxh3 ♕xh3† 5.♕h2 ♕xh2#

b) 3.♕xg4 ♖xh3† 4.♕xh3 ♕xh3† 5.gxh3 ♗xe4† 6.♔h2 ♖d2† 7.♔g3 ♖g2† 8.♔h4 ♗d8† 9.♔h5 ♗g6#

c) 3.♗xc3 ♗xe4 4.♕xg4 (or 4.♕xe4 ♕g3!–+) 4...♕xg4 5.hxg4 ♖d3! The threat of mate on h3 nets Black a material advantage. 6.♔h2 ♖xc3–+

2...♖xc3!

All of Black's pieces are attacking. To speed up his attack along the long diagonal, Black sacrifices his queen.

3.gxh4

White cannot really decline the sacrifice:

a) 3.♗xc3 ♗xe4† 4.♕xe4 ♕xh2#

b) 3.♗xb7 ♖xg3 4.♖f3 (4.♗f3 ♘xh2–+) 4...♖xf3 5.♗xf3 ♘f2† 6.♔g1 (nor is 6.♔g2 any better, in view of 6...♕h3† 7.♔g1 ♘e4† 8.♔h1 ♘g3#) 6...♘e4† 7.♔f1 ♘d2† 8.♔g2 ♘xf3 9.♕xf3 (9.♔xf3 ♕h5†–+) 9...♖d2† White's situation is hopeless.

3...♖d2!

With this new sacrifice, the white queen is deflected from the defence of the e4-bishop.

4.♕xd2

White loses in all variations:

a) 4.♕xg4 ♗xe4† 5.♖f3 ♖xf3–+

b) 4.♗xc3 ♖xe2 5.♖f2 ♗xe4† 6.♔g1 ♗xf2† 7.♔f1 ♗f3 8.♖d1 ♘xh2#

c) 4.♗xb7 ♖xe2 5.♗g2 ♖h3–+

d) 4.♖ae1 ♗xe4† 5.♕xe4 ♖xh2#

4...♗xe4† 5.♕g2 ♖h3!!–+

Diagram 3-2

0–1

Rubinstein's Immortal Game! White resigned because of mate in three: 6.♖f3 (or 6.♖f2 ♗xf2 7.♕xe4 ♖xh2#) 6...♗xf3 7.♗d4 ♗xd4 8.♕xf3 ♖xh2#

Very interesting situations can arise when in return for the sacrificed queen a player obtains some material compensation (often a rook plus a minor piece), along with an attack on the opposing king. This attack can sometimes be combined with threats against the opposing queen.

Diagram 3-3

E.Geller – B.Spassky

Moscow 1964

1...♗g5!

This move prepares a queen sacrifice. Spassky has accurately calculated the required variations and correctly evaluated the position.

2.♖c7

2.♖xf8† ♖xf8 3.♖c7 is even worse for White: 3...♗e3† 4.♔h2 ♖f2† 5.♔h1 ♘xd2 6.♖xd7 ♗e4† 7.♔g1 ♖e2#

2...♕xc7!! 3.♗xc7 ♗e3† 4.♔g2

The other king move is no better: 4.♔h2 ♘xd2 5.♖xf8† ♖xf8 6.♗xd5 ♖f2† 7.♗g2 (7.♔g3 transposes to the game) 7...♗e4–+

4...♘xd2 5.♖xf8† ♖xf8

Spassky has only got a rook and knight for the queen. However, his forces are very well coordinated and are attacking the white king, which has been stripped of defenders.

Diagram 3-2 △

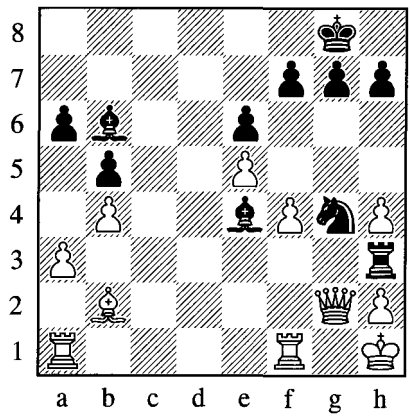


Diagram 3-3 ▼

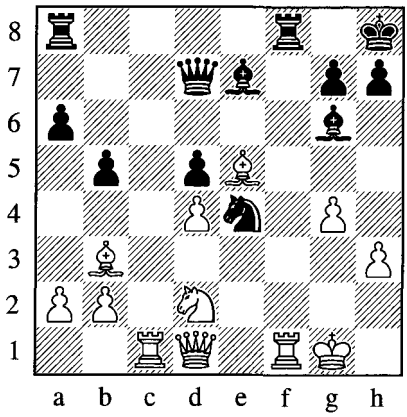


Diagram 3-4

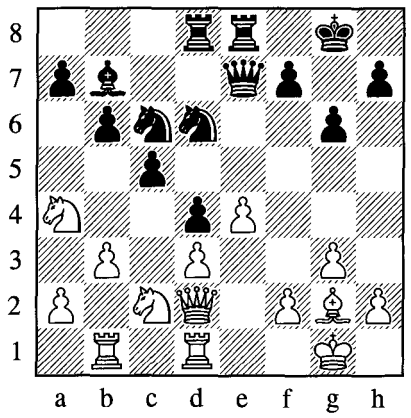


Diagram 3-5

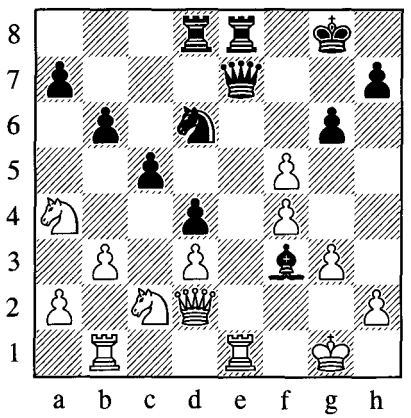
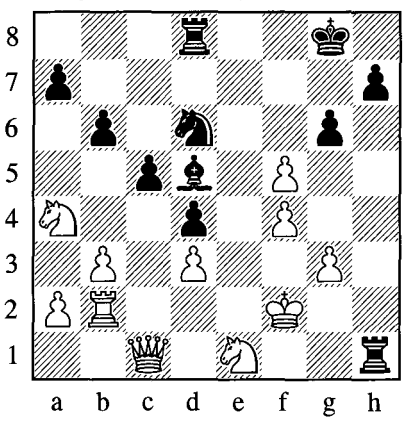


Diagram 3-6 (analysis)



6.♗xd5 ♖f2† 7.♔g3 ♘f1† 8.♔h4 h6 9.♗d8 ♖f8 0–1

White has no sensible way to defend against the threat of ...♗f2#.

Diagram 3-4

V.Smyslov – M.Tal

Moscow 1964

1...f5!

Black opens up the game and prepares a combination.

2.exf5 ♘e5! 3.f4

After 3.♗xb7? ♕xb7, the threat of ...♘f3† gives Black the advantage.

3...♘f3† 4.♗xf3 ♗xf3 5.♖e1

Diagram 3-5

5...♕e2!!

A positional queen sacrifice! Tal only gets a rook for the queen, but he has faith in the strength of his active pieces.

6.♖xe2 ♖xe2 7.♕xe2

Hoping to survive in a worse endgame.

If Smyslov had dared to hang on to the queen with 7.♕c1, then Tal intended to play 7...♖g2† 8.♔f1 ♖xh2. Black has a very dangerous initiative, and will have at least a perpetual check with ...♖h1-h2† in reserve. A possible continuation is: 9.♘e1 ♗d5 10.♖b2 ♖h1† 11.♔f2

Diagram 3-6

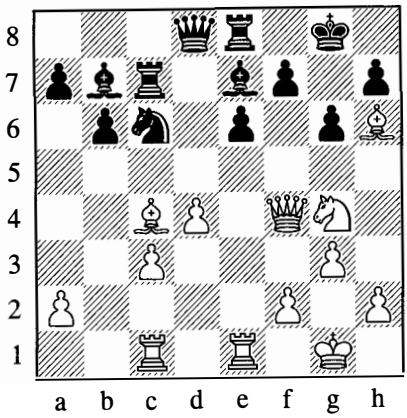
11...♘xf5!? 12.g4 ♘e3 13.♔g3 h5 14.gxh5 gxh5 Black's threats to the white king (such as ...h4† followed by ...♖f8) are overwhelming.

8...♗xe2 9.♘b2 gxf5!

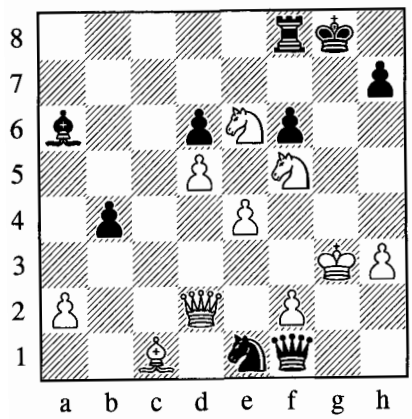
Black is better (see *Boost Your Chess 2*, Ex. 17-5).

Exercises

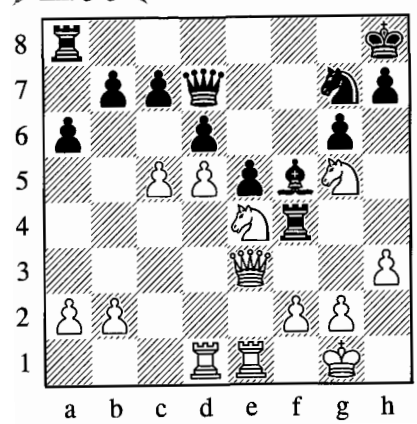
Ex. 3-1 ★ △



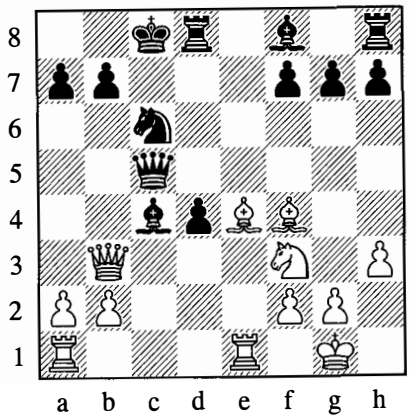
Ex. 3-2 ★ △



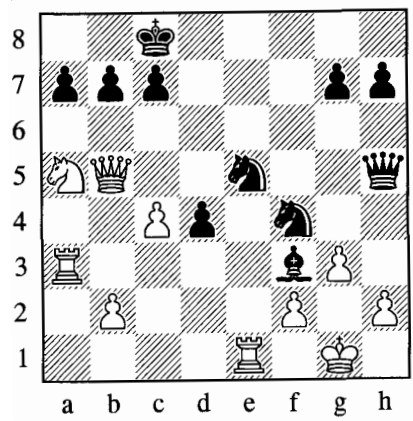
Ex. 3-3 ★★ △



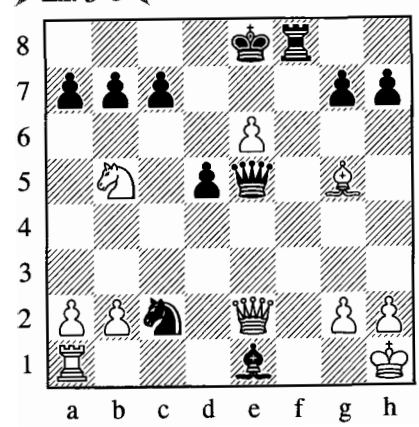
Ex. 3-4 ★★ △



Ex. 3-5 ★ ▼

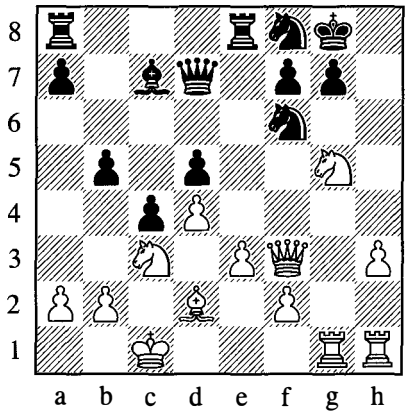


Ex. 3-6 ★★★★ △

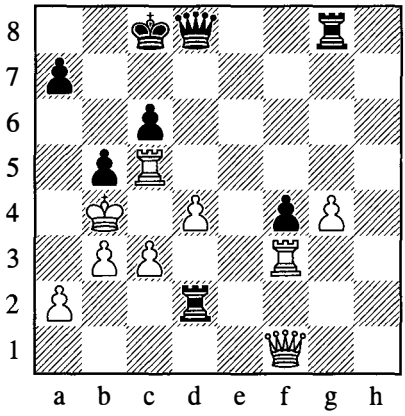


Exercises

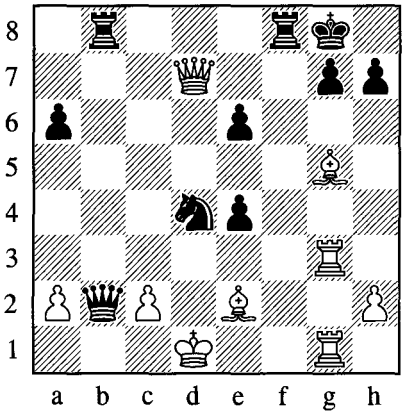
Ex. 3-7 ★ △



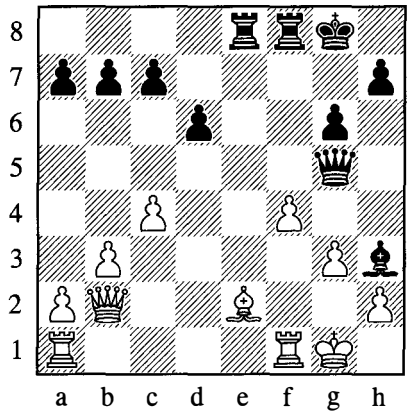
Ex. 3-8 ★ ▼



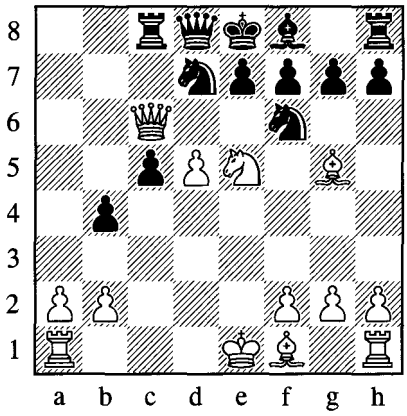
Ex. 3-9 ★★ △



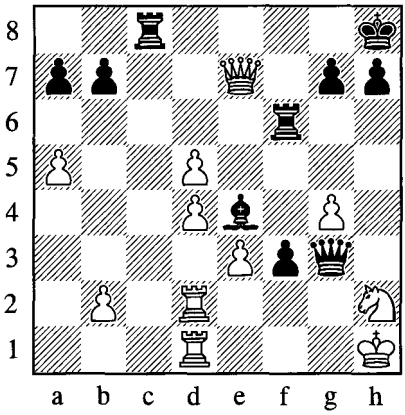
Ex. 3-10 ★★★ ▼



Ex. 3-11 ★★ △



Ex. 3-12 ★★ ▼



Solutions

Ex. 3-1

J.Bolbochan – L.Pachman

Moscow Olympiad 1956

1.♕xf7†! ♔xf7 2.♗xe6#

(1 point)

Ex. 3-2

S.Urusov – Kalinovsky

St Petersburg 1880

1.♕g5†!! fxg5

1...♔f7 2.♕g7† ♔e8 3.♕e7#

2.♘h6†! ♔h8 3.♗b2† ♖f6 4.♗xf6#

(1 point)

Ex. 3-3

Em.Lasker – W.Steinitz

St Petersburg 1895

1.♕xf4!!

White can play his moves in a different order. You also get 1 point for: 1.♘f6! ♕e7 2.♕xf4 ♕xf6 3.♕h4+–

1...exf4 2.♘f6!

(1 point)

2...♘e6

The black queen cannot flee: 2...♕b5? 3.♘f7#

(another 1 point for this variation)

If 2...h6 then 3.♘xd7 hxg5 4.♘f6+–.

3.♘xd7+–

Ex. 3-4

Variation from the game

S.Tarrasch – S.Tartakower

Berlin 1920

1.♕xc4!!

(1 point)

1...♕xc4 2.♗f5† ♖d7

2...♕e6 is more resilient: 3.♖xe6 fxe6 4.♗xe6† ♖d7 5.♘e5 ♘xe5 6.♗xe5 ♔d8 7.♗xd7 ♔xd7 8.♗xd4+–

3.♖e8† ♘d8 4.♘e5

(another 1 point)

4.♖xf8 is just as good: 4...♖xf8 5.♗xd7† ♔xd7 6.♘e5†+–

4...♕b5

4...♕c7 5.♗xd7† ♔b8 6.♖xd8† ♕xd8 7.♘c6† ♔a8 8.♘xd8+–

5.♖c1† ♗c5 6.♘xd7+– ♖xe8 7.♘b6#

Ex. 3-5

K.Emmrich – B.Moritz

Germany 1922

In the game, Black went on to lose after missing the forced mate:

1...♕xh2†!! 2.♔xh2 ♘g4† 3.♔g1 ♘h3† 4.♔f1 ♘h2#

(1 point)

Ex. 3-6

M.Tal – Miller

Los Angeles 1988

1.h4!!

(2 points)

Of course not 1.♕xe5?? ♖f1#.

1...♕g3

If 1...♕xe2 then 2.♘xc7#.

2.♖d1!

(another 1 point)

Threatening both ♖xd5 and ♖d3.

2...♖f2

2...c6 is met by 3.♖d3 ♕b8 4.♖f3!+–.

3.♕xf2!!

(another 1 point)

3.♘xc7† also wins: 3...♕xc7 4.♕b5† ♕c6 5.♖xd5 ♖f6! 6.♗xf6 gxf6 7.♕d3 ♘b4 8.♖d8† ♔e7 9.♕xh7†!! ♔xd8 10.e7† ♔e8 11.♕g7+–

3...♗xf2

3...♕xf2 4.♘xc7† ♔f8 5.e7†+–

4.♖xd5+–

Solutions

Ex. 3-7

A.Tolush – G.Mititelu

Warsaw 1961

1.♕xf6!! gxf6 2.♘ge4†

(1 point)

2...♔h8 is met by 3.♘xf6, not only threatening mate on g8, but also attacking the queen on d7.

1–0

Ex. 3-8

Based on the game

Syversen – J.Podgorny

Correspondence game 1933

1...♕a5†!! 2.♔xa5 ♖xa2† 3.♔b4 a5#

(1 point)

Ex. 3-9

H.Westerinen – G.Sigurjonsson

New York 1977

1.♕xg7†!! ♔xg7 2.♗d8†!

(1 point)

2...♔h8

2...♔f7 3.♗h5# or 2...♔h6 3.♖h3#.

3.♖g8†!

But not 3.♗f6†?? ♖xf6 4.♖g8† ♖xg8–+.

3...♖xg8 4.♗f6† ♖g7 5.♗xg7† ♔g8 6.♗xd4†+–

(another 1 point)

Ex. 3-10

V.Alatortsev – I.Boleslavsky

USSR Ch, Moscow 1950

1...♗xf1!

(1 point)

2.fxg5 ♖xe2 3.♕c3 ♗g2–+

(another 1 point)

The bishop is very well placed on the long diagonal.

3...♗h3 (also 1 point) is not bad either, although White can struggle on with 4.g4∓.

4.♕d3

4.♖e1 is followed by: 4...♖xe1† 5.♕xe1 ♖f1† 6.♕xf1 ♗xf1–+ Effectively Black has an extra pawn in this ending.

(another 1 point for this variation)

4...♗f3 5.♖f1

No better is 5.♔f1 ♖xh2 6.♕d4 c5 and now:

a) 7.♕c3 ♗e2† 8.♔g1 (or 8.♔e1 ♖f1† 9.♔d2 ♗xc4† 10.♔e3 ♖e2#) 8...♖ff2–+

b) 7.♕xd6 ♗c6† 8.♔e1 ♖e8† 9.♔f1 ♖h1†–+

5...♖g2† 6.♔h1 ♗c6! 7.♖xf8† ♔xf8 8.♕f1† ♖f2†

0–1

Ex. 3-11

Vogel – Barlov

West Germany 1981

1.♗b5!

(1 point)

1.♕b5± is less clear.

1.♕a4 ♖a8 2.♕c6 ♖c8 leads to a repetition of moves.

1...♖xc6 2.dxc6!

(another 1 point)

2...♘xe5

2...♕c7 is met by: 3.cxd7† ♘xd7 (3...♔d8 4.♘xf7#) 4.♗xd7† ♔d8 5.♗f4 ♕b6 6.♖d1+–

3.c7†+–

Ex. 3-12

G.Salwe – A.Rubinstein

Lodz 1907

1...♕e1†!!

(1 point)

The less spectacular 1...♗xd5 (1 point) also wins.

2.♖xe1

2.♘f1 ♖h6† 3.♔g1 (3.♖h2 ♕f2!–+) 3...f2†! 4.♖xf2 ♖h1#

2...f2† 3.♕xe4 fxe1♕† 4.♔g2 ♕xd2†

(1 point)

White will quickly be mated.

0–1

Scoring

Maximum number of points is **22**

19 points and above ····➤ **Excellent**
15 points and above ····➤ **Good**
11 points ····➤ **Pass mark**

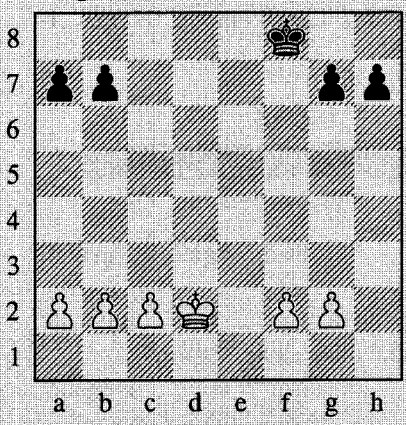
*If you scored less than **11** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 4

Contents

- ✓ The standard plan of 'winning by deflection'
- ✓ The 'semi-stalemate' method
- ✓ Drawn positions
- ✓ Positions with fixed rook's pawns and an extra pawn on the other wing
- ✓ The endgame of g- and h-pawns against an h-pawn

Diagram 4-1 △



Realizing a material advantage in a pawn ending

"In pawn endings one extra pawn is sufficient for a win, apart from some rare exceptions. It is not especially difficult to realize such an advantage in material." – Averbakh

In the following example we shall examine the standard plan of **winning by deflection**.

Diagram 4-1

M.Euwe – A.Olland

Amsterdam (10) 1922

1.c4

White has an advantage in material on the queenside. Therefore it is logical that he will create a passed pawn there.

1...♔e7 2.♔e3

1) "Before creating a passed pawn, it is usually a good idea to improve the position of one's king." – Averbakh

The white king advances into the centre, in order to prevent counterplay by the opposing king and to support its own pawns.

2...♔e6 3.♔e4 a5 4.b3

White does not have to hurry. Pay attention to how Euwe advances his pawns. Instead 4.a3?! a4 would have allowed a blockade on the queenside.

4...♔d6 5.♔d4 b6 6.a3

2) "One has to create a passed pawn and then queen it." – Averbakh

Counterplay on the kingside is easily thwarted, since Black does not have a pawn majority there.

6...h5 7.b4 g5

6...axb4 7.axb4 g5 8.c5† bxc5† 9.bxc5† ♔c6 would be slightly more resilient, but White nevertheless wins: 10.♔e5! ♔xc5 11.♔f5 g4 12.♔g5 ♔d4 13.♔xh5+–

3) "If the opposing king manages to stop the pawn, the stronger side's king makes use of the deflection

that has occurred in order to break through towards the opposing pawns and gain a decisive advantage in material." – Averbakh

8.bxa5 bxa5 9.c5† ♔c6 10.a4 h4

If Black tries 10...g4, then 11.g3! prevents the creation of a passed pawn.

Diagram 4-2

11.f3!

Black is now denied the chance to continue ...g4.

11...♔c7 12.♔d5 ♔d7 13.c6† ♔c7 14.♔c5 ♔c8 15.♔b6 ♔b8 16.♔xa5

White wins another pawn on the queenside. Black naturally has no chance against two passed pawns.

1–0

If the pawns are not totally fixed, the stronger side can make use of another winning plan: playing for zugzwang and thus putting the opposing king in a '**semi-stalemate**' situation.

Diagram 4-3

1.b6!

The plan with deflection does not win here, because the black king can reach the saving f8-square in time: 1.♔d5 ♔b6 2.♔e5? (White can return with 2.♔c4 and still win as in the main line) 2...♔xb5 3.♔f5 ♔c6 4.♔xg5 ♔d7 5.♔xh4 ♔e7 6.♔g5 ♔f8=

1...♔b8 2.♔c6 ♔c8 3.b7† ♔b8 4.♔b6

This is the 'semi-stalemate' method. Black now has to surrender his g-pawn.

4...g4 5.hxg4 h3 6.♔c6+–

"However, an extra pawn does not automatically guarantee victory in a pawn ending. Specific factors in the position can not only considerably complicate the stronger side's task, they can also deprive it of all chances of success." – Averbakh

Diagram 4-4

P.Romanovsky

1960

1.e5

1.♔c5?? ♔e5–+

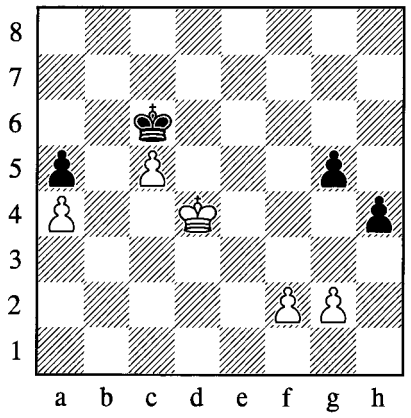


Diagram 4-2 △

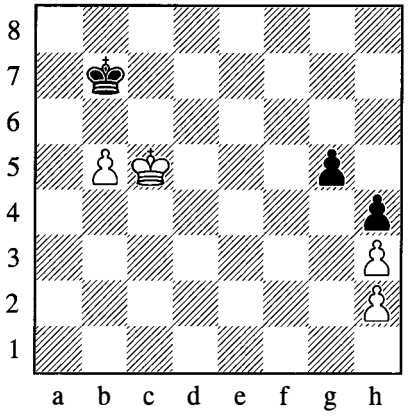


Diagram 4-3 △

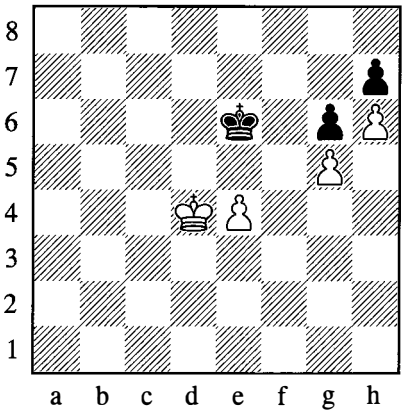


Diagram 4-4 △

1...♔e7! 2.♔d5 ♔d7 3.e6† ♔e8

Black takes advantage of the pawn structure on the kingside and his proximity to that side.

4.♔d4

White uses triangulation, which does gain him access to f6; but even that is not enough to win the game.

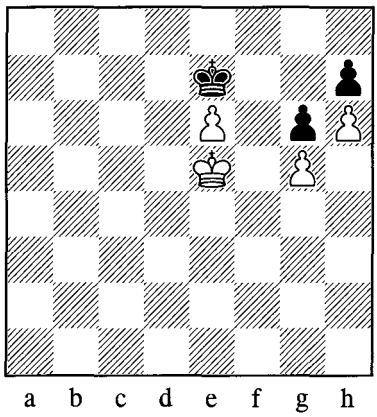
4.♔d6 achieves nothing, in view of 4...♔d8 5.e7† ♔e8 6.♔e6 stalemate.

4...♔f8 5.♔e4 ♔e8 6.♔d5 ♔e7

6...♔d8? 7.♔d6 ♔e8 8.e7+–

7.♔e5

Diagram 4-5



7...♔e8!

7...♔f8?? 8.♔f6 ♔e8 9.e7+–

8.♔f6 ♔f8 9.e7† ♔e8 10.♔g7

White has executed the deflecting plan, but his king will find itself trapped in the corner.

10...♔xe7 11.♔xh7 ♔f7=

The white king cannot escape from its prison.

12.♔h8 ♔f8 13.h7 ♔f7 stalemate!

We shall take a look at another two important theoretical positions.

Various rules have been formulated for **positions with fixed rook's pawns and an extra pawn on the other wing**, but I find that it can be difficult to remember these rules. The following example simply gives a few useful pointers, which are helpful in coming to a quick evaluation.

Diagram 4-6

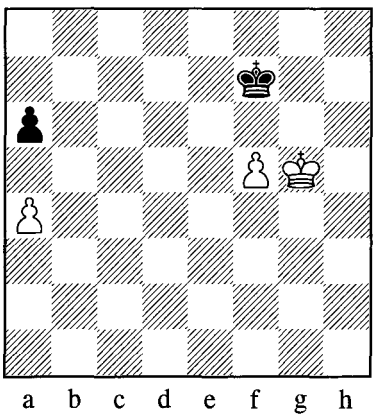


Diagram 4-6

M.Dvoretsky

2002

In order to win, White has to capture the black pawn without letting the opposing king reach the c8-square.

1.a5!

Some important guidelines:

1) If the stronger side's rook's pawn has reached the opponent's half of the board, the position is always won.

2) For the defending side, it is important to advance

his rook pawn as far as possible. (If it were Black's move, 1...a5 would be sufficient to draw.)

3) In a standard situation (pawns on a4 and a5), it is better for the stronger side not to advance his passed pawn too far. Otherwise, whenever he surrenders that pawn, the opposing king can get to c8 (or c1) more quickly.

1...♔g7 2.♔f4 ♔f6 3.♔e4 ♔f7 4.♔d5 ♔f6 5.♔c6 ♔xf5 6.♔b6 ♔e6 7.♔xa6 ♔d7 8.♔b7+–

The white king prevents the opposing king from going to the saving square c8.

The ending with g- and h-pawns against h-pawn

Diagram 4-7

Theoretical position

1.h3

Because the black pawn is ideally placed on h7, the only way White can try to win is to seize the h6-square for his king. But to do this he has to move his h-pawn too soon. Subsequently he will no longer have the choice between a single or double move with his h-pawn, and so will be unable to put his opponent in zugzwang: 1.h4 ♔h8! (or 1...♔f8) 2.♔h6 (2.♔f6 ♔g8 3.♔e7 ♔g7 4.♔e6 ♔g8 5.♔f6 ♔f8 6.g5 ♔g8 7.h5 h6=) 2...♔g8 (see the rule about colours below) 3.g5 ♔h8 4.h5 ♔g8=

If White tries 1.♔h5 then Black can draw by an exchange of pawns: 1...h6! 2.♔h4 ♔g6 3.♔g3 h5!=

1...♔g8!

Black must choose the correct square!

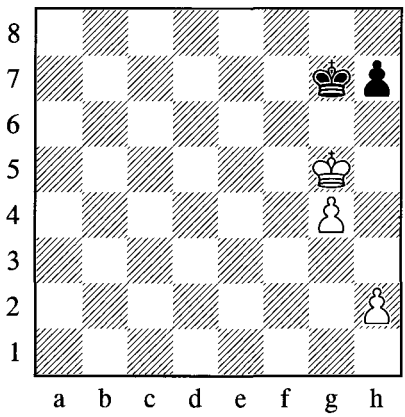
2.♔h6 ♔h8

For the defender here, there is a **rule about colours**:

If the connected pawns are on squares of different colours, then the kings (after the white king gets to h6) must also be on squares of different colour (that is, Black must be able to answer ♔h6 with ...♔g8). But if the pawns are on squares of the same colour, the kings must also be on squares of the same colour (Black must be able to answer ♔h6 with ...♔h8).

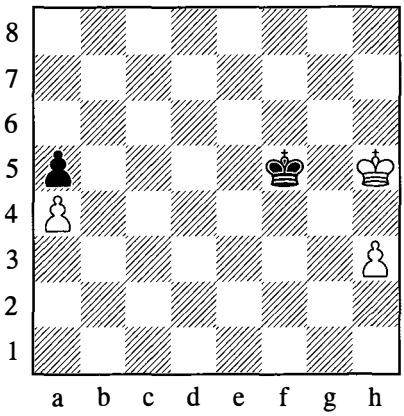
3.g5 ♔g8 4.h4 ♔h8 5.h5 ♔g8 6.g6 hxg6 7.hxg6 ♔h8 8.g7† ♔g8=

Diagram 4-7 △

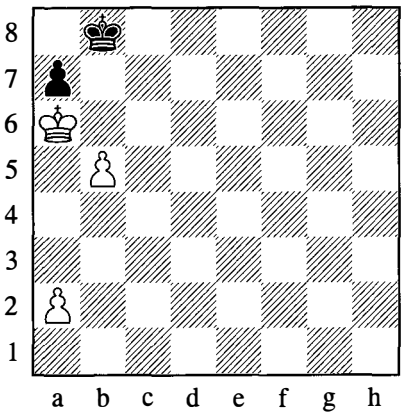


Exercises

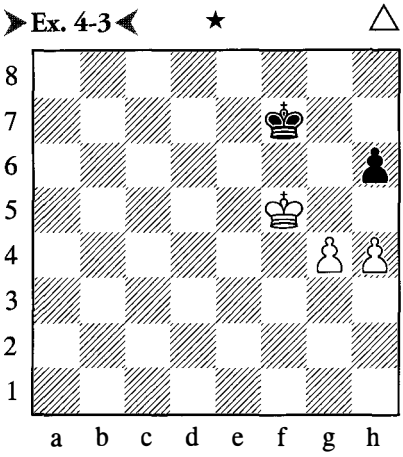
Ex. 4-1 ★★ ▼



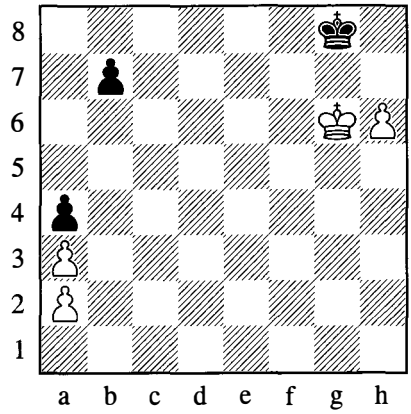
Ex. 4-2 ★ △



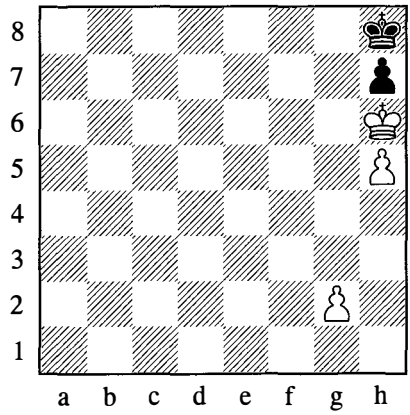
Ex. 4-3 ★ △



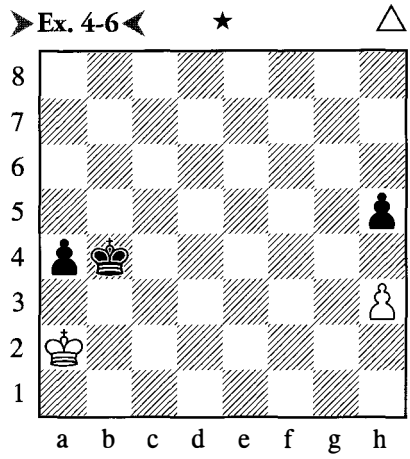
Ex. 4-4 ★ △



Ex. 4-5 ★ △

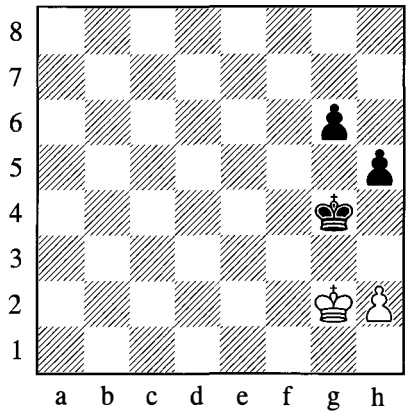


Ex. 4-6 ★ △

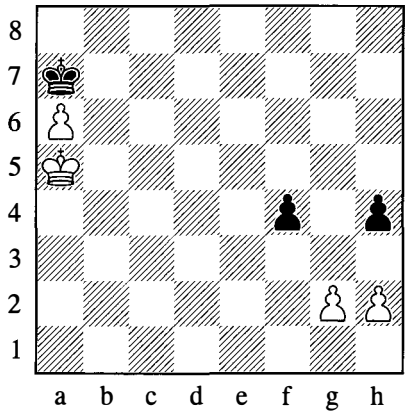


Exercises

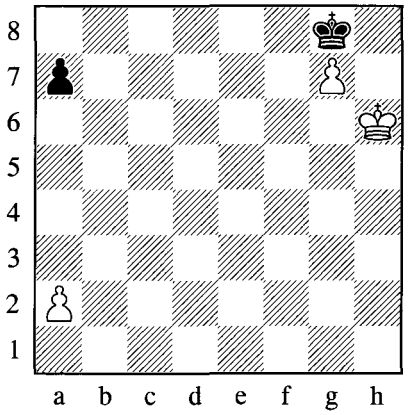
Ex. 4-7 ★ △



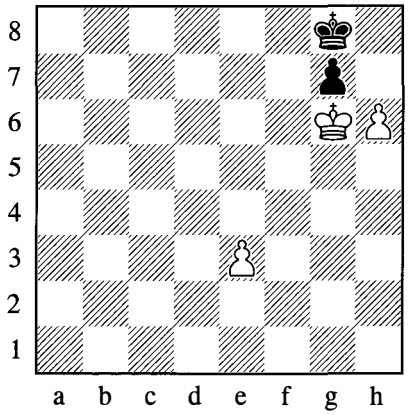
Ex. 4-8 ★ △



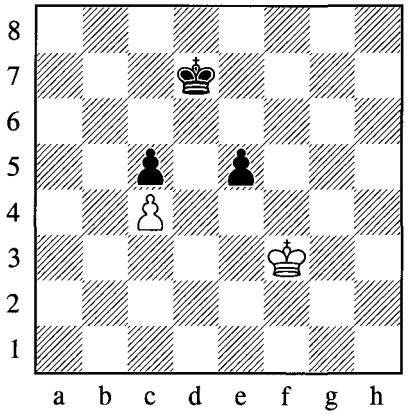
Ex. 4-9 ★★ △



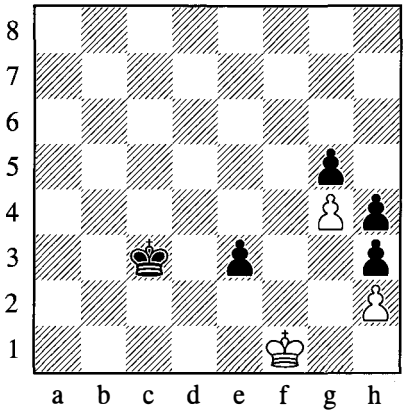
Ex. 4-10 ★★ △



Ex. 4-11 ★★★ △



Ex. 4-12 ★★ △



Solutions

Ex. 4-1

The end of a study by

M.Dvoretsky

2002

1...♔f4!

(1 point)

As we already know, in positions with fixed rook's pawns and an extra pawn on the other wing, it is to the defender's advantage to entice the passed pawn forward (see Guideline 3).

1...♔f6? would be bad: 2.♔g4 ♔g6 3.♔f4 ♔h5 4.♔e5 ♔h4 5.♔d5 ♔xh3 6.♔c5 ♔g4 7.♔b5 ♔f5 8.♔xa5 ♔e6 9.♔b6 ♔d7 10.♔b7+–

2.h4

Immediately heading for the queenside also fails to win: 2.♔g6 ♔g3 3.♔f5 ♔xh3 4.♔e5 ♔g4 5.♔d5 ♔f5 6.♔c5 ♔e6 7.♔b5 ♔d7 8.♔xa5 ♔c8=

2...♔f5 3.♔h6 ♔f6 4.h5

4.♔h7 ♔f7! also leaves White unable to make progress: 5.h5 ♔f6! 6.♔g8 ♔g5 7.♔f7 ♔xh5 8.♔e6 ♔g6 9.♔d6 ♔f6 10.♔c6 ♔e6 11.♔b6 ♔d7 12.♔xa5 ♔c8=

4...♔f7! 5.♔g5

Or 5.♔h7 ♔f6! and draws as in the previous note.

(another 1 point for this variation)

5...♔g7 6.♔f5 ♔h6 7.♔e6 ♔xh5 8.♔d6 ♔g6 9.♔c6 ♔f6 10.♔b6 ♔e6 11.♔xa5 ♔d7 12.♔b6 ♔c8=

Ex. 4-2

Training position

1.a3!

(1 point)

See the rule about colours. The double advance throws away the win: 1.a4? ♔a8 2.a5 ♔b8 3.b6 axb6 4.axb6 ♔a8 5.b7† ♔b8 6.♔b6=

1...♔a8 2.a4 ♔b8 3.a5 ♔a8 4.b6 axb6 5.axb6 ♔b8 6.b7+–

Ex. 4-3

The end of a study by

T.Von der Lasa

1.h5!

(1 point)

Since the black pawn has already moved there is no longer any chance of stalemate in the corner, and White easily wins by means of zugzwang.

1...♔g7 2.♔e6 ♔h7 3.♔f6 ♔h8 4.♔g6+–

Ex. 4-4

Training position

1.h7†

White employs the 'semi-stalemate' method.

1.♔f5 ♔h7 2.♔e6? would be bad: 2...♔xh6 3.♔d6 ♔g6 4.♔c7 ♔f6 5.♔xb7 ♔e7=

1...♔h8 2.♔h6 b6 3.♔g6 b5 4.♔h6 b4 5.axb4 a3 6.♔g5 ♔xh7 7.b5+–

(1 point)

Ex. 4-5

The end of a study by

J.White

1873

1.g4!

(1 point)

See the rule about colours.

1.g3? would be a mistake: 1...♔g8 2.g4 ♔h8 3.g5 ♔g8 4.g6 hxg6 5.hxg6 ♔h8 6.g7† ♔g8 7.♔g6=

1...♔g8 2.g5 ♔h8 3.g6 hxg6 4.hxg6 ♔g8 5.g7+–

Ex. 4-6

Training position

1.h4!=

(1 point)

Guidelines 1 and 2. White must certainly avoid 1.♔b2?? h4 and Black wins.

Solutions

1...a3

Going for the pawn straight away is no better: 1...♔c4 2.♔a3 ♔d4 3.♔xa4 ♔e4 4.♔b3 ♔f4 5.♔c2 ♔g4 6.♔d2 ♔xh4 7.♔e2 ♔g3 8.♔f1=

2.♔b1 ♔c3 3.♔a2 ♔d3 4.♔xa3 ♔e3 5.♔b3 ♔f3 6.♔c2 ♔g3 7.♔d2 ♔xh4 8.♔e2 ♔g3 9.♔f1=

Ex. 4-7

The end of a study by

M.Zinar

1988

1.♔g1!

(1 point)

See the rule about colours. Other moves lose:

a) 1.♔h1? ♔h3 2.♔g1 h4 3.♔h1 g5 4.♔g1 g4 5.♔h1 g3 6.hxg3 hxg3 7.♔g1 g2–+

b) 1.h3†?? ♔f4 2.♔f2 h4–+

1...♔h3 2.♔h1 g5 3.♔g1 g4 4.♔h1 h4 5.♔g1 g3 6.hxg3 hxg3 7.♔h1 g2† 8.♔g1 ♔g3 stalemate

Ex. 4-8

Training position

1.h3!+–

(1 point)

1.♔b5?? would be a horrendous blunder: 1...h3!–+

1...♔a8 2.♔b6 ♔b8 3.♔c5 ♔a7 4.♔d4 ♔xa6 5.♔e4 ♔b6 6.♔xf4+–

Ex. 4-9

P.Van Zuylen van Nijevelt

1792

1.♔g6!

(1 point)

Other moves lead to a draw:

a) 1.a4? a5=

b) 1.a3? a6! 2.♔g6 a5 3.♔f6 a4=

It is important to be able to choose whether to advance the a-pawn one square or two!

1...a6

Or 1...a5 2.a3! a4 3.♔f6+–.

2.a4! a5 3.♔f6+–

(another 1 point)

Ex. 4-10

The end of a study by

F.Prokop

1929

1.h7† ♔h8 2.♔f7

(1 point)

White only draws after 2.e4? stalemate, or 2.♔f5? ♔xh7 3.e4 ♔g8=.

2...g5 3.e4 g4 4.e5 g3 5.e6 g2 6.e7 g1♕ 7.e8♕† ♔xh7 8.♕e4† ♔h6 9.♕h4#

(another 1 point for this variation)

Ex. 4-11

The end of a study by

J.Hasek

1946

1.♔g4!

(1 point)

1.♔e4? is obviously bad: 1...♔e6–+

Note that after 1.♔e3? Black should not reply: 1...♔e6? 2.♔e4 ♔f6 3.♔d5 ♔f5 4.♔xc5 e4 5.♔b6 e3 7.c5 e2 8.c6 e1♕ 9.c7 ♕b4† 10.♔a7 (10.♔c6? ♕e4†–+) 10...♕a5† 11.♔b7 ♕b5† 12.♔a7 ♕c6 13.♔b8 ♕b6† 14.♔a8=

The correct way to answer 1.♔e3? is by 1...♔e7! 2.♔f3 ♔f6 3.♔g4 ♔g6–+.

(another 1 point for this variation)

1...♔e6

Black does not get anywhere with: 1...♔c6 2.♔f5 ♔b6 (2...♔d6 returns to the main line) 3.♔xe5 ♔a5 4.♔d6! ♔b6!=

2.♔g5! ♔e7 3.♔f5 ♔d6 4.♔g4!=

(another 1 point)

Solutions

Ex. 4-12

The end of a study by

S.Shigis

1930

1.♔e2 ♔d4 2.♔f3! ♔d3 stalemate

(1 point)

Giving up the e-pawn also fails to win: 2...e2 3.♔xe2 ♔e4 4.♔f2 ♔f4 5.♔g1 ♔xg4 6.♔h1 ♔f3 7.♔g1 g4 8.♔h1 g3 9.♔g1= An unusual drawn position!

(another 1 point for this variation)

Scoring

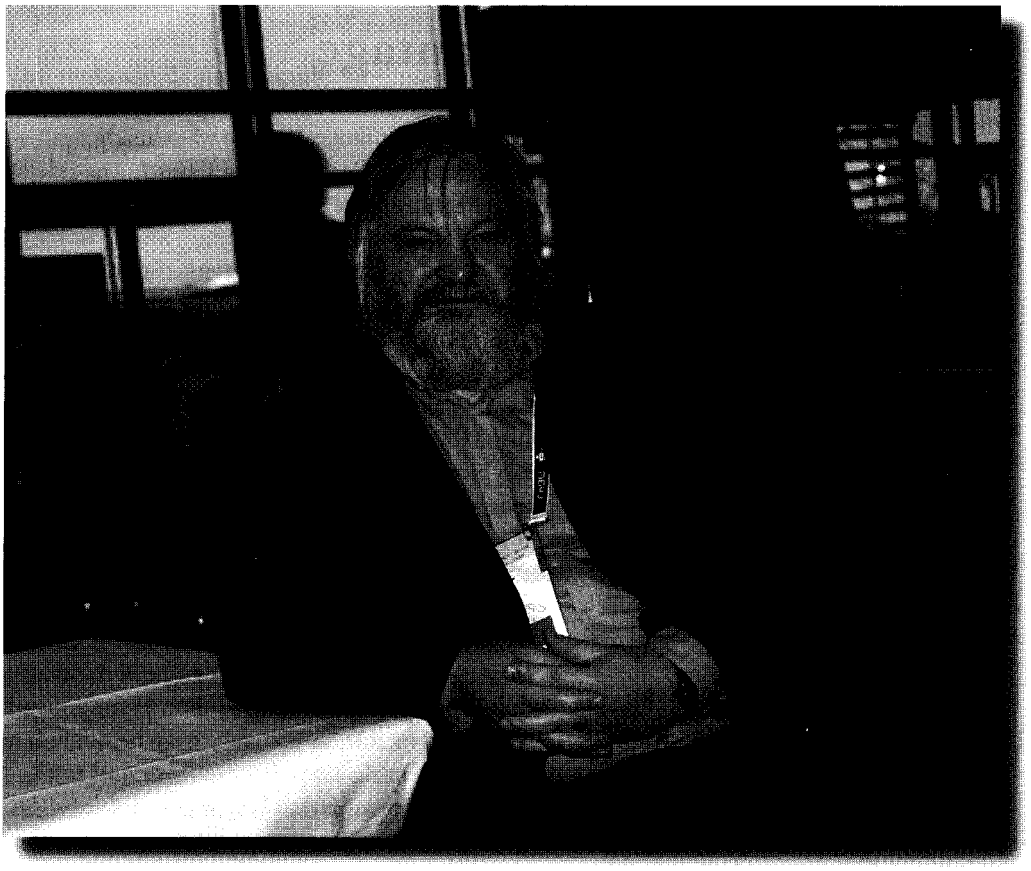
Maximum number of points is **18**

16 points and above ····➤ **Excellent**

12 points and above ····➤ **Good**

9 points ····➤ **Pass mark**

*If you scored less than **9** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*



The author in
relaxed mood at the 2008 Olympiad
in Dresden

CHAPTER 5

Contents

- ✓ Two methods
- ✓ How to force an exchange of pieces
- ✓ Combining both methods

Realizing a material advantage

This important practical theme was already dealt with in Chapter 13 of *Build Up Your Chess 1*. The side with a material advantage has at its disposal two different methods of converting it.

We can **play for an attack** with the justified hope that we can make our extra forces count.

The second method is used more often. If we **simplify the position** (exchange pieces), then we can normally realize our material advantage more easily. However, less experienced players often make the typical mistake of simply chasing the opponent's pieces about, in the vague hope that the opponent will tire and allow the exchange of pieces. It is much better to **put your pieces in active positions**. Then the opponent will be the one trying to exchange off these active pieces.

In some cases both methods can be combined: the threat of an attack can force the desired simplification of the position. Or an exchange may be offered, and if the opponent declines this exchange and moves his piece away, then an attack becomes possible.

We shall look at some practical examples.

Diagram 5-1 ▼

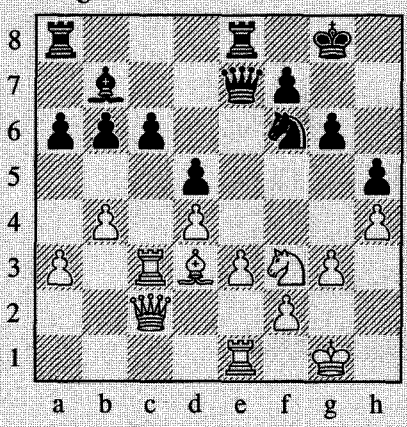


Diagram 5-1

A.Yusupov – A.Reuss

German Ch, Altenkirchen 2005

1...♘e4?

This move allows White to occupy the important e5-square, and leads to the loss of a pawn.

1...♘g4! is correct. Then after 2.e4 ♕f6 3.♔g2 dxe4 4.♗xe4 ♖ad8 Black obtains counterplay.

2.♗xe4 dxe4 3.♘e5 ♖ac8 4.♖c1 ♔g7 5.♕xe4!

It is correct to take the central pawn. 5.♘xc6?! would give Black more chances. For example: 5...♕d6 6.♘e5 ♖xc3 7.♕xc3 ♖c8 8.♕e1 ♖xc1 9.♕xc1 f6 10.♘c4 ♕c7 Black has good play for the pawn.

5...c5 6.♕f4 cxb4

6...f6 7.♘d3 ♕d7 would not be good: 8.bxc5 (or 8.dxc5 ♕d5 9.f3 ♕xf3 10.c6 ♕xf4 11.♘xf4+–)

8...♕d5 9.f3 g5 10.hxg5 fxg5 11.♕d6 ♕xf3 12.c6+–

7.axb4 a5 8.♖xc8?!

The exchange of rooks results in serious technical problems for White, since Black can obtain dangerous counterplay on the long diagonal.

The best option is perhaps 8.bxa5!? bxa5 9.♘d3 ♖xc3 10.♖xc3 followed by ♘c5, with advantage to White.

White could also consider 8.b5 ♖xc3 9.♖xc3, although 9...a4 10.♘c6 ♕d7 offers Black some counterplay.

8...♖xc8 9.♖xc8 ♗xc8 10.bxa5

After 10.♘c6 ♕e6 11.♕c7 a4 Black's passed pawn is dangerous.

10...bxa5 11.♘c6 ♕b7!

Diagram 5-2

12.d5

Here White saw that the planned 12.♘xa5 is followed by 12...♕b1† 13.♔h2 ♗f5 with the annoying threat of ...♗e4. If White is forced to play f2-f3, then his king will inevitably be exposed to perpetual check. So White changed his plans and aimed for play against the opposing king.

12...♕b1† 13.♔h2

The rest of the game was heavily influenced by time trouble.

13...♕f1?

Black should have played 13...♗f5!. For example: 14.♕e5† (14.g4 ♗e4 15.f3 ♕a2† 16.♔g3 ♕a1=) 14...♔h7 15.♕e7 ♗e4 16.♕xf7† ♔h8 17.f3 (17.♕f6† ♔h7 18.♕e7† ♔h6=) 17...♕c2† 18.♔h3 ♕f2!= Black forces a draw.

14.♕e5†! ♔g8 15.♕f6! ♗f5

Diagram 5-3

Black threatens to take on f2, but White had prepared a surprising combination.

Instead 15...♕h3† 16.♔g1 ♕d7 loses to 17.♘e7† ♔f8 18.♘xg6†.

16.♘e7†! ♔f8 17.♘xg6†! ♗xg6 18.d6

The threat is ♕h8#.

18...♔g8 19.d7

1–0

Technique failed to do the job on this occasion, but fortunately tactics came to the rescue.

Diagram 5-2 △

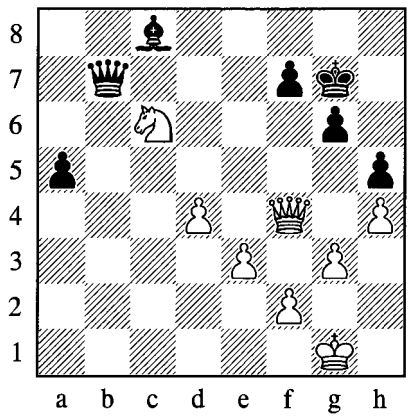


Diagram 5-3 △

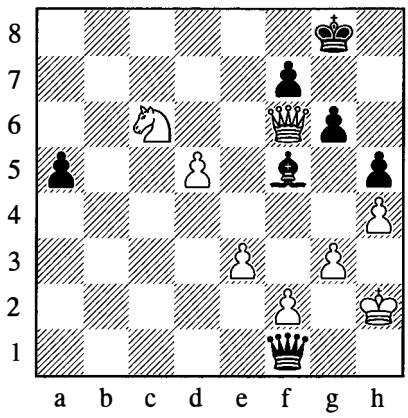


Diagram 5-4 △

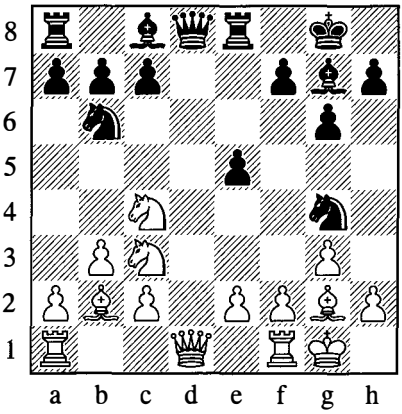


Diagram 5-5 ▼

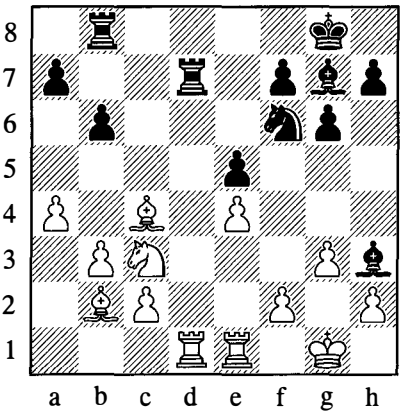


Diagram 5-6 △

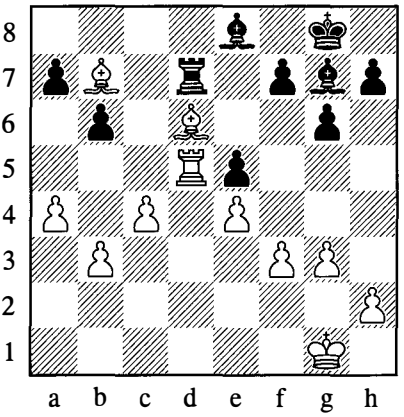


Diagram 5-4

A.Yusupov – A.Zapata

Innsbruck 1977

White quickly obtains an advantageous endgame. His bishop on the long diagonal exerts strong pressure on b7.

1.♘xb6! cxb6

1...axb6 2.♕xd8 ♖xd8 3.♖fd1 is quite similar to the game. For example: 3...♗f5 (3...♖e8? 4.♘d5+–) 4.♗xb7 ♗xc2? (4...♖ab8±) 5.♗xa8 ♗xd1 6.♗f3+–

2.♕xd8 ♖xd8 3.♖ad1 ♗f5

Black surrenders his b7-pawn. 3...♖e8? would be even worse for Black after 4.♘b5.

4.♗xb7± ♖ab8 5.e4

White consolidates his position.

5...♗d7

5...♖xd1 6.♖xd1 ♖xb7 7.exf5 gxf5? loses to 8.♖d8† ♗f8 9.♗a3.

6.♗d5 ♘f6 7.a4 ♗h3 8.♖fe1 ♖d7 9.♗c4

Diagram 5-5

It is clear that Black has not obtained sufficient compensation. White wants to swap off some pieces in order to avoid possible counterplay.

9...♖bd8 10.♖xd7 ♖xd7 11.♘d5 ♘xd5 12.♗xd5

The simplest, as the bishop is very well placed on d5. I prefer this to taking with the pawn: 12.exd5 ♗f5 13.♗xe5 ♗xe5 14.♖xe5 ♗xc2 15.f4±

12...♖c7 13.c4 ♔f8 14.f3

Opening up the way for the white king.

14...♗d7

Otherwise the bishop could be in danger after g3-g4.

15.♗a3†!

Activating the other bishop.

15...♔g8 16.♗d6 ♖c8 17.♖d1

White continues to improve the position of his pieces.

17...♗e8 18.♗b7

The simple 18.♔f2 would be even better.

18...♖d8 19.♖d5 ♖d7

Diagram 5-6

20.♗a6!+–

White now noticed that 20.♗c6? is met by 20...♖xd6! 21.♖xd6 ♗f8 and Black gets good drawing

chances in the endgame with opposite-coloured bishops: 22.♖xg6† hxg6 23.♗xe8 a5±

20...f6 22.♗b8! ♖e7 22.♖d8

Now the white rook is also very actively posted.

22...♗f8 23.♔f1!

It could be useful to avoid the possible check from the c5-square.

23...♔f7 24.♗d6 ♖e6 25.c5

25.♗xf8 ♔xf8 26.♖a8 ♖e7 27.♗b5 a5 28.♖b8 would also be good enough.

25...♗e7 26.♖a8 ♗xd6 27.♗c4

Gaining the exchange makes the win even simpler.

27...♗xc5 28.♗xe6† ♔e7 29.♗c4 a5 30.♖a7† ♔d6 31.♖xh7 ♗d4 32.h4 ♔c5 33.♖h8 ♗d7 34.g4 ♔b4 35.h5 gxh5 36.gxh5

1–0

Diagram 5-7

A.Yusupov – K.Shirazi

Lone Pine 1981

White's next move is played according to the motto: 'Why do things simply when you can complicate matters!'

1.g5?

1.♖e6! is correct, and after 1...♖xb3† 2.♔f4+– the white passed pawns are far ahead in the race.

1...♔e5!

White had overlooked this resource. Now the win requires a bit more work.

2.♖f7

2.♔g4? would allow Black to save the game by 2...♖g1† 3.♔h5 ♔f4!=.

2...♖f1† 3.♔g4

This is more logical than 3.♔e2 ♖xf5 4.g6±. The king should be trying to support its passed pawns.

3...♖g1† 4.♔h5 ♔f4! 5.♖g7!

5.g6?? would be a tragic conclusion after 5...♖h1#.

5...b5

5...♔xf5 loses to 6.♖f7† ♔e5 7.♖xb7.

6.f6 ♔f5

Black tries to exploit the position of the white king on the edge of the board.

7.♔h4 ♔f4 8.♔h3 ♔f3 9.♔h2 ♖g2† 10.♔h1 ♖d2

Diagram 5-8

Diagram 5-7 △

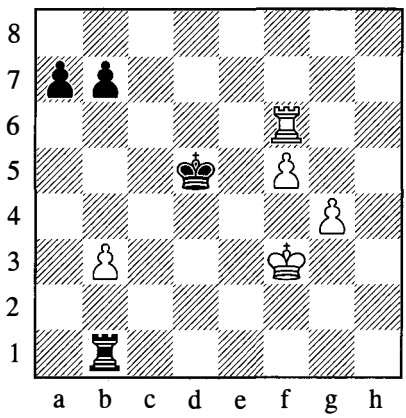


Diagram 5-8 △

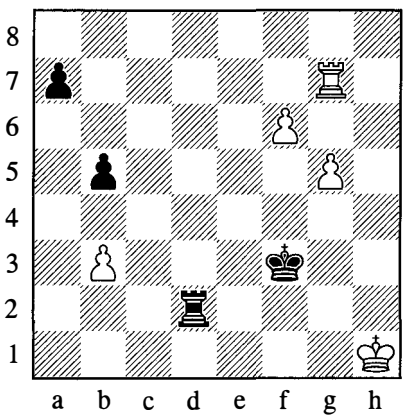
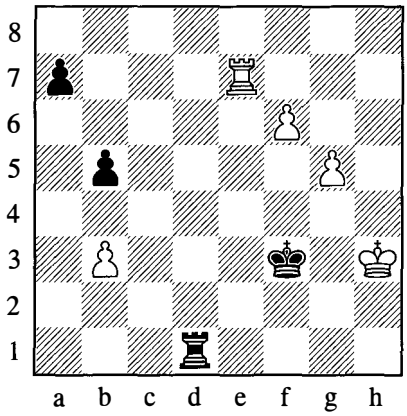


Diagram 5-9 △



11.♖e7!

White plays carefully and sidesteps a trap set by his opponent. 11.f7?? would lose to 11...♔g3 and mate is unavoidable.

11...♖d1† 12.♔h2 ♖d2† 13.♔h3 ♖d1

Diagram 5-9

14.♖e3†!

Winning a decisive tempo.

14...♔xe3 15.f7 ♖f1 16.g6+–

The white pawns are unstoppable.

16...♔d4 17.♔g2 ♖f6 18.g7 ♖xf7 19.g8♕ ♖f5

Such endgames are difficult only when the defence can construct a fortress, which is not the case here.

20.♕g4† ♔e5 21.♕g7†

White wins another pawn.

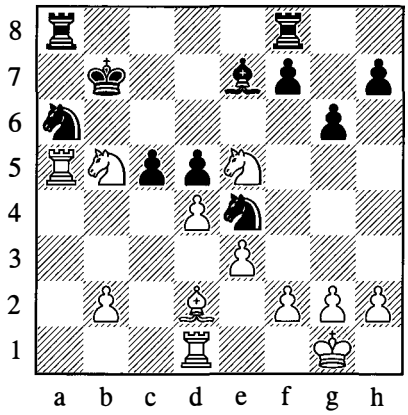
21...♔e4 22.♕xa7 ♖d5 23.♔f2 ♖d4 24.♕e7†

Wherever his king goes, Black loses further material, for example: 24...♔d5 25.♔e3! ♖g4 26.♕d7†+–

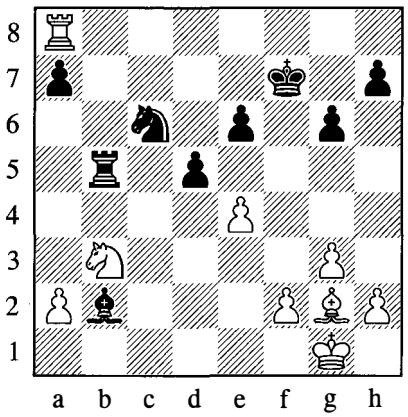
1–0

Exercises

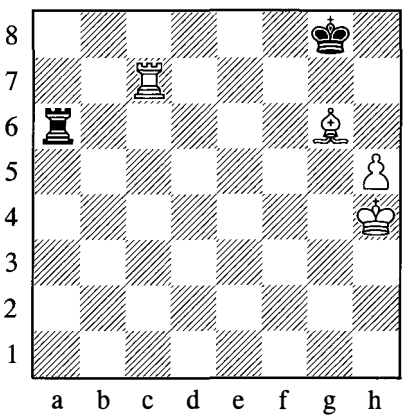
Ex. 5-1 ★ △



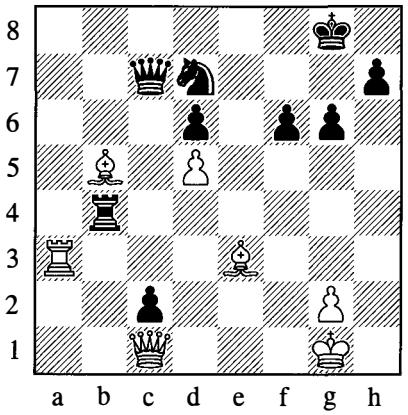
Ex. 5-2 ★ △



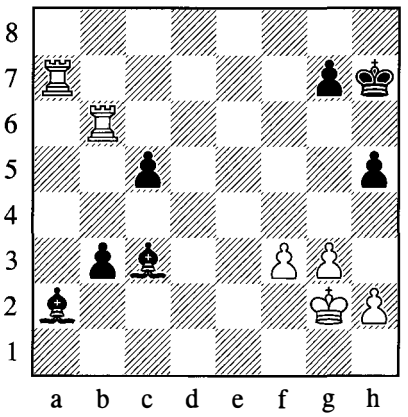
Ex. 5-3 ★ △



Ex. 5-4 ★★★ △



Ex. 5-5 ★ △



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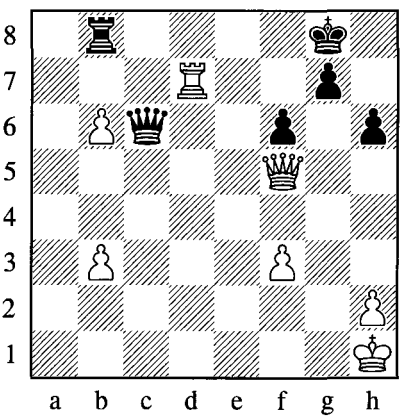
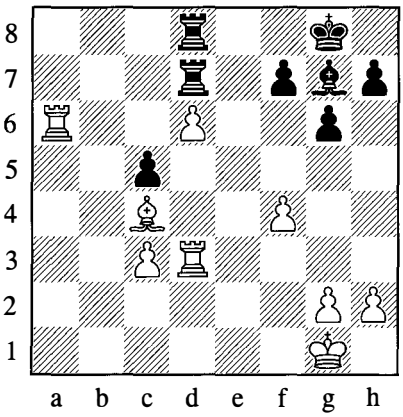
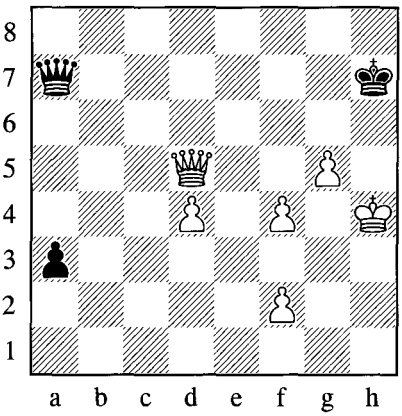


Exercises

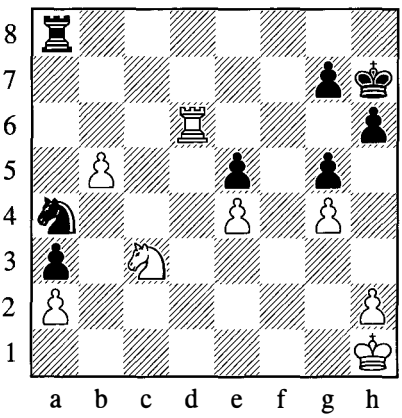
Ex. 5-7 ★ △



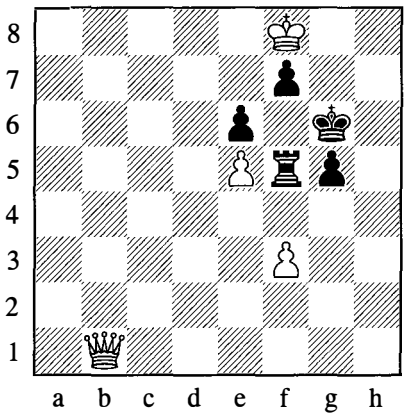
Ex. 5-8 ★★ △



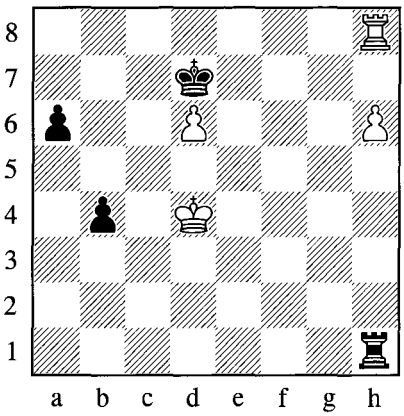
Ex. 5-9 ★ △



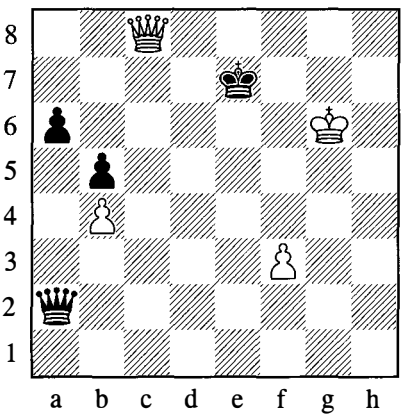
Ex. 5-10 ★ △



Ex. 5-11 ★ △



Ex. 5-12 ★★ △



Solutions

Ex. 5-1

A.Yusupov – V.Golod

Basle (rapid) 2005

1.♘c3! ♘xc3 2.♗xc3+–

(1 point)

The position is simplified, and Black is saddled with a weakness on d5.

2...♘b4 3.♗xb4 cxb4 4.♖b5†

4...♔a6 is met by 5.♖xd5.

1–0

Ex. 5-2

A.Yusupov – Z.Lanka

Batumi 1999

29.exd5 exd5 30.a4!

(1 point)

White wins two pawns.

30...♖b4 31.♗xd5† ♔f6 32.♗xc6 ♖xb3 33.♖xa7 ♗d4 34.♖f7†!?

A very instructive moment. Despite the opposite-coloured bishops, White chooses to simplify the position. Since his passed pawns will be a long way apart, the opponent has no drawing chances.

34...♔xf7 35.♗d5† ♔f6 36.♗xb3 ♗b6 37.♔g2 g5 38.f4 h6

Advancing the g-pawn does not make any difference: 38...g4 39.h3 h5 40.♗c4 ♔f5 41.♗d3† ♔f6 42.♗a6 (Δ♗c8) 42...gxh3† 43.♔xh3 ♔f5 44.♗d3† ♔f6 45.g4+– White's plan is standard: his king will go across to the a-pawn and win the bishop for it.

39.♔f3 ♗g1 40.h3 ♗b6 41.♔g4 ♗c7 42.fxg5† hxg5 43.h4 gxh4 44.♔xh4!

Of course not 44.gxh4?? and white has the "wrong bishop". Black would reach a simple draw by sacrificing his bishop for the a-pawn and putting his king in the h8-corner.

44...♗a5 45.♔h5

After 45...♗b4 46.g4 ♗d2 47.♗c2 Black is in zugzwang. White will push his pawn to g6 and then run with his king to the queenside.

1–0

Ex. 5-3

A.Yusupov – V.Tukmakov

USSR Ch, Frunze 1979

A natural plan quickly leads to victory.

1.♔g5! ♖a5† 2.♔h6

Threatening mate on the back rank.

2...♖a8 3.♖g7†

(1 point)

3...♔f8

3...♔h8 4.♖h7† ♔g8 5.♗f7† ♔f8 6.♖h8†+–

4.♖h7

If 4...♖a5 then 5.♖h8† ♔e7 6.♔g7 and the pawn will soon queen.

1–0

Ex. 5-4

A.Yusupov – P.De Roode

Amsterdam 1978

White attacks and forces Black into an exchange of pieces.

1.♖a7!

(1 point)

But not 1.♗xd7 ♖b1 and Black obtains counterplay.

1...♕xa7

1...♕c3 2.♗xd7 ♖b1 is worse, in view of 3.♗e6† ♔f8 4.♗h6† ♔e8 5.♖a8† ♔e7 6.♗f8#.

(another 1 point for this variation)

1...♕b8 is met by 2.♗f1 ♘b6 3.♖a2±.

2.♗xa7 ♖b1 3.♗e3 ♘c5 4.♗c4

(another 1 point)

It is important to prevent ...♘b3. With the c2-pawn now securely blockaded, White is in control.

4...g5 5.♔f2 ♖xc1 6.♗xc1 h5 7.♔e3 h4 8.♔d2 g4 9.♔xc2 h3 10.gxh3 gxh3 11.♗f4+– ♔f7 12.♗f1 ♔e7 13.♗xh3 ♘e4 14.♗f5 ♘c5 15.♔c3 ♘a6 16.♔c4 ♘c7 17.♗e3 ♘e8 18.♗g6 ♘c7 19.♗b6 ♘a6 20.♔b5 ♘b8 21.♗f5!

1–0

Solutions

Ex. 5-5

A.Yusupov – G.Agzamov

Baku 1979

1.♖a4!

(1 point)

This is by far the simplest way to win; White stops any counterplay associated with ...c4 and prepares to bring his king to the queenside.

1...♗f6

1...♗d4 2.♖xd4 cxd4 3.♔f2+–

2.♔f1 ♗e5 3.♔e2 ♗f6 4.♔d2 ♗e5 5.f4 ♗b2

5...♗d4 6.♖xd4 cxd4 7.♔d3+–

5.♖c4 ♗a3 6.♔c3 h4 7.♖xb3 hxg3 8.hxg3 ♗c1 9.♖xc5 ♗xb3 10.♔xb3 ♗e3 11.♖g5 ♗d4 12.♔c4 ♗f6 13.♖b5 ♔g6 14.♔d3 ♗e7 15.♔e4 ♔h6 16.♖b6† ♔h7 17.♔f5 ♗c5 18.♖c6 ♗d4 19.g4

1–0

Ex. 5-6

A.Yusupov – Belnov

Moscow 1980

1.♕g4!

(1 point)

The kingside attack deflects his opponent away from the b-pawn.

1...♕c1†

1...g5 2.♕f5 ♔f8 3.♔g2! ♖xb6 4.♕h7+–

2.♔g2 ♕b2†

If 2...♕g5 then 3.♕xg5 fxg5 4.b7 wins easily.

3.♔h3 f5 4.♕xf5 ♕xb3

4...♖xb6 5.♖d8#

5.b7 ♕c4 6.♕e5 ♕f1† 7.♔h4 g5† 8.♔h5

The finish could be: 8...♕xf3† 9.♔xh6 ♕h3† 10.♔g6 ♕xd7 11.♕xb8†+–

1–0

Ex. 5-7

A.Yusupov – I.Glek

Moscow 1980

1.♗b5!

(1 point)

In this way White ensures that he can maintain his strong passed pawn.

Much less clear is 1.♖c6 ♗f8!±.

1...♖b7 2.c4 ♗d4† 3.♔f1 ♔f8 4.♔e2 ♖db8 5.g4 ♖b6 6.♖xb6 ♖xb6 7.d7 ♔e7 8.♖a3 ♖b8 9.♔f3+– ♔d6 10.♖a6† ♔c7 11.♔e4 ♔d8 12.♔d5 ♗e3 13.f5 gxf5 14.gxf5 ♔e7 15.♖a2! ♗g5 16.♖e2† ♔d8 17.♔xc5 ♗e7† 18.♔c6 f6 19.♖g2 ♗f8 20.♖g8 ♔e7 21.♔c7 ♖d8 22.♖h8

1–0

Ex. 5-8

A.Yusupov – L.Spassov

Skara 1980

White uses his extra material to attack the king.

1.f5! a2 2.g6†

(1 point)

2...♔h6

An important line is 2...♔g7 3.♕e5† ♔g8 4.♕e8† ♔g7 5.♔g5! and Black is soon mated.

(another 1 point for this variation)

3.♕d8 ♕xd4†

3...♔g7 4.♔g5+–

4.♕xd4 a1♕

An amusing little attempt at stalemate.

5.♕e3†!

Mate is forced: 5...♔g7 6.♕e7† ♔g8 7.♕f7† ♔h8 8.♕f8#

1–0

Solutions

Ex. 5-9

A.Yusupov – B.Ivkov

Vrbas 1980

1.♖a6!

(1 point)

A simple exchanging combination.

1...♖xa6 2.bxa6 ♘b6 3.a7 ♔g6 4.♘b5 ♘a8 5.♘xa3 ♔f6 6.♘c4

Black's position is lost. If he heads towards the a-pawn, White will take the e5-pawn and then attack on the kingside.

1–0

Ex. 5-10

A.Yusupov – J.Eslon

Can Picafort 1981

1.♔g8

(1 point)

Black is in zugzwang. For example 1...g4 2.fxg4+– or 1...♔h5 2.♕h1† ♔g6 3.♕h7#.

1–0

Ex. 5-11

A.Yusupov – F.Sanz

Can Picafort 1981

1.h7!+–

(1 point)

White threatens the decisive ♖a8, and he can meet 1...b3 with 2.♔c3, renewing the threat.

Ex. 5-12

A.Yusupov – M.Gerusel

Moscow 1981

A mating attack forces the opponent to exchange queens.

1.♕c7†!

(1 point)

1...♔e8

1...♔e6 2.♕f7†+–

2.♔f6!

Threatening two different mates in one.

2...♕b2† 3.♕e5†!

1–0

Scoring

Maximum number of points is **16**

14 points and above ····→ **Excellent**

11 points and above ····→ **Good**

8 points ····→ **Pass mark**

*If you scored less than **8** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 6

Contents

- ✓ Coordination of the pieces
- ✓ The strength of the queen and knight duo
- ✓ Typical attacking ideas

Attacking with queen and knight

The queen and the knight have very different capabilities. From the same square they attack completely different sets of squares. For that reason they complement each other wonderfully well. It is very simple to coordinate their efforts; indeed it often happens automatically when we attack a particular square with both pieces. These pieces are particularly dangerous when they are attacking, although the nimble knight must first make its way to a good position close to the opposing king. The fine coordination of queen and knight often makes this duo stronger than a queen and bishop.

In this instructive example, even World Champion Vladimir Kramnik was surprised by how strongly the tandem of queen and knight worked together.

Diagram 6-1

V.Kramnik – P.Leko

World Ch (8), Brissago 2004

Kramnik's team had prepared this line, hoping that the passed pawn would give him the advantage. The computer appeared to support this view, but it was not given enough time on the position. With more time, its assessment changes in Black's favour.

Kramnik now had a long think, and played:

1.♔f2

The move that White would like to play is 1.a7, in order to promote the pawn as quickly possible, but after 1...♕e3† 2.♔g2 Black has a decisive combination: 2...♗xf3†!! 3.♘xf3 ♕e2† 4.♔g1 ♘g4–+

Diagram 6-2

White is unable to hold out against the well-coordinated attacking pieces. For example: 5.a8♕† ♔g7 6.♕xc6 ♕f2† 7.♔h1 ♕f1† 8.♘g1 ♘f2#

1...♗xf3! 2.♘xf3

White still cannot push the a-pawn: 2.a7 ♕e2† 3.♔g1 ♕g2#

Diagram 6-1 △

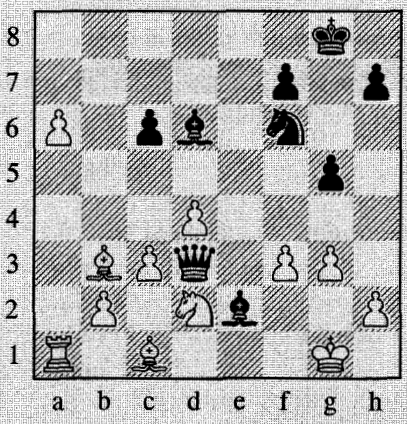
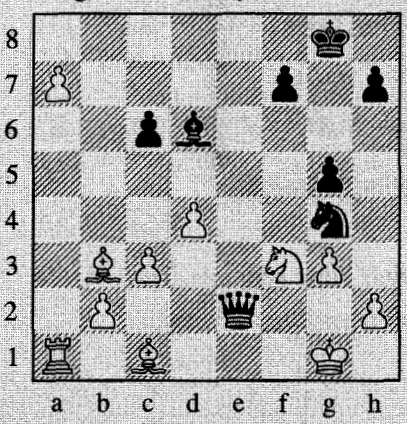


Diagram 6-2 (analysis) △



2...♘e4†

Leko plays the conclusion of the game with great accuracy.

3.♔e1

3.♔g2 ♕e2†–+

3...♘xc3!

But not 3...♘xg3? when White may be able to defend with 4.♗d1!.

4.bxc3 ♕xc3† 5.♔f2 ♕xa1 6.a7 h6! 7.h4 g4

0–1

The following game illustrates some typical attacking ideas.

R.Vaganian – A.Yusupov

Istanbul Olympiad 2000

1.♘f3 d5 2.g3 c6 3.♗g2 ♗g4 4.c4 e6 5.cxd5

This variation is a speciality of several Armenian players. White plans to take action in the centre later by playing d2-d3 and eventually e2-e4.

5...exd5 6.♕b3

Diagram 6-3

A relatively new try. White wants to entice the black queen to b6, then show that it is worse there than on d8. The main line is 6.0–0 ♘f6 7.d3 ♗e7.

6...♕b6 7.♕c2 ♘f6 8.0–0 ♗e7 9.d3 ♘bd7!?

Black prepares a good defensive idea against e2-e4.

10.♘c3

If 10.e4, then Black replies 10...♕c5! 11.♕e2 (11.♘c3?? d4–+) 11...dxe4 12.dxe4 ♕h5 with equality.

Diagram 6-4

10...♗xf3!

This is the only way that Black can prevent his opponent taking control of matters in the centre with e2-e4.

After the immediate 10...d4? 11.♘a4, the defence of the d4-pawn is a problem. For example: 11...♕b4 12.a3 ♕d6 13.♗f4 ♕d5 14.♘xd4! ♕xd4? 15.e3+–

11.♗xf3 d4 12.♘b1

12.♘e4 ♘xe4 13.dxe4 does not give Black any difficulties.

12...h5!?

Since the centre remains closed, Black feels justified

Diagram 6-3

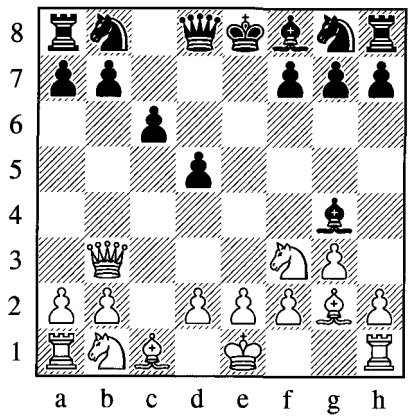
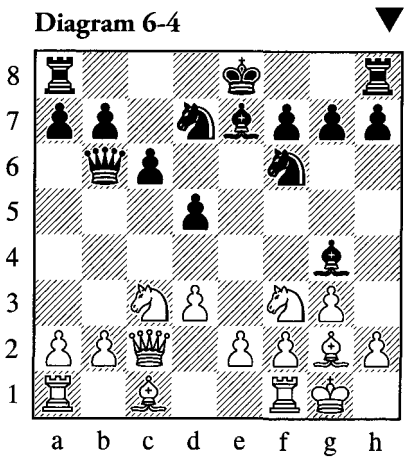


Diagram 6-4



in trying to take the initiative on the kingside. However, 12...♘e5! first would be a bit more accurate.

13.♘d2

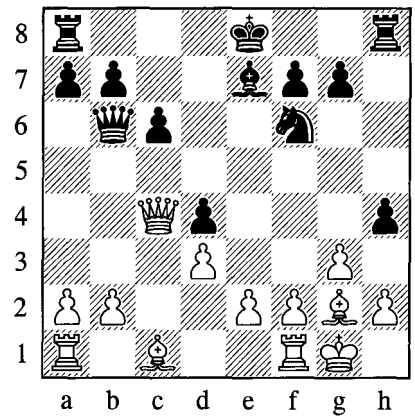
Here White should play 13.♗f4!? in order to control the e5-square.

13...♘e5 14.♗g2 h4 15.♘c4?!

15.♘f3 ♘xf3† 16.exf3 would be safer, with approximate equality.

15...♘xc4 16.♕xc4

Diagram 6-5



16...♘g4!

The knight is well placed here, and is ready to support the attack.

17.b4!

Vaganian fights for the initiative. If Black takes the pawn, then White will obtain dangerous play on the b-file.

17.h3 ♘e5 18.♕c2 hxg3 19.fxg3 would be slightly better for Black.

17...♖d8!

Defending the d4-pawn, and thereby freeing the black queen to head to the kingside.

18.♗d2 ♕c7 19.b5 c5 20.b6?

White underestimates his opponent's attack.

20.h3 is an improvement, although after 20...♘e5 21.♕a4 b6 22.g4 0–0 the weakness of the f4-square gives Black an edge.

20...axb6 21.♕b5†?

The decisive mistake. By going away from the c4-square, the queen takes the pressure off the f7-pawn.

21.♖ab1 would be correct, so as to be able to meet 21...hxg3 with 22.fxg3. Rather than exchanging pawns, Black would reply 21...♔f8! and retain attacking chances.

21...♔f8 22.♖ab1 hxg3

Black can now take on g3 without any worries.

23.hxg3

23.fxg3? is simply met by 23...♘xh2–+.

23...♕e5

Bringing the queen even closer to the white king, and preparing a typical combination.

24.♖fe1

24.♕xb6 is the obvious try.

Diagram 6-6 (analysis)

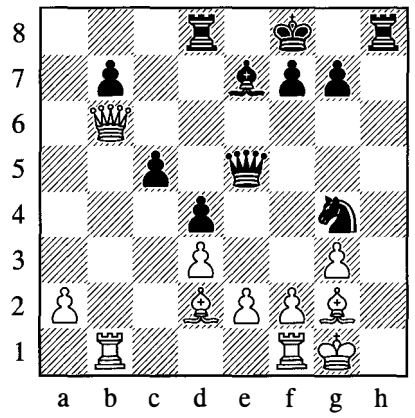


Diagram 6-6

But then comes: 24...♖h1†!! 25.♗xh1 (25.♔xh1 ♕h5† 26.♔g1 ♕h2#) 25...♕h5 26.♔g2 ♕h2† 27.♔f3 ♘e5† 28.♔e4 ♕h5! 29.♖be1 (or 29.♕xb7 ♕g4† 30.f4 ♕xe2† 31.♔f5 g6#) 29...♘d7 Black has a decisive attack.

24...♖h2!

Here we can see another typical attacking idea: Black regroups his major pieces and puts his rook in front of the queen.

24...♕f5 also wins, but the text is even stronger.

25.e4

25.♕xb6 ♕h5 26.♕xb7 allows a quick finish:

Diagram 6-7

26...♖h1†! 27.♗xh1 ♕h2† 28.♔f1 ♕xf2#

25...♕h5 26.♔f1

Diagram 6-8

26...♖xg2!

Black gets a decisive attack since White will no longer be able to defend the light squares.

27.♔xg2 ♕h2† 28.♔f3 ♘e5†!

The finish would be 29.♔e2 ♕h5†! 30.♔f1 ♕h1† 31.♔e2 ♕f3† 32.♔f1 ♘g4 and White no longer has any sensible defence.

0–1

Finally we take a look at an interesting combination by Keres.

Diagram 6-9

P.Keres – S.Gligoric

Zürich 1959

1.♖xd3!

This is much more convincing than: 1.♘h6† ♔h8 2.♘f7† ♖xf7 3.♕xf7 ♖f8 4.♕e7 ♕c5 5.♕xc5 ♘7xc5± Black can still put up some resistance.

1...cxd3 2.♗b3† ♔h8 3.♘xf6!!

Removing the defence of the g5-square allows the other knight to enter the attack.

3...♖xf6 4.♘g5!

Black must now lose his queen or be mated.

4...♖xf2† 5.♔g1

This is even better than 5.♔xf2, although that also wins: 5...♕c5† (5...♕b6† 6.♔g3 ♕e3† 7.♔h2 ♕f4† 8.♔h1+–) 6.♕xc5 ♘xc5 7.♘f7†+–

Diagram 6-7 (analysis) ▼

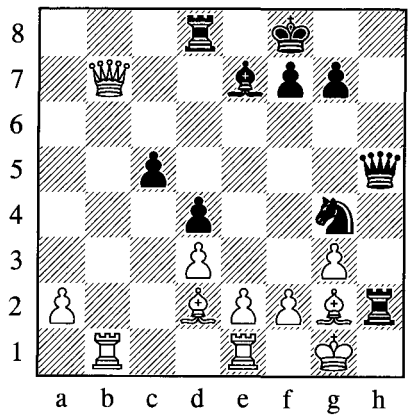


Diagram 6-8 ▼

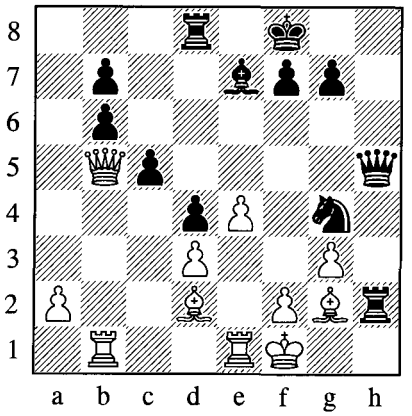


Diagram 6-9 △

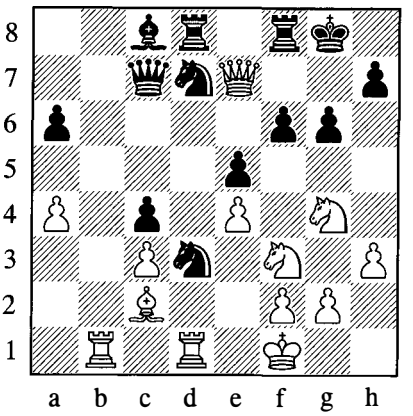
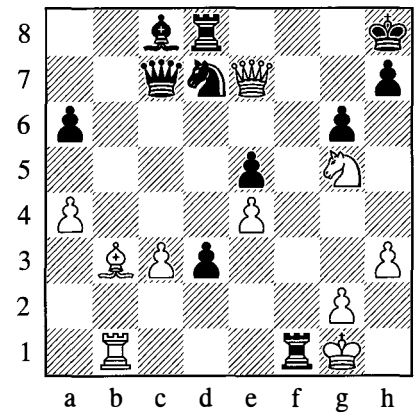


Diagram 6-10 △



5...♖f1†

Diagram 6-10

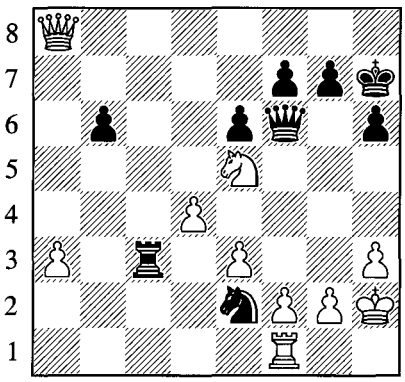
6.♔h2!

Not 6.♔xf1??, which allows Black to escape by 6...♖f8† 7.♔g1 ♕c5†.

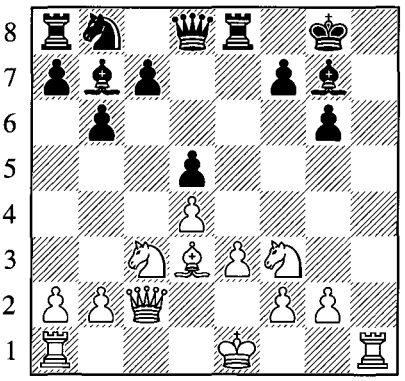
1–0

Exercises

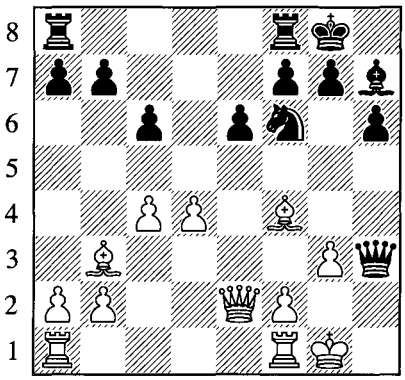
Ex. 6-1 ★ △



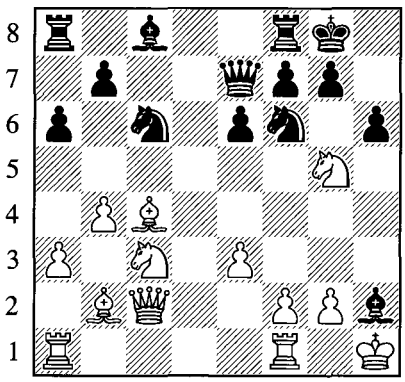
Ex. 6-2 ★★ △



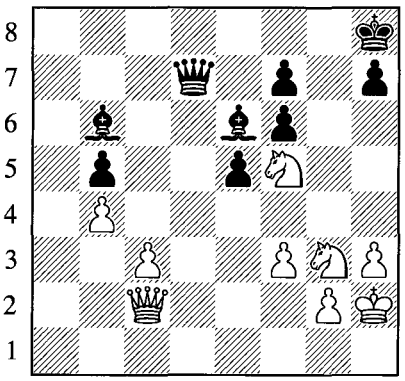
Ex. 6-3 ★ ▼



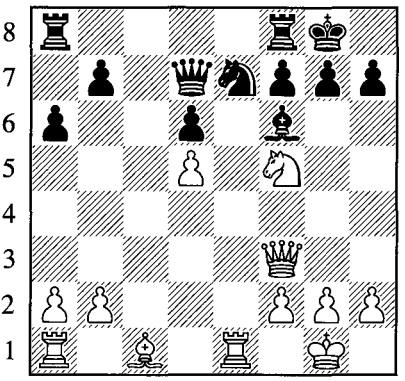
Ex. 6-4 ★ △



Ex. 6-5 ★★ △

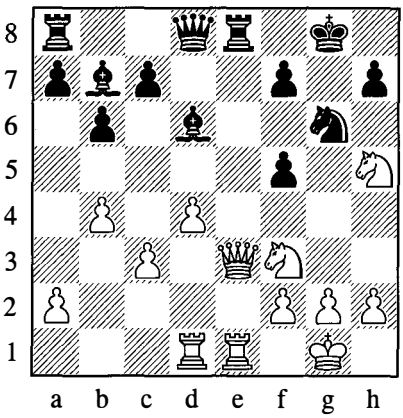


Ex. 6-6 ★ △

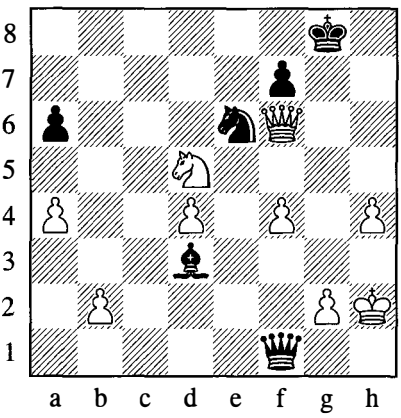


Exercises

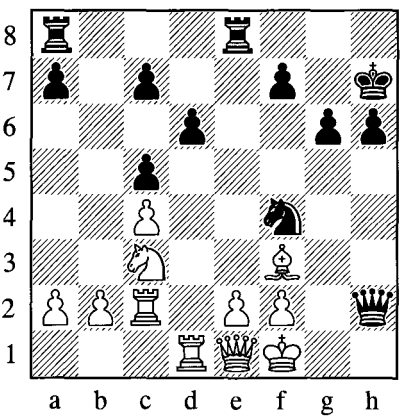
Ex. 6-7 ★★ △



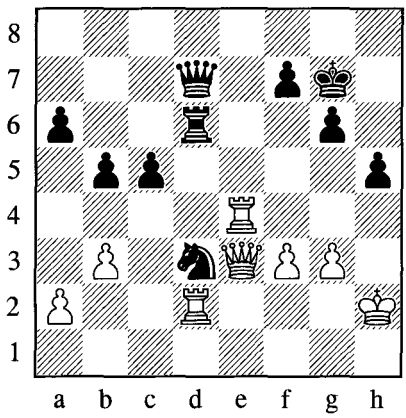
Ex. 6-8 ★ △



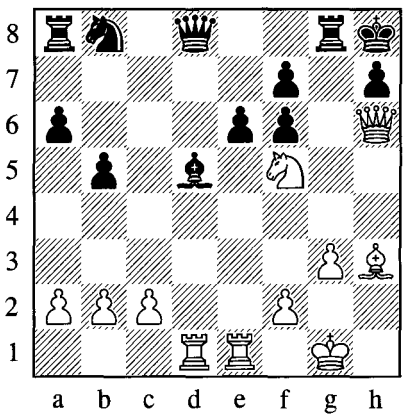
Ex. 6-9 ★★ ▼



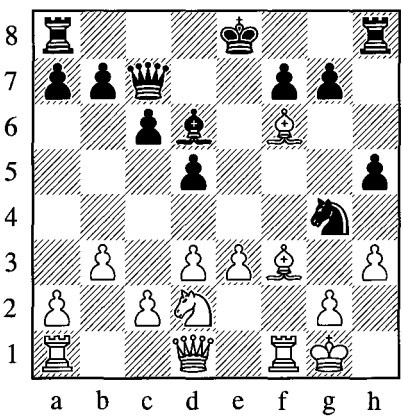
Ex. 6-10 ★ ▼



Ex. 6-11 ★★ △



Ex. 6-12 ★ ▼



Solutions

Ex. 6-1

R.Newman – G.Wood

London 1946

1.♘d7!

(1 point)

Transferring the knight to f8, where it coordinates beautifully with the queen.

1...♕f5

Other queen moves are no better:

a) 1...♕g5 2.♘f8† ♔g8 3.♘xe6†+–

b) 1...♕e7 2.♘f8† ♔g8 3.♘g6†+–

2.♘f8† ♔g8 3.♘g6†! ♔h7 4.♘e7! ♕g5 5.♕g8#

Ex. 6-2

F.Marshall – A.Burn

Paris 1900

1.♗xg6!

A strong combination. White opens up the castled position and brings his queen nearer to the opposing king.

1...fxg6 2.♕xg6

(1 point)

2...♘d7

Black tries to develop his pieces. But he is too late!

Other attempts also fail:

a) 2...♕e7 3.♘g5 ♔f8 4.♖h3 and the threat of ♖f3† is decisive.

b) 2...♔f8 3.♘g5 ♕d7 4.♘h7† ♔g8 5.♘f6†+–

3.♘g5

The knight rushes to help the attack. The obvious threat is ♕f7#.

3...♕f6

The following typical mating motif supplements the well-known attacking ideas that we saw in Vaganian – Yusupov.

4.♖h8†! ♔xh8 5.♕h7#

(another 1 point)

Ex. 6-3

Alekseev – Chernenko

USSR 1961

1...♗d3!

(1 point)

The other move order is not so strong: 1...♘g4 2.f3 ♗d3 3.♕d2 ♗xf1 4.fxg4∓

2.♕xd3 ♘g4

White cannot avoid mate, for example: 3.♖fe1 ♕h2† 4.♔f1 ♕xf2#

0–1

Ex. 6-4

L.Szabo – A.Kotov

Groningen 1946

Another typical combination.

1.♘d5! exd5 2.♗xf6

(1 point)

2...♗f5 3.♕xf5 g6 4.♕xg6†

4.♗xe7 is good too: 4...gxf5 5.♗xf8 ♗e5 6.♗xh6 ♗xa1 7.♗xd5+–

4...fxg6 5.♗xd5† ♖f7 6.♗xe7 hxg5 7.♔xh2 ♘xe7 8.♗xf7† ♔xf7 9.♖ac1+– ♘c6 10.♖fd1 ♔e6 11.♖c5 ♖h8† 12.♔g3 ♖h5 13.♖dd5 ♘e7 14.♖xg5 ♖h1 15.♖ge5†

1–0

Ex. 6-5

Landa – Klaman

1978

White must bring his queen nearer to the opposing king.

1.♕c1!

(1 point)

1–0

The queen penetration to h6 will be decisive: 1...♗xf5 2.♕h6 ♔g8 (2...♕d8 3.♘xf5 ♕g8 4.♕xf6†+–) 3.♘h5+–

(another 1 point for this variation)

Solutions

Ex. 6-6

H.Kruusiauk – N.Fokina

1975

1.♖xe7! ♗xe7 2.♕g4

(1 point)

A standard idea. White threatens both mate by 3.♕g7# and a discovered attack on the black queen with 3.♘h6†.

1–0

Ex. 6-7

A.Donchenko – Berezhansky

USSR 1962

1.♕h6!

(1 point)

1...♖xe1† 2.♖xe1 ♗f8 3.♖e8!

White threatens ♕g7#, and 3...♕xe8 is followed by 4.♘f6† ♔h8 5.♕xh7#.

1–0

Ex. 6-8

A.Yusupov – G.Kamsky

Linares 1991

1.f5!

(1 point)

White has another way to win: 1.♕h6! (also 1 point) 1...♘g7 2.♘f6† ♔f8 3.♘h5+–

1...♗e4

Other moves are no better:

a) 1...♘f8 2.♘e7† ♔h7 3.♕xf7†+–

b) 1...♘g7 2.♕d8† ♔h7 3.♘f6† ♔h6 4.♕h8#

c) 1...♗xf5 2.♘e7† ♔f8 3.♘xf5 ♕f4† 4.♔h3+–

d) 1...♘f4 2.♕g5†+–

2.♘e7† ♔f8

2...♔h7 3.♕xf7† ♘g7 4.♕g6† ♔h8 5.♕h6#

3.♘g6†

It is mate next move.

1–0

Ex. 6-9

B.Friedmann – Tornblom

Stockholm 1973

1...♖e3!

(2 points)

This strong move blocks the e-pawn.

The immediate 1...♘h3? would allow the white king to escape after 2.e3±.

2.fxe3 ♘h3

0–1

Ex. 6-10

V.Osnos – M.Shofman

Leningrad 1970

1...♘f4!–+

(1 point)

2.♕c3†

Other moves also lose:

a) 2.♖xf4 ♖xd2†–+

b) 2.♖xd6 ♕h3† 3.♔g1 ♕g2#

c) 2.♖c2 ♕h3† 3.♔g1 ♖d1†–+

2...♔h7 3.♖xd6 ♕h3†

0–1

Ex. 6-11

Skuja – Abrosimov

USSR 1965

1.♖xd5!

(1 point)

1...exd5

1...♕xd5 2.♕xf6†+–

2.♖e8!

(another 1 point)

White threatens ♕g7#, and 2...♕xe8 is met by 3.♕xf6† ♖g7 4.♕xg7#.

Ex. 6-12

Vis – G.Barcza

1939

1...♗h2† 2.♔h1 ♗g1!∓

(1 point)

Solutions

A typical idea. 3.g3 is followed by: 3...♕xg3 4.♕e2 ♗xe3! (not 4...♘f2†? 5.♖xf2 ♗xf2 6.♗g2 gxf6 7.♖f1± nor 4...♗f2? 5.♗xg4 hxg4 6.♖xf2 ♖xh3† 7.♖h2±) 5.♕g2 ♕xg2† 6.♔xg2 ♘xf6 7.♖ae1 d4 8.♘c4∓

Scoring

Maximum number of points is **17**

15 points and above → **Excellent**

12 points and above → **Good**

9 points → **Pass mark**

*If you scored less than **9** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 7

Contents

- ✓ Attacking the f2- and f7-squares
- ✓ Rapid mobilization
- ✓ Security of the king
- ✓ Practical examples

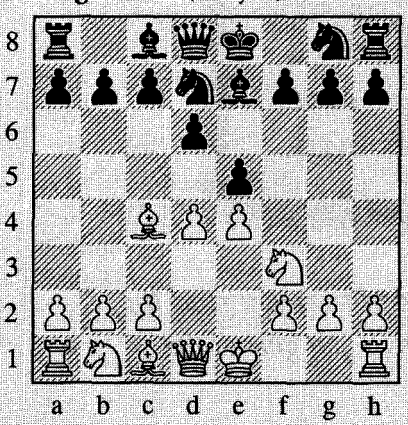
The open games

In this chapter we shall consider some typical situations arising from open games, in which White mounts an attack on the f7-square (or Black attacks the f2-square). As you already know, you have to be particularly careful in open positions; the pieces may easily reach very active positions, and it can be difficult to recover if you fall behind in development. For that reason, the main motto in the open games is: **rapid mobilization!**

It is also very important to get your king into safety. Every budding chess player who has had some bitter experiences with Scholar's Mate knows how unpleasant an attack on the sensitive f2- or f7-squares can be. In the starting position these squares are protected only by the king, and so are not sufficiently well defended. The simplest way to defend these important points is by castling kingside. But sometimes we underestimate the danger, or we may not yet be ready to castle. If White places his bishop on c4, then his opponent must take particular care!

Here are some examples, taken from various openings, which demonstrate the dangers that may threaten f7 (or f2), and which also show how to defend against these threats.

Diagram 7-1 (analysis) △



Philidor Defence

1.e4 e5 2.♘f3 d6 3.♗c4 ♘f6?

Black underestimates the danger of being attacked on f7 for a second time.

Black should prefer 3...♗e7 4.d4 (or 4.c3 ♘f6 5.♕b3 0–0 6.♘g5 ♕e8=) and now:

a) 4...♘d7? is not good:

Diagram 7-1

5.dxe5! ♘xe5 (5...dxe5 6.♕d5!+–) 6.♘xe5 dxe5 7.♕h5 and White wins a pawn.

b) The correct way for Black to play is 4...exd4! followed by ...♘f6 and ...0–0.

Diagram 7-2

4.♘g5! d5!

The only sensible option.

5.exd5 ♗d6

5...♘xd5?! is simply met by 6.♕f3 ♕xg5 7.♗xd5± with a double attack on f7 and b7.

6.d3

White has a clear advantage.

Scotch Gambit

1.e4 e5 2.♘f3 ♘c6 3.d4 exd4 4.c3 dxc3

4...d5 is a safer variation.

5.♗c4 ♗e7?!

5...d6 is better, and Black can successfully defend the f7-pawn:

a) After 6.♘g5 Black can even play 6...cxb2!.

b) 6.♘xc3 ♘f6 7.♕b3 (7.♘g5 is met by 7...♘e5!) 7...♕d7 8.♘g5 ♘e5

Diagram 7-3

6.♕d5!

Now it is not so easy for Black to protect f7.

6...♘h6 7.♗xh6 0–0! 8.♗xg7

Less good is: 8.♗c1 ♘b4! 9.♕d1 (9.♕h5 ♘c2† 10.♔e2 ♘xa1 11.♘xc3 ♘c2 12.h4 d5!∓) 9...c2∓

However, White has a reasonable alternative in 8.♘xc3!? gxh6 9.0–0 d6 10.♕h5 with a dangerous attack.

8...♔xg7 9.♘xc3±

The black king is very exposed.

Two Knights Defence

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♘f6 4.♘g5

Diagram 7-4

4...d5!

An important defensive resource. This is one of the main lines of the Two Knights Defence.

5.exd5 ♘a5!

For 5...♘xd5?! see the lesson on 'Opening traps' (Chapter 8 of *Boost Your Chess 1*).

6.♗b5† c6 7.dxc6 bxc6 8.♗e2 h6 9.♘f3

9.♘h3!? is Fischer's move.

Diagram 7-2 △

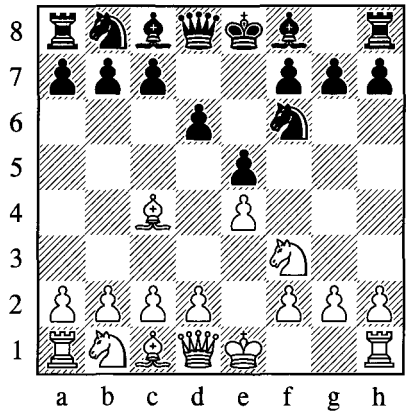


Diagram 7-3 △

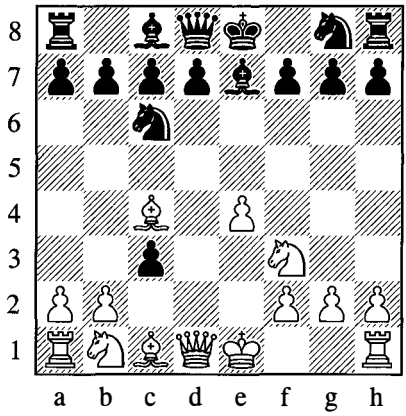
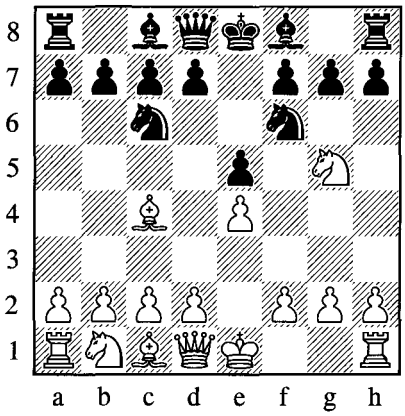


Diagram 7-4 ▼



9...e4 10.♘e5 ♗d6 11.f4 exf3 12.♘xf3 0–0 13.0–0 c5

Black has good compensation for the sacrificed pawn.

Giuoco Piano

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♗c5 4.c3 ♘f6 5.d3

5.d4 exd4 6.cxd4 ♗b4† is the old main line.

5...a6 6.0–0 ♗a7 7.♗b3 d6 8.♘bd2 0–0 9.♖e1

9.♘c4 is a safer alternative. White may then continue with ♘e3, either straight away or after first exchanging dark-squared bishop with ♗e3.

Another idea is 9.h3 h6 10.♖e1. Black can now play 10...♘h5 (planning ...♘f4 and ...♕f6), since 11.♘xe5? is met by 11...♘xe5 (or 11...♕h4!?) 12.♕xh5 ♘xd3.

Diagram 7-5 ▼

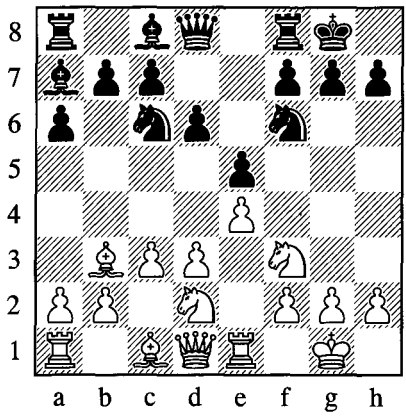


Diagram 7-5

9...♘g4!?

White can easily parry the attack on f2, but that is not Black's only idea.

10.♖e2 ♔h8!

Black is preparing ...f5.

11.h3 ♘h6

After 11...♘xf2? 12.♖xf2 Black gets only rook and pawn for two minor pieces, which is not quite enough.

12.♘f1 f5

Play has become very sharp.

13.♗xh6?!

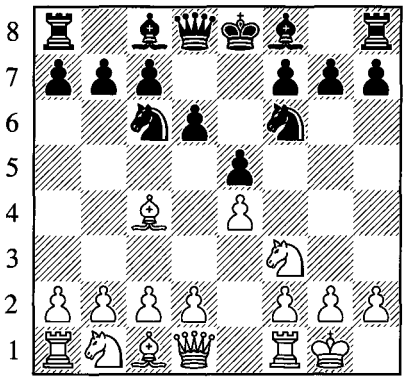
White should probably prefer 13.d4∞.

13...gxh6 14.exf5 ♗xf5

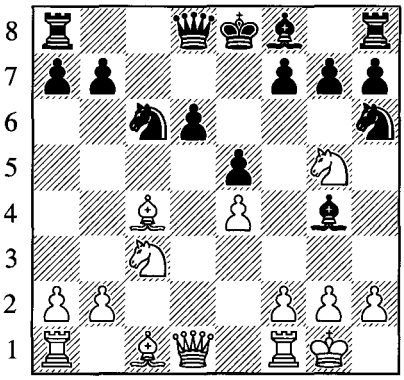
Black obtains a dangerous initiative on the king-side. He has the bishop pair along with some open lines against the white king. In practice, Black has scored well from this position.

Exercises

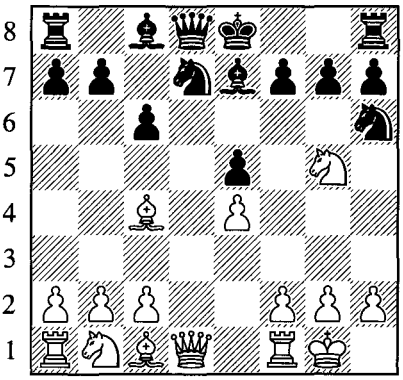
Ex. 7-1 ★ △



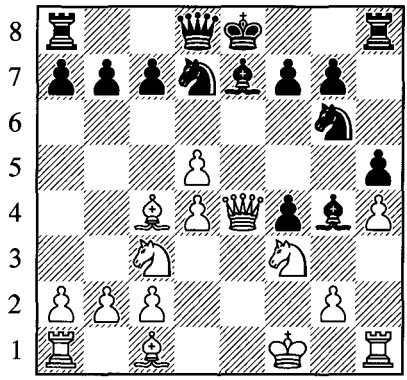
Ex. 7-2 ★ △



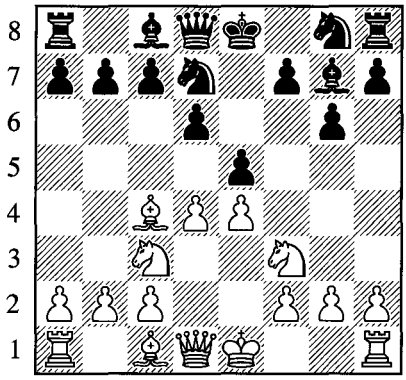
Ex. 7-3 ★★★ △



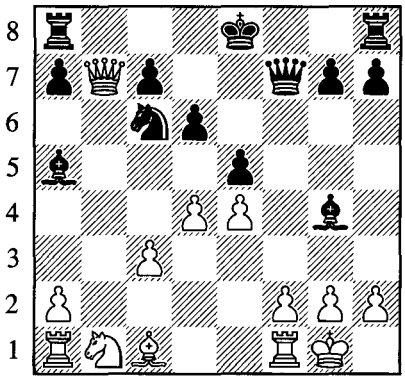
Ex. 7-4 ★★★ △



Ex. 7-5 ★ △

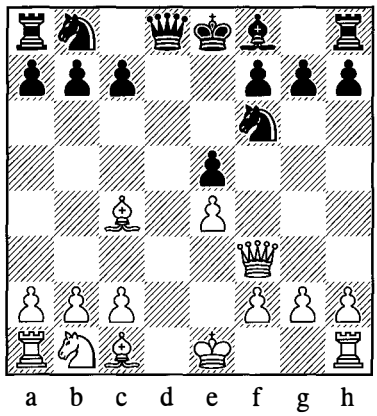


Ex. 7-6 ★★ ▼

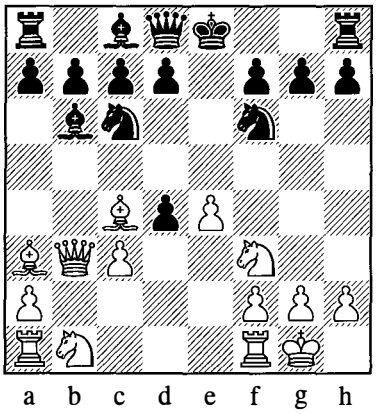


Exercises

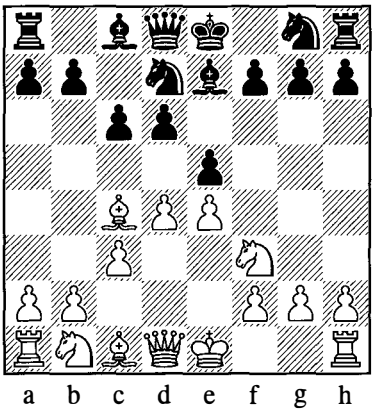
Ex. 7-7 ★ △



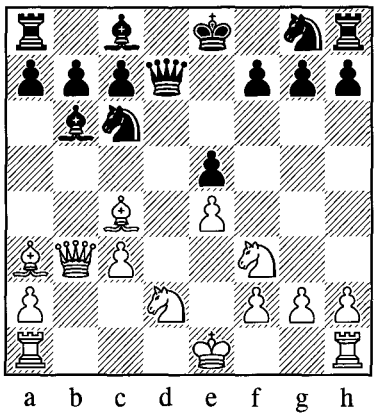
Ex. 7-8 ★★ ▼



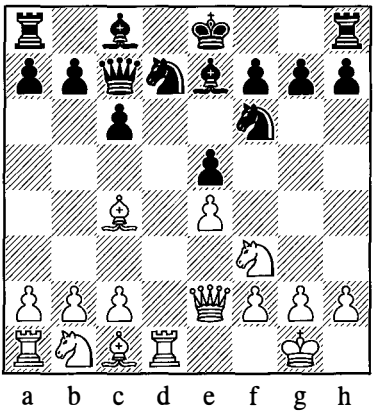
Ex. 7-9 ★ △



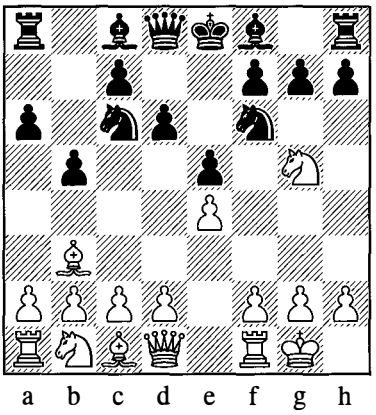
Ex. 7-10 ★★ ▼



Ex. 7-11 ★★ △



Ex. 7-12 ★★ ▼



Solutions

Ex. 7-1

I.Kolisch – I.Shumov

St Petersburg (6) 1862

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♘f6 4.0–0 d6? (4...♗c5 and 4...♘xe4 are Black's principal options)

Diagram Ex. 7-1

5.♘g5!

(1 point)

5...d5 6.exd5 ♘a5 7.d3

7.♗b5†!?±

7...♗d6 8.f4

Simply developing with 8.♘c3 looks good for White.

8...♘xc4 9.dxc4 h6?

Either 9...0–0 or 9...e4 10.♘c3 ♗f5 11.♖e1 ♕e7 would keep Black in the game.

10.♘xf7! ♔xf7 11.fxe5 ♗c5†

11...♗xe5 12.♕h5†! ♔g8 13.♕xe5+–

12.♔h1 ♖e8 13.exf6+–

Ex. 7-2

I.Bondarevsky – A.Petersons

Moscow 1959

1.d4 c5 2.e4 cxd4 3.♘f3 e5 4.c3 dxc3 5.♘xc3 d6 6.♗c4 ♘c6 7.♘g5 ♘h6 8.0–0 ♗g4?

Diagram Ex. 7-2

9.♗xf7†!

(1 point)

9.♕b3 is weaker, since Black can defend with 9...♕d7.

However, 9.♘xf7! (also 1 point) is equally good: 9...♗xd1 10.♘xd8 ♗g4 11.♘e6±

9...♘xf7 10.♕xg4± ♘xg5 11.♗xg5 ♗e7 12.♗xe7 ♕xe7 13.♘d5 ♕d7 14.♕h5†! g6 15.♕h4 ♕d8 16.♕h6! ♕a5 17.b4 ♘xb4 18.♕g7 0–0–0 19.♖ab1!

1–0

Ex. 7-3

J.Van der Wiel – C.Van Baarle

Amsterdam 1983

1.e4 e5 2.♘f3 d6 3.d4 ♘d7 4.♗c4 c6 5.dxe5 dxe5 6.♘g5!? ♘h6 7.0–0 ♗e7? (⩲7...♕f6 8.f4 ♗c5† 9.♔h1 0–0)

Diagram Ex. 7-3

8.♘e6!

Much stronger than: 8.♕h5 (1 consolation point) 8...♘f6±

8...fxe6 9.♗xh6!

(1 point)

But not 9.♕h5†? ♘f7 10.♗xe6 0–0–+.

9...♘b6

After 9...gxh6 Black is quickly mated: 10.♕h5† ♔f8 11.♗xe6 ♕e8 12.♕xh6#

(another 1 point for this variation)

10.♕h5† ♔f8?

10...g6± was necessary.

11.f4!+–

(another 1 point)

11...♗c5† 12.♔h1 ♔g8 13.f5

Not the only way; 13.fxe5 and 13.♗xg7 also win.

13...gxh6

13...♘xc4 14.f6 gxf6 15.♕g4† ♔f7 16.♕g7†+–

14.fxe6 ♕e7 15.♖f7 ♕g5 16.♖f8†!

1–0

Ex. 7-4

A.Fedorov – P.H.Nielsen

Aaland-Stockholm 1997

1.e4 e5 2.f4 exf4 3.♘f3 ♗e7 4.♗c4 ♗h4† (4...♘f6!) 5.♔f1 d5 6.exd5 ♗g4 (6...♗e7!?) 7.d4 ♘e7 8.♘c3 ♘g6 9.♕e2† ♗e7 10.h4 h5 11.♕e4 ♘d7? (11...0–0 12.♘e5±)

Diagram Ex. 7-4

12.d6!!

(1 point)

White opens the diagonal for his bishop.

12...cxd6

Solutions

12...♗xf3 13.dxe7 ♗xe4 14.exd8♕† ♖xd8 15.♘xe4+– is hopeless for Black.

13.♘g5

(another 1 point)

1–0

Even grandmasters are not immune to the attack on f7! Black resigned, faced with the lines 13...0–0 14.♕xg6+– or 13...d5 14.♘xd5 0–0 15.♕xg6! fxg6 16.♘xe7† ♔h8 17.♘xg6#.

(another 1 point for this variation)

Ex. 7-5

Lachex – J.Santiago

USA 1990

1.d4 d6 2.e4 g6 3.♘f3 ♗g7 4.♘c3 ♘d7 5.♗c4 e5?

Diagram Ex. 7-5

6.♘g5!

6.♗xf7†! ♔xf7 7.♘g5† ♔e8 8.♘e6 (also 1 point) is an alternative way for White to win.

6...♘h6 7.♗xf7† ♘xf7 8.♘e6

(1 point)

8...♕h4 9.♘xg7† ♔e7

9...♔f8 10.♘e6†+–

10.♘d5† ♔f8 11.♘e6† ♔g8 12.♕g4!

1–0

Ex. 7-6

S.Duerdoth – H.Lutzka

Germany 1994

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♗c5 4.b4 ♗xb4 5.c3 ♗a5 6.0–0 d6 7.d4 ♗g4 8.♕b3 ♕d7? (⩲8...♗xf3) 9.♘g5 (⩲9.♗xf7†! ♕xf7 10.♕xb7±) 9...♘h6 10.♘xf7? ♘xf7 11.♗xf7† ♕xf7 12.♕xb7

Diagram Ex. 7-6

12...♔d7?!

Black could turn the tables and mount his own attack. 12...0–0! is correct: 13.♕xc6 ♗e2∓

(2 points for this variation)

13.d5! ♘d4?

If your intention was to play 13...♕g6!? 14.♕xc6† ♔e7∞, you get 1 consolation point.

14.cxd4 ♗e2 15.dxe5 dxe5 16.♕c6† ♔e7 17.♗a3†

1–0

Ex. 7-7

P.Morphy – 'Allies'

Paris Opera 1858

1.e4 e5 2.♘f3 d6 3.d4 ♗g4? 4.dxe5 ♗xf3 5.♕xf3 dxe5 6.♗c4 ♘f6

Diagram Ex. 7-7

7.♕b3!

(1 point)

A double attack on b7 and f7.

7...♕e7 8.♘c3

8.♕xb7 is also good: 8...♕b4† 9.♕xb4 ♗xb4† 10.c3+–

8...c6 9.♗g5 b5?

We have already seen the conclusion of this game in *Build Up Your Chess 1* (Ex. 3-9).

10.♘xb5!+– cxb5 11.♗xb5† ♘bd7 12.0–0–0 ♖d8 13.♖xd7! ♖xd7 14.♖d1 ♕e6 15.♗xd7† ♘xd7 16.♕b8†!! ♘xb8 17.♖d8#

Ex. 7-8

W.Steinitz – Rock

London 1863

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♗c5 4.b4 ♗xb4 5.c3 ♗a5 6.d4 exd4 (6...d6!?) 7.0–0 ♘f6 (⩲7...♘ge7) 8.♗a3 ♗b6 (8...d6!?) 9.♕b3!

Diagram Ex. 7-8

9...d5?

This standard move does not work here, since White can quickly make use of the open e-file.

9...d6 is correct: 10.♗xf7† ♔f8∞

(2 points)

Even the exchange sacrifice 1...♖f8 (1 point) would be an improvement on the game.

10.exd5 ♘a5

Solutions

10...♘e7 11.♖e1+–

11.♖e1† ♗e6 12.dxe6! ♘xb3 13.exf7† ♔d7 14.♗e6† ♔c6 15.♘e5† ♔b5 16.♗c4† ♔a5 17.♗b4† ♔a4 18.axb3#

Ex. 7-9

L.Forgacs – B.Leussen

Barmen 1905

1.e4 e5 2.♘f3 d6 3.d4 ♘d7 (3...♘f6! 4.♘c3 ♘bd7) 4.♗c4 c6 5.c3 ♗e7? (better is 5...♘gf6 and then 6.♘g5 d5! or 6.♕b3 ♕e7! or 6.dxe5 ♘xe4!)

Diagram Ex. 7-9

6.♕b3!

(1 point)

6...♘gf6

6...exd4 7.♗xf7† ♔f8 8.cxd4+–

7.♗xf7† ♔f8 8.♘g5+– ♘b6 9.dxe5 ♘fd5 10.♘e6† ♗xe6 11.♗xe6 ♗g5 12.f4 ♘xf4 13.0–0 dxe5 14.g3 ♕f6 15.gxf4 exf4 16.♘a3 h5 17.♗e3 f3 18.♗c5† ♔e8 19.♗f5

1–0

Ex. 7-10

Evans Gambit

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♗c5 4.b4 ♗xb4 5.c3 ♗a5 6.d4 d6 7.♕b3 ♕d7 8.dxe5 ♗b6!? (Δ...♘a5) 9.♘bd2 dxe5 10.♗a3

Diagram Ex. 7-10

10...♘a5!

(1 point)

A typical defensive idea. The less active 10...♘h6 (1 point) is also possible.

11.♕b4 ♕e7!

(another 1 point)

Equally good is: 11...c5 (also 1 point) 12.♕b2⩱

But certainly not 11...♘xc4?? 12.♕f8#.

12.♘xe5

12.♕b5†!? ♗d7 13.♗xe7 ♗xb5 14.♗xb5† ♔xe7 15.♘xe5 ♘f6=

12...♘xc4 13.♘exc4 ♕xb4 14.cxb4 ♗d4 15.♗b2 ♗xb2 16.♘xb2 ♗e6 17.0–0 0–0–0∓

Ex. 7-11

R.Fischer – R.Fine

New York (blitz) 1963

1.e4 e5 2.♘f3 d6 3.d4 ♘d7 4.♗c4 c6 5.0–0 ♗e7 6.dxe5 dxe5 7.♕e2 (7.♘g5!? ♗xg5 8.♕h5±) 7...♘gf6 8.♖d1 ♕c7?

Diagram Ex. 7-11

9.♘g5!

(1 point)

9.♗xf7†! (also 1 point) is good too. After 9...♔xf7 10.♕c4† ♔e8 11.♘g5 ♖f8± play transposes to the following note.

9...0–0?

Black had to try 9...♖f8! although White is still doing well: 10.♗xf7† ♖xf7 11.♕c4 ♖f8 12.♘e6 ♕b6 13.♘xg7† ♔d8 14.♘e6† ♔e8 15.♗e3±

10.♗xf7†!

1–0

10...♖xf7 11.♕c4 is hopeless for Black.

(another 1 point for this variation)

Ex. 7-12

V.Korchnoi – Y.Estrin

Leningrad 1951

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0–0 b5 6.♗b3 d6 7.♘g5 (7.c3 is the main line)

Diagram Ex. 7-12

7...d5!

(1 point)

The standard idea.

8.exd5 ♘d4!

(another 1 point)

Black is already very active.

9.♖e1

9.♘c3 h6 10.♘ge4 ♘xe4 11.♘xe4 ♘xb3 12.axb3 ♕xd5=

9...♗c5!∞ 10.♖xe5† ♔f8 11.♘c3? ♘g4∓ 12.♘ge4 ♕h4! 13.♖h5 ♕xh5 14.h3 ♕h4 15.♘xc5 ♕xf2† 16.♔h1 ♕g3 17.hxg4 ♗xg4 18.♕f1 ♘f3 19.gxf3 ♗xf3† 20.♕xf3 ♕xf3† 21.♔h1 ♖e8

0–1

Scoring

Maximum number of points is **21**

18 points and above ····→ **Excellent**
15 points and above ····→ **Good**
11 points ····→ **Pass mark**

*If you scored less than **11** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

M. Paul Morphy.

In the mid-19th Century the
American Paul Morphy was renowned for
his handling of the open games

CHAPTER 8

Contents

✓ Coordination of the pieces
✓ The exposed king

Attacking with queen and rook

It is relatively easy to coordinate a queen and a rook. We saw some examples of this in 'Mating motifs' (*Build Up Your Chess 1*, Chapter 1). A rook is excellent at giving the queen the required support. The queen and rook can either form a battery or attack the king along parallel lines. Although the major pieces can be dangerous at a distance, it is often important to bring the queen near to the opposing king, so as to deprive it of possible escape squares.

In this chapter we shall deal with various forms of cooperation between the major pieces. The situation of the defending side becomes particularly delicate when his king does not have a pawn shield in front of it. It is then that the major pieces display all their power, and are often able to outwit a numerically superior army and mate the opposing king.

In the following examples, the attacking side profits from weaknesses in the opponent's castled position.

Diagram 8-1 ▼

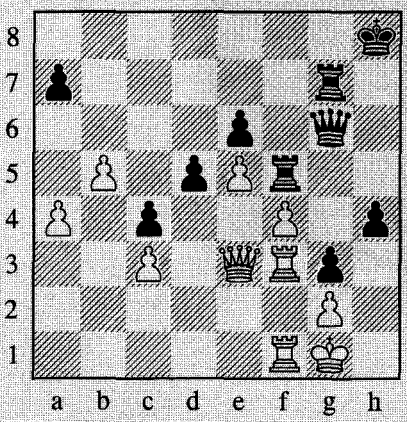


Diagram 8-2 (analysis) △

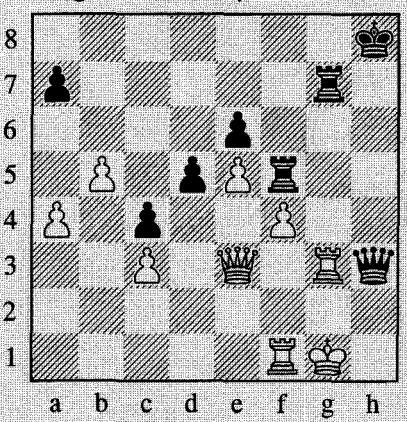


Diagram 8-1

M.Wahls – A.Yusupov

Bundesliga 1992

Black has an advantage on the kingside. He needs an open file to effectively utilize his major pieces.

1...h3!

Black's breakthrough is based on an interesting criss-cross motif.

2.gxh3 ♕h7!!

It will later become clear why the queen must remain on the b1-h7 diagonal.

3.♔g2

3.♖xg3 is met by 3...♕xh3!–+.

Diagram 8-2

This cross-pin leads to rapid success: 4.♖ff3 ♖h5 5.♖xg7 ♕h1† 6.♔f2 ♖h2† 7.♔g3 ♖g2#

3...♖h5 4.♖xg3

If 4.♖h1, then 4...♕c2†! (only possible due to 2...♕h7) 5.♔g1 g2 6.♖h2 ♕d1† and Black wins.

4...♖xh3

Once more Black makes use of the criss-cross motif.

5.♖xg7

5.♖ff3 is no better: 5...♖h2† 6.♔g1 (or 6.♔f1 ♕b1† 7.♕e1 ♖h1†–+) 6...♖h1† 7.♔f2 ♕h2†–+

Now the combined power of the queen and rook comes into its own.

Diagram 8-3

5...♖h2† 6.♔g1

The other king moves also lose:

a) 6.♔g3 ♕h3#

b) 6.♔f3 ♕h5† 7.♖g4 ♖h3† 8.♔f2 ♕xg4 9.♕c1 (9.♖g1 ♕xg1†–+) 9...♖f3† 10.♔e1 ♕g3† 11.♔d2 ♕g2†–+

6...♖h1† 7.♔f2

7.♔g2 is followed by 7...♕h2† 8.♔f3 ♖xf1†–+.

7...♕c2† 8.♔g3

8.♕e2 loses to 8...♖h2†.

And if 8.♔f3 then 8...♖xf1† 9.♔g3 ♔xg7–+.

8...♕h2† 9.♔g4 ♕h5† 10.♔g3 ♕h3†

White will soon be mated.

0–1

Diagram 8-4

V.Lazarev – A.Yusupov

Bundesliga 2003

1...♘f5!

Black forces a weakening of the castled position. White had been hoping for 1...♘xb5? 2.♕e8†!.

2.g4

2.g3 would have been more resilient.

2...♘e3 3.♘c3 ♘xd5

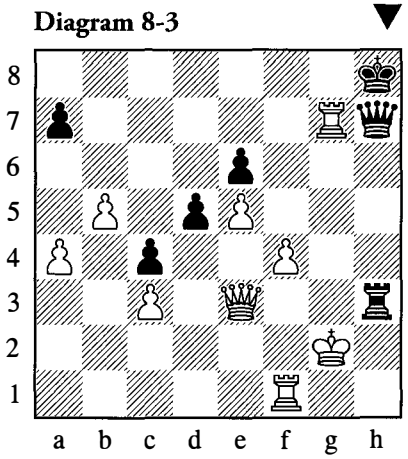
Black is happy to exchange knights, because his major pieces can still attack the exposed white king.

4.♘e4 ♕d8

Centralizing the queen by 4...♕e5!?∓ is also worth considering.

5.♘c5

5.♕d2 is met by 5...♖e6 6.♘c3 ♖e5 and White cannot benefit from the pin on the d-file: 7.♖d1? (⌓7.♖f1∓) 7...♕h4!–+ 8.♘xd5 ♕xh3† 9.♔g1 ♕xg4† 10.♔f2 ♖f5† 11.♔e1 ♕g3† 12.♔e2 ♕f3† 13.♔e1 ♕f1#



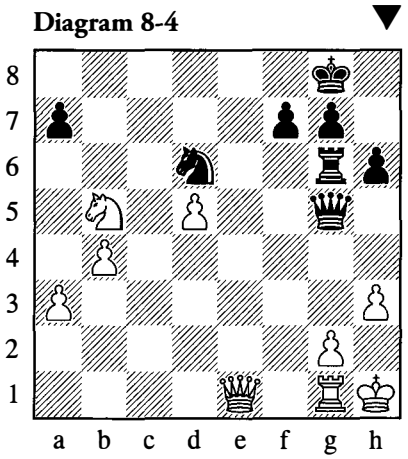


Diagram 8-5 ▼

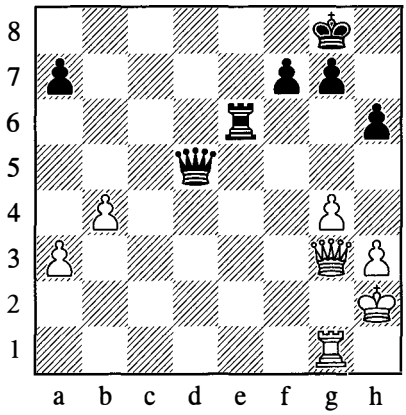


Diagram 8-6 △

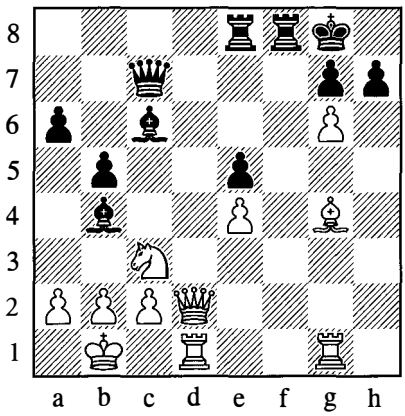
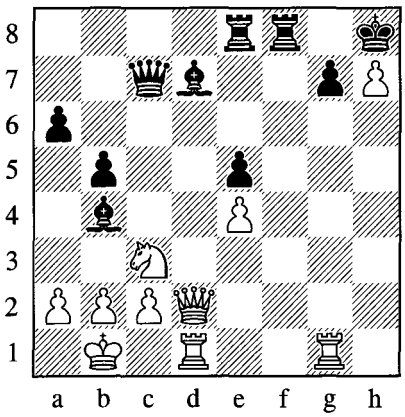


Diagram 8-7 △



5...♘f4 6.♕e3 ♕d5† 7.♔h2 ♘e6 8.♘xe6?

This exchange results in the black rook becoming very active. Instead 8.♖f1 ♘xc5 9.♕xc5 would have kept Black's advantage within limits.

8...♖xe6 9.♕g3

Diagram 8-5

9...♖f6!

The rook is heading for White's third rank, to attack the pawns there.

10.♕b8†

10.♕e1∓ would be more stubborn.

10...♔h7 11.♕xa7 ♖f3!

White no longer has a defence.

12.♕c7

12.♖g2 is followed by 12...♕e5† 13.♔g1 ♕e1† 14.♔h2 g5!–+. White has no adequate answer to the threat of 15...♖xh3† 16.♔xh3 ♕h4#.

12.♕c5 loses to 12...♕d2† 13.♖g2 ♕f4† 14.♔h1 ♖f1† 15.♖g1 ♕f3† 16.♔h2 ♖f2†.

12...♖f2†

White will soon be mated: 13.♔g3 ♕f3† 14.♔h4 g5† 15.♔h5 ♕xh3#

0–1

Diagram 8-6

M.Ghinda – W.Schmidt

Warsaw 1979

1.♗d7!?

A fine attempt to disrupt the coordination of the black pieces.

1...♗xd7?!

1...♕xd7 would be a better defence, and now:

a) 2.gxh7† is followed by 2...♔h8 3.♕xd7 ♗xd7 4.♖xd7 ♖e7±.

b) 2.♕h2 ♕xd1† 3.♖xd1 (or 3.♘xd1 h6±) 3...h6 4.♘d5± Although White is better, it is not easy to cash in his material advantage.

2.gxh7† ♔h8

Diagram 8-7

3.♖xg7!!

Black had been counting on 3.♕xd7, transposing to line 'a' in the previous note.

3...♔xg7?

After this, Black will be mated.

If 3...♗xc3? then 4.♖g8†! ♖xg8 5.hxg8♕† ♔xg8 6.♕g5† ♔f7 7.♖f1† ♗f5 8.♖xf5† ♔e6 9.♖f6† ♔d7 10.♖f7†+–.

The only way for Black to fight on is: 3...♖e7! 4.♖xe7 ♗xe7 5.♕xd7 ♕xd7 6.♖xd7 ♖f1† 7.♖d1 Black has 'succeeded' in reaching a highly unpleasant ending.

Diagram 8-8

4.h8♕†!

After this new sacrifice the black king remains completely bare.

4.♕g5†?? would be wrong, on account of 4...♔h8!–+; the white pawn on h7 gets in the way of the attack and simply protects the opposing king.

4...♖xh8

Or 4...♔xh8 5.♕h6† ♔g8 6.♖g1† ♗g4 7.♖xg4† ♔f7 8.♖g7#.

5.♕g5† ♔f7

5...♔h7 6.♖h1† ♗h3 7.♖xh3#

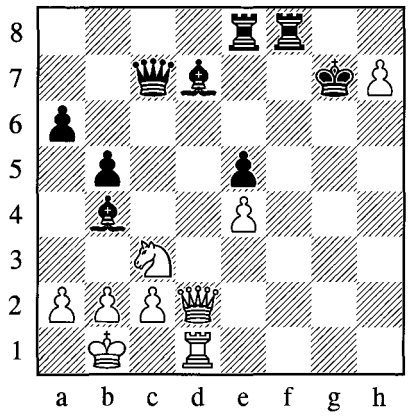
6.♖f1† ♗f5 7.♕xf5† ♔g8

7...♔e7 loses the queen to 8.♘d5†.

8.♕g6† ♕g7 9.♕xe8† ♗f8 10.♕e6†

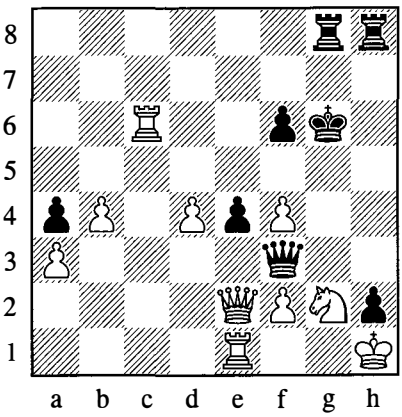
1–0

Diagram 8-8 △

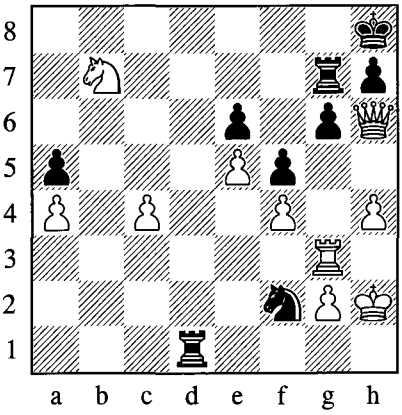


Exercises

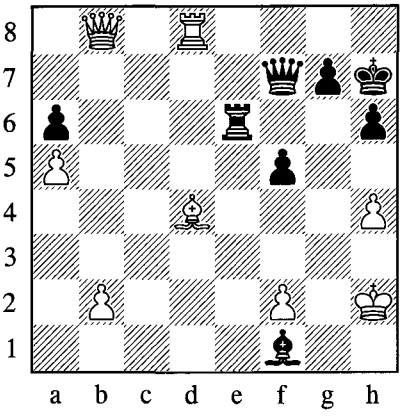
Ex. 8-1 ★★ ▼



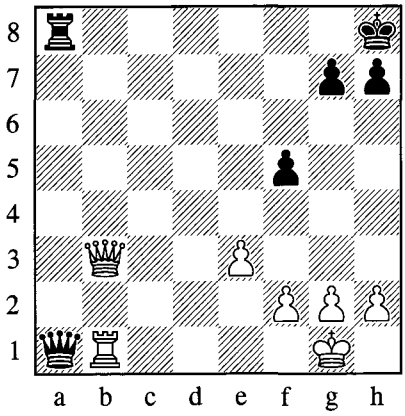
Ex. 8-2 ★★ △



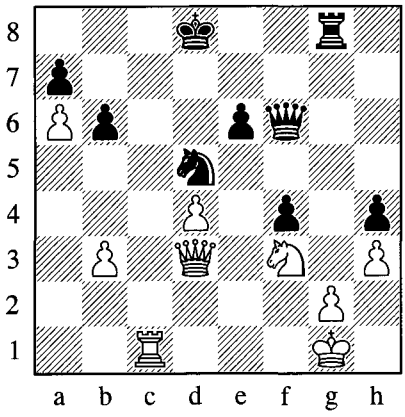
Ex. 8-3 ★★ △



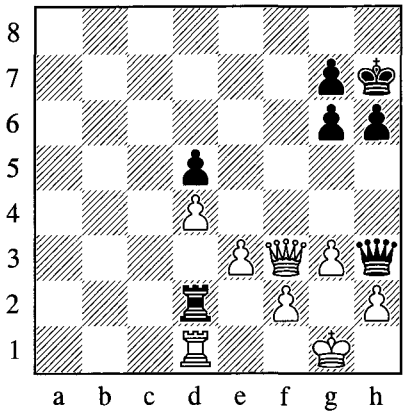
Ex. 8-4 ★★ △



Ex. 8-5 ★★ △

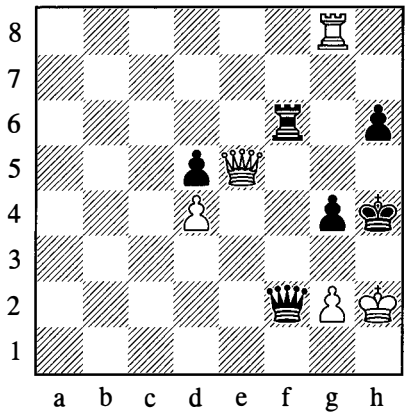


Ex. 8-6 ★ ▼

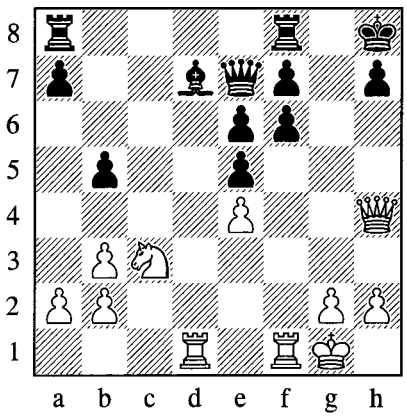


Exercises

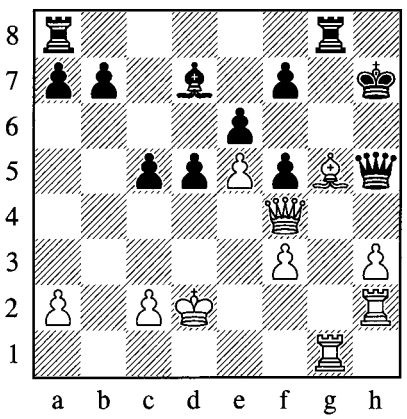
Ex. 8-7 ★ △



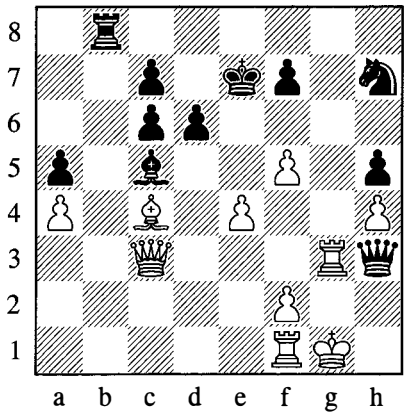
Ex. 8-8 ★★★ △



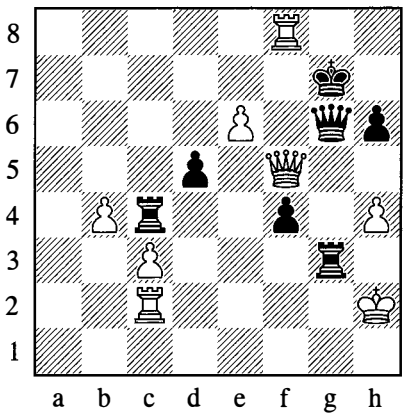
Ex. 8-9 ★★ △



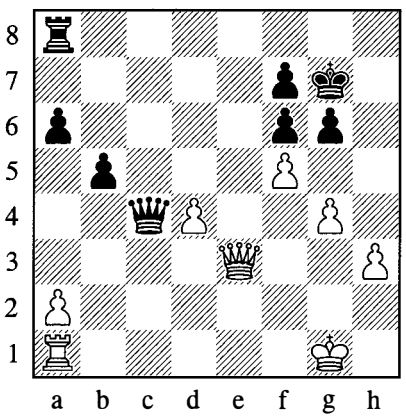
Ex. 8-10 ★ ▼



Ex. 8-11 ★ ▼



Ex. 8-12 ★★ ▼



Solutions

Ex. 8-1

Variation from the game

P.Blatny – A.Yusupov

Bundesliga 1994

1...♕xg2†!!

(1 point)

2.♔xg2 h1♕†!!

(another 1 point)

3.♖xh1 ♔f5† 4.♔f1

4.♕g4† ♖xg4† 5.♔f1 ♖xh1†–+

4...♖xh1#

Ex. 8-2

A.Yusupov – Y.Meister

German Ch, Altenkirchen 2005

1.♖g5!

(2 points)

Of course not 1.♖b3?? ♘g4†–+.

1.♕xg7†?! ♔xg7 2.♖a3 (1 consolation point) is also inferior: 2...♖h1† 3.♔g3 ♘e4† 4.♔f3 ♖xh4 5.♘xa5 ♖g4 Black has good counterplay.

1...♖h1† 2.♔g3 ♘e4† 3.♔f3

White's advantage in material will decide the game. In a few more moves White will be able to consolidate his position, either freeing the queen from h6 or supporting its attack.

3...♔g8

Black has nothing better: 3...♘xg5† (3...♖xb7? 4.♕f8#) 4.fxg5 (or 4.♕xg5 ♖xb7 5.♕f6† ♔g8 6.♕xe6†+–) 6...♔g8 7.♘d6 ♖e7 8.c5 ♖c1 9.c6 ♖xc6 10.h5+–

4.♘d6 ♖f1† 5.♔e2 ♖xf4 6.♘xe4 ♖xe4† 7.♔f2+– ♖xc4 8.♖g3 ♖xa4 9.♖c3! ♖a2† 10.♔g1 ♔h8

White's simplest win is 11.♖c8† ♖g8 12.♖c7.

1–0

Ex. 8-3

E.Geller – V.Tukmakov

USSR Ch, Moscow 1983

1.♖h8†! ♔g6 2.♕g3†!

(1 point)

1 consolation point for 2.♖g8+–.

1...♔h5 3.♕g5#

(another 1 point)

Ex. 8-4

L.Polugaevsky – L.Psakhis

USSR Ch, Moscow 1983

1.g4!

(1 point)

1...♕e5

Other moves lose:

a) 1...fxg4? 2.♖xa1+–

b) 1...♕f6 2.♕b8† ♕f8 3.♕xf8† ♖xf8 4.gxf5+– (Polugaevsky)

2.f4!

(another 1 point)

Polugaevsky wants to win a second pawn. Black would have reasonable drawing chances after 2.gxf5 ♕xf5 3.♕b8† ♕b8±.

2...♕d6?!

Black loses after 2...♕f6? 3.♕b8† ♕f8 4.♕xf8† ♖xf8 5.gxf5+–.

However, 2...♕e8!? would be more resilient; after 3.gxf5 h6± White still has some work to do.

3.gxf5 ♖f8 4.♖d1 ♕c5 5.♖d5 ♕c1† 6.♔g2 h6 7.♕d3 ♕b2† 8.♔g3 ♕c1 9.e4 ♔h7

9...♖c8 10.♖d8† ♖xd8 11.♕xd8† ♔h7 12.♕d3+–

10.e5 ♕g1† 11.♔h3 h5 12.f6† ♔h6 13.♕g3 ♕f1†

13...♕xg3† 14.hxg3 gxf6 15.♖d6+– (Polugaevsky)

14.♔h4 gxf6 15.exf6

1–0

Solutions

Ex. 8-5

V.Hort – R.Tibensky

Czechoslovakian Ch, Sumperk 1984

1.♕h7!

(1 point)

This strong move puts Black in difficulties.

1.♕c2 is less dangerous: 1...♔e7 2.♕c6 ♕g6=

1...♘e7

1...♖g7 would lose to 2.♕h8† ♔e7 3.♖c8.

1...♕g7 is more stubborn, although 2.♕xh4†± is clearly good for White.

2.♕c2!

(another 1 point)

Now White is able to penetrate down the c-file.

2.♕xh4 is not so clear: 2...♕xh4 3.♘xh4 ♘d5±

2...♔e8 3.♕c7 ♔f7

3...♕g6 4.♕b8† ♔f7 5.♕xf4†+–

4.♕xa7

Now 4...♕g7 would simply be met by 5.♘e5† ♔f6 6.♘g4†+–.

1–0

Ex. 8-6

Based on the game

I.Nei – M.Taimanov

Moscow (blitz) 1975

1...♕f5! 2.♕xf5 ♖xd1†–+

(1 point)

Ex. 8-7

K.Androvitsky – Kosa

Hungary 1970

1.♕g5†!!+–

(1 point)

Mate is forced: 1...hxg5 2.♖h8† ♖h6 3.♖xh6#

Ex. 8-8

W.Thormann – R.Tischbierek

East German Ch, Suhl 1979

1.♖xd7!

(1 point)

1...♕xd7 2.♕xf6† ♔g8 3.♖f3

(another 1 point)

3...♖fd8

If 3...♕d4† then 4.♔f1+–.

3...♖fc8!? is followed by: 4.♕h6! ♖xc3 5.bxc3 ♕d1† 6.♔f2 ♕c2† 7.♔g3 ♕xe4 8.♔h3+–

4.♕h6!

(another 1 point)

4...♕d4†

4...f5 5.♖g3† ♔f7 6.♕xh7† ♔e8 7.♖g8#

5.♔f1 ♕d3† 6.♖xd3 ♖xd3 7.♕g5† ♔f8 8.♕xe5 ♖ad8 9.♕c5†

1–0

Ex. 8-9

K.Podzielny – J.Pospiech

Correspondence game

1.♖g4!

(2 points)

White threatens ♖h4.

1...♖xg5

Black cannot take the rook: 1...fxg4? 2.hxg4 ♕xh2† 3.♕xh2† ♔g7 4.♕h6#

2.♖xg5±

After 2.♖h4?! Black would get sufficient material for the queen.

2...♕h6 3.♖hg2

Either 3.♕g3 or 3.h4 would be more accurate.

3...♖h8?

This allows an echo of the previous combination.

Instead 3...♖g8 would have given Black some chances to defend.

4.♖2g4!+– f6

4...fxg4 5.♕xf7†+–

5.♖h4 fxg5 6.♕xg5 ♕xh4 7.♕xh4†

1–0

Solutions

Ex. 8-10

Gendel – Shushkevich

Moscow 1956

1...♖g8!

(1 point)

A criss-cross motif, as in Diagram 8-2.

2.f6†

2.♖xg8 ♕xc3–+

2...♔d7

Or 2...♘xf6 3.♕xf6† ♔xf6 4.♖xg8 ♕xh4–+.

3.♗e6† fxe6 4.♖g7† ♖xg7† 5.fxg7 ♕xc3 6.g8♕ ♘f6

If White now tries 7.♕g7† ♔c8 8.♖b1, then Black has 8...♗xf2†! 9.♔g2 ♗b6–+.

0–1

Ex. 8-11

N.Smyslov – Sprostinsh

Correspondence game 1984

1...♖h3†!

(1 point)

Both ways of taking the rook lose: 2.♕xh3 (2.♔xh3 ♕g3#) 2...♕xc2† 3.♔g1 ♔xf8–+

0–1

Ex. 8-12

V.Simagin – A.Lilienthal

Parnu 1947

1...♖e8!

The positional 1...g5!? (1 consolation point) is also worth considering.

2.♕xe8

2.♕d2 ♖e2 3.♕d1 ♖e3–+

2...♕xd4† 3.♔g2 ♕xa1–+

(2 points)

4.fxg6 ♕xa2† 5.♔f3 ♕d5† 6.♔f2 fxg6 7.h4 ♕d6 8.♔f3 b4 9.h5 gxh5 10.gxh5 f5 11.♕c8 a5 12.♕a8 ♕d3† 13.♔f2 ♕d4† 14.♔f1 ♕f4† 15.♔g1 ♕g5† 16.♔f2 ♕h4† 17.♔f1 ♕c4† 18.♔f2 ♕d4† 19.♔f1 ♕b6 20.♕e8 b3 21.♕e5† ♔f7

0–1

Scoring

Maximum number of points is **21**

18 points and above ····➤ **Excellent**
15 points and above ····➤ **Good**
11 points ····➤ **Pass mark**

*If you scored less than **11** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 9

Contents

- ✓ Active moves
- ✓ Forced play
- ✓ Introduction to the test

Forced Variations

Whenever we are calculating variations, we should first consider those which force our opponent into a specific reaction. Forced variations lie at the heart of the calculation of variations. Moreover, they are easier to calculate and give us more security.

In every position we must first look for the **active moves**: checks, captures, mating threats or attacks on opposing pieces. It is these moves which have the highest level of priority. Checks are especially useful since the opponent has only a limited number of replies. It is often possible to totally determine the future course of the game if the opponent is given only a single possible reply.

The following sample games show the importance of forced variations in practical play.

P.Tregubov – A.Yusupov

France 2005

1.d4 ♘f6 2.♘f3 e6 3.c4 d5 4.♘c3 c5 5.cxd5 ♘xd5 6.e4 ♘xc3 7.bxc3 cxd4 8.cxd4 ♗b4† 9.♗d2 ♗xd2† 10.♕xd2 0–0 11.♗c4 ♘c6 12.0–0 b6 13.♖ad1 ♘a5 14.♗d3 ♗b7 15.♖fe1 ♕e7 16.d5! exd5

Diagram 9-1

17.exd5!

17.e5 is less accurate, on account of 17...♘c4 18.♕f4 ♘b2.

17...♕d6

17...♕f6? 18.♘g5 is good for White, in view of 18...h6 19.♘h7±.

18.♖e5!?

An interesting idea. The rook is transferred to the kingside to support the attack.

Here 18.♘g5 is not so good, as Black can reply 18...h6.

18...♖ae8 19.♖h5 h6 20.h3

A useful move, controlling the g4-square (which becomes important if Black brings his bishop to c8), and giving the king an escape square.

20...♗c8 21.♘d4 ♗d7 22.♗b1! ♖e7?

A decisive mistake.

22...♗a4? is also wrong: 23.♘f5 ♕f6 24.♖c1 ♖c8 25.♘xh6†! gxh6 26.♖xh6 ♖xc1† 27.♕xc1 ♕d4 28.♗h7† ♔h8 29.♗c2† ♔g8 30.♗xa4+–

Black would do better to play 22...♖e5. If White continues 23.♕d3 then 23...f5 is unclear.

23.♕d3 g6

23...f5 24.♘xf5 ♗xf5 25.♖xf5 is clearly better for White.

24.♖xh6

Diagram 9-2

24...♕xd5

Black's original intention had been to play 24...♕f4 and now:

a) 25.♖xg6†?? fxg6 26.♕xg6† ♖g7–+ shows the reasoning behind Black's 22nd move.

b) 25.d6! is the move that Black did not spot in time. Black is in trouble: 25...♕xd6 26.♘f5! ♕xd3 27.♘xe7† ♔g7 28.♖xd3 ♔xh6 29.♖xd7+–

25.♕g3! ♖fe8

25...♕e5 26.♕h4 ♖fe8 is no better: 27.♗xg6! fxg6 28.♖xg6† ♖g7 29.♘f3 ♕e7 30.♖xg7† ♕xg7 31.♖d5!+– The threat of ♖g5 is decisive.

Diagram 9-3

White now looks for and finds a forced continuation.

26.♗xg6! ♖e1†

At first Black had hoped that he could get away with accepting the sacrifice. But after 26...fxg6 27.♖xg6† we have:

a) 27...♔h7 28.♖g5+–

b) 27...♔f7 28.♖g5 ♕e4 29.♖g7† ♔f8 30.♖g8† ♔f7 31.♕g7#

c) 27...♔f8 28.♕f4† There are lots of good options here, but White should be looking for a way of forcing matters, and allowing his opponent only a few replies; the best way of doing this is with checks. (Another strong line is 28.♘e6† ♗xe6 29.♕f4† ♖f7 30.♕h6† ♔e7 31.♖xd5 ♗xd5 32.♕g5†+–.) 28...♖f7 29.♕h6† ♔e7 30.♘c6†! ♕xc6 (30...♗xc6 31.♖xd5 ♗xd5 32.♕g5†+–)

Diagram 9-4

31.♕g5†! (31.♖xc6?! ♘xc6 32.♕d6† ♔d8 33.♕xc6?? would be careless, due to 33...♖e1†) 31...♖f6 32.♖xf6 ♕xf6 33.♖xd7†+–

27.♔h2 ♕e5

Diagram 9-2 ▼

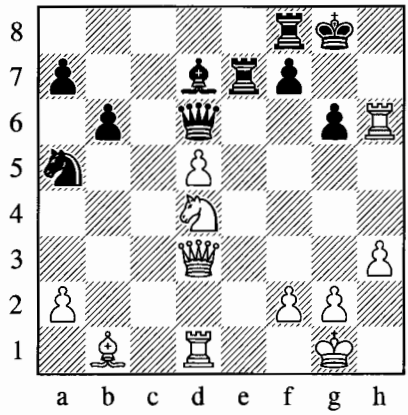


Diagram 9-3 △

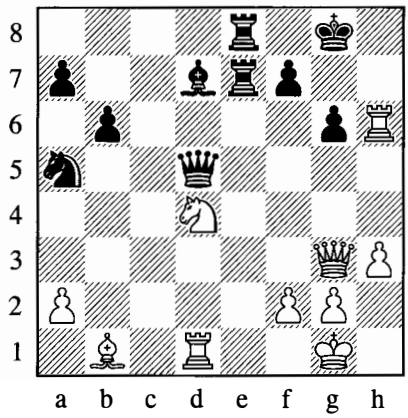


Diagram 9-4 (analysis) △

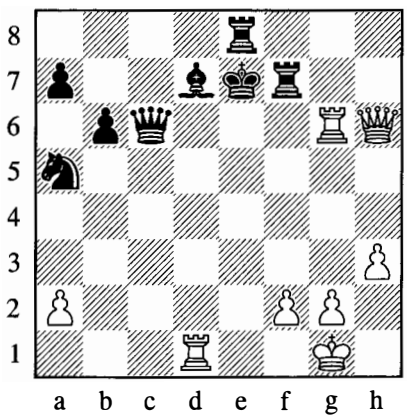


Diagram 9-5 △

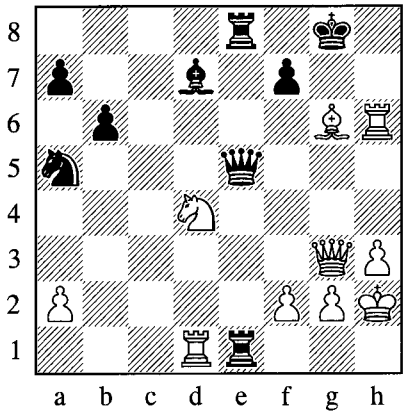


Diagram 9-6 ▼

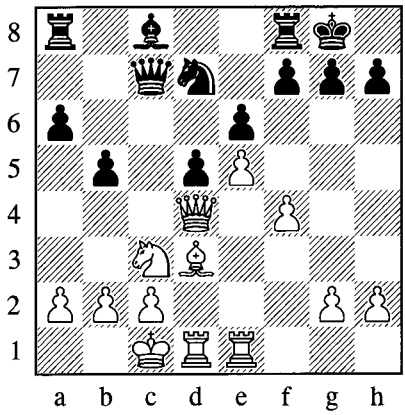


Diagram 9-7 △

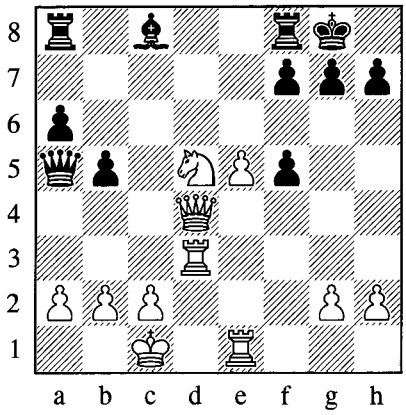


Diagram 9-5

28.♗xf7†!

This leads quickly to victory, although 28.f4 ♕g7 29.♖xe1 ♖xe1 30.♕g5 also wins for White.

28...♔xf7 29.♖h7† ♔f8 30.f4!

Unpinning the white queen. Now after 30...♕f6 31.♖xe1 ♖xe1 32.♕xe1 ♕xf4† 33.♔h1 Black's position would be hopeless.

1–0

J.Aagaard – S.Brynell

Stockholm 2004

1.e4 e6 2.d4 d5 3.♘c3 ♘f6 4.e5 ♘fd7 5.f4 c5 6.♘f3 ♘c6 7.♗e3 cxd4 8.♘xd4 ♗c5 9.♕d2 0–0 10.0–0–0 a6 11.♕f2 ♘xd4 12.♗xd4 ♕c7 13.♗d3 ♗xd4 14.♕xd4 b5 15.♖he1!

Diagram 9-6

White is playing very solidly in the centre and preparing the dangerous breakthrough f4-f5. For that reason, Black should swap queens here with 15...♕c5.

15...♘c5? 16.f5!

The threat is f5-f6 and the pawn wedge would be very dangerous.

16...exf5 17.♘xd5 ♘xd3†

After 17...♕a7 18.♕f4! (or 18.♘f6†!) White has a winning kingside attack.

18.♖xd3 ♕a5?!

Diagram 9-7

This is a key moment in the game. White correctly believes that he has a decisive advantage (all his forces are already in play and are well-coordinated in the attack), and so he looks for a forced win. Here Aagaard invested a great deal of time in calculating the variations accurately. (You can find extensive annotations regarding this in Aagaard's book, *Excelling at Chess Calculation*.)

19.b4!

Without wasting any time, White gets rid of the threat of ...♕xe1†. White can also win by first playing 19.♘f6†! gxf6 and then 20.b4.

19...♕xa2

Both 19...♕a4? 20.♘b6+– and 19...♕d8? 20.♘f6†+– are clearly hopeless for Black

20.♘f6†!

Another logical continuation, opening up the opposing castled position.

20...gxf6

20...♔h8 is met by 21.♖h3 gxf6 (21...h6 22.♕f4+–) 22.♕h4. Black has no good way of parrying the threat of mate on h7. However, because the move mate threat is less forcing than a check, some care is still required here. The following checks by the opponent absolutely had to be seen and taken into account. 22...♕a1† 23.♔d2 ♖d8† 24.♔e2 ♕xe5† 25.♔f1 The checks run out and White wins.

21.♖g3†

21.♕h4! would be even simpler, since the d3-rook protects the white king from checks. 21...f4 22.exf6 ♔h8 23.♕h6 ♖g8

Diagram 9-8

The simplest way for White to continue is with checks: 24.♕g7†!! (24.♖e8! also wins) 24...♖xg7 25.♖d8† ♖g8 26.♖xg8† ♔xg8 27.♖e8#

21...♔h8 22.♕h4

Threatening ♕xf6#.

22...♕a1† 23.♔d2 ♖d8† 24.♔e2 ♕xe5† 25.♔f1 ♖d1

Black has no good defence:

a) 25...♕d4 26.♕xd4 ♖xd4 27.♖e8#

b) 25...♕d6 loses immediately to 26.♖h3.

26.♖xd1 ♗e6

26...♗b7 27.♕h6!+–

27.♕h6 ♗c4† 28.♔g1!

Diagram 9-9

1–0

In the test which follows, please look for active candidate moves: first checks, then threats of mate, captures of pieces, and attacks on pieces. In the subsequent moves too, you really must continue to be active and attack. The very first variations to examine are the forcing ones, which do not leave your opponent any choice. It can happen that you find yourself on the correct road and then do not have to look for an alternative. You only need to find one solution. But you should calculate out that solution very precisely.

Diagram 9-8 (analysis) △

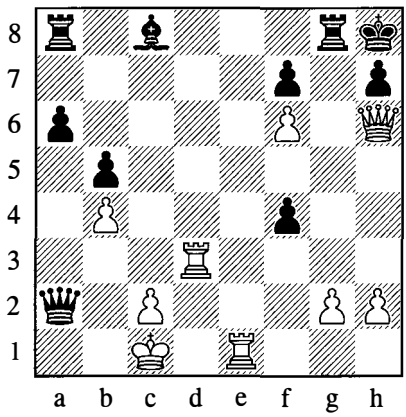
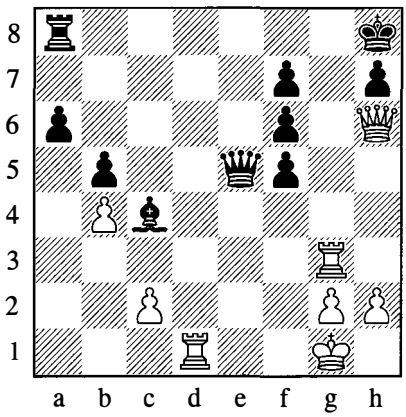
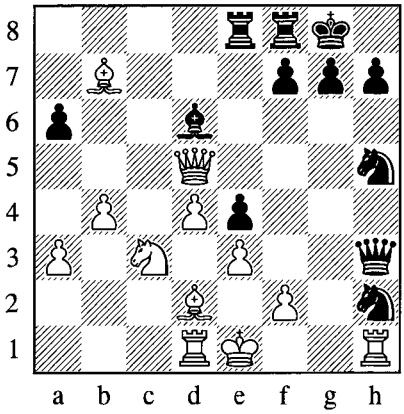


Diagram 9-9 ▼

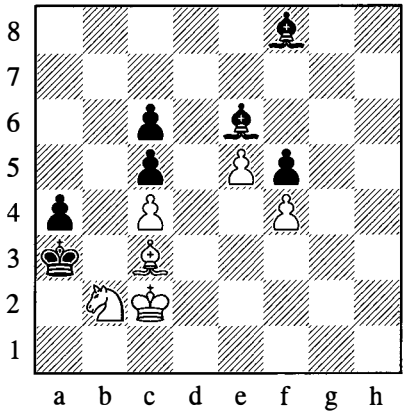


Exercises

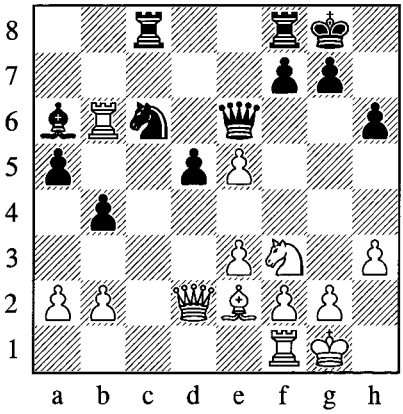
Ex. 9-1 ★ ▼



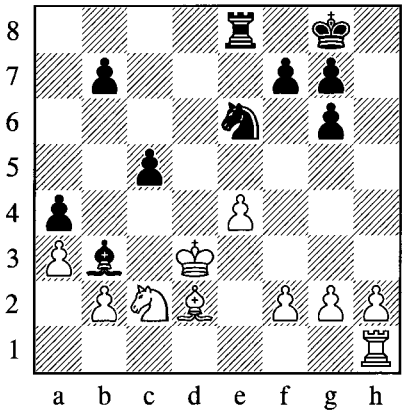
Ex. 9-4 ★★ △



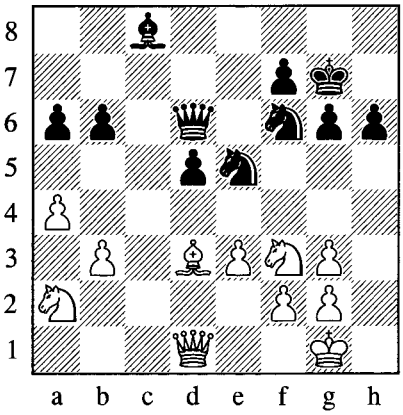
Ex. 9-2 ★★★ ▼



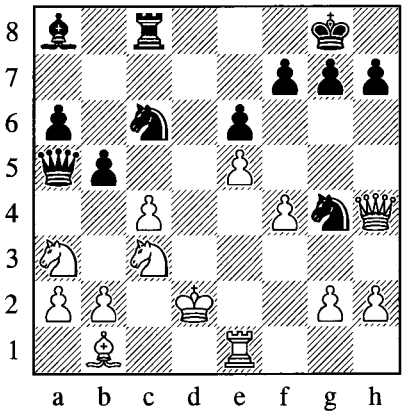
Ex. 9-5 ★★ ▼



Ex. 9-3 ★★ ▼

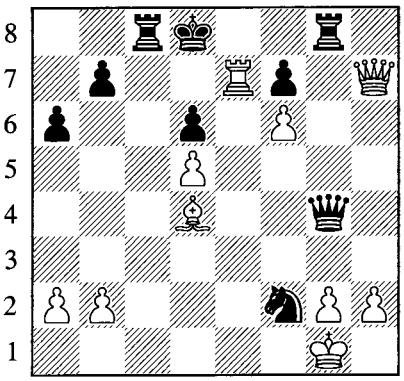


Ex. 9-6 ★★ ▼

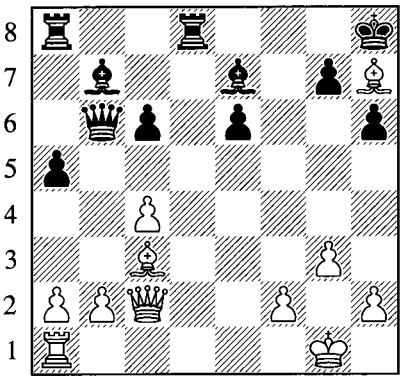


Exercises

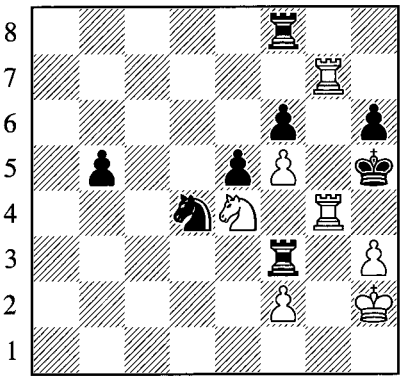
Ex. 9-7 ★★ △



Ex. 9-8 ★★ △



Ex. 9-9 ★ △



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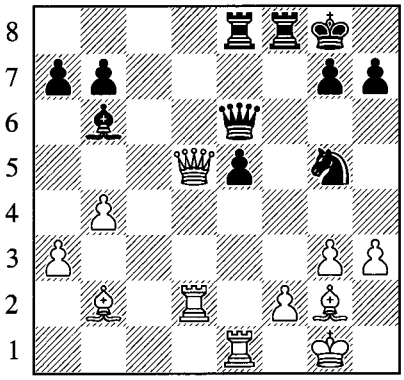

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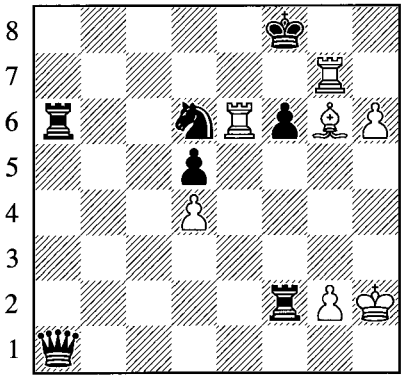
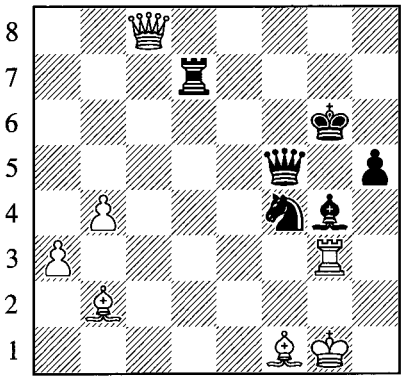


Ex. 9-12 ★★ ▼



Solutions

Ex. 9-1

F.Vallejo Pons – I.Sokolov

Bundesliga 2005

1...♘f3†

The immediate 1...♘g3 (also 1 point) wins easily too:

a) 2.fxg3 ♗xg3† 3.♔e2 ♕g2#

b) 2.♖c1 ♘xh1 is hopeless for White.

2.♔e2 ♘g3†!

(1 point)

3.fxg3 is met by 3...♕g2#.

0–1

Ex. 9-2

A.Graf – R.Dautov

Bundesliga 2005

1...♗xe2

(1 point)

This leads to a series of exchanges.

2.♘d4!

2.♕xe2 is strongly met by 2...♘d4! 3.♕a6 ♘xf3† 4.gxf3 ♕xh3∓.

(another 1 point for this variation)

2...♕xe5 3.♘xc6 ♕c7!?

(another 1 point)

Both 3...♕f6 and 3...♕e6 (also 1 point) lead to equality: 4.♕xe2 ♖xc6=

However, 3...♖xc6 lets White keep an edge: 4.♖xc6 ♗xf1 5.♔xf1±

4.♕xe2

4.♖c1!? is an interesting try. Then 4...♕xb6 5.♘e7† ♔h8 6.♘xc8 ♕e6 7.♘a7 would be slightly better for White, so Black should prefer either 4...♖ce8! or 4...♔h7! with great complications,

4...♕xb6 5.♘e7† ♔h8 6.♘xc8 ♖xc8 7.♕d2 ♕e6

Now 8.♖c1 ♖xc1† 9.♕xc1 ♕e4 is dead level.

½–½

Ex. 9-3

L.Van Wely – A.Shirov

Bundesliga 2005

1...♘xd3! 2.♕xd3 ♕a3

(2 points)

Black wins a pawn.

3.♘c3

3.♕c2 is met by 3...♗f5∓.

If 3.♕c3? then 3...♕xa2 4.♕xc8 ♘e4–+.

3...♕xb3∓

Ex. 9-4

V.Anand – V.Topalov

Monte Carlo (rapid) 2005

1.♘d3!

(2 points)

There is no defence against 2.♗b2(†) followed by 3.♘c1#.

1–0

Ex. 9-5

L.Van Wely – P.Svidler

Monte Carlo (rapid) 2005

1...♖d8†!

(1 point)

2.♔c3 ♘c7!

(another 1 point)

Threatening 3...♘b5#.

0–1

Ex. 9-6

D.Navara – P.Eljanov

Deizisau 2005

1...♕d8†!

The first things to investigate are checks!

2.♕xd8† ♖xd8† 3.♔c1 b4–+

(2 points)

Black wins a piece.

4.♘ab5 axb5 5.♘xb5 ♘d4 6.♗e4 ♘f2 7.♗xa8 ♘d3†! 8.♔d2 ♘xb5

0–1

Solutions

Ex. 9-7

E.Khramov – A.Roshal

USSR

1.♗b6†?!

White has found the right idea, but he chooses the wrong move order. The precise route to victory is: 1.♖d7†!!

(1 point)

1...♕xd7 (1...♔xd7 2.♕xf7† ♔d8 3.♕e7#) 2.♗b6†! ♖c7 (2...♔e8 3.♕xg8#) 3.♕xg8† ♕e8 4.♗xc7† ♔d7 5.♕xe8† ♔xe8 6.♔xf2+–

(another 1 point for the whole variation)

1...♖c7 2.♖d7†!

You only get 1 consolation point if you opted for this move order; Black can put up a defence!

2...♔c8! 3.♖xc7† ♔b8 4.♕xg8†?

The only way to play for a win is the brave: 4.♔xf2!? ♕xg2† 5.♔e1 ♕h1† 6.♔e2 ♖g2† 7.♗f2!+–

4...♕xg8 5.♖d7 ♘h3† 6.♔f1 ♘f4?

6...♔c8! is correct: 7.♖d8† ♕xd8 8.♗xd8 ♔xd8 9.gxh3 b6= Black has constructed a fortress.

7.♖d8†

1–0

Ex. 9-8

I.Zaitsev – Nadj

USSR

1.♗xg7†!

(1 point)

1...♔xg7 2.♕g6† ♔h8

2...♔f8 3.♕g8#

3.♗g8!

(another 1 point)

Black is mated after 3...♖xg8 4.♕xh6#.

1–0

Ex. 9-9

Variation from the game

V.Kramnik – I.Sokolov

Wijk aan Zee 2005

1.♘g3†! ♖xg3 2.fxg3 ♘xf5 3.♖h4†! ♘xh4 4.g4#

(1 point)

Ex. 9-10

R.Mainka – E.Heyken

Travemünde 2005

1...♗xf2†!

(1 point)

But not 1...♘xh3†? 2.♔h2 ♗xf2 3.♖xe5+–.

2.♖xf2 ♘xh3†!

(another 1 point)

3.♔h2

3.♗xh3 ♕xd5–+

3...♖xf2 4.♕xe6† ♖xe6 5.♗c1

5.♔xh3 ♖h6†–+

5...g5!–+

(another 1 point)

6.♗e3 ♖b2 7.♔xh3 ♖h6† 8.♔g4 ♖xg2 9.♗xg5 ♖e6 10.♗c1 e4

0–1

Ex. 9-11

Variation from the game

A.Shirov – P.H.Nielsen

Drammen 2004

1.♖e8†!

(1 point)

1...♘xe8 2.♖f7† ♔g8 3.h7† ♔h8 4.♖f8† ♔g7 5.♖g8†!

(another 1 point)

5...♔h6 6.h8♕† ♔g5 7.♗d3†

7.♕h5† also wins: 7...♔f4 8.♕f5† ♔e3 9.♕d3† (or 9.♖xe8† ♔xd4 10.♕xf2†+–) 9...♔f4 10.♕g3#

7...♘g7

7...♔f4 8.♕h6#

Solutions

8.♕xg7†
Or 8.♖xg7† ♔f4 9.♕h6#.
8...♔h5 9.♖h8#

Ex. 9-12

M.Zielinska – B.Burchardt
Germany 2005

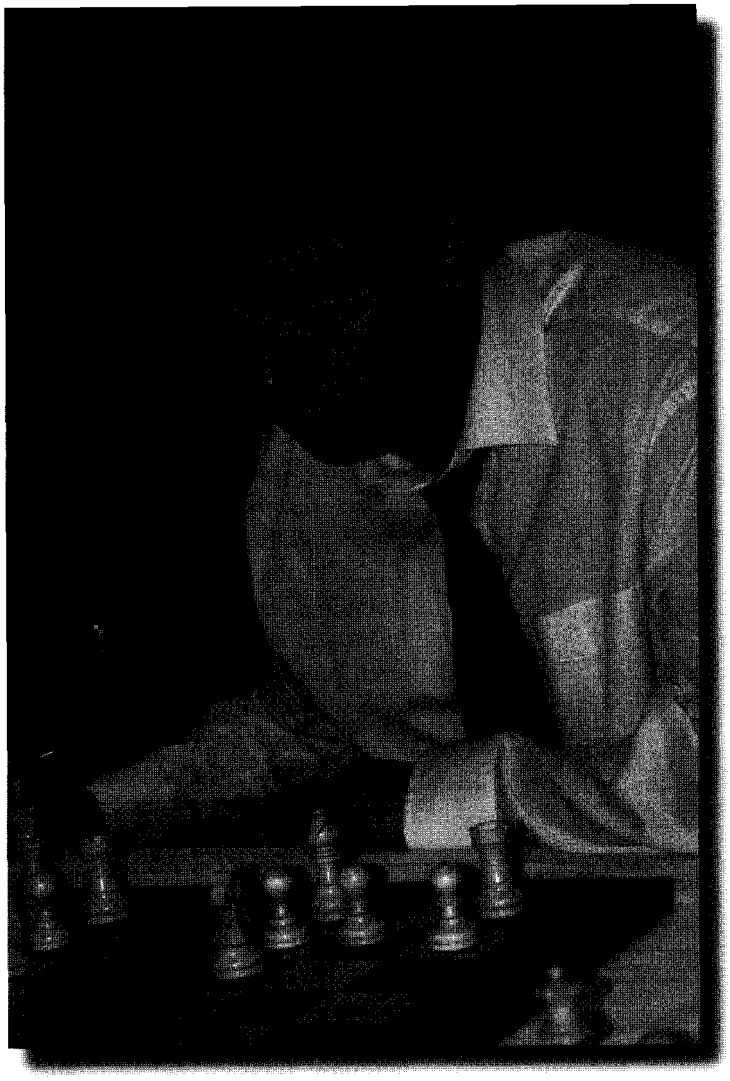
Black can win by force:
1...♘h3†!
(1 point)
Instead 1...♘e2† 2.♗xe2 ♖d1† 3.♗xd1 ♕xc8 (1 consolation point) is not so good: 4.♗xg4 hxg4 5.♗d4 ♕c1† 6.♔g2=
In the game, Black went seriously wrong with 1...♕e6?? 2.♕c2† ♕f5±.
2.♖xh3
Black wins after both 2.♔h2 ♖d2† and 2.♗xh3 ♖d1†.
2...♕xf1†!!
(another 1 point)
3.♔xf1 ♗xh3† 4.♔g1
4.♔f2 ♖f7†–+
4...♖d1†–+

Scoring

Maximum number of points is **24**

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

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



Alexei Shirov's attacking play
combines wonderful imagination
with accurate calculation

CHAPTER 10

Contents

- ✓ Coordination of the pieces on a diagonal
- ✓ Other forms of cooperation between queen and bishop

Attacking with queen and bishop

A queen and bishop are quite easy to coordinate. We have already seen a lot of examples which underline the effectiveness of these pieces on diagonals. You can set up a queen and bishop battery in order to support the queen on a diagonal. But sometimes it makes sense to position the bishop in front of the queen, so as to create pawn weaknesses in the castled position, or to attack targets with a less valuable piece. We have frequently seen such batteries leading to sacrifices on h6 (or h3) – see, for example, Diagram 12-5 in *Build Up Your Chess 1*.

However, the flexibility of the queen means that it can also be positioned on an opposite-coloured square to the bishop, in which case the pieces will control a large number of squares between them. Against an insufficiently protected king, a bishop can often provide the queen with the support necessary to execute a mating attack.

Diagram 10-1 △

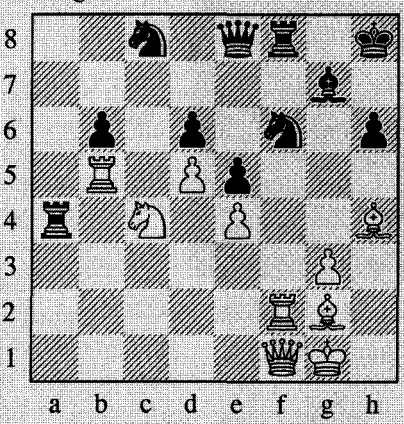


Diagram 10-1

G.Kasparov – I.Smirin

USSR Ch, Moscow 1988

Kasparov begins a complicated attack, which is based on the weakness of the light squares in the opposing camp.

1.♗xf6! ♖xf6 2.♖xf6 ♕xb5 3.♖e6!?

Kasparov is playing for a win.

3.♖f8† only leads to perpetual check after 3...♗xf8 4.♕xf8† ♔h7=. Here 5.♗h3? would be too optimistic: 5...♕c5† 6.♔g2 ♖a2† 7.♔h1 ♖a1† 8.♗f1 ♕c7∓

However, 3.♗h3! leads to an advantage for White: 3...♕c5† 4.♔h1 ♖a1 5.♕xa1 ♗xf6 6.♕f1 ♔g7 7.♗xc8 b5 8.♘xd6 ♕xd6 9.♕xb5± But the opposite-coloured bishops mean that Black has chances of a draw here.

3...♔g8!

The alternative 3...♖a7 could be considered, so as to protect the f7-square.

On the other hand, 3...♖xc4? would be a mistake: 4.♕f7 ♕c5† 5.♔h2 ♖c1 6.♖e8† ♔h7 7.♕f5#

4.♗h3!

White brings his bishop into the game.

4...♖xc4?

Diagram 10-2

In time trouble, Smirin underestimates the following combination, and loses the game.

Again Black could consider 4...♖a7, although White retains some pressure.

The slightly odd 4...h5!?∞ may be the best defence.

5.♖xh6!!+–

The rook clears the square for the bishop.

5...♗xh6

If 5...♕c5† 6.♔h1 ♖c1 then 7.♗e6#.

6.♗e6† ♔h8 7.♕f6†

Black has no defence against mate: 7...♔h7 (7...♗g7 8.♕h4†+–) 8.♕f7† ♗g7 (8...♔h8 9.♕g8#) 9.♗f5† ♔h8 (9...♔h6 10.♕g6#) 10.♕h5† ♔g8 (10...♗h6 11.♕xh6† ♔g8 12.♗e6#) 11.♗e6† ♔f8 12.♕f7#

1–0

We shall now look at some more combinations which demonstrate the power of the coordination between queen and bishop.

Diagram 10-3

K.Kopetzky – E.Canal

Vienna 1952

A typical combination lands the white king in a spot of bother.

1...♘f3†! 2.gxf3 ♕xf3

Threatening mate on both g2 and h1.

3.♔f1

3.♕xd5 ♕xd5 is also pretty hopeless, in view of the weakened white kingside.

3...♕h3† 4.♔e2 ♗c4† 5.♔d1 ♕b3† 6.♔c1 ♗d3!

The queen and bishop pursue the white king on the light squares, once more threatening instant mate.

7.♕c7

Diagram 10-4

7...♖xa4!

Diagram 10-2 △

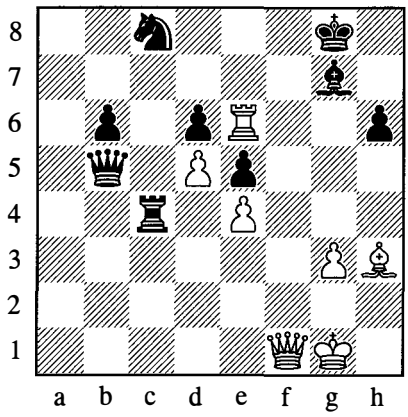


Diagram 10-3 ▼

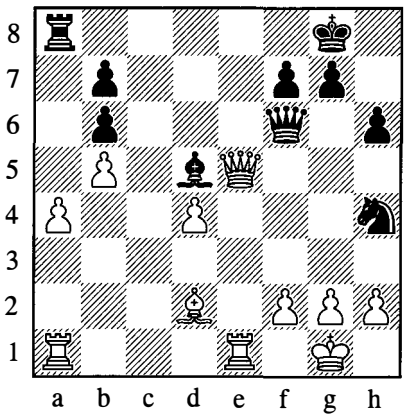
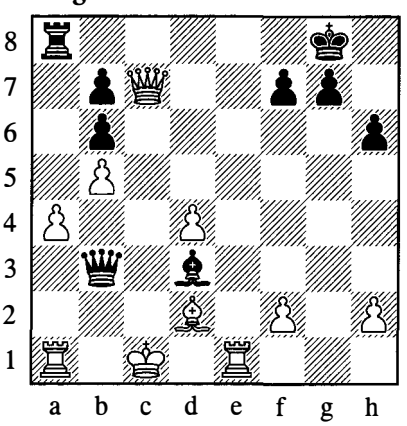


Diagram 10-4 ▼



The key move; White's defences collapse.

8.♗b4

Other moves also lose quickly:

a) 8.♖xa4 ♕b1#

b) 8.♕c3 ♖xa1† 9.♕xa1 ♕c2#

c) 8.♖e8† ♔h7 9.♖a8 ♖xa8! 10.♖xa8 ♕b1#

8...♖xa1† 9.♔d2 ♕xb4†

White's position is hopeless: 10.♔xd3 ♖xe1 11.♕c8† ♕f8–+

0–1

Diagram 10-5 ▼

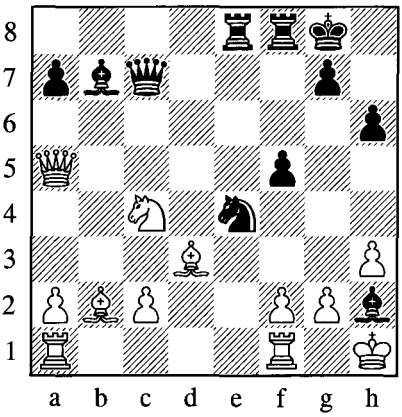


Diagram 10-6 ▼

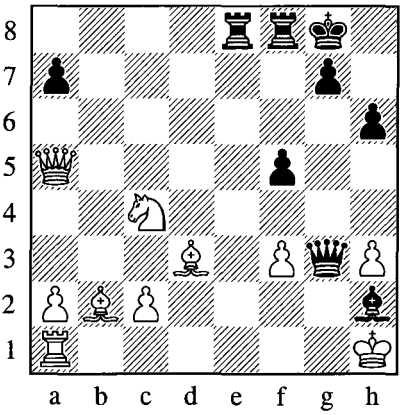


Diagram 10-5

J.Pedersen – V.Jansa

Correspondence game 1958

1...♘g3†! 2.fxg3

White cannot decline the sacrifice: 2.♔xh2 ♘xf1† 3.♔g1 ♕h2† 4.♔xf1 ♗xg2#

2...♕xg3 3.♖f3

If 3.♕d2 then 3...♕xh3 4.♖f3 ♗xf3 5.gxf3 ♗d6† 6.♔g1 ♗c5†–+.

3.♘e3 is followed by: 3...♕xh3 4.♗xf5 (or 4.♗c4† ♔h7 5.♗d5 ♕h4!–+) 4...♕h4 5.♗e6† ♔h7 6.♘f5 ♕h5 7.♘xg7 ♕xa5 8.♘xe8 ♗f4–+

3...♗xf3 4.gxf3

Diagram 10-6

4...♗g1?

Black is playing beautiful chess, but giving his opponent unnecessary chances.

The simple 4...♕xh3 is better: 5.♗f1 ♕h4 6.♕d5† ♔h7 White cannot survive the attack.

5.♕d2?

Of course not 5.♖xg1?? ♕xh3#.

But White gave up hope too soon! The correct defence is: 5.♗e5!! f4 6.♕d5† ♖f7 (the variation 6...♔h8? 7.♗xg7†! ♔xg7 8.♖xg1+– demonstrates an important resource for White) 7.♗xf4! ♕xf4 8.♖xg1±

5...♗f2!

Now 6.♗f1 allows 6...♕g1#, and the only other way for White to avoid being mated is to give up his queen.

0–1

Diagram 10-7

I.Balanel – D.Bronstein

Bucharest 1948

Black can carry out a typical mating attack.

1...d5!

Black opens the a3-f8 diagonal with tempo, so as to bring his bishop to c5.

2.exd5 ♗c5† 3.♔h1 ♕h4! 4.h3 ♕g3!

The threat is 5...♕h2#, and White can only stop it by giving up his queen.

5.hxg4 is of course met by 5...♕h4#.

0–1

Diagram 10-7 ▼

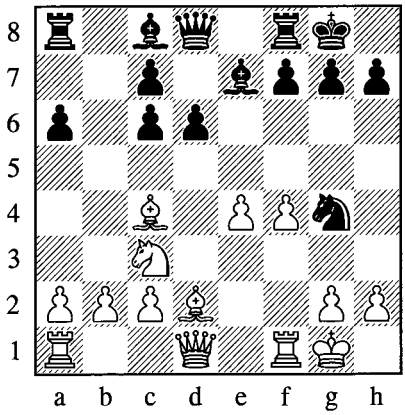


Diagram 10-8

J.Capablanca – C.Jaffe

New York 1910

White is prepared to sacrifice in order to activate the queen and bishop battery.

1.♖xe6! ♘f6

1...fxe6 loses immediately to 2.♕xg6† ♔h8 3.♕h7#.

2.♘e5! c5

2...♗xe5 would be slightly more resilient.

3.♗xh6†!

White lays waste to his opponent's castled position.

3...♔xh6 4.♘xf7†!

Whatever Black does, it is mate next move.

1–0

Diagram 10-8 △

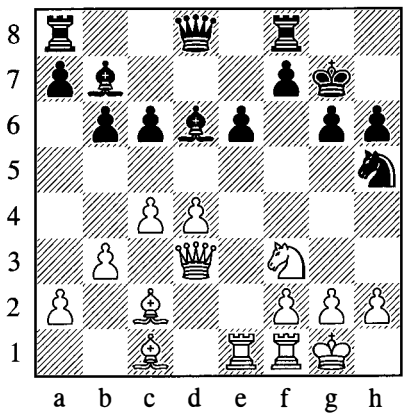


Diagram 10-9

Engels – Badenstein

1937

Black has underestimated the danger and takes the poisoned pawn.

1...♘xd4? 2.♘xd4 ♕xd4 3.♘d5! ♕c5

In order to protect the bishop on e7.

If 3...♕h4 then 4.♘xe7† ♔h8 5.g3 ♕h3 6.f3+–.

4.♗xf6! gxf6

4...♗xf6 is met by 5.♕e4+–, with the double threat of 6.♕h7# and 6.♘xf6†.

5.♘xe7†

Diagram 10-9 ▼

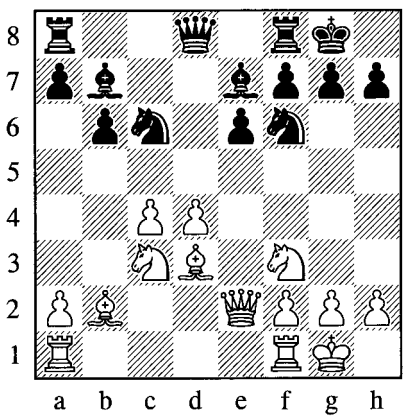


Diagram 10-10 △

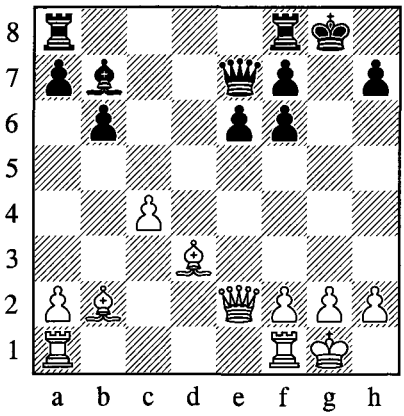
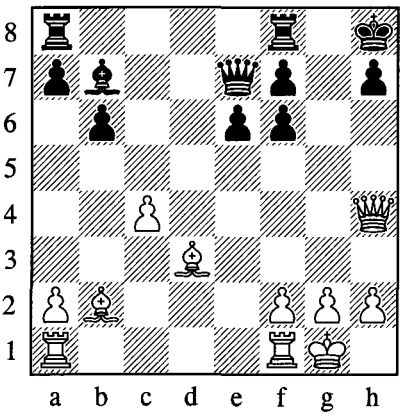


Diagram 10-11 △



First 5.♕g4†+– is also good.

5...♕xe7

If 5...♔h8 then 6.♘d5 exd5 7.♕h5+–.

Diagram 10-10

6.♕g4†!

Leading to a typical finish.

6...♔h8 7.♕h4!

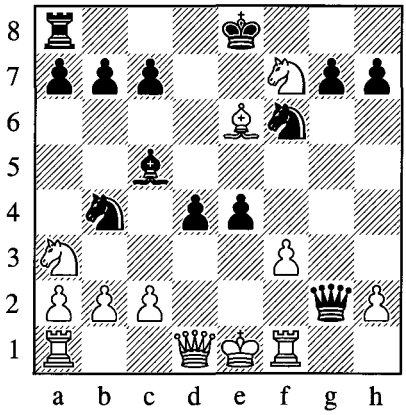
Diagram 10-11

Now the f6-pawn is pinned, and so Black cannot ward off the mate threat by playing ...f5.

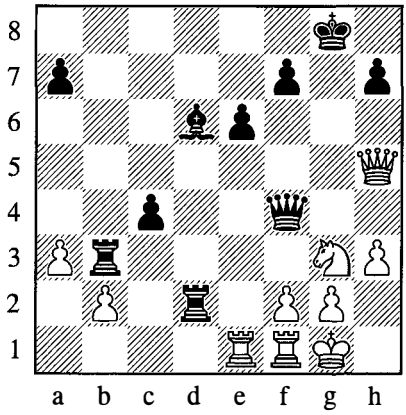
1–0

Exercises

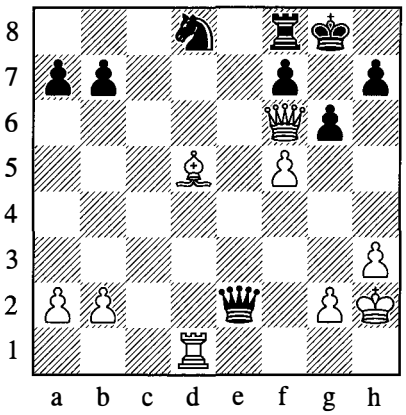
Ex. 10-1 ★ ▼



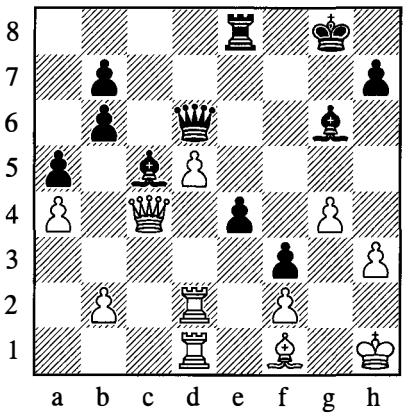
Ex. 10-4 ★ ▼



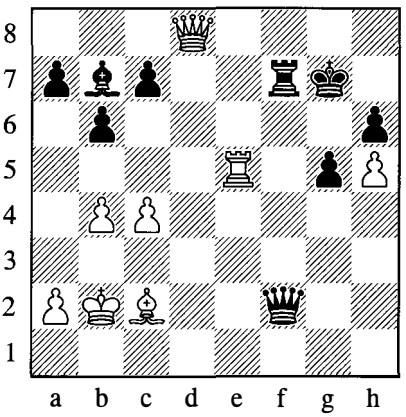
Ex. 10-2 ★★ △



Ex. 10-5 ★★★ ▼



Ex. 10-3 ★ △



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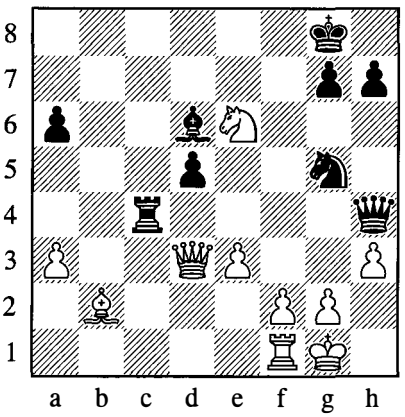
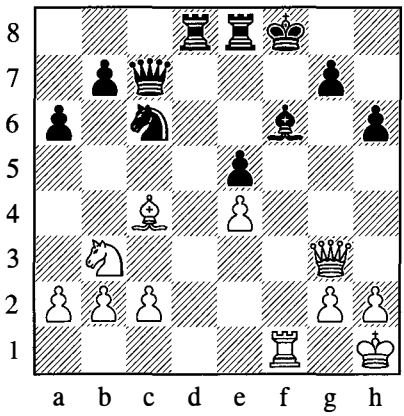
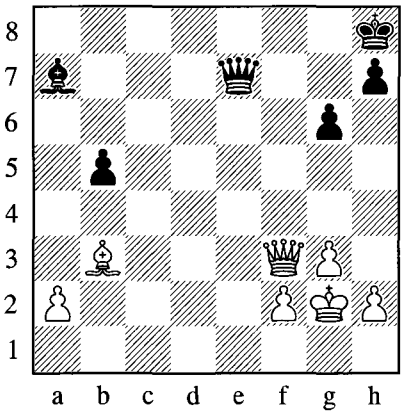


Exercises

Ex. 10-7 ★ △



Ex. 10-8 ★ △



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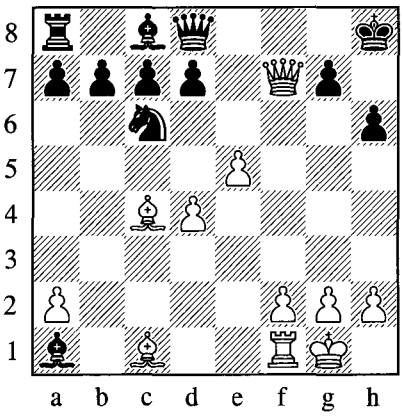
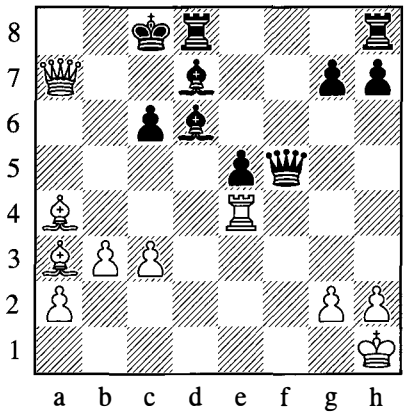
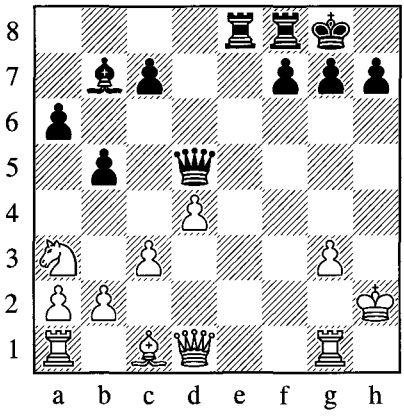


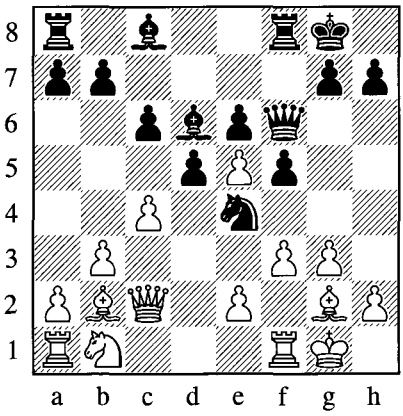
Ex. 10-10 ★★ △



Ex. 10-11 ★ ▼



Ex. 10-12 ★★ ▼



Solutions

Ex. 10-1

T.Barnes – P.Morphy

London 1858

1...♘d3†!

(1 point)

2.♕xd3

Desperation, but otherwise he is mated: 2.cxd3 ♗b4† 3.♕d2 ♕xd2#

2...exd3 3.0–0–0 ♗xa3–+

Ex. 10-2

L.Engels – V.Toth

Sao Paulo 1952

1.fxg6!!

(1 point)

White wins by force.

1...♕xd1

1...hxg6 2.♕xg6+–

2.gxh7† ♔xh7 3.♗e4† ♔g8 4.♕g5† ♔h8 5.♕h6† ♔g8 6.♕h7#

(another 1 point)

Ex. 10-3

G.Weissgerber – L.Rellstab

Bad Pyrmont 1933

1.♖xg5†!!

1.♖e6 also wins, but the move in the game is more forcing, and therefore preferable.

1...hxg5 2.h6†! ♔xh6 3.♕h8† ♖h7 4.♕xh7#

(1 point)

Ex. 10-4

Traeger – Weise

1964

1...♖xg3!

Black has another way to win: 1...♖bxb2 2.♖e4 ♖xf2! 3.♕g4† (3.♖xf4 ♖xg2† 4.♔h1 ♖h2† 5.♔g1 ♖bg2#) 3...♔f8!–+ (also 1 point).

2.fxg3 ♖xg2†! 3.♔xg2

3.♔h1 ♖h2† 4.♔xh2 ♕xg3† 5.♔h1 ♕h2#.

3...♕xg3† 4.♔h1 ♕h2#

(1 point)

Ex. 10-5

Heinicke – Pfeiffer

1957

1...b5!

(2 points)

Black wants to set up a queen and bishop battery on the b8-h2 diagonal, which would lead to a quick win.

Attempting to set up this battery by means of 1...♕e5? is not so good, due to 2.d6†⇄.

However 1...e3!? 2.fxe3 ♖xe3–+ (2 points) is just as strong. Black's threats, such as ...♗e4, are too powerful for White to cope with.

2.axb5

Or 2.♕xb5 ♗a7 3.♕xb7 ♗b8–+.

2...♗a7

(another 1 point)

White has no answer to the threat of ...♗b8.

0–1

Ex. 10-6

Variation from the game

J.Cochrane – H.Staunton

London 1842

1...♘xh3†!

But not 1...♘xe6? 2.♕xd5 ♕e4 3.♕xd6+–.

2.gxh3 ♖g4† 3.hxg4 ♕h2#

(1 point)

Ex. 10-7

W.Hartston – J.Penrose

London 1963

1.♖xf6†! gxf6

1...♔e7 2.♕xg7#

2.♕g8† ♔e7 3.♕e6† ♔f8 4.♕xf6†

(1 point)

It is mate next move.

1–0

Solutions

Ex. 10-8

Djakov – Ajansky

1962

1.♕c3†

1.♕d5± is less convincing.

1...♕g7 2.♕c8† ♕f8 3.♕xf8#

(1 point)

Ex. 10-9

S.Fellner – H.Bancroft

Correspondence game 1960

1.♗g5!

(1 point)

The finish is either 1...hxg5 2.♕h5# or 1...♕xg5 2.♕g8#.

1–0

Ex. 10-10

L.Ljubojevic – J.Durao

Orense 1974

1.♗b5!!

(1 point)

Of course not 1.♗xd6? ♕f1†∓.

Black is now losing by force. He is threatened with instant mate, and 1...cxb5 is met by 2.♕a6† ♔c7 3.♗xd6#.

1...♖df8 is more complex, but White can continue with 2.♕a8† and now:

a) 2...♔c7 3.♕a5† ♔b7 4.♗a6† ♔a8 5.♗c8† ♔b8 6.♗xd6† ♔xc8 7.♕c7#

b) 2...♗b8 3.♗a6† ♔c7 4.♕b7† ♔d8 5.♕xb8†+–

(another 1 point for this variation)

5...♗c8 6.♖e1 ♖f7 7.♗c5! ♕d7 8.♗xc8 ♕xc8 9.♖d1† ♖d7 10.♖xd7† ♔xd7 11.♕d6† ♔e8 12.♕e7#

1–0

Ex. 10-11

Belenjkij – Pirogov

1957

1...♖e1!!

(1 point)

This wins the game on the spot:

a) 2.♖xe1 ♕g2#

b) 2.♕xe1 ♕h5#

c) 2.♕g4 ♕h1† 3.♖xh1 ♖xh1#

d) 2.c4 bxc4–+

0–1

Ex. 10-12

E.Grünfeld – C.Torre Repetto

Baden-Baden 1925

1...♗c5†!

But not 1...♗xe5? 2.♗xe5 ♕xe5 3.fxe4 ♕xa1 4.♘c3±.

2.♔h1

Or 2.e3 ♗xe3† 3.♖f2 ♕h6 4.fxe4 fxe4–+.

(1 point for this variation)

2...♘xg3†!

(another 1 point)

Mate is forced: 3.hxg3 ♕h6† 4.♗h3 ♕xh3#

0–1

Scoring

Maximum number of points is 17

15 points and above → **Excellent**

12 points and above → **Good**

9 points → **Pass mark**

*If you scored less than **9** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 11

Contents

- ✓ Evaluating the position
- ✓ Positional elements
- ✓ Maintaining and exploiting a positional advantage

Positional advantages

In chess books we often find evaluations along the lines of 'White is clearly better' or 'Black is somewhat better', although the position is materially level. There are positional advantages which cause us to give preference to one side or the other. However, we must admit that positional advantages are less clear and often less permanent than material advantages. It still requires good play to turn these advantages into either a mating attack or a win based on material. Despite that, in the hands of an experienced player these advantages are of serious importance.

We have already studied various positional elements. The control of the only open file can represent a great advantage. An inferior pawn structure or some weak squares can cause us a headache. The good or the bad bishop, the activity of the pieces, the mobility of the pawns, good or bad coordination of the pieces; these are all important factors in the position.

A positional advantage can be the result of the opponent's clumsy play, or it may be provoked by pressure being put on his position. Sometimes such an advantage is the result of one or more exchanges – if, for example, we exchange off our opponent's 'good' bishop, he might end up being left with a 'bad' bishop.

The following examples will show us how to obtain and how to exploit a positional advantage.

A.Yusupov – C.Jones

Minneapolis 2005

1.d4 e6 2.♘f3 ♘f6 3.e3

I really like playing this quiet variation. White simply develops his pieces, not trying to attack straight away, but aiming to exert pressure on the opposing position at a slightly later stage. (You can learn more about this system in *Build Up Your Chess 3*, Chapter 5.)

3...c5 4.♗d3

Here the bishop is active and controls the e4-square.

4...♘c6 5.0–0

Diagram 11-1

5...b6?!

This move is not in harmony with 4...♘c6. The light-squared bishop may be well placed on the long diagonal, but the knight on c6 is depriving it of a view! Such details have their part to play, and result in some difficulties for Black.

5...d5 is more logical.

6.c4 ♗e7 7.♘c3

White is already threatening to advance in the centre with d4-d5. Black would rather avoid ...d5, since the a4-e8 diagonal has been weakened by ...b6.

7...0–0 8.d5!±

This gives White an advantage in space.

8...♘b4 9.♗e2

White certainly doesn't want to exchange his light-squared bishop for the b4-knight, because he considers that knight to be an inferior piece. That will become even clearer after a few more moves.

The other way of avoiding the exchange, 9.♗b1, is also quite promising for White.

9...d6 10.a3 ♘a6 11.♘d2

Diagram 11-2

Why is White making another move with his knight, when he still has some undeveloped pieces?

Firstly, in closed positions time plays a lesser role.

Secondly, White is preparing for possible actions by his opponent. After 11...e5 he can play on the kingside with 12.f4. But if his opponent takes on d5, White will recapture with the pawn and obtain the fine c4-square for his knight.

11...♘c7 12.e4 e5 13.b4

White aims to acquire some more small advantages. He strengthens his position on the queenside and gains the option of opening a file there.

Instead 13.f4? would now concede the excellent e5-square to his opponent: 13...exf4 14.♖xf4 ♘d7∓

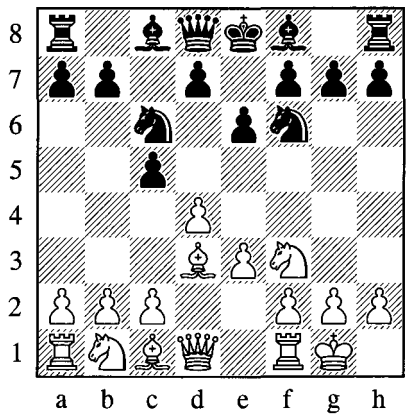
13...♘fe8

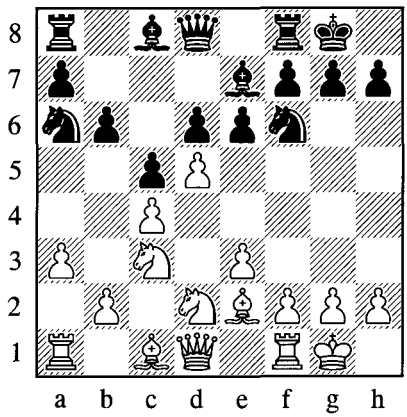
Diagram 11-3

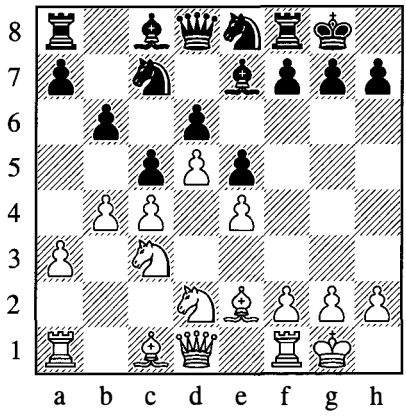
The black pieces have less space, and so Black wants free his game, either with the pawn thrust ...f5, or by playing ...♗g5 to exchange off his passive dark-squared bishop.

14.♗g4!

White prevents ...f5, and moreover exchanges his







opponent's more active bishop! This is how to collect pluses in positional play.

Exchanging pawn with 14.bxc5 would be too soon, because Black can reply 14...dxc5 and then bring his passive knight to the good d6-square.

14...♗g5 15.♖b1

White quietly prepares to open the b-file. He slowly strengthens his position, since there is nothing active his opponent can do.

15...g6

Black is now ready to play ...f5, so White exchanges the bishops.

16.♗xc8 ♕xc8 17.bxc5!

The time has come for this exchange too.

17...bxc5

After 17...dxc5? 18.♘f3 ♗xc1 19.♖xc1 White wins the e5-pawn, since 19...f6? allows 20.d6! ♘e6 21.d7.

18.♕a4±

Diagram 11-4

The queen may go to c6 (the consequence of the exchange of bishops!), to prepare the penetration of the rook to b7.

18...a6?!

This unnecessarily weakens the b6-square; White will soon penetrate there with his rook.

19.♘f3 ♗xc1 20.♖fxc1 f6?!

Black is playing too passively. The only chance (because his opponent has already accumulated quite a few advantages) lay in active play on the kingside. Black should at least try to divert his opponent from his operations on the queenside by playing 20...f5.

21.♖b6 ♖b8 22.♖cb1 ♖xb6 23.♖xb6

White has control of the b-file.

23...♖f7 24.h3

Useful prophylaxis; White deprives the opposing queen of the g4-square and opens up an escape square for his king.

24...♕d7

Diagram 11-5

25.♕xd7

White goes into the endgame. This was not forced; White could also play 25.♕c6. However, the remaining black pieces are very passively placed, and furthermore an exchange of queens reduces the danger of being hit by a counter-attack on the kingside.

Diagram 11-4 ▼

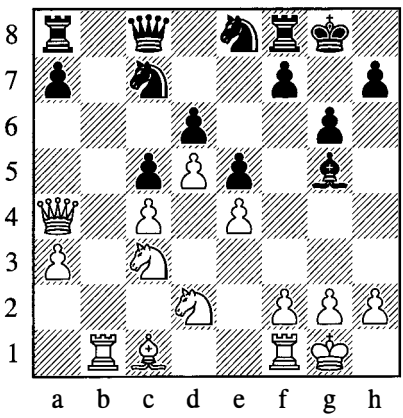
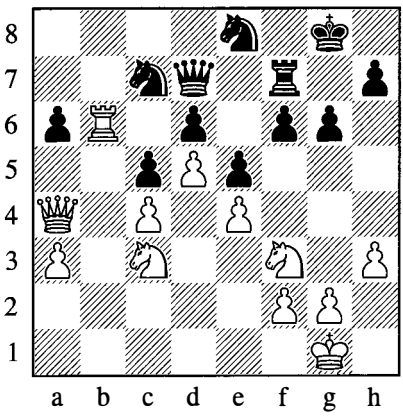


Diagram 11-5 △



25...♖xd7 26.♘d2

The knight has fulfilled its defensive duties on the kingside and now heads to the queenside, to attack the pawn weaknesses there.

26...♔f8 27.♘b3 f5 28.f3 h5 29.♘a5 ♖d8?!

Passive defence is totally hopeless; the queenside is too weak. I was more concerned by play on the kingside. After 29...f4 (intending ...g5-g4), White will still have to work hard to bring home the full point.

30.♘c6 ♖a8 31.♖b7

White prepares the decisive regrouping.

31...a5

Diagram 11-6

32.♘a4!

Threatening ♘b6.

32...♖a6 33.♘b8

The rook is trapped. 33...♖a8 is met by 34.♘b6+–. White just wanted to win a little pawn on the queenside, but caught a much bigger fish in his net.

1–0

G.Michelakis – A.Yusupov

Copenhagen 2003

1.♘f3 d5 2.c4 e6 3.g3 ♘f6 4.♗g2 dxc4 5.♕a4† ♘bd7 6.♕xc4 c5 7.0–0

A slight inaccuracy. Modern theory recommends 7.♕b3 here, with the point that 7...b6? can be strongly met by 8.♘e5!±.

7...b6! 8.d4

If 8.♘d4 then 8...♘e5 9.♘c6 ♘xc4 10.♘xd8 ♘d5 leads to equality.

8...♗b7 9.♘c3 ♖c8 10.♗g5 a6

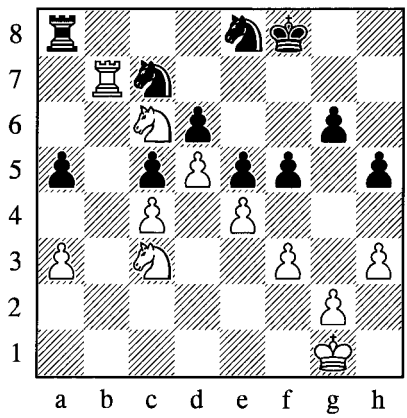
Diagram 11-7

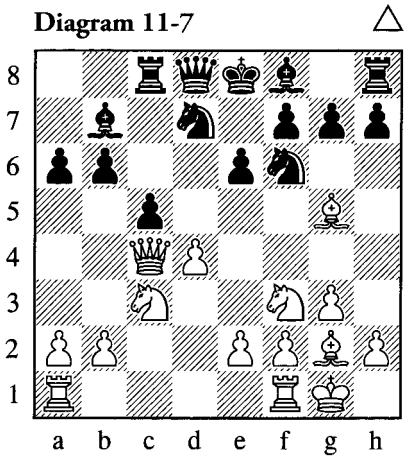
Black has developed his queenside harmoniously. This draws the teeth from any possible initiative by his opponent on the queenside. With his last move Black is preparing ...b5.

11.a4?!

After this move a weakness becomes apparent in the white camp – the b4-square. White should prefer 11.dxc5 ♗xc5 12.♕h4=.

11...h6 12.♗xf6 ♘xf6 13.♖fd1 cxd4 14.♕xd4 ♕xd4





The transition to an endgame is okay for Black, since his pawns on the queenside are secure.

15.♘xd4 ♗xg2 16.♔xg2 ♗c5

The bishop does not have quite enough space on the diagonal, as Black wants to reserve the e7-square for his king. If 16...♗b4 then 17.♘a2 ♗c5 18.♘b3=.

17.♘b3 ♔e7 18.♘xc5 ♖xc5 19.♖d4

Diagram 11-8

The position is almost level. Black's only real advantage is the somewhat better position of his pawns on the queenside.

19...♖hc8 20.♖ad1 ♖c4 21.h3 g5!?∓

Black makes an attempt to loosen up the opposing position on the kingside.

22.f4 gxf4 23.gxf4 ♖xd4 24.♖xd4 ♘d7 25.♔f3 f5 26.e4

White is playing solidly and is still standing up to Black.

26...fxe4† 27.♖xe4 ♖c5

A small plus – the black rook is slightly more active (the possibility of playing ...♖h5 and attacking the h-pawn ties the white king to f3).

28.♖d4 a5

Since 28...♘f6 can be met 29.♖b4=, the text is played to allow Black to activate his knight; in return for this, Black is willing to give up the b5-square.

29.♘b5?

Without any necessity, White allows the rook to penetrate to his second rank. In the endgame you should try to restrict the opposing pieces and not let them into the game.

Wait and see would be a better policy: 29.♖e4∓

29...♖c2 30.b4 axb4 31.♖xb4 ♘f6

Black will try to attack the kingside pawns.

32.♖d4 ♖c1 33.♔g3 ♖g1† 34.♔f2 ♖b1

Bringing the rook to the most active position.

35.♔g2 ♖b3 36.♔h2

White does not know what to do.

36.♖d6?? loses to 36...♖xb5.

36.♘a7 ♘d5 is quite pleasant for Black.

36...♘h5!

Threatening ...♖f3.

37.♘d6

Diagram 11-9

37...♖b2†!

Forcing the white king to the edge of the board.

37...♖f3 38.♘c8† (or 38.f5!?) 38...♔f6 39.♘xb6 ♘xf4 would not be enough, as the passed a-pawn gives White counterplay: 40.a5 ♖xh3† 41.♔g1 ♘e2† 42.♔g2 A draw seems likely.

38.♔g1 ♘g3

The threat is ...♘e2†, so White is forced into the following variation.

39.♘c8† ♔f6 40.♖d6 ♘e2† 41.♔f1 ♘xf4∓

Diagram 11-10

Black now gets a small material advantage. But what is even more important is that his pieces are very active and well coordinated. The opposing pieces, on the other hand, are strewn around the board and not in real communication with each other.

42.♖xb6?!

42.♘xb6!?∓ is a better defensive try.

42...♖a2

To prevent counterplay, Black wants to eliminate the a-pawn.

43.♖b3?!

43.♖a6!?∓ is more resilient.

On the other hand, 43.♖b4? is very bad: 43...♖a1† 44.♔f2 ♘d3†−+

43...♖xa4 44.♔f2

44.♘d6 ♖a1† (or 44...♖d4!?) 45.♔f2 ♖h1 is also not encouraging for White.

Diagram 11-11

Black now finds a forced manoeuvre which punishes the bad coordination of the white pieces.

44...♖a2†! 45.♔g3 ♘e2† 46.♔g4

46.♔f3? ♘d4†−+

46...♖a4†!

Forcing the king to go even further forward. Such attacks on the king are not frequent in the endgame.

47.♔h5

We have already seen this position as Ex. 22-6 in *Boost Your Chess 1*. Black combines his threats against rook and king and wins material.

47...♘d4!

Threatening ♘xb3, and also ♘f5 followed by ♖h4#.

48.♖g3 ♖a5†

White is losing his rook by force.

0–1

Diagram 11-10 △

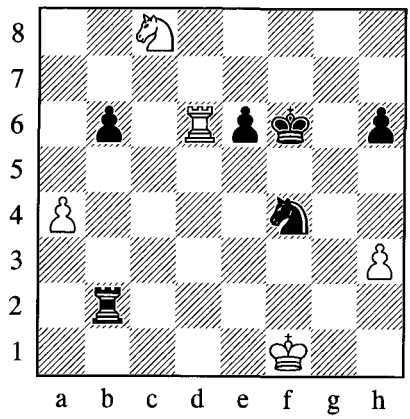
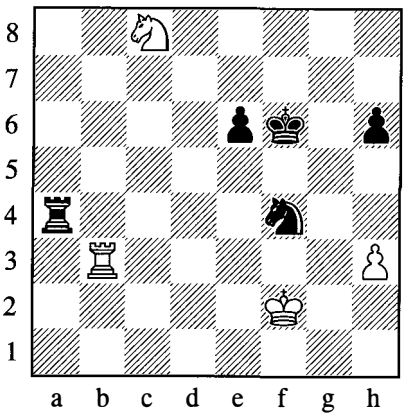
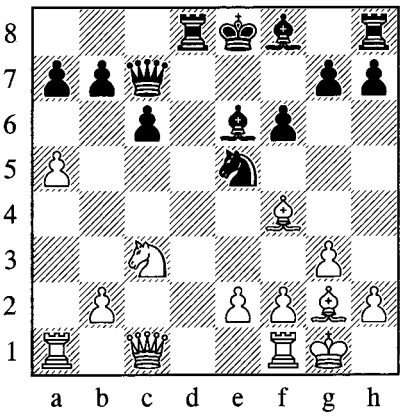


Diagram 11-11 ▼

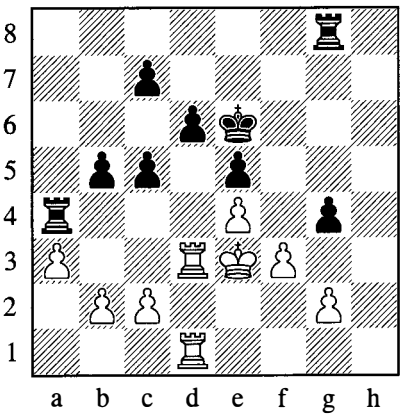


Exercises

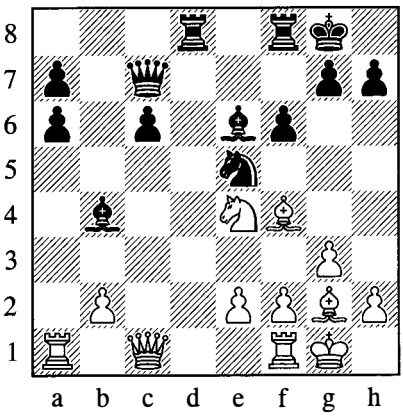
Ex. 11-1 ★★★ ▼



Ex. 11-2 ★★ ▼



Ex. 11-3 ★ △



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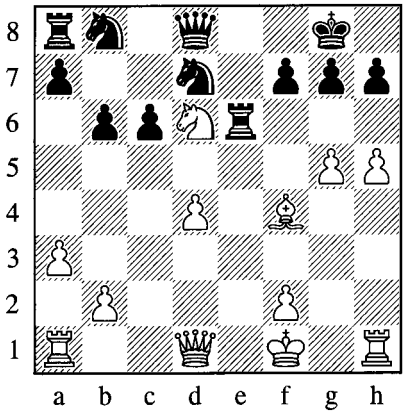
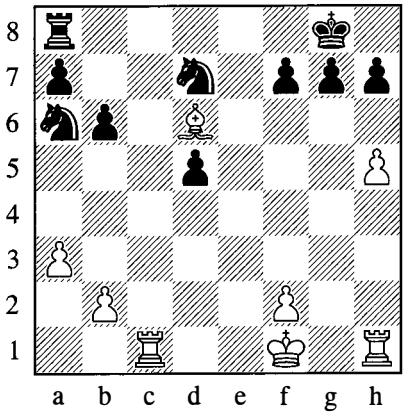


Ex. 11-5 ★★ △



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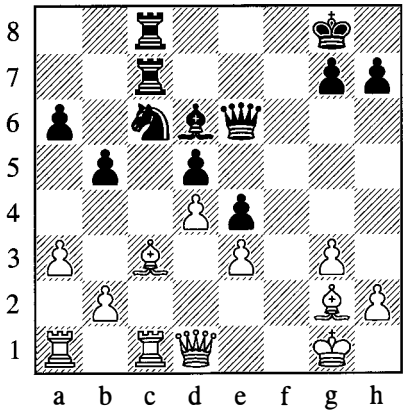
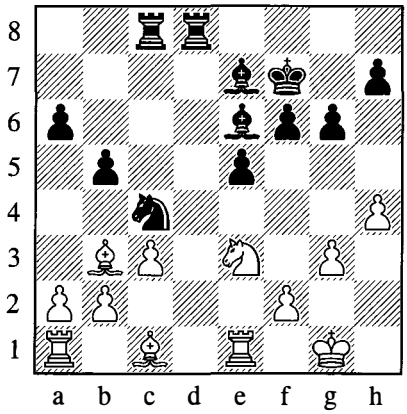


Exercises

Ex. 11-7 ★★ ▼



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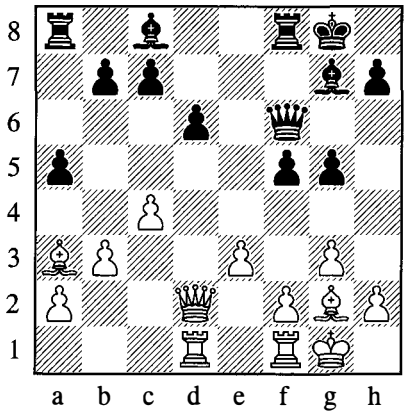
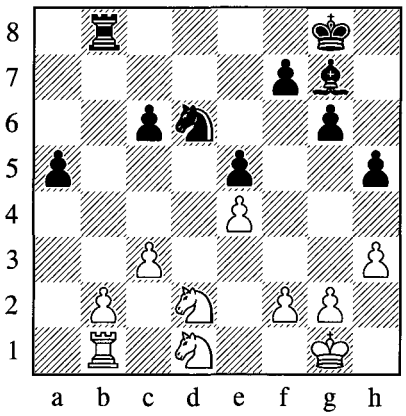
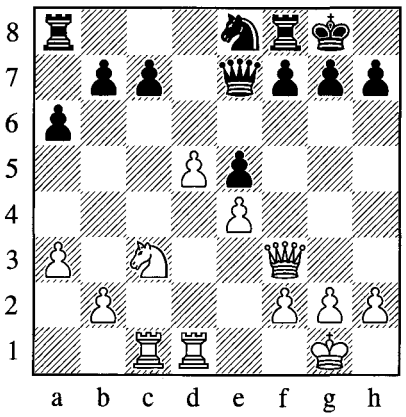


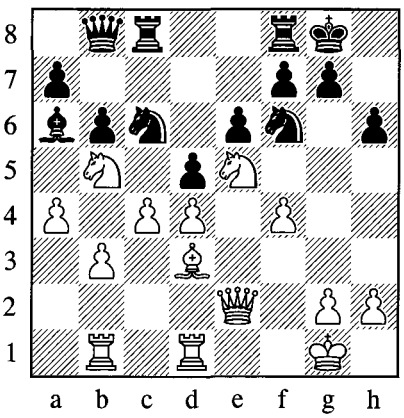
Ex. 11-8 ★ ▼



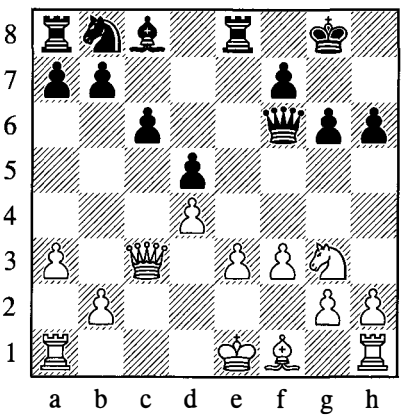
Ex. 11-11 ★★ △



Ex. 11-9 ★★ ▼



Ex. 11-12 ★★★ ▼



Solutions

Ex. 11-1

A.Alekhine – M.Euwe

World Ch (21), Netherlands 1935

1...a6!

(3 points)

An important move. Otherwise White could break up the black pawn structure on the queenside (with a5-a6) and activate his light-squared bishop. Now the a5-pawn becomes weak. 1 consolation point for any of the developing moves 1...♗b4, 1...♗d6 or 1...♗e7.

2.♘e4 ♗b4 3.♘c5 ♗c8 4.♗xe5 fxe5 5.f4?

Also after 5.♘d3!? ♗xa5 6.♕c5 ♗b6 7.♕xe5† ♕xe5 8.♘xe5 ♗d4 9.♘d3 (Kasparov) Black is better, thanks to his bishop pair.

White's best option is 5.♕e3, when the position is roughly level. Taking the a-pawn then leads to perpetual check: 5...♗xa5 6.♖xa5 ♕xa5 7.♕xe5† ♔f7 8.♕f4† ♔e8 9.♕e5†=

5...♗d2! 6.♕c4 ♖d4 7.♕b3 exf4 8.gxf4 ♕e7! 9.♘d3 ♗e6 10.♕a3 ♗c4! 11.♔h1 ♕xa3 12.♖xa3 0–0 13.♖a4 ♖fd8∓

Ex. 11-2

I.Kan – J.Capablanca

Moscow 1936

1...♖h8!

(2 points)

Black activates his rook via the h-file.

Another good choice is 1...c4! (also 2 points); Black may later play ...c3 or ...b4.

Less strong is 1...gxf3 (only 1 point), as the exchange of pawns does not improve Black's position.

2.♖b3

After 2.fxg4 Black turns his attention to the e4-pawn: 2...♖g8 3.♔f3 ♖f8† 4.♔e3 ♖f4–+

2...♖h2! 3.♖d2

After 3.♔f2 gxf3 4.♔xf3, the weakness of the white kingside pawns gives Black a plus.

3...♖d4 4.♖e2 c6 5.♖c3?

You should not play so passively in rook endings.

5.fxg4 is a better defence; after 5...♔f6 (Δ...♔g5) 6.♔f2! White may switch the b3-rook to either f3 or h3, with drawing chances.

5...g3 6.♖d3?

White should try: 6.f4 ♖h4 (6...c4 7.♔f3 ♖h4 8.fxe5 ♔xe5 9.♖ce3∓) 7.fxe5∓

6...♖h1! 7.f4 ♖f1! 8.f5† ♔f6 9.c3 ♖xd3† 10.♔xd3 d5!–+

Ex. 11-3

M.Euwe – A.Alekhine

World Ch (1), Netherlands 1937

1.♘c5

(1 point)

Forcing a favourable exchange.

1.♖xa6 would not be so clear after either 1...♗d5 or 1...♕b7 2.♕a1 ♕b5.

1...♗xc5 2.♕xc5± g5?

A better defence is: 2...♕b6 3.♕xb6 (3.♕c3!?) 3...axb6 4.♗xe5 (4.♖xa6? ♗c4 5.♖xb6 ♗xe2 6.♖e1 ♘f3†=) 4...fxe5 5.♖xa6 ♖d2 6.♖xb6 ♗d5± (Kasparov)

3.♗e3 ♗d5 4.♖xa6 ♗xg2 5.♔xg2 ♖f7 6.♖fa1 ♕d6 7.♕xd6 ♖xd6 8.♖xa7 ♖xa7 9.♖xa7 ♘c4 10.♗c5 ♖e6 11.♗d4 ♖xe2 12.♗xf6 g4

12...♘xb2? 13.♖a2

13.♔f1 ♖c2 14.♖g7† ♔f8 15.♖xg4 ♘xb2 16.♗xb2!+– ♖xb2 17.♖c4 ♖b6 18.♔e2 ♔f7 19.♖h4 ♔g6 20.♖f4 ♖b3 21.♖c4 ♖b6 22.♔e3 ♔f5 23.g4† ♔e6 24.f4 ♔d5 25.♖d4† ♔e6 26.f5† ♔e7 27.♖e4† ♔f7 28.h4 ♖b1 29.♔f4 ♖c1 30.♖a4 h6 31.♖a7† ♔g8 32.g5 ♖c4† 33.♔e5

1–0

Ex. 11-4

M.Botvinnik – V.Smyslov

World Ch (2), Moscow 1954

1.d5!

(2 points)

Just as strong is 1.g6! (also 2 points). After 1...fxg6 White can choose between 2.d5!+–

and 2.♕b3!+–, while 1...hxg6 2.hxg6 fxg6 runs into 3.♖h8†! ♔xh8 4.♘f7†+–.

1.♕f3 (1 point) is not bad either, but the move in the game is more energetic.

1...♖xd6

1...cxd5 is followed by: 2.♕xd5 ♘a6 3.g6 ♘c7 (3...♘f8 4.gxf7† ♔h8 5.h6 ♘c7 6.♘f5!+–) 4.gxh7†! ♔xh7 5.♕f5†+– (Kasparov)

2.♗xd6 ♕xg5 3.♕f3!

3.dxc6 ♘xc6± is less accurate.

3...♕xd5

3...cxd5 4.♖g1 ♕d2 5.♗b4 ♕xb2 6.♖e1 ♘a6 7.♕xd5+– (Kasparov)

4.♕xd5 cxd5 5.♖c1 ♘a6±

See Ex. 11-5.

Ex. 11-5

M.Botvinnik – V.Smyslov

World Ch (2), Moscow 1954

1.b4!

(2 points)

This cuts off the a6-knight from the play. This strategy is more effective than the materialistic 1.♖d1 (only 1 point).

1...h6 2.♖h3 ♔h7 3.♖d3 ♘f6 4.b5 ♘c5 5.♗xc5 bxc5 6.♖xc5 ♖b8 7.a4 ♖b7 7.♖dc3

This prepares an exchange of rooks; 7...♘e4 is followed by 8.♖c7+–.

1–0

Ex. 11-6

B.Carlier – A.Yusupov

Apeldoorn (rapid) 2005

1.♕h5!

(2 points)

A strong regrouping. White prepares to activate his light-squared bishop with 2.♗h3.

1...g6?

1...♖e8 2.♗h3 ♕f7 3.♕xf7† ♖xf7±

2.♗h3! ♕f7 3.♕g5 ♗e7 4.♕f4 ♕xf4 5.gxf4

5...♖d8 is met by 6.♗a5+–.

1–0

Ex. 11-7

I.Koenig – V.Smyslov

Radio match 1946

1...♘d2!

(2 points)

The simplest plan.

After 1...♘b6 2.f4 White obtains counterplay.

1...b4!? (1 point) is also worth considering: 2.cxb4 ♗xb4 3.♖e2∓

2.♗xe6† ♔xe6 3.♖d1?

3.♔g2 ♗c5∓

3...♘f3† 4.♔f1 e4

4...♖xd1†!? 5.♘xd1 a5∓

5.♔e2 h5!

Black is planning to continue with 6...g5; if White then exchanges pawns, Black will be able to create a passed h-pawn.

6.♘g2

Slightly better is: 6.♖xd8 ♖xd8 7.♘c2∓

6...♖xd1 7.♔xd1 b4! 8.cxb4 ♖d8† 9.♔c2 ♗xb4

9...♘d4†!? 10.♔c3 ♗xb4†∓ 11.♔xb4? ♘c2†–+

10.♗e3 ♘d4† 11.♗xd4 ♖xd4 12.♖d1 ♗c5 13.♘e3 ♖xd1 14.♔xd1 g5!∓

Ex. 11-8

D.Yanofsky – V.Smyslov

Groningen 1946

1...♗h6!

(1 point)

The need to defend the e4-pawn means that White must allow the weakening of his pawn structure.

2.♘e3 ♗xe3 3.fxe3 f6 4.♔f2 ♔f7 5.♔e2 ♔e6

Landa suggests that 5...a4!? is a better try, making it more difficult for White to block the queenside as he managed in the game.

6.b3 ♘b5 7.♖c1 c5 8.c4 ♘a7 9.♖a1 ♘c6∓

Despite his weak pawns, White can still hold this ending.

Solutions

Ex. 11-9

I.Bondarevsky – V.Smyslov

USSR Ch, Moscow 1950

1...♘b4!

(2 points)

It makes good sense to exchange off the opponent's strong bishop.

The situation after 1...♗xb5 is much sharper: 2.axb5 ♘xd4 (1 point) 3.♕f2 dxc4 (3...♘f5 4.cxd5±) 4.bxc4 ♘f5 5.g4 ♘d6 6.g5 hxg5 7.fxg5∞

2.f5 ♘xd3 3.♕xd3 exf5 4.♕xf5 ♗b7 5.♖bc1 a6 6.♘c3 ♕d6 7.a5 dxc4

7...bxa5? 8.c5±

8.bxc4

8.♘xc4 ♕c6 9.♕h3 b5∓

8...b5!

A typical way to attack the white pawn centre.

9.c5

Taking the pawn leads to trouble: 9.cxb5 axb5 10.♘xb5? ♕d5 11.♕f1 ♖xc1 12.♖xc1 ♗a6 and White cannot escape the pin. For example, 13.♖c5 ♕b3 11.♕d3 ♕xd3 12.♘xd3 ♖b8 and Black wins a piece.

9...♕d8 10.♖a1 b4 11.♘e2?

White must play more actively to maintain the balance: 11.♘a4! ♗e4 12.♕f2 ♘d5 13.♘b6 ♖c7 14. ♖d2=

11...♗e4 12.♕h3 ♗c2 13.♖f1 b3∓

Ex. 11-10

V.Smyslov – A.Kotov

Garga 1953

1.c5!±

(2 points)

A lot of the white pieces (queen, rook and dark-squared bishop) will benefit from the exchange of pawns.

1...a4?

A better defence is: 1...dxc5 2.♗xc5 ♖e8 3.♗d4 (3.♗f3!?) ♕f7 4.♗xg7 ♕xg7 5.♖c1 c6 6.♖c5± (Smyslov)

2.cxd6 ♖d8

2...axb3 3.d7 ♖xa3 4.d8♕!+–

3.♗d5† ♗e6 4.♗b2!+– ♕f7 5.♗xe6 ♕xe6 6.♗xg7 ♔xg7 7.♕c3† ♔g6 8.dxc7 ♖dc8 9.b4

1–0

Ex. 11-11

I.Ivanisevic – I.Miladinovic

Mataruska Banja 2007

White has some lead in development. All of his pieces are active and could not be placed much better, with the possible exception of the knight. But if Black could finish his regrouping and put his knight on d6, then it would be very difficult for White to break through on the queenside. Furthermore Black would be ready to counterattack with ...f5.

19.d6!

(2 points)

This prevents Black's idea, at the same time obtaining a dream position on d5 for the knight. The pawn is a small price to pay for these positional achievements. I don't think that white has any real advantage after: 19.♘a4 (1 consolation point) 19...♘d6 20.♘c5 b6 21.♘d3 f5⇄

19...cxd6

Or 19...♘xd6 20.♘d5 ♕h4 21.♖xc7 ♕xe4 22.♕g3± with a very strong initiative.

20.♘d5 ♕d8

White has obvious positional compensation. The knight on d5 is beautiful and it will take some time and effort to remove it. Until this happens it is not easy for Black to get his pieces into play. For this reason White has time to strengthen his position gradually.

21.g3!?

21.♖c3!? was a bit more direct, and also promising for White.

21...g6 22.h4±

With the idea of h4-h5 with good play on the kingside. White went on to win after further inaccuracies by both players.

Solutions

Ex. 11-12

T.Petrosian – M.Botvinnik

World Ch (1), Moscow 1963

1...h5!

(3 points)

A standard idea; the pawn advance disrupts the opponent's normal development.

It is just as good a move later: 1...♘d7 2.♗e2 h5! (also 3 points)

If you chose 1...♘d7, but did not plan to follow up with ...h5, you get only 2 points.

For either 1...b6 or 1...a5 you earn 1 point.

2.♗e2 ♘d7 3.♔f2

After 3.0–0 a possible continuation is: 3...h4 4.♘h1 ♕g5 5.e4 dxe4 6.fxe4 ♖xe4 7.♗c4 ♘f6∓

3...h4 4.♘f1 ♘f8 5.♘d2 ♖e7 6.♖he1 ♗f5∓ 7.h3?!

Either 7.♘f1!? or 7.b4!? would be less weakening.

7...♖ae8 8.♘f1 ♘e6∓

Black will continue with ...♘g5, after which a piece sacrifice on h3 becomes a serious possibility.

Scoring

Maximum number of points is **24**

20 points and above ····➤ **Excellent**

16 points and above ····➤ **Good**

12 points ····➤ **Pass mark**

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

CHAPTER 12

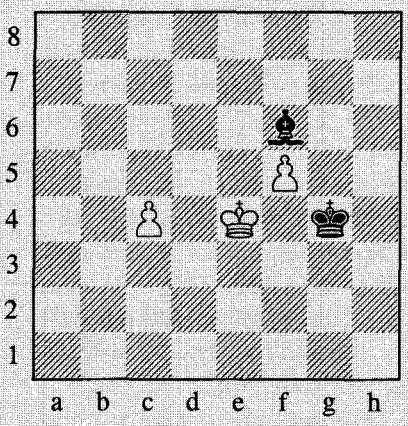
Contents

- ✓ The most important fortresses
- ✓ The 'scissors'
- ✓ The principle of the single diagonal
- ✓ 'Pawns in the sights'
- ✓ Attacking from the rear
- ✓ Exchanging all the pawns

Bishop against pawns

In the endgame of bishop against pawns, there is not a lot of theory to be studied. We dealt with the most important fortresses in the lessons on 'The wrong bishop' (*Build Up Your Chess 1*, Chapter 22) and 'Fortresses' (*Boost Your Chess 1*, Chapter 6). These elementary fortresses should be learned by heart. In this chapter we introduce a few more ideas.

Diagram 12-1 △



The 'scissors'

The 'scissors' is a chess term for the situation where a bishop is matched against two passed pawns which it can only stop by covering different diagonals.

Diagram 12-1

J.Kling & B.Horwitz

1851

1.c5 ♔g5 2.c6 ♗d8

The bishop is stopping the two white pawns, but it has to operate on two diagonals, and White can demonstrate that it is overloaded.

3.♔e5 ♔h6

Black tries to bring his king back. No better is: 3...♗c7† 4.♔e6 ♗d8 5.f6! ♔g6 6.f7 ♔g7 7.♔d7+–

4.f6!

But not 4.♔e6? ♔g7 5.f6† ♔f8=.

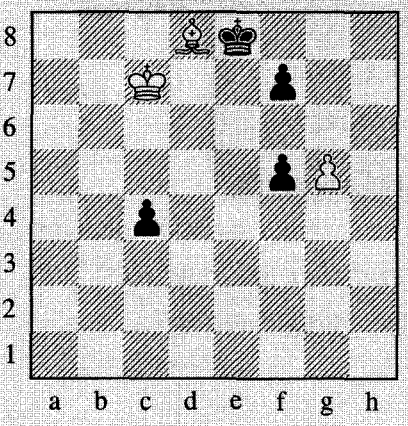
4...♔h7 5.♔e6 ♔g8 6.♔d7! ♗a5

6...♗xf6 7.c7+–

7.♔e8+–

One of the pawns will be promoted.

Diagram 12-2 △



The principle of the single diagonal

In the struggle against passed pawns, the bishop is very effective when it can stop these pawns on a **single diagonal**. Sometimes, as well as stopping the opposing passed pawns, the bishop can protect its own pawns if they are on the same diagonal.

Diagram 12-2

M.Dvoretsky

2000

To draw the teeth from the dangerous passed pawns,

White has to sacrifice his last pawn.

1.g6!

1.♗f6? loses in view of: 1...f4 2.♔d6 f3 3.♗d4 c3! ('scissors') 4.♔d5 c2 5.♗e3 f2–+

1...fxg6

1...f6!? is followed by: 2.♔d6! (but not 2.♗xf6? f4–+) 2...♔f8 (2...f4? loses to 3.♗e7! f3 4.♔e6 f2 5.g7+–) 3.♔d5 c3 (or 3...♔g7=) 4.♗xf6 c2 5.♗b2 c1♕ 6.♗xc1 ♔g7=

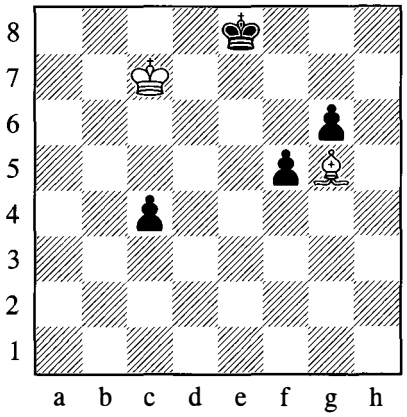
2.♗g5=

Diagram 12-3

The bishop holds up all the pawns on one diagonal, and White achieves the draw without any problems.

2...♔f7 3.♔d6 f4 4.♗xf4 ♔f6 5.♔d5 ♔f5 6.♗e3 c3 7.♔d4 c2 8.♔d3=

Diagram 12-3



'Pawns in the sights'

This defines a very useful method of fighting against passed pawns. Our bishop attacks the opposing pawns with the goal of forcing them to move so that they can then be stopped on a diagonal. Alternatively, this technique can be used to force the opposing king to defend its pawns.

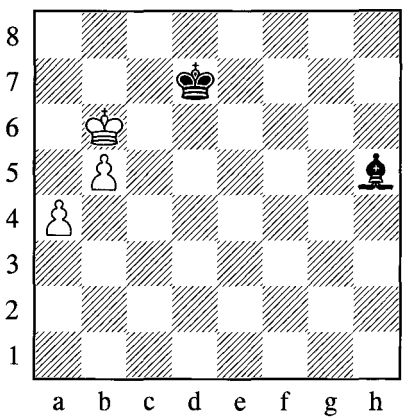
Diagram 12-4

Variation from the game

V.Gavrikov – I.Chikovani

USSR 1979

Diagram 12-4



White is threatening 2.♔a7 followed by b6, a5-a6 and b7. Black has only one way to thwart this plan: by attacking the white pawns!

1...♗d1! 2.a5

2.♔a7 ♗xa4 3.b6 ♗c6=

2...♗e2

Once more stopping the white king from advancing.

3.a6 ♗xb5 4.♔xb5

4.a7 ♗c6=

4...♔c7=

Analysis by Dvoretsky.

Attacking from the rear

The king attacks the pawns from the rear, whilst the bishop takes care of the front pawns.

Diagram 12-5 △

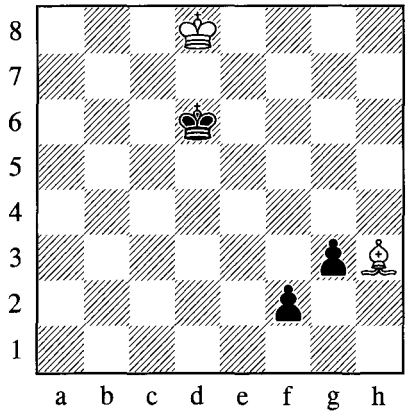


Diagram 12-5

J.Kling & B.Horwitz

1853

1.♗g2!

The bishop will give itself up in return for the f-pawn, the king has to attack the g-pawn.

1.♗f1? loses on account of: 1...♔e5 2.♔e7 ♔f4 3.♔f6 (3.♗g2 is now too late, due to 3...♔e3 4.♔f6 ♔e2–+) 3...♔f3 4.♔g5 g2–+

1...♔e5 2.♔e7 ♔f4 3.♔f6 ♔e3 4.♔f5 ♔e2 5.♔f4 f1♕† 6.♗xf1† ♔xf1 7.♔xg3=

Exchanging all the pawns

Besides the fortress, this is the most important idea open to the side with the pawns, since the bishop cannot win the game on its own.

Diagram 12-6 ▼

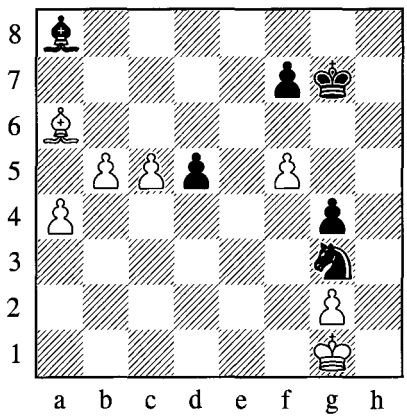


Diagram 12-6

E.Bareev – A.Yusupov

Munich 1994

In time trouble, Black ruins his position.

1...♘xf5??

The correct continuation is: 1...d4! 2.b6! (2.♔f2? ♘e4†–+) 2...♘e4! 3.b7 ♗xb7 4.♗xb7 ♘xc5 5.a5! ♔f6 6.a6 ♘xa6 7.♗xa6 ♔xf5 8.♔f2 ♔g5 9.♔e2 f5 10.♔d3 ♔h4! (but not 10...f4? 11.♔e4 f3 12.g3+–) 11.♔xd4 ♔g3 12.♗b7 f4= Black will force the exchange of the last white pawn.

2.b6

White can also win by 2.c6 ♘d6 3.c7.

2...d4 3.b7 ♗xb7 4.♗xb7 d3 5.♔f2 ♘d4 6.♔e3 d2 7.♔xd2 ♘b3† 8.♔e2! ♘xc5 9.a5!

Compared to the variation given above, White has already taken a pawn and improved the position of his king.

9...f5 10.a6 ♘xa6 11.♗xa6 f4

Threatening 12...f3†.

12.♔d3! ♔f6

Or 12...f3 13.g3+–.

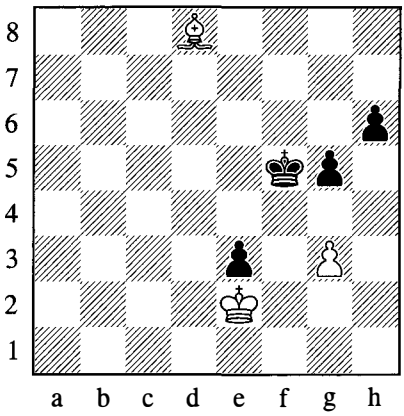
13.♔e4 ♔g5 14.♗c8

14...f3 is followed by 15.g3 f2 16.♗a6+–.

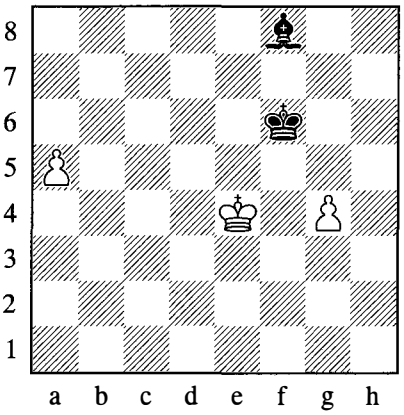
1–0

Exercises

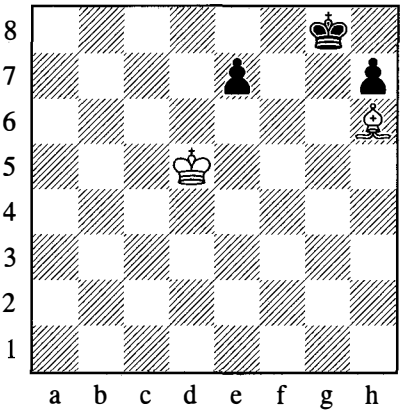
Ex. 12-1 ★★★ △



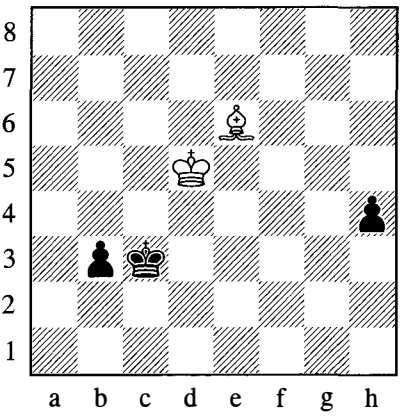
Ex. 12-2 ★★★ △



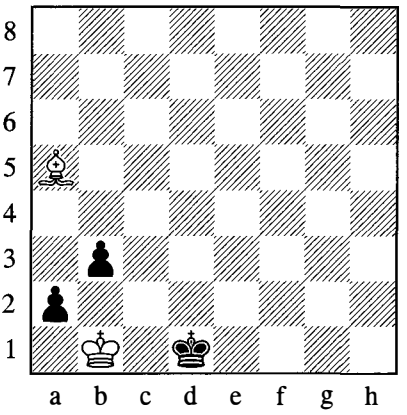
Ex. 12-3 ★ △



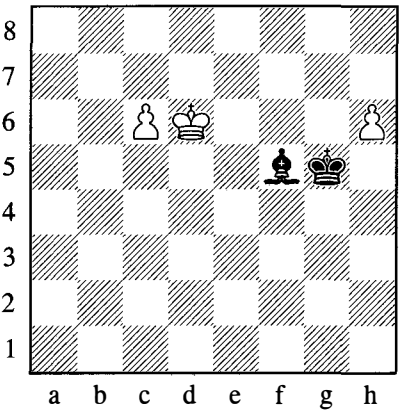
Ex. 12-4 ★★ △



Ex. 12-5 ★★ △

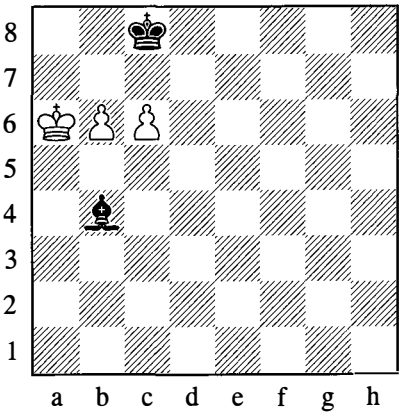


Ex. 12-6 ★ △

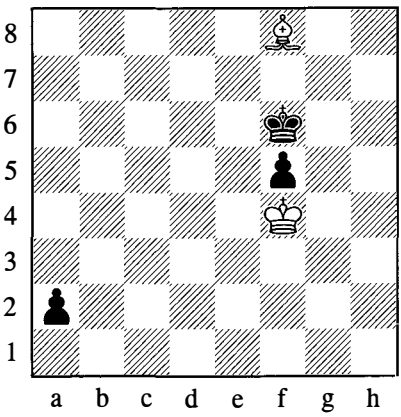


Exercises

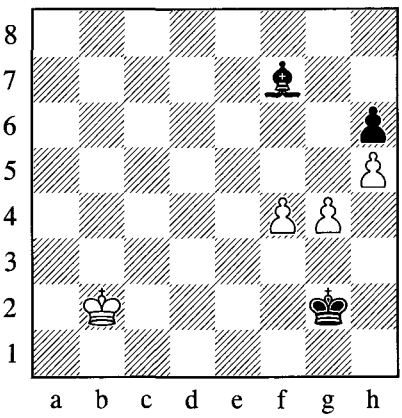
Ex. 12-7 ★★ △



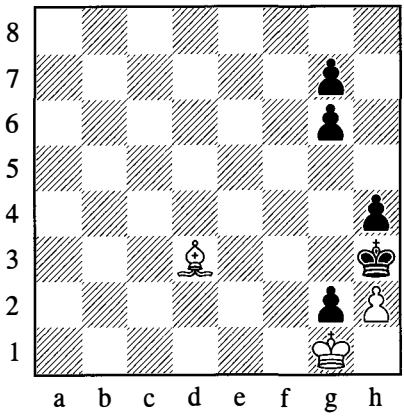
Ex. 12-8 ★★ △



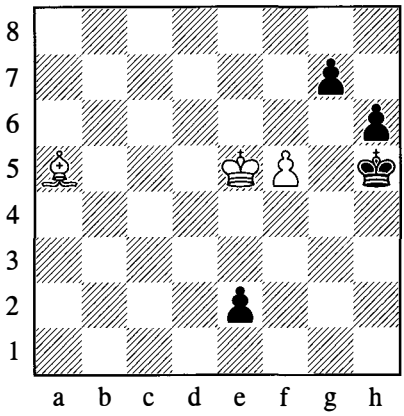
Ex. 12-9 ★★ △



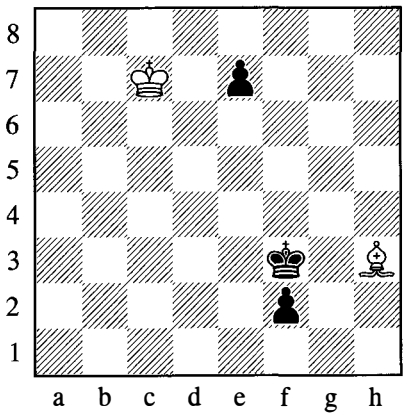
Ex. 12-10 ★★★ △



Ex. 12-11 ★★★ △



Ex. 12-12 ★★★ △



Solutions

Ex. 12-1

Variation from the game

A.Yusupov – J.Polgar

Moscow Olympiad 1994

1.♔f3!

(2 points)

1.♔xe3? only leads to a draw after 1...♔g4 2.♔f2 h5; Black will exchange the last white pawn.

1...h5

After 1...e2 2.♗a5! h5 3.♗c3+– Black is in zugzwang.

(another 1 point for this variation)

2.♗a5 ♔e5 3.♔xe3 h4 4.g4 h3 5.♗c7†+–

Ex. 12-2

The end of a study by

H.Otten

1892

White does not let the bishop occupy the a7-g1 diagonal.

1.♔d5!

(1 point)

1...♗h6 2.g5†!

(another 1 point)

2...♗xg5

2...♔xg5 3.a6+–

3.♔e4! ♗h4 4.♔f3!+–

(another 1 point)

Ex. 12-3

The end of a study by

A.Troitzky

1895

White mates in three moves.

1.♔e6! ♔h8 2.♔f7! e5 3.♗g7#

(1 point)

Ex. 12-4

The end of a study by

A.Selesniev

1917

1.♔e4!

(1 point)

But not 1.♗f5? b2–+ and it is 'scissors'.

1...b2 2.♗a2!=

(another 1 point)

Ex. 12-5

The end of a study by

H.Weenink

1918

White has a stalemate defence.

1.♔a1!!

(1 point)

But not 1.♔b2? a1♕† 2.♔xa1 ♔c2 3.♗c3 ♔xc3 4.♔b1 b2–+.

(another 1 point for this variation)

1...♔c2 2.♗c3! ♔xc3 stalemate

Ex. 12-6

The end of a study by

A.Haga

1920

1.♔e5!

(1 point)

1...♗d3

Or 1...♔g6 2.h7!+–.

2.c7+–

'Scissors'.

Ex. 12-7

Collijn

1921

1.b7†

(1 point)

Nothing is achieved by 1.♔a7? ♗c5= or 1.c7 ♗d6=; 'pawns in the sights'.

1...♔b8

Solutions

Or 1...♔c7 2.♔a7+–.

2.c7†!

(another 1 point)

2...♔xc7 3.♔a7 ♗c5† 4.♔a8+–

Ex. 12-8

The end of a study by

W.Schroder

1931

1.♗b4!

(1 point)

1...a1♕ 2.♗c3†

(another 1 point)

2...♕xc3 stalemate

Ex. 12-9

B.Horwitz

1880

1.f5!

(1 point)

1.g5? hxg5 2.h6 ♗g6=

1...♔g3 2.g5!

(another 1 point)

'Scissors'.

2...hxg5

Other moves also lose:

a) 2...♗xh5 3.gxh6+–

b) 2...♔g4 3.g6 (or 3.gxh6+–) 3...♗d5 4.f6 ♔xh5 5.f7+–

3.h6 ♗g8 4.f6 ♔f4 5.h7 ♗xh7 6.f7+–

Ex. 12-10

W.Von Holzhausen

1899

White mates in four moves.

1.♗e2!

(1 point)

1...g5 2.♗h5! g4

2...g6 3.♗f3 g4 4.♗xg2#

(another 1 point for this variation)

3.♗g6 g3 4.♗f5#

(another 1 point)

Ex. 12-11

The end of a study by

A.Geoffroy-Dausay

1916

1.♔f4!

(1 point)

Otherwise the black king gets to g4, with a simple draw.

1...♔h4

1...g5† loses to 2.♔e5 g4 3.♗e1+–; the principle of the single diagonal.

(another 1 point for this variation)

2.♗e1† ♔h3

Black finds himself in zugzwang after 2...♔h5 3.♗f2+–.

3.♔f3 h5

3...♔h2 4.♔xe2+–

4.♗g3

(another 1 point)

4...h4 5.♗e1+–

Ex. 12-12

The end of a study by

N.Grigoriev

1927

1.♔c6!

(1 point)

1.♔b6! (also 1 point) is just as good, and transposes into the main line after 1...e5 2.♔c5 e4 3.♔d4.

But not 1.♔d7? e5 2.♔e6 e4–+.

1...e5 2.♔d5

Attacking from the rear.

2...e4 3.♔d4 e3 4.♔d3 e2 5.♗g4†!

(another 1 point)

5...♔xg4 6.♔xe2 ♔g3 7.♔f1 ♔f3 stalemate

(another 1 point for the whole variation)

Scoring

Maximum number of points is **27**

23 points and above ····→ **Excellent**
18 points and above ····→ **Good**
13 points ····→ **Pass mark**

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

CHAPTER 13

Contents

- ✓ Coordination between queen and pawn
- ✓ Exercises

Attacking with queen and pawn

We have already encountered various forms of coordination between queen and pawn in the chapters 'Mating motifs 2' and 'Combinations involving promotion' (both from *Build Up Your Chess 1*), and in the chapter on 'The pawn wedge' (*Boost Your Chess 1*). A far-advanced pawn can strongly support the queen in the attack. The pawn can protect the queen, deprive the opposing king of escape squares, or itself enjoy the protection of the strongest piece. In this chapter we shall deal with various combinations in which a queen and a pawn work together in a successful attack on the opposing king.

Try to solve the following positions. Think about each for a maximum of ten minutes. If you find the solution, then look through the variations on the board. If you have not yet found the solution, then spend another five minutes looking for new ideas in the position. Then you may look at the solutions.

Diagram 13-1 ▼

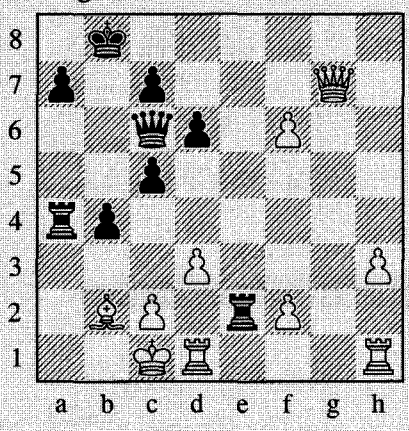


Diagram 13-1

Redeli – Barati

Budapest 1961

Black exploits the activity of his rook on e2 for a quick attack.

1...♖a1†!!

This sacrifice decoys the bishop to a1, as well as vacating the a4-square for the queen.

2.♗xa1 ♕a4

With a double attack on a1 and c2. White has only one defence.

3.♕g8† ♔b7 4.♕b3

4.♕d5† ♔b6 changes nothing.

4...♕xa1† 5.♕b1 ♖xc2†!

The key move in the combination.

6.♔xc2 ♕c3#

The b-pawn protects the queen, and thus plays a decisive role.

Diagram 13-2

M.Botvinnik & S.Kaminer

1925

In this study, White has a forced win.

1.g4†! ♔h4 2.♗h6!!

Threatening 3.♕h2# as well as the queen.

2...♕xh6 3.♕h2† ♔g5 4.♕d2† ♘f4 5.♕d8#

A wonderful finish, based on the game Liutov – Botvinnik.

Diagram 13-2 △

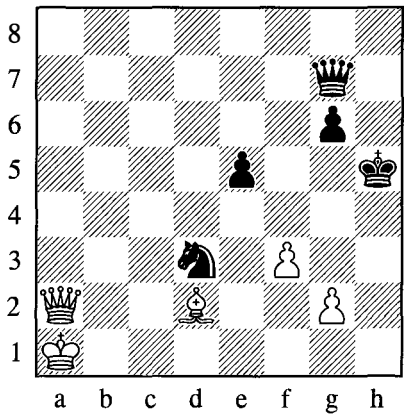


Diagram 13-3

Shobura – Shurada

1977

Black has mating threats, so White must look for a forced sequence.

1.♕f8† ♔g5

1...♔h7 loses to 2.♗g8† ♔h8 3.♗f7† ♔h7 4.♕g8† ♔h6 5.♕xg6#.

2.♖xf5†!+–

This leads to a forced mate.

2...♔g4

Or 2...gxf5 3.♕g7#; this mate uses the g-pawn's control of the f4- and h4-squares.

3.♖g5†! ♔h3

If 3...♔xg5 4.♕f4#, then the g-pawn plays its part by protecting the queen.

4.♕c8†

1–0

Diagram 13-3 △

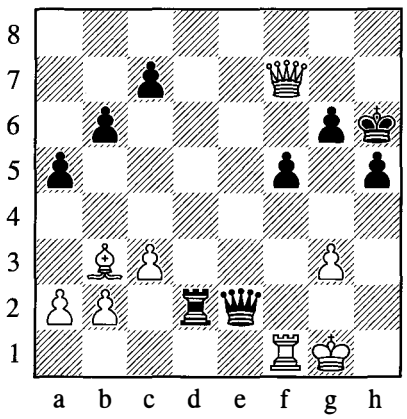


Diagram 13-4

N.Rutschjova – R.Eidelson

Tbilisi 1976

Black makes use of the far-advanced pawn on e2. Note that White is threatening mate in one!

1...♖f1†!

This elegant combination secures a quick win.

1...♖f7 would also be enough for victory: 2.♖xf7 (2.♖a1 ♖a7!!–+) 2...e1♕† 3.♕xe1 ♕xe1†–+

2.♗xf1 ♕e4†!! 3.♕xe4

Or 3.♔g1 ♕xb1–+.

3...exf1♕#

Diagram 13-4 ▼

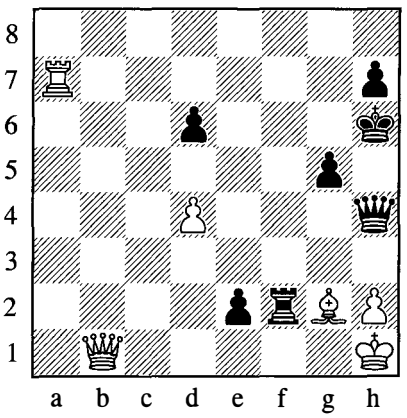


Diagram 13-5 △

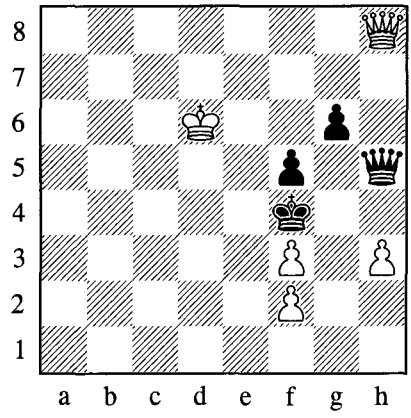


Diagram 13-6 △

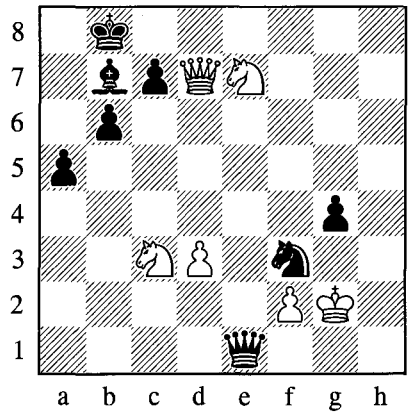


Diagram 13-7 △

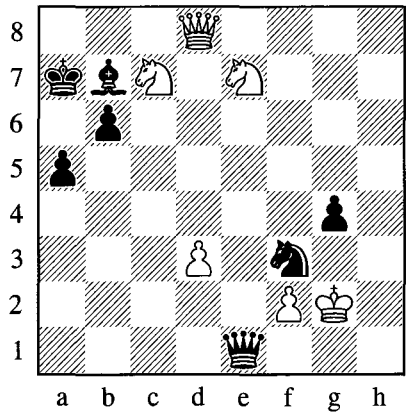


Diagram 13-5

L.Borgstom

1956

Somewhat surprisingly, White can mate in three moves here!

1.♕c3!

Threatening 2.♕e3#.

1...♔g5

If 1...♕xf3 then 2.♕c1†! ♔e4 (2...♕e3 3.♕xe3#) 3.♕c4#.

2.f4†! ♔h6

2...♔xf4 3.♕e3#; 2...♔h4 3.♕g3#.

3.♕h8#

A triumphant return by the queen.

Diagram 13-6

P.Stamma

1737

Black is attacking and threatening mate, so White must find a forced solution (with checks!).

1.♕d8† ♔a7 2.♘b5† ♔a6 3.♘xc7† ♔a7

It is reassuring to know that we have at least a perpetual check. In a practical game, we could have calculated the variation this far, and then played the above moves, hoping to find a solution once we reached this position.

Diagram 13-7

4.♘c8†! ♗xc8

Black is also mated after: 4...♔b8 5.♘d6† ♗c8 (5...♔a7 6.♘db5#) 6.♕xc8† ♔a7 7.♕b7#

5.♘b5† ♔b7

Other king moves also lose:

a) 5...♔a6 6.♕xc8† transpose to the main line.

b) 5...♔b8 6.♕c7† ♔a8 7.♕a7#

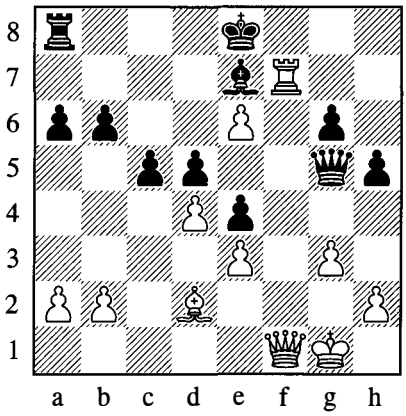
c) 5...♔a8 6.♕xc8#

6.♕c7† ♔a6 7.♕xc8† ♔xb5 8.♕c4#

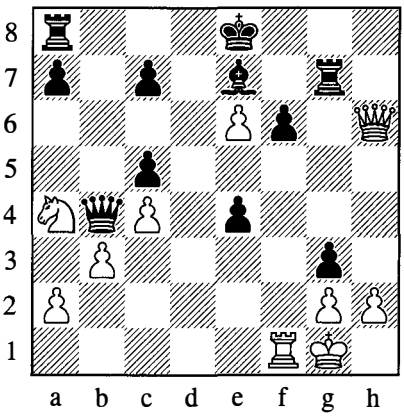
The d3-pawn suddenly plays a decisive role!

Exercises

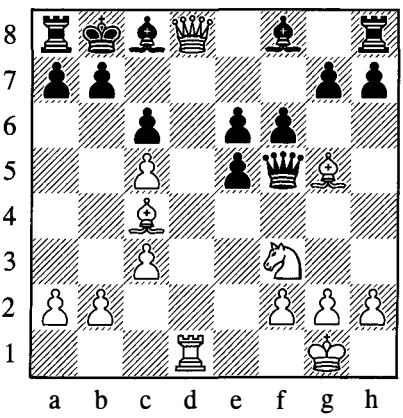
Ex. 13-1 ★ △



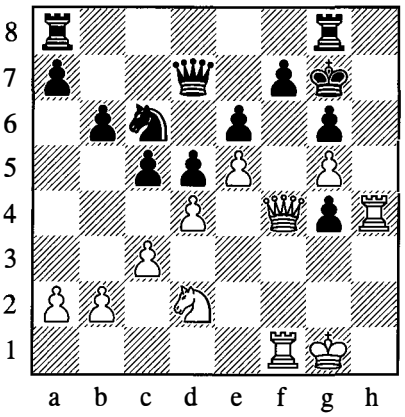
Ex. 13-2 ★★ △



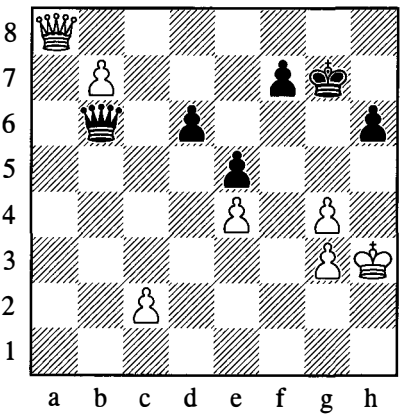
Ex. 13-3 ★★★ △



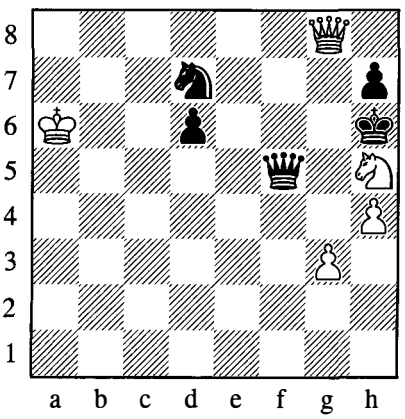
Ex. 13-4 ★★ △



Ex. 13-5 ★★ ▼

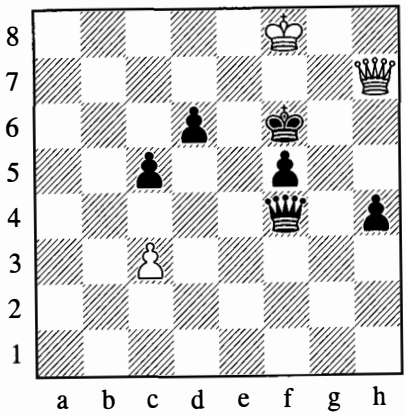


Ex. 13-6 ★★ △

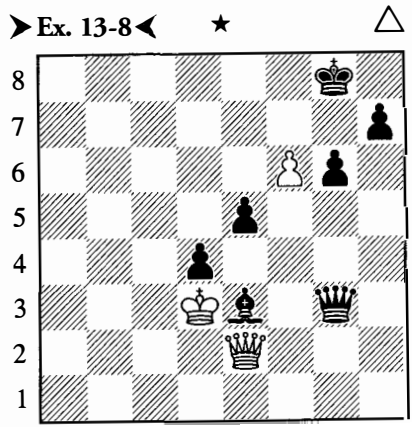


Exercises

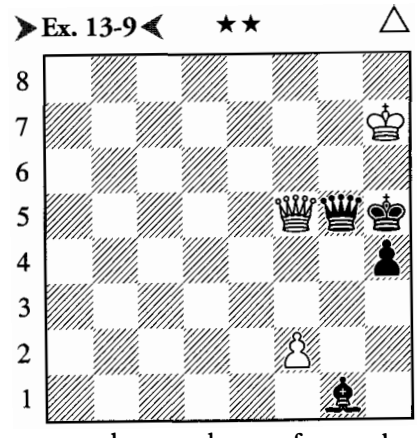
Ex. 13-7 ★★ △



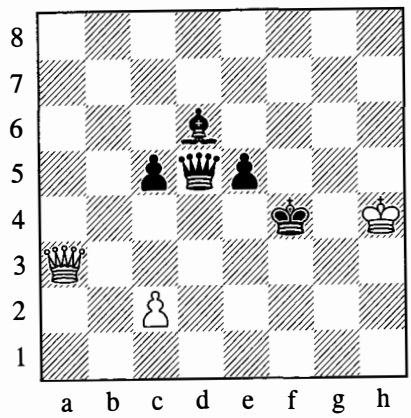
Ex. 13-8 ★ △



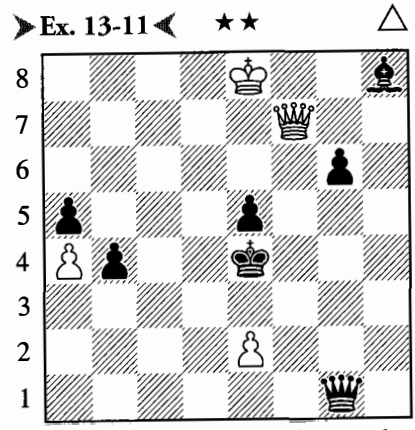
Ex. 13-9 ★★ △



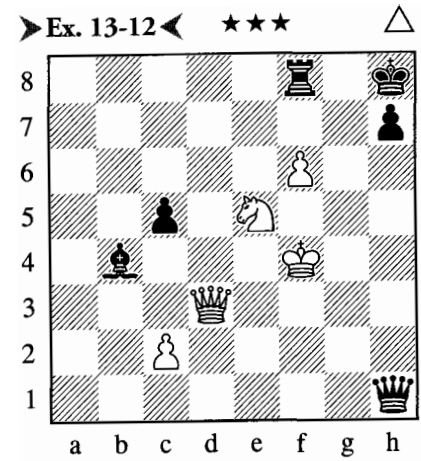
Ex. 13-10 ★★ △



Ex. 13-11 ★★ △



Ex. 13-12 ★★★ △



Solutions

Ex. 13-1

L.Betbeder Matibet – A.Tyroler

Hamburg Olympiad 1930

1.♖f8†!

1.♖g7? ♕f5 lets Black fight on.

1...♗xf8 2.♕f7† ♔d8 3.♕d7#

(1 point)

Ex. 13-2

A.Beliavsky – A.Mikhalchishin

USSR 1977

1.♕h5†!

(1 point)

1.♕xg7 is not so good: 1...0–0–0 2.♕xe7 e3⇄

1...♔f8 2.♕h8† ♖g8 3.♖xf6†!

1–0

Mate is forced: 3...♗xf6 4.♕xf6† ♔e8 5.♕f7† ♔d8 6.♕d7#

(another 1 point for the whole variation)

Ex. 13-3

Khramtsov – Vaksberg

Saratov 1938

1.♖d7! ♕b1† 2.♗f1

(1 point)

2...a6

2...♗d6 is no better: 3.♕xh8 ♗xc5 4.♖d8

(another 1 point for this variation)

4...♔c7 5.♕xg7† ♔xd8 (5...♔b6 6.♗xf6 ♕xb2 7.♖d2+–) 6.♗xf6† ♔e8 7.♕g8† ♗f8 8.♘xe5+–

3.♖xb7†! ♔xb7 4.♕b6#

(another 1 point)

Ex. 13-4

Strekalovsky – Golak

USSR 1974

1.♖h7†!!

(1 point)

1...♔xh7

Or 1...♔f8 2.♖xf7† ♔e8 3.♖f8†! ♔e7 4.♕f6#.

2.♕h2† ♔g7 3.♕h6#

(another 1 point)

Ex. 13-5

Fedorov – Vasiliev

USSR 1974

1...♕g1!–+

(1 point)

2.g5 h5

Supporting the queen.

You also earn a second point if you chose the even more forcing: 2...♕h1† 3.♔g4 h5† 4.♔f5 ♕f3#

3.g4 h4!

(another 1 point)

Black threatens mate on g3 and h1, and 4.♔xh4 is met by 4...♕h2#.

0–1

Ex. 13-6

The end of a study by

J.Merkin

1.♕g7†!

(1 point)

1...♔xh5 2.g4†! ♕xg4

Or 2...♔xh4 3.gxf5+–.

3.♕xh7#

(another 1 point)

Ex. 13-7

Based on a study by

N.Grigoriev

1.♕g7†

(1 point)

1...♔e6 2.c4!!

(another 1 point)

Threatening 3.♕e7# and 3.♕f7#.

2...♕xc4 3.♕f7†+–

A typical way to win the queen.

Solutions

Ex. 13-8

W.Bone

1837

1.♕a2† ♔f8 2.♕a3†

(1 point)

A typical staircase manoeuvre begins!

2...♔g8

If 2...♔f7 then 3.♕e7† ♔g8 4.♕g7#.

3.♕b3† ♔f8

3...♔h8 4.♕b8#

4.♕b4† ♔g8 5.♕c4† ♔f8 6.♕c5† ♔g8 7.♕d5† ♔f8 8.♕d6†

Or 8.♕d8†+–.

8...♔g8 9.♕e6† ♔f8 10.♕e7† ♔g8 11.♕e8#

Or 11.♕g7#.

Ex. 13-9

The end of a study by

B.Horwitz

1883

1.♕f3†!

(1 point)

1.♕e6 only leads to a draw: 1...♗xf2 2.♕e2† ♕g4 3.♕e5†=

1...♕g4 2.♕f7†

White can do better than repeat the position by 2.♕d5† ♕g5.

2...♔g5 3.f4†! ♕xf4 4.♕g6#

(another 1 point)

Ex. 13-10

The end of a study by

H.Rinck

1903

1.♕g3†!

(1 point)

2.♕c1† leads only to a repetition of the position: 2...♔e4 3.♕h1† ♔d4 4.♕a1† ♔e4 5.♕h1†=

1...♔f5

Or 2...♔e4 3.♕g2† ♔d4 4.c3† ♔c4 5.♕a2†+–.

3.♕g5†! ♔e4

3...♔e6 4.♕g8†+–

4.♕g2† ♔d4 5.c3† ♔c4 6.♕a2†+–

(another 1 point)

Ex. 13-11

The end of a study by

A.Troitzky

1908

White must look for a forced solution.

1.♕f3†! ♔d4 2.♕d3†!

(1 point)

2...♔c5 3.♕b5†! ♔d6

3...♔d4 4.♕b6†+–

4.♕d7†! ♔c5 5.♕a7†+–

(another 1 point)

Ex. 13-12

The end of a study by

E.Del Rio

1750

1.♘f7†!

(1 point)

1...♔g8

1...♖xf7 2.♕d8†+–

2.♕g3† ♔xf7 3.♕g7† ♔e6

3...♔e8 4.♕e7#

4.♕e7† ♔d5 5.♕d7†!

It is weaker to win the queen: 5.♕b7† (1 consolation point) 5...♔d6 6.♕xh1 ♖xf6†±

5...♔c4 6.♕d3#

(another 2 points for the whole variation)

Scoring

Maximum number of points is **24**

20 points and above ····➤ **Excellent**
16 points and above ····➤ **Good**
12 points ····➤ **Pass mark**

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

CHAPTER 14

Contents

- ✓ Bring up the reserves!
- ✓ Coordination of the attacking pieces
- ✓ Weaknesses in the opponent's castled position
- ✓ Exchanging a good defensive piece
- ✓ The pawn storm

Attacking

An attack on the opposing king is the most natural of strategic plans. It is important to properly prepare an attack on the king, and then to conduct it energetically. In doing so, you should not forget the following important points.

Bring your reserves into the attack in good time

Less experienced players sometimes try to attack too soon, without having sufficient forces or a good attacking position. Such a premature attack has no chance of success against more experienced opponents. You must try to support your attacking efforts with all your forces. When attacking you should neither hesitate nor wait too long, but often the most important factor is that you bring your reserves into play in good time.

Diagram 14-1 △

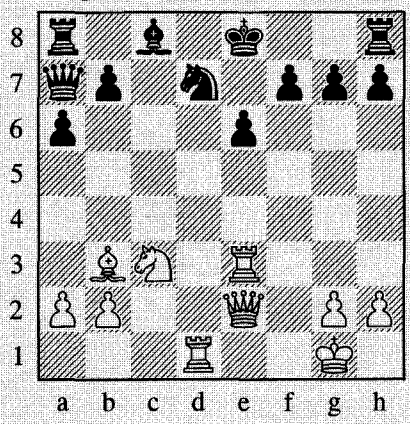


Diagram 14-1

A.Yusupov – V.Ivanchuk

Riga 1995

White has sacrificed two pawns, but has a lead in development. He brings his forces into the attack.

1.♘e4

The knight closes in on the opponent. If 1.♘d5 then 1...b5∞.

1...0–0 2.♔h1

White unpins his rook, which can now easily transfer to the kingside via the third rank.

2...♘e5?

Black prepares his defence and brings the knight over to the kingside. However, the knight was not badly placed on d7, and was ready to head for f6 or f8.

As Aagaard pointed out in his excellent book *Attacking Manual 1*, Black would be better immediately activating his strongest piece. This can be done either by 2...b6!? followed by ...♕c7-e5, or by 2...♕b6 intending ...♕b5.

3.♖h3

This prepares an attack on h7.

3...♘g6

3...h6 would only weaken the castled position. White would have at his disposal the combination 4.♖xh6! gxh6 5.♘f6†. The following variation shows how White could pursue the attack: 5...♔h8 6.♕xe5 ♕b8 7.♕e4 ♔g7 8.♖f1 ♖h8 9.♘h5† ♔f8 10.♕b4† ♔e8 11.♘f6† ♔d8 12.♖d1† ♔c7 13.♕d6#

Diagram 14-2

4.♕h5!?

A good move, which includes the queen in the attack with tempo.

However, White could already destroy the castled position with a combination. As some quite complicated analysis by Dolmatov shows, White can also achieve a decisive advantage by 4.♖xh7!? and:

a) 4...♘f4 5.♕g4 ♔xh7 6.♘g5† ♔g8 7.♕h4! ♖e8 8.♕h7†! (8.♕xf4 b5 is less convincing) 8...♔f8 9.♕h8† ♔e7 10.♕xg7 ♖f8 11.♘h7 ♗d7 12.♕f6† ♔e8 13.♕xf4 ♖d8 14.♕b4+–

b) 4...♔xh7 5.♕h5† ♔g8 6.♘g5 ♖e8 7.♖f1 ♖e7 (7...b5 8.♕h7† ♔f8 9.♕xg6 ♖e7 10.♕h7+–; 7...♘e5 8.♖xf7 ♘xf7 9.♕xf7† ♔h8 10.♕xe8#) 8.♕h7† (or 8.♗c2!?+–) 8...♔f8 9.♕xg6 b5 10.♕h7 ♔e8 11.♖d1!+–

4...h6

Diagram 14-3

5.♘f6†!?

A tempting sacrifice, though in the game White was unable to find the correct follow-up.

From a practical point of view, the better solution was first to activate one of the reserves – the b3-bishop – with 5.♗c2! and now:

a) 5...e5 6.♘f6† ♔h8 (or 7...gxf6 8.♖g3 followed by ♖xg6† with a mating attack) 7.♖g3 ♘f4 (7...♗e6 8.♖xg6 fxg6 9.♕xg6 ♗g8 10.♘xg8 ♔xg8 11.♕h7† ♔f7 12.♗b3† ♔f6 13.♖f1†+–) 8.♕xe5 ♘g6 9.♗xg6 fxg6 10.♖xg6 b5 11.♖xh6† gxh6 12.♖d7!+–

b) 5...♘f4 6.♘f6† ♔h8 7.♕xf7! ♗d7 8.♖xh6†!+–

5...gxf6

Black cannot decline the sacrifice: 5...♔h8? 6.♕g5! e5 7.♖xh6† gxh6 8.♕xh6#

6.♕xh6 ♖e8

Diagram 14-4

7.♖g3?

The victory was still there until this obvious move threw it away.

Diagram 14-2 △

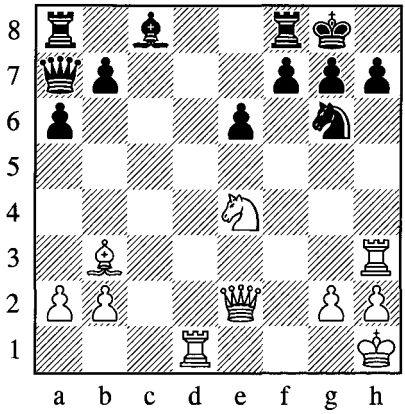


Diagram 14-3 △

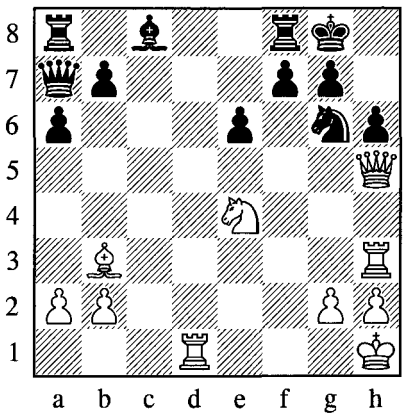
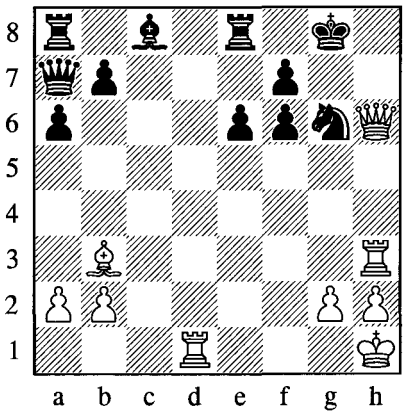


Diagram 14-4 △



Nor does 7.♗c2? achieve anything, on account of 7...f5.

Instead, White could still win with 7.♕h7†! ♔f8 8.♖f3! (Aagaard).

Diagram 14-5 (analysis) ▼

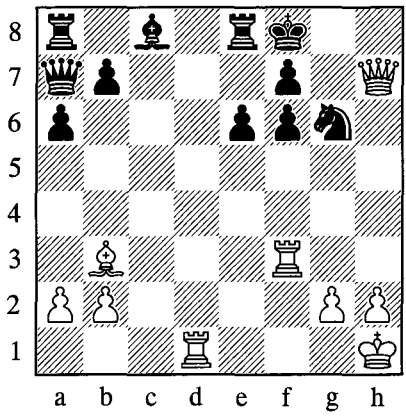


Diagram 14-5

A paradoxical idea. Instead of bringing the bishop directly into play, White in many variations opens the important a2-g8 diagonal, and thus brings the play to the bishop! White wins quickly in all lines:

a) 8...♔e7 9.♕g7 f5 10.♖xf5+–

b) 8...♕c5 9.♖xf6 ♘e5 10.♕h6† ♔e7 11.♕g5+–

c) 8...b5 9.♖xf6 (Δ♖xg6) 9...♘e5 (9...♕e7 10.♖xg6+–) 10.♕h6† ♔e7 11.♕g5 ♔f8 12.♕xe5+–

7...♕f2!

This timely activation of the queen also draws the teeth from the idea of h2-h4-h5, and forces White to give perpetual check.

8.♖xg6† fxg6 9.♕xg6† ♔f8 10.♕h6† ♔f7

Of course not 10...♔e7?? 11.♕g7#.

11.♕h7† ♔f8 12.♕h8†

½–½

Coordination of the attacking pieces

You should try to open files for your major pieces and diagonals for your bishops and queen, aiming towards the opposing king. Your knights should be brought closer to the opposing position, ideally on supported squares. It is very important to bring the queen near to the opposing king. Far-advanced pawns can also offer good support to an attack. Your pieces will be well coordinated if they are aiming at a weak point.

Weaken the opponent's castled position

In order to weaken the opposing position, provoke pawn moves in the castled position. The weakened position is easier to attack. The castled position can often be destroyed with a sacrifice.

Diagram 14-6 △

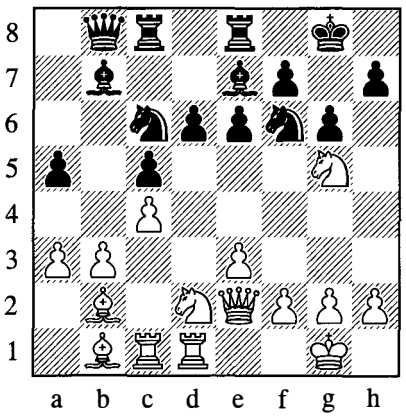


Diagram 14-6

A.Yusupov – K.Hulak

Indonesia 1983

1.f4!

An important attacking move that supports the

g5-knight. Black has to look for counterplay, and reacts in the centre.

1...d5 2.♕f3

White brings his queen nearer to the black king.

2...d4 3.♕h3

Provoking a fresh weakness in Black's castled position.

3...h5

Perhaps Black should try 3...♘h5!? instead.

4.♕g3

This prepares both ♘xe6 and ♘xf7.

Sacrificing immediately is not so strong: 4.♘xe6 fxe6 (or 4...dxe3!?) 5.♕xe6† ♔h8∞

4...♘g4

Diagram 14-7

5.♘xf7!

A typical sacrifice, destroying the black pawn shield.

5...♔xf7 6.h3 ♗f6

6...dxe3 is answered by: 7.hxg4 exd2 8.♗xg6†! (8.gxh5! is good too) 8...♔f8 9.♖xd2 White has a powerful attack, in return for a minimal investment of material.

Diagram 14-8

7.♘e4?

A natural move, but it gives the opponent time to strengthen his position.

The correct way to continue is the straightforward: 7.hxg4 h4 8.♕h2! dxe3 9.♗xf6 exd2 10.♕xh4 (or 10.♖xd2 ♔xf6 11.♕xh4† ♔g7 12.♖d7†+–) 10...♕xf4 (10...dxc1♕ 11.♕h7† ♔xf6 11.g5#) 11.♖xd2 ♕xd2 12.♕h7† ♔xf6 13.♖f1† ♔e5 14.♕h2† ♔d4 15.♕d6† ♔c3 16.♖f3†+–

7...♘xe3?

7...♘e7! is necessary: 8.hxg4 ♗xe4∞

8.♘xf6

Threatening ♕xg6†.

8...♘e7 9.♘d7!

The nimble knight heads to e5, and the g6-square will be attacked three times.

9...♕c7 10.♘e5† ♔g8

Diagram 14-9

11.♖e1!

White prepares an exchange sacrifice on e3, in order to open the long diagonal.

Diagram 14-7 △

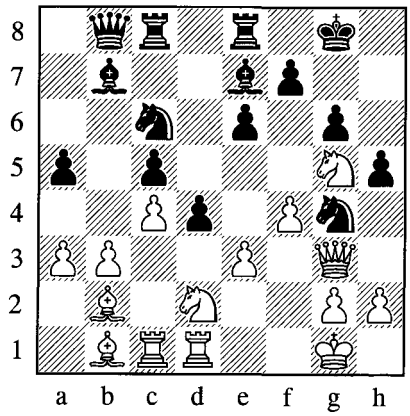


Diagram 14-8 △

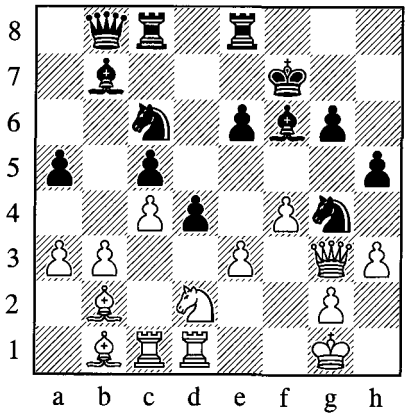
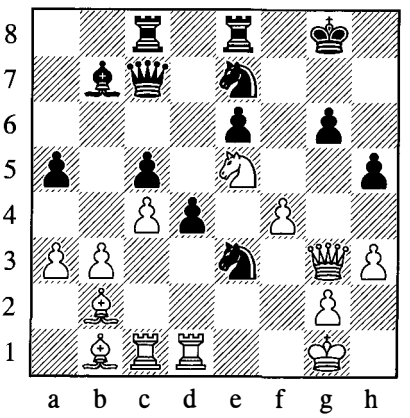


Diagram 14-9 △



Simply defending the g2-pawn with 11.♖d2! is also very strong.

However, 11.♘xg6 is not so clear: 11...♘xg6 12.♕xg6† ♕g7 13.♕xg7† ♔xg7 14.♖xd4 cxd4 15.♗xd4† e5∞

11...h4 12.♕g5 ♘7f5

Diagram 14-10

Black tries to build his position around the e3-knight, but White can attack this piece and open up the position.

13.♘g4!

The threat is 13.♘xe3 ♘xe3 14.♖xe3 followed by ♕xg6†.

13...♘xg2

Now the e-file is opened for the white rook.

14.♕xg6† ♔f8

White also prevails after: 14...♕g7 15.♖xe6 ♕xg6 16.♖xg6† ♘g7 16.♘f6† ♔f7 17.♘xe8 ♖xe8 18.♖b6 (threatening not only ♖xb7†, but also ♗g6†) 18...♖e7 19.b4+–

15.♖xe6 ♖xe6 16.♕xe6 ♘g7 17.♕h6

Diagram 14-11

The black king is left without sufficient protection. Meanwhile White is attacking with queen, knight and bishop.

17...♕e7 18.♗g6+–

There is no good defence against ♕h8†. If 18...♕e6 then simply 19.f5.

1–0

Diagram 14-10 △

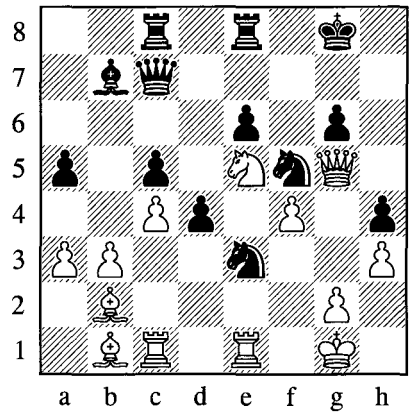
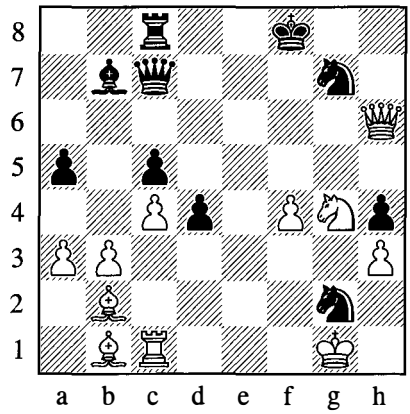


Diagram 14-11 ▼



Exchanging a good defensive piece can also lead to the weakening of the castled position. In addition, it is often easier to fight against fewer defensive pieces. For example, we saw in Diagram 14-9 above that the threat to exchange the e3-knight led to the collapse of the black defences.

The pawn storm

Advancing pawns can play an important role in an attack. They can drive the opposing pieces away from good positions, and the exchange of pawns results in the opening of lines for the attack. To conduct a pawn storm, you must first have a **secure position in the centre**; otherwise there is a great danger of being counter-attacked.

Diagram 14-12

A.Yusupov – L.Sobolevsky

Mainz (rapid) 2001

1.f4!

This forces the opening of the e-file.

Another strong plan is first 1.dxe5 and then 2.f4!.

1...exd4 2.exd4 ♕d8 3.♘ce4

3.♖xe8 first is possible too.

3...♘xe4 4.♘xe4 ♗f5

4...♗a5 is met by 5.♘f6†±.

5.d5!

The threat is now ♕c3. Black tries to prevent that, but overlooks a typical combination which exploits the weakness on the long diagonal.

5...♗a5?

Black should have played 5...♗xe4± or 5...♘d7±.

Diagram 14-13

6.♕xa5!!+– ♕xa5 7.♘f6† ♔g7 8.♘xe8† ♔h6

8...♔g8 9.♘f6† ♔g7 10.♘g4† f6 11.♗xf6† ♔f7 12.♖e7† ♔g8 13.♘h6#

9.♗g7† ♔h5 10.♗e2†

Mate is forced: 10...♗g4 (10...♔h4 11.♗f6†+–) 11.♘f6† ♔h4 12.g3† ♔h3 13.♗xg4#

1–0

Diagram 14-14

D.Karrer – A.Yusupov

Germany simultaneous 2004

Black has sacrificed a pawn but has the better development. He wants to open up the play.

1...e5!?

First 1...♖h6!? would be even better: 2.♕f2 (2.♕xh6?? ♕e1#) 2...e5 Black has good compensation for the pawn.

2.c3 ♕a4 3.♕xh7 0–0–0

Black is ready to sacrifice several more pawns in order to bring all his pieces into play. White has not yet developed his forces, and therefore runs into major problems.

4.♕xf7 ♖gd6 5.♕b3 ♕a5

Of course Black avoids the exchange of queens.

6.♘g3?

Diagram 14-12 △

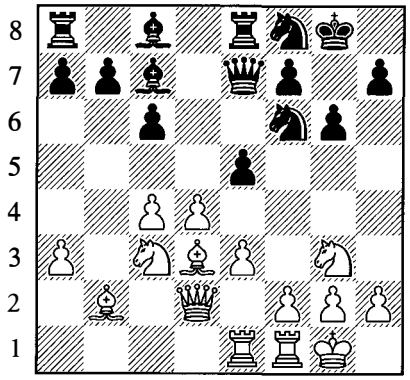


Diagram 14-13 △

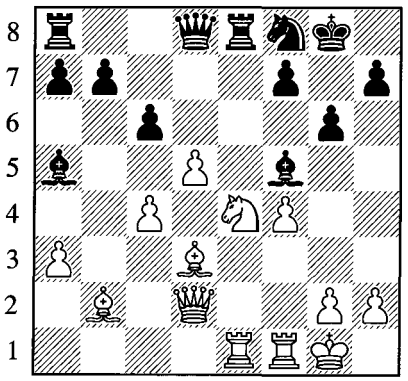


Diagram 14-14 ▼

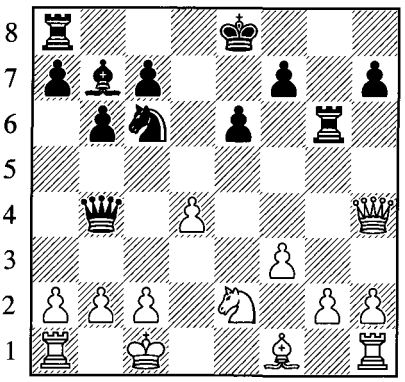


Diagram 14-15

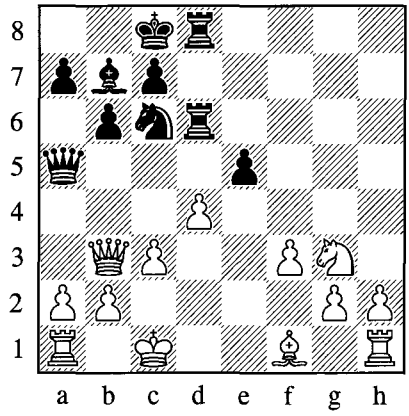
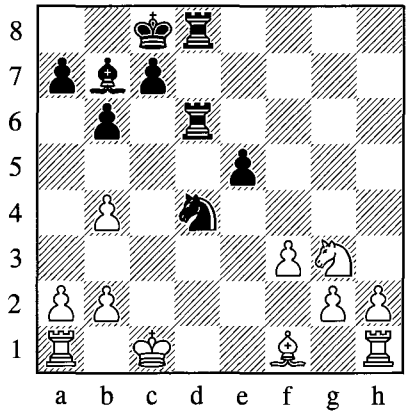


Diagram 14-16



White should continue to offer the queen exchange: 6.♕a3!? ♕d5 7.♕b3

Diagram 14-15

6...♘xd4! 7.♕b4!

Now White forces the exchange of queens, but at a cost.

7.cxd4 is followed by 7...♖c6† 8.♗c4 ♗a6–+.

7...♕xb4 8.cxb4

Diagram 14-16

8...♘b3†!

This wins Black the exchange, and gives him a positional advantage. An attack does not always have to lead to mate!

9.axb3 ♖d1† 10.♔c2 ♖xa1 11.♗e2?

11.♗d3! is necessary, with some hopes of a draw.

11...♖xh1 12.♘xh1 e4!

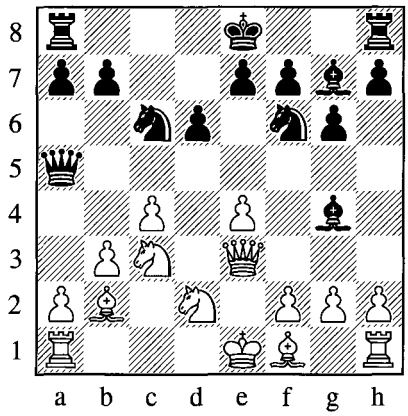
The white pawn structure is split, and the black rook can easily attack the pawns.

13.♘g3 exf3 14.gxf3 ♖f8 15.♔d3 ♗xf3

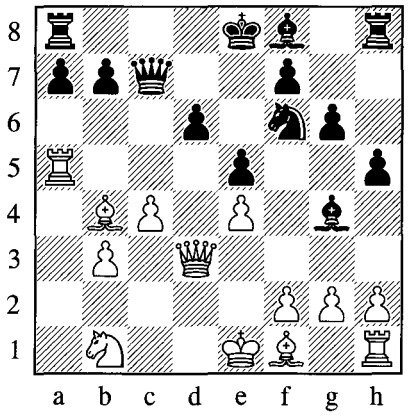
The ending is lost for White.

Exercises

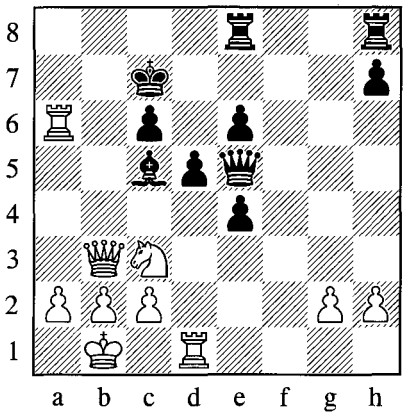
Ex. 14-1 ★★ ▼



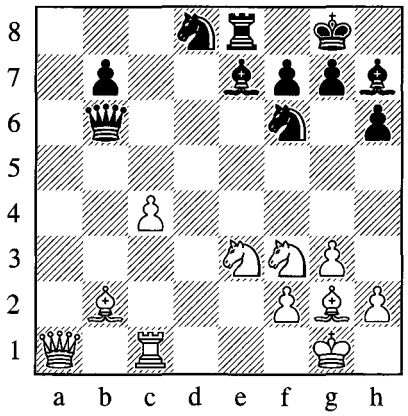
Ex. 14-2 ★★ ▼



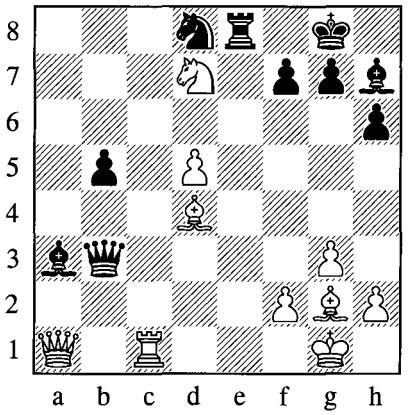
Ex. 14-3 ★★ ▼



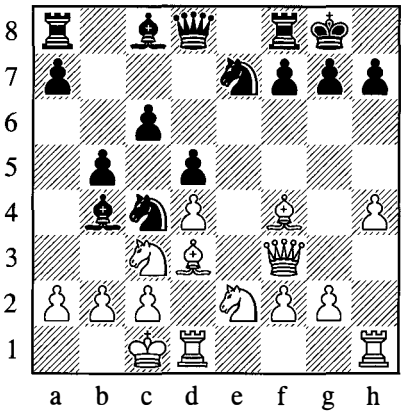
Ex. 14-4 ★★ △



Ex. 14-5 ★★★ △

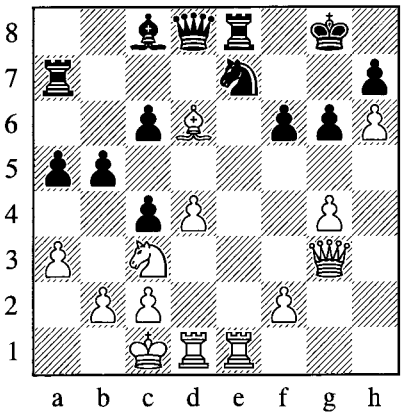


Ex. 14-6 ★★ △

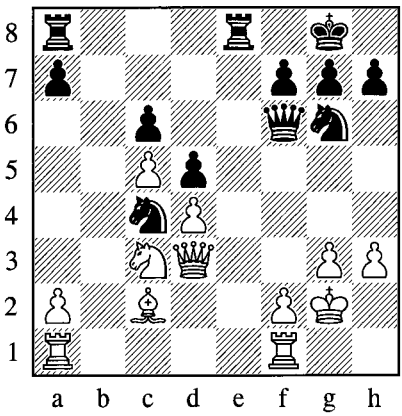


Exercises

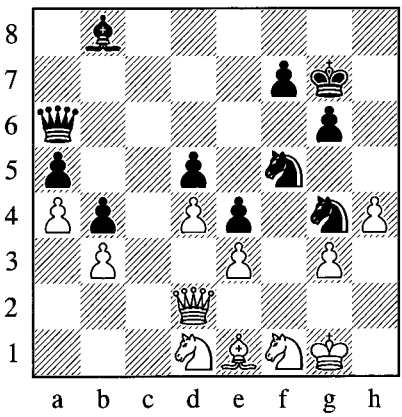
Ex. 14-7 ★★ △



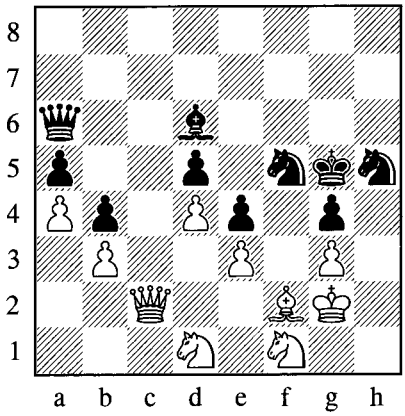
Ex. 14-8 ★★ ▼



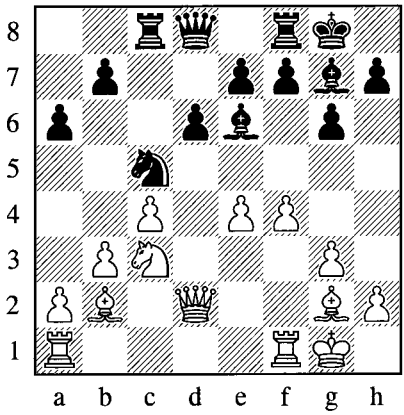
Ex. 14-9 ★★★ ▼



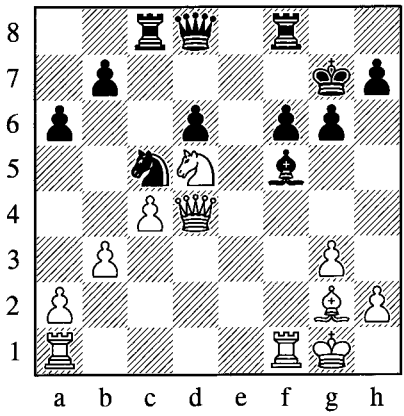
Ex. 14-10 ★★★ ▼



Ex. 14-11 ★★ △



Ex. 14-12 ★★ △



Solutions

Ex. 14-1

O.Bernstein – B.Larsen

Amsterdam Olympiad 1954

1...♘b4!

(1 point)

Black makes use of his lead in development to begin active operations.

1...h5 (Δ...♗h6) is not so clear after 2.h3.

2.♖c1

2.♗d3? ♗h6!–+

2...♘xa2 3.♘xa2

3.♖a1 ♘b4!–+ (Δ...♘c2#)

(another 1 point for this variation)

2...♕xa2∓ 3.♗d4

3.♗c3 ♕a3 4.♖a1 ♕c5∓

3...e5 4.♗c3 h5 5.♕d3 ♕a3 6.♖a1 ♕c5 7.♖a5 ♕c7 8.♗b4 ♗f8 9.♘b1?

See Ex.14-2.

Ex. 14-2

O.Bernstein – B.Larsen

Amsterdam Olympiad 1954

1...♘xe4!

(1 point)

Black has another good move available: 1...d5! (also 1 point) 2.♗c3 dxe4 3.♖xe5† ♕xe5 (another 1 point) 4.♗xe5 exd3 5.♗xf6 ♗b4†–+

2.♕xe4 d5!

(another 1 point)

But not 2...♗f5 3.♕f3 ♗xb1 4.c5!⇄.

3.♖xd5 ♗xb4† 4.♘d2 0–0 5.♗d3 ♖ad8 6.♖b5 ♗xd2† 7.♔xd2 ♗f5–+

Ex. 14-3

C.Alexander – B.Larsen

Hastings 1956/7

1...♖b8!

(1 point)

A natural attacking move.

2.♕a4 ♖xb2†!

(another 1 point)

2...♕xc3? would be bad: 3.♕xc6† ♔d8 4.b3 White has a decisive attack.

3.♔xb2

3.♔a1 ♖b6–+

3...♖b8† 4.♔c1

4.♕b3 ♗b4 5.♔c1 ♗xc3–+

6...♗e3† 7.♖d2 ♕xc3 8.♖a7† ♗xa7 9.♕xa7† ♖b7 10.♕d4 ♕xd4–+ 11.♖xd4 ♔d6 12.♖d2 c5 13.g4 e3 14.♖g2 d4 15.g5 ♖f7 16.♔d1 e5 17.h4 e4 18.♔e2 ♖f3 19.h5 c4

0–1

Ex. 14-4

B.Larsen – E.Geller

Copenhagen 1960

1.♘d5!

(2 points)

This opens the long diagonal and creates a passed pawn.

1.♘d4!? (1 point) intending to bring a knight to f5, is not bad either.

1...♘xd5

1...♕a6 2.♕xa6 bxa6 3.♘c7± (Larsen).

2.cxd5 ♗f8 3.♗d4 ♕b3

Larsen analysed the alternatives:

a) 3...♕a6 4.♕xa6 bxa6 5.♖c8±

b) 3...♕b5 4.♘e5 f6 5.♗f1 ♕b4 6.♘d7 ♗e7 7.♖c4! ♕d6 8.♕a4! ♗g6 9.♖c8+–

4.♘e5 b5?! 5.♘d7± ♗a3

See Ex.14-5.

Ex. 14-5

B.Larsen – E.Geller

Copenhagen 1960

1.♗xg7!

(1 point)

If 1.♖f1?! then 1...♗f5=.

1.♖c3 (1consolation point) is not as strong as the game move: 1...♗b2! 2.♖xb3 ♗xa1 3.♗e3!± (but not 3.♗xa1?! ♖e1†=).

1...♗xc1 2.♘f6† ♔xg7 3.♘xe8† ♔f8 4.♕h8†

(another 1 point)

Solutions

4...♔e7

4...♗g8 5.♘f6+–

5.d6†!

(another 1 point)

The key move; White wins by force.

5...♔d7

5...♔e6 6.♕f6†+–.

6.♘f6† ♔c8 7.♗h3† ♔b7 8.♕xd8 ♕d1† 9.♔g2 ♗d3 10.♗c8† ♔a8 11.♕a5† 1–0

Ex. 14-6

B.Larsen – L.Portisch

Amsterdam 1964

The annotations to this exercise and the next one are based on analysis by Larsen.

1.h5!

(2 points)

The march of the h-pawn weakens the black castled position.

1...f6!?

1...♕a5? is bad: 2.h6 g6 3.♗c7! ♕xc7 4.♕f6+–

After 1...h6 2.g4, the further advance of the g-pawn could be a problem for Black.

2.g4 ♕a5?

The position after 2...a5! 3.♕g3 a4 is less clear, since 4.g5?! can be met by 4...♘f5⇄.

3.♗xc4 dxc4 4.a3! ♗xc3

4...♗xa3 loses after 5.bxa3 ♕xa3† 6.♔d2 b4 5.♖a1! bxc3† 6.♘xc3 ♕b4 7.♖hb1!+–.

5.♘xc3± ♕d8

5...b4 6.axb4 ♕xb4 7.♖he1!±

6.♖he1!

6.♘xb5 ♕d5!⇄

6...a5?!

Black should prefer 6...♘d5 7.♘xd5 ♕xd5 7.♕xd5† cxd5 8.f3±.

7.♕g3! ♖a7

7...b4?! 8.♗d6! bxc3? 9.♗xe7 cxb2† 10.♔b1+–

8.h6!± g6 9.♗d6 ♖e8

See Ex. 14-7.

Ex. 14-7

B.Larsen – L.Portisch

Amsterdam 1964

1.♕f4!

(1 point)

White brings his queen closer to the attack. However, he has various alternatives, some of which are also strong:

a) 1.♗b8 is not so good: 1...♖d7 2.♘e4 ♘d5 3.♘c5 ♖de7=

b) 1.♘e4!? (1 point) is met by 1...♘d5±.

c) 1.♗c5 ♖d7 2.♕e3!+– (2 point) puts Black in a very unpleasant pin. (2.♘e4 is less clear after 2...♘d5 3.♘d6 ♖xe1 4.♖xe1 ♖e7± and brings you only 1 point.)

1...♔f7

1...♘d5 2.♘xd5 cxd5 3.♕xf6! (or 3.♗c7! ♕d7 4.♗b6+–) 3...♕xf6 4.♖xe8† ♔f7 5.♖f8† ♔e6 6.♖e1†!+–

(another 1 point for this variation)

2.♗e5 f5

2...♘g8 3.♘e4+–

2...♘d5 3.♘xd5 cxd5 4.♗xf6!+–

3.♗b8 ♖b7 4.♕e5!

Or 4.♘e4 ♘d5 5.♘d6† ♔f8 6.♘xb7+–.

4...♖g8 5.g5 b4

5...♘d5 6.♘xd5 cxd5 7.♗d6!+–

6.♕f6† ♔e8 7.♕xc6†+– ♔f7

7...♕d7 8.♖xe7† ♔xe7 9.♕f6† ♔e8 10.♖e1†+–

7...♖d7 8.♘d5+–

7...♔f8 8.♗d6 bxc3 9.♖xe7 ♖xe7 10.♖e1+–

8.♕f6† ♔e8 9.d5!? ♖f8

9...bxc3 10.d6!+–

10.♕c6† ♕d7

10...♔f7 11.♕xc4+–

11.♗d6 ♖f7

11...♕xc6 12.dxc6 ♖a7 13.♘d5 ♖f7 14.c7+–

12.♗xe7 bxc3

12...♕xc6 13.♗c5†+–

12...♖xe7 13.♖xe7† ♔xe7 14.♕f6†+–

13.♗b4†

1–0

Solutions

Ex. 14-8

A.Gipslis – B.Larsen

Sousse 1967

1...♕g5!

(2 points)

Black aims to provoke the weakening of the white position by threatening ...♘f4†.

The useful 1...♖ab8 earns 1 consolation point.

2.♔h2?

White should prefer 2.f4 ♕e7!∓ (Larsen).

2...♘b2! 3.♕f3?

3.♕a6!? is more complex, although Black is still doing well: 3...♕d2 4.♗xg6 hxg6 5.♘d1 ♖e1! 6.♖xe1 ♕xe1 7.♕xc6 ♖d8 8.♘xb2 (8.♕c7 ♖e8–+) 8...♕xa1 9.♕b5 ♕e1 10.♘d3 ♕c3 White does not have enough compensation for the exchange.

3...♕d2 4.♗xg6 hxg6 5.♘d1 ♘c4! 6.♕c3 ♖ab8 7.♖c1 ♖e4

Or 7...♕e2 8.♖g1 ♘d2–+.

8.♖c2 ♕xd4–+ 9.♕xd4 ♖xd4 10.♖e1 a5 11.♔g2 a4 12.♘c3 a3 13.♘a4 g5 14.♖e7 ♖b4 15.♘b6 ♖b2 16.♖c3 ♖xa2 17.♘xc4 dxc4 18.♖c7 ♖dd2 19.♖f3 c3

0–1

Ex. 14-9

T.Petrosian – B.Larsen

Santa Monica 1966

1...f6!

(3 points)

The black pieces are very well placed; the time has come to bring the pawns into the game too. Black prepares ...g5 to break open the white bastion on the kingside.

The neutral moves 1...♗d6 or 1...♘f6 are awarded only 1 consolation point.

2.♔g2 g5 3.♘f2 ♘gh6 4.hxg5

4.h5 is met by 4...g4–+; Black will secure his g-pawn by ...♘e7 and ...f5, and then continue with ...♘f7-g5-f3.

4...fxg5 5.♘d1 ♔g6 6.♘h2 g4 7.♕c2 ♗d6 8.♘f1 ♘g8 9.♘h2 ♘f6 10.♘f1 ♔h5

Larsen plays some waiting moves before the time control.

11.♘h2 ♔g5 12.♘f1 ♘h5 13.♗f2 ♘f6 14.♗e1 ♘h5 15.♗f2

See Ex.14-10.

Ex. 14-10

T.Petrosian – B.Larsen

Santa Monica 1966

1...♕a8!

(3 points)

Black prepares to support his attack with his strongest piece. His plan consists of ...♕h8 followed by ...♘hxg3 and ...♕h3†.

The immediate 1...♘hxg3 is weaker: 2.♘xg3 ♘xg3 3.♗xg3 ♗xg3 4.♔xg3 ♕f1 (1 consolation point) 5.♔h2! ♔h4 6.♕g2!=

1...♗b8 (1 point) intends 2...♕h6, but White can try for counterplay with 2.♕c5.

2.♗e1 ♕h8–+ 3.♕c6 ♗xg3 4.♗xg3 ♘hxg3

After 5.♘xg3 ♕h3† 6.♔f2 ♕xg3† 7.♔e2 ♕xe3† (Larsen), Black easily wins the ending.

0–1

Ex. 14-11

V.Smyslov – J.Timman

Moscow 1981

1.f5!

(1 point)

1...♗d7 2.f6!!±

(another 1 point)

This pawn sacrifice forces a critical weakening of the black kingside.

2...exf6

Even worse is 2...♗xf6 3.♖xf6! exf6 4.♘d5+– (Smyslov).

3.♘d5 f5 4.exf5 ♗xf5

4...gxf5!? 5.♗xg7 ♔xg7 6.♕d4† f6 7.♖ae1±

5.♗xg7 ♔xg7 6.♕d4† f6

See Ex.14-12.

Solutions

Ex. 14-12

V.Smyslov – J.Timman

Moscow 1981

1.g4!

(1 point)

This pawn wins the game.

1...♗e6

Or 1...♘e6 2.♕d1!+–.

2.♘xf6! ♖xf6 3.g5+–

(another 1 point)

3...♗f5 4.♖ad1 b5 5.cxb5 axb5 6.gxf6† ♕xf6 7.♕xf6† ♔xf6 8.♖xd6† ♘e6 9.♖b6 ♖c5 10.♖e1

1–0

Scoring

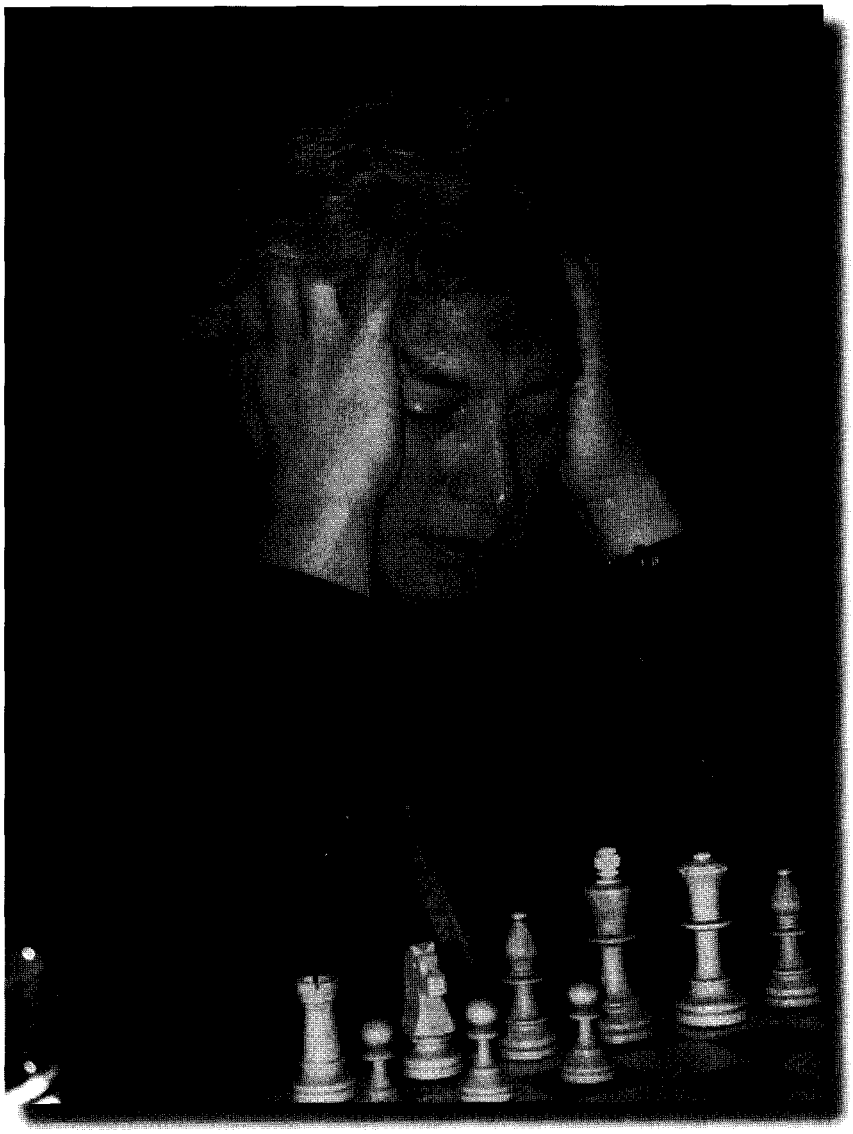
Maximum number of points is **27**

23 points and above ····→ **Excellent**

18 points and above ····→ **Good**

13 points ····→ **Pass mark**

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



At his peak Dutchman
Jan Timman was ranked No. 2
in the world

CHAPTER 15

Contents

- ✓ Strengths of the pieces
- ✓ Distribution of roles
- ✓ Examples of cooperation between rook and bishop

Attacking with rook and bishop

Rook and bishop are very easy to coordinate. However, they cannot mate the opposing king without extra help; to do so they need either their own or opposing pieces to block the king's escape route.

Normally the bishop takes on the supporting role and the rook 'closes the door', but it can happen the other way round. We have already observed some examples of the cooperation between these pieces; for example, the 'windmill' (Chapter 1 of *Boost Your Chess 1*) and Pillsbury's mate (Chapter 2 of *Build Up Your Chess 1*).

The bishop can support the rook by depriving the king of escape squares and/or providing the rook with the necessary protection. It is clear that for this coordination, **open lines and diagonals** are required.

The following mating combinations illustrate the power of these pieces.

Diagram 15-1 △

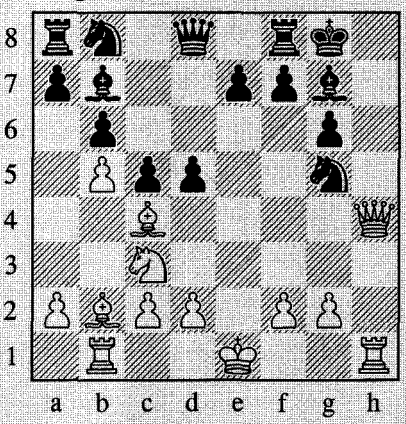


Diagram 15-2 △

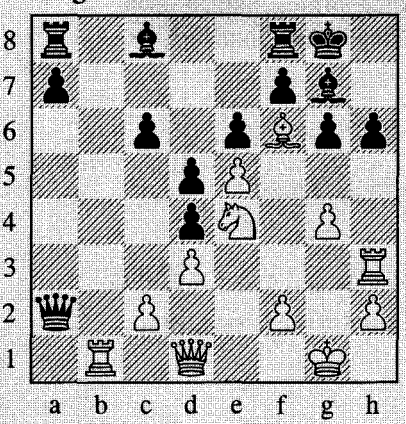


Diagram 15-1

Trajanov – 'Allies'

1936

1.♘e4!

White brings his minor pieces into play.

1...dxe4??

Black misses the main threat. He had to play 1...e5! 2.♘xg5 ♖e8∞.

If 1...♗xb2? then 2.♖xb2 (threatening ♕h8#) 2...f5 3.♘xg5 ♔g7 4.♘e6†+–.

2.♕h8†! ♗xh8 3.♖xh8#

An important mating pattern.

Diagram 15-2

J.Mileika – Seledkin

USSR 1971

In this game too, White used the same mating motif.

1.♕c1!

Threatening to win the queen by 2.♖a1, but that is

not the only threat!

1...dxe4?

Black would survive longer by surrendering the queen. But even then, after 1...♕xb1 2.♕xb1 dxe4 White has a decisive attack: 3.♕c1 g5 4.♖h5+–

2.♕xh6!

There is no defence against mate: 2...♕xb1† 3.♔g2 ♗xh6 4.♖xh6+–

1–0

Diagram 15-3

Kunnermann – Uhlrich

1934

White tries to exploit the weakness of the 8th rank.

1.♕f6!? ♕xc3?

A fatal error. Black could save the game with the unexpected trick 1...♕c1!!, and now:

a) 2.♕g7†?? ♗xg7 Black wins, because the white rook is pinned.

b) 2.♗xc1? ♗xf6∓

c) 2.♖xc1? ♗xf6∓

d) 2.♕xe5 ♕xh6! 3.♕f6 (3.♕b8† ♔g7 4.♕xb7 ♕d2 is fine for Black, as White cannot play 5.♖e7? ♖f5 6.♕xa7 ♕d1† 7.♔g2 ♕f3† 8.♔g1 c5–+) 3...♕f8 4.♖e7 The position is roughly level.

2.♕g7†!!

Deflecting the bishop.

2...♗xg7 3.♖e8†

It is mate next move.

1–0

Diagram 15-3 △

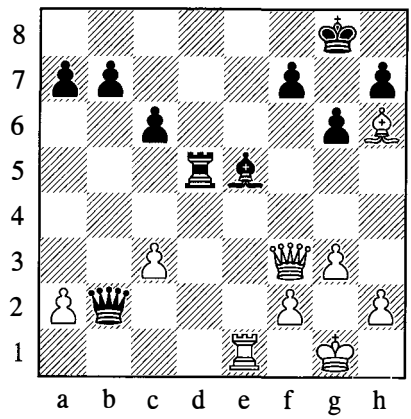


Diagram 15-4

P.Korning – E.Sterud

Correspondence game 1963

For White there are many roads which lead to Rome.

1.♕f6!

1.♗f8! is also good: 1...♖xf8 2.♖xf7! (or 2.d8♕+–) 2...♔xf7 3.♖f1† ♔e7 4.♖xf8+–

1.♗e7! wins as well: 1...♖dxd7 2.♕f6+–

1...♖dxd7 2.♕d8†!

Very nice, although 2.♗e7!+– is also good enough.

2...♖xd8 3.♖xd8† ♔g7 4.♗f8† ♔g8 5.♗h6#

Another important mating pattern.

Diagram 15-4 △

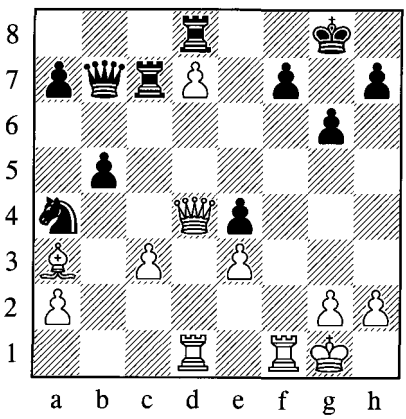


Diagram 15-5

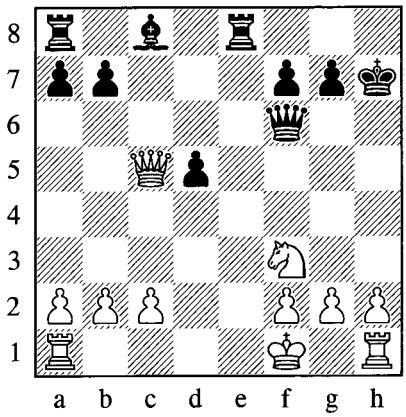


Diagram 15-5

Kirdezoff – Kan

1918

Black opts for a rapid attack.

1...♕xf3!

A strong sacrifice, although the relatively banal 1...♕xb2 2.♕d4 ♕xc2 also gives Black a clear advantage.

2.gxf3 ♗h3† 3.♔g1 ♖e6

The threat is simply ...♖g6#.

4.♕c7?!

White has a more resilient defence: 4.♕d4 (or 4.♕b4) 4...♖g6† 5.♕g4 ♗xg4 (5...♖e8!? also looks good for Black, because after 6.♕g3!? ♖e2 the white king and h1-rook remain locked in) 6.fxg4 ♖xg4† 7.♔f1 ♖c8 8.c3 d4∓

4...♖ae8!

Black threatens ...♖e1† followed by mate, and 5.♕c3 allows 5...♖g6#.

0–1

Diagram 15-6

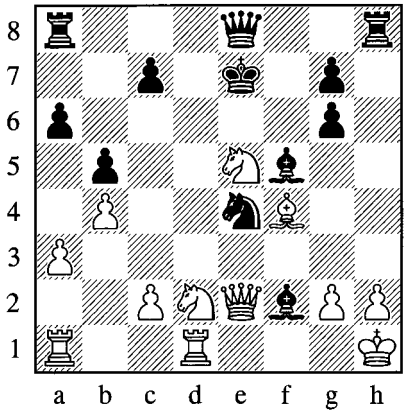


Diagram 15-6

N.N. – Stoner

1929

Another typical situation, in which the black bishop is controlling the escape square g1. Black 'only' has to open the h-file!

1...♖xh2†! 2.♗xh2

2.♔xh2 ♕h8†–+

2...♘g3†!

In such situations, very energetic action is called for, preferably with checks, so that the opponent does not get any breathing space. For example, 2...♕h8? would be too slow, due to 3.♘ef3+–.

3.♗xg3 ♕h8†

The attack gathers pace.

4.♗h2 ♕xh2†! 5.♔xh2 ♖h8† 6.♕h5 ♖xh5#

Diagram 15-7

A.Alekhine – Supico

Lisbon simultaneous 1941

White can force the opening of the h-file, along with the diagonal for his bishop.

1.♕g6!!

Threatening ♕xg7#.

1.♘g6† is also good enough: 1... fxg6 2.♕xg6 ♖xf5 3.♖h3+–

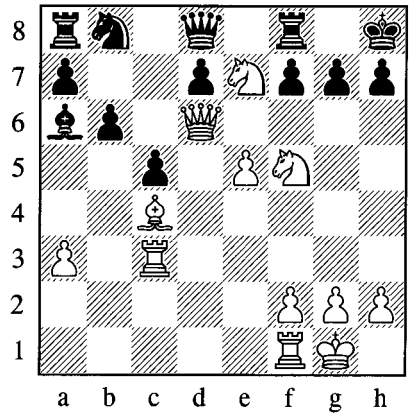
1...fxg6

1...♖g8 is followed by 2.♕xh7†! ♔xh7 3.♖h3#.

2.♘xg6† hxg6 3.♖h3†

1–0

Diagram 15-7 △



In the next example, Tal's opponent tries to catch him out tactically! A dangerous business!

Diagram 15-8

M.Tal – Benisch

1969

1...♖xc3?

It may look as though Black's combination is working; White cannot take the rook in view of his back-rank weakness. But Tal has an answer ready!

2.♖d8†

Playing 2.♗f4! first is also good: 2...♖xc2 3.♖d8†+–

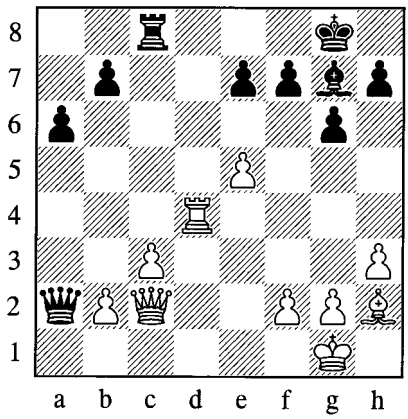
2...♗f8 3.♗f4!

But not 3.♕xc3?? ♕b1†–+.

1–0

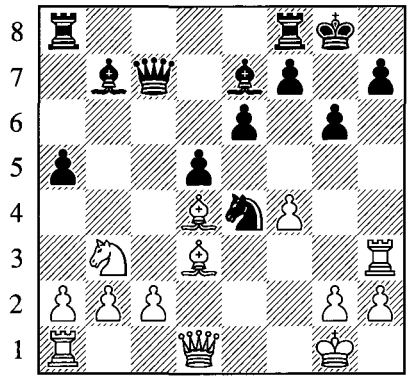
Black is lost after both 3...♖xc2 4.♗h6 and 3...♕d5 4.♖xf8† ♔xf8 5.♕xc3.

Diagram 15-8 ▼

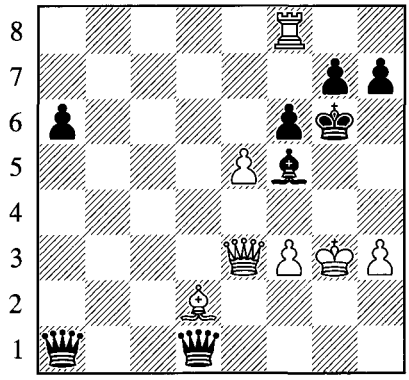


Exercises

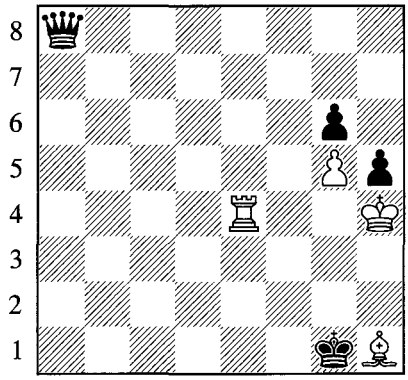
Ex. 15-1 ★★ △



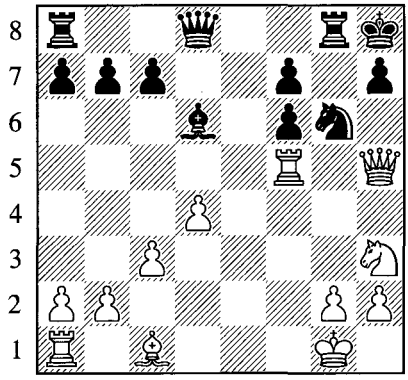
Ex. 15-4 ★★ △



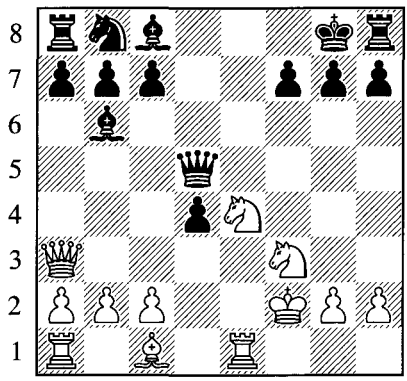
Ex. 15-2 ★★★ △



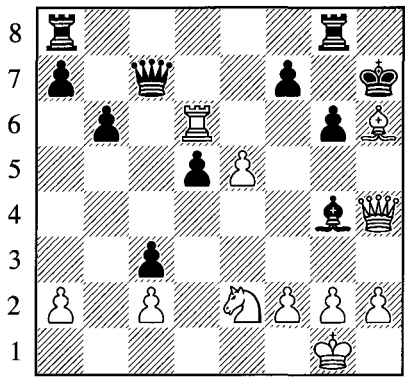
Ex. 15-5 ★ △



Ex. 15-3 ★★ △

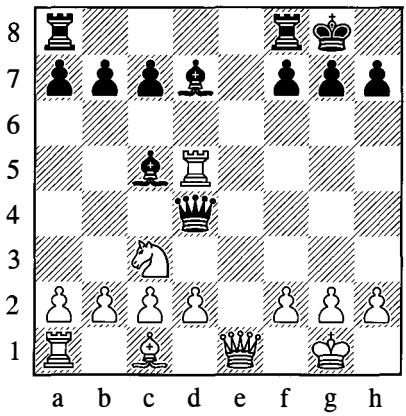


Ex. 15-6 ★ △

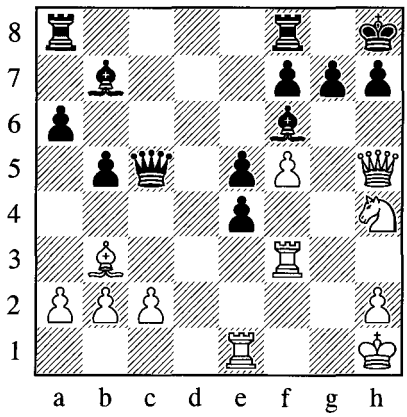


Exercises

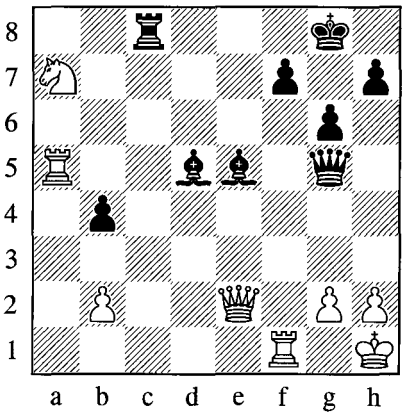
Ex. 15-7 ★ ▼



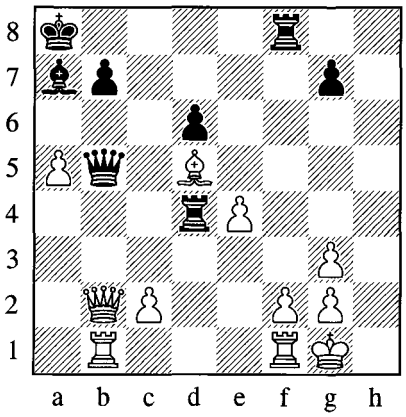
Ex. 15-10 ★★ △



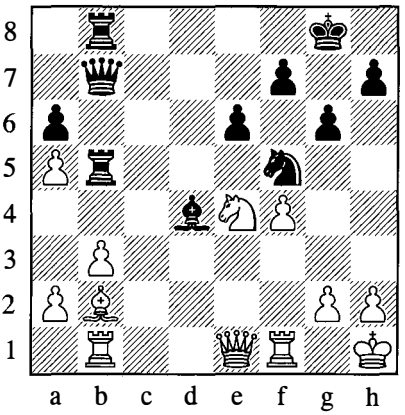
Ex. 15-8 ★★★ ▼



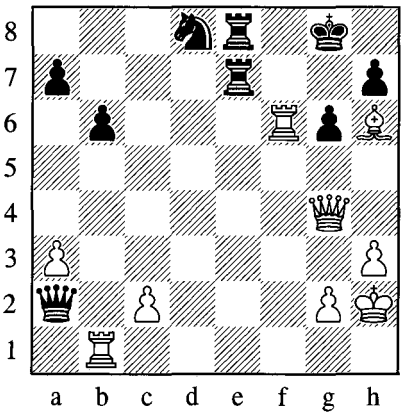
Ex. 15-11 ★★★ ▼



Ex. 15-9 ★ ▼



Ex. 15-12 ★★ △



Solutions

Ex. 15-1

Vilen – Strom

1933

1.♗xe4! dxe4 2.♕h5!

(1 point)

2...♗h4!?

2...gxh5 3.♖g3†+–

(another 1 point for this variation)

3.♕xh7†!

This is even stronger than 3.♕xh4 f5+–.

3...♔xh7 4.♖xh4† ♔g8 5.♖h8#

Ex. 15-2

The end of a study by

N.Kralin & A.G.Kuznetsov

1966

1.♖e1†!

(1 point)

But not 1.♖g4†?? ♔xh1–+.

1...♔h2!

Black is playing for stalemate.

2.♗e4!

(1 point)

Threatening ♖h1#. White naturally avoids 2.♗xa8? stalemate.

2...♕a1!

2...♕xe4† 3.♖xe4+–

3.♖b1!+–

(another 1 point)

Ex. 15-3

P.Richardson – E.Delmar

New York 1887

1.♘f6†!

(1 point)

1...gxf6 2.♕f8†!

But not 2.♖e8†? ♔g7 3.♖xh8 on account of 3...♗c5!–+.

2.♗h6 ♕d8 is not clear.

2...♔xf8 3.♗h6† ♔g8 4.♖e8#

(another 1 point)

Ex. 15-4

Novozhenin – Panfilov

USSR 1975

1.♕h6†! gxh6 2.♖xf6† ♔g7

2...♔h5 is met by 3.♖xh6#.

(1 point)

3.♗xh6† ♔g8 4.♖f8#

(another 1 point)

Ex. 15-5

A.Santasiere – E.Adams

USA 1926

A typical combination.

1.♕xh7†! ♔xh7 2.♖h5† ♔g7 3.♗h6† ♔h7 4.♗f8#

(1 point)

Ex. 15-6

O.Duras – A.Olland

Karlsbad 1907

1.♗f8†!

1.♗f4† ♗h5 2.♘g3 also wins, but it is better to look for a forcing continuation.

1...♗h5 2.♕xh5†! gxh5 3.♖h6#

(1 point)

Ex. 15-7

Danielsson – Blomberg

Sweden 1967

1...♖fe8!

1...♖ae8!–+ works the same way.

2.♕f1

2.♕xe8† ♖xe8 3.♖xd4 ♖e1#

There now follows a typical back-rank mating combination.

2...♕xf2†! 3.♕xf2 ♖e1#

(1 point)

Solutions

Ex. 15-8

B.Larsen – L.Ljubojevic

Milan 1975

1...♕h4!

(1 point)

Black also has another, somewhat more complicated, win at his disposal: 1...♖c2! (also 1 point) 2.♕xc2 ♕h4 3.♕c8† (the variation 3.h3 ♕xh3† 4.♔g1 ♗d4† 5.♖f2 ♕xg2# earns another 1 point) 3...♔g7 4.h3 ♕g3 (another 1 point) 5.♖xf7† ♔xf7 6.♕d7† ♔f8 7.♕d8† ♔g7 8.♕e7† ♔h6 9.♕f8† ♔h5–+

2.♕xe5

2.h3 ♕xh3† 3.♔g1 ♗d4† 4.♖f2 ♕xg2#

(another 1 point for this variation)

2...♕f2

(another 1 point)

3.♖xf2 is met by 3...♖c1†–+.

If 3.♖g1 then 3...♕xg2†! is decisive: 4.♖xg2 ♖c1†–+

0–1

Ex. 15-9

Gokhin – Bennet

1962

1...♕xe4! 2.♕xe4

2.♗xd4 ♕xe1 3.♖fxe1 ♘xd4–+

2...♘g3† 3.hxg3 ♖h5#

(1 point)

Ex. 15-10

K.Kaiszauri – A.Sznapik

Warsaw 1970

1.♘g6†! fxg6

1...♔g8 2.♕xh7† ♔xh7 3.♖h3† ♔g8 4.♖h8#

(1 point for this variation)

2.♕xh7†! ♔xh7 3.♖h3†

1–0

(another 1 point)

Ex. 15-11

N.N. – N.Rossolimo

Paris 1957

1...♖d1!!

(1 point)

2.♗xb7†

2.♕xb5 ♗xf2† 3.♔h2 ♖h8#

(another 1 point for this variation)

White also loses after either 2.c4 ♖xf2! or 2.♖bxd1 ♕xb2.

2...♔b8

(another 1 point)

3.c4?!

3.♖bxd1 is more stubborn: 3...♕xb2 4.♗a6 ♗c5! 5.♖b1 ♗xf2†!–+

3...♖xf2!

But not 3...♗xf2†? 4.♕xf2 ♖xf2 5.♖fxd1∞.

4.♕xb5

4.♕xf2 ♕xb1–+

4...♖f6f1† 5.♔h2 ♖h1#

Ex. 15-12

Mueller – N.N.

1937

1.♖bf1!

(1 point)

1.♖e1! (also 1 point) is another route to victory: 1...♖xe1 2.♖xg6† (another 1 point) 2...♔h8 3.♗g7† ♔g8 4.♗c3† ♔f8 5.♕d4+–

1...♖f7

Other moves are no better:

a) 1...♘f7 2.♖xg6† ♔h8 3.♗g7† ♔g8 4.♗f6†+–

b) 1...♘e6 2.♕xe6† ♖xe6 3.♖f8†+–

2.♕d7!

(another 1 point)

2.♕d4 ♖xf6 3.♖xf6 (also 1 point) wins too.

2...♖ef8

2...♖xd7 3.♖f8†+– or 2...♖xf6 3.♕g7#.

3.♕e7!

But not 3.♗xf8?? ♖xd7!–+.

1–0

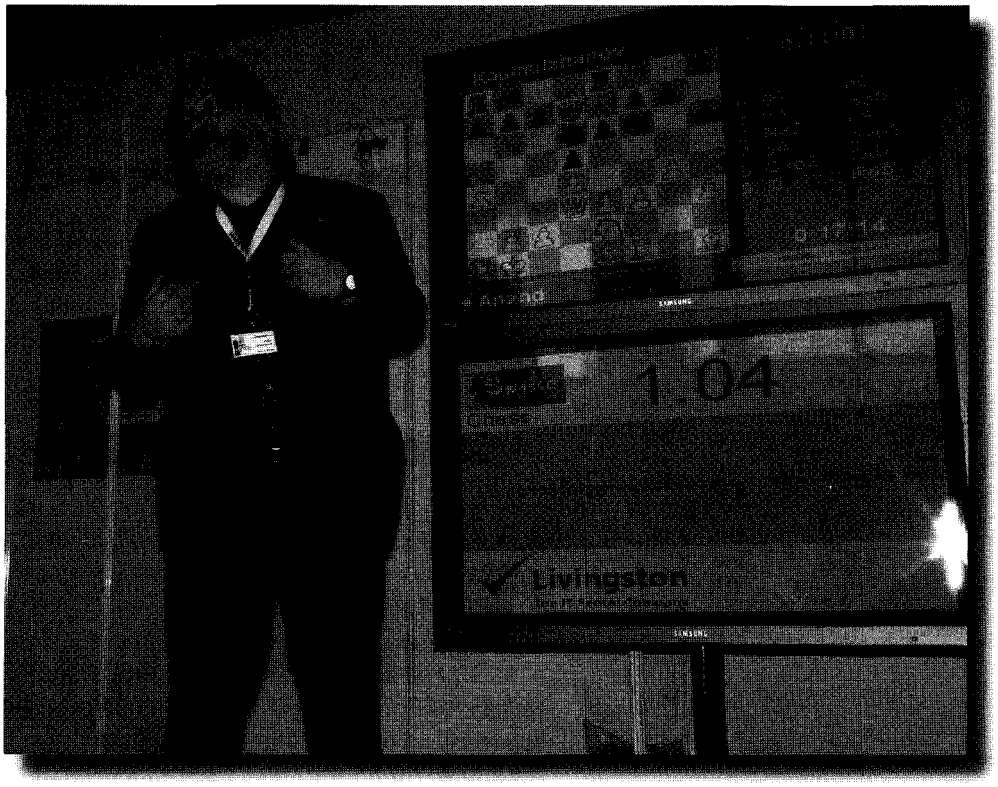
Black has no answer to the threat of ♕xf8†.

Scoring

Maximum number of points is **23**

20 points and above → **Excellent**
16 points and above → **Good**
12 points → **Pass mark**

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



Commentating on a game
of "Fischer Random" chess, a variant
which uses different starting positions for the
pieces – note the bishop on h8!

CHAPTER 16

Contents

- ✓ Important fortresses
- ✓ Knight against rook's pawn
- ✓ Barriers
- ✓ Knight against knight's pawn
- ✓ Speeding things up with checks
- ✓ Defending your own pawn

Diagram 16-1 △

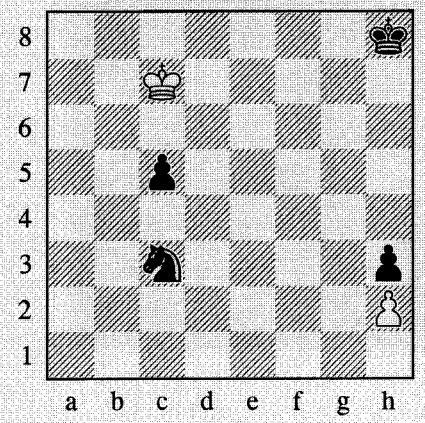
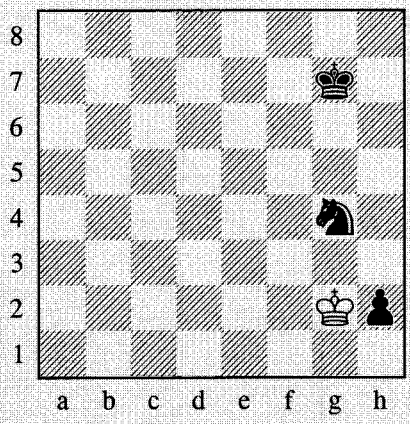


Diagram 16-2 ▼



Knight against pawn

This subject is not completely new to us, as we have already covered some important theoretical positions. For example, in Chapter 23 of *Build Up Your Chess 1*, we looked at 'Smothered mate' with the king locked in the corner.

We also examined several very important drawing positions in Chapter 6 of *Boost Your Chess 1* – Fortresses II, IV and VIII. It would be useful to revise that material before proceeding with this chapter.

Diagram 16-1

V.Chekhover

1952

1.♔c6!

Other moves lose an important tempo: 1.♔d6? ♘a4–+ or 1.♔b6? ♘e4–+.

1...♘e4

1...♔g7 is followed by: 2.♔xc5 ♔f6 3.♔d4 ♘d1 4.♔d3 ♔f5 5.♔e2 ♘c3† 6.♔f2 ♔f4 7.♔g1= White has reached Fortress IV.

1...♘a4 2.♔b5 ♔g7 also leads to a draw: 3.♔xa4 ♔f6 4.♔b5 ♔e5 5.♔xc5 ♔e4 6.♔c4 ♔f3 7.♔d3 ♔g2 8.♔e2 ♔xh2 9.♔f2=

2.♔d5

The knight cannot protect the pawn from in front! Black now tries winning the white h-pawn.

2...♘g5 3.♔xc5 ♘f3 4.♔d5! ♘xh2 5.♔e4 ♘g4

Or 5...♔g7 6.♔f4 ♘f1 7.♔f3 ♔g6 8.♔f2 h2 9.♔g2=.

6.♔f3 ♔g7 7.♔g3 h2 8.♔g2=

Diagram 16-2

White has reached Fortress II from Chapter 6 of *Boost Your Chess 1*.

Knight against rook's pawn

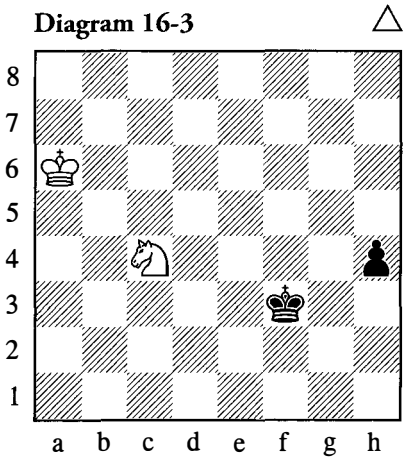
The rook's pawn is the number one enemy of the knight!

Diagram 16-3

The end of a study by

N.Grigoriev

1932



The rook's pawn is a particularly uncomfortable opponent for the knight, because the knight can only stop it from one side. Nevertheless, a draw can be obtained if the knight can block the pawn in time, that is, before it reaches the 7th rank. In this position, White's aim is to control the h2-square from g4 or f1.

1.♘e5†!

1.♘d2†? is bad: 1...♔e2! 2.♘e4 h3 3.♘g3† ♔f2 4.♘h1† ♔g2 The knight is trapped in the corner, and the white king is too far away from the saving f2-square!

1...♔g3

1...♔f4 allows a knight fork: 2.♘g6† ♔g3 3.♘xh4=

2.♘c4!

The knight wants to get to e3; then one goal (g4 or f1) will be achieved.

2...h3

2...♔f3 3.♘e5† repeats the position.

3.♘e3 ♔f3

White captures the pawn after either 3...h2 4.♘f1† or 3...♔f2 4.♘g4†.

4.♘f1 ♔f2 5.♘h2 ♔g2 6.♘g4 ♔g3 7.♘e3

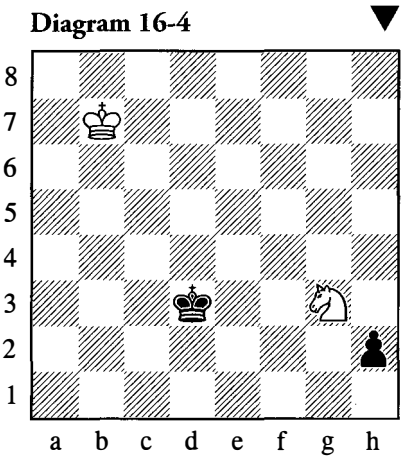
Black cannot force the knight away.

7...h2 8.♘f1†=

Sometimes, a **barrier** saves the game!

Diagram 16-4

M.Dvoretsky



The knight is controlling the e2- and e4-squares; either ♔e3 or ♔d2 will be followed by the knight fork on f1. The black king must make a detour, but this costs it a lot of time, and the white king manages to reach f2 and shut the opposing king in the corner!

1...♔d4

Or 1...♔c2 2.♔c6 ♔d1 3.♔d5 ♔e1 4.♔e4 ♔f2 5.♔f4=.

2.♔c6 ♔e5 3.♔c5

3.♘h1 comes to the same thing: 3...♔f4 4.♔d5 ♔f3 5.♔d4 ♔g2 6.♔e3 ♔xh1 7.♔f2=
3...♔f4 4.♘h1 ♔f3 5.♔d4 ♔g2 6.♔e3 ♔xh1 7.♔f2=

Knight against knight's pawn

The knight's pawn is close to the edge of the board and therefore also somewhat awkward. To get a draw the knight must be able to control the queening square from the correct square.

Diagram 16-5 ▼

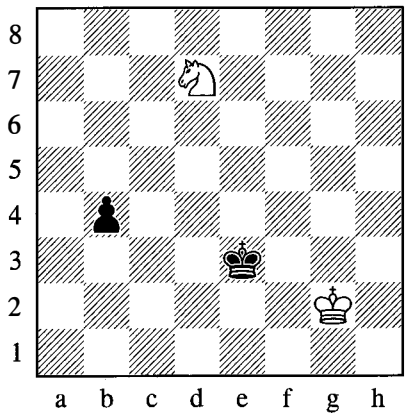


Diagram 16-5

I.Rabinovich

1...b3 2.♘b6

The threat of a fork is an important tactical option for the knight!

2.♘e5? loses, in view of 2...♔d4 3.♘f3† ♔c3 and the knight can get no closer.

2...♔d3

2...b2 3.♘c4†=

3.♘a4

In this situation White manages to draw, even without the participation of his king.

3...♔c4 4.♘b2† ♔c3 5.♘a4† ♔b4 6.♘b2 ♔a3 7.♘d3=

Diagram 16-6 △

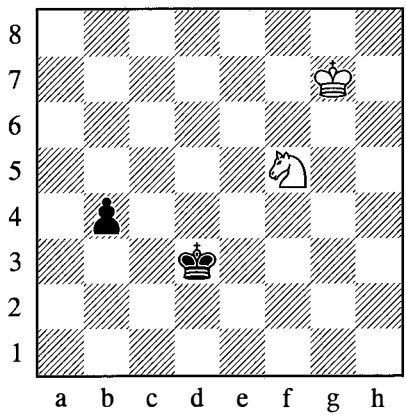


Diagram 16-6

Y.Averbakh

1956

1.♘d6!

The knight is heading for a3.

1...b3

If Black approaches the knight, it can change direction and head for the b2-square: 1...♔d4 2.♔f6 ♔d5 3.♘f5 b3 4.♘e3† ♔d4 5.♘d1 ♔d3 6.♘b2† (6.♔e5 ♔c2 7.♘e3† is also good enough) 6...♔c3 7.♘a4† (7.♘d1† ♔c2 8.♘e3† ♔d2 9.♘c4† ♔c3 10.♘e3 is also a draw) 7...♔b4 8.♘b2= White draws as in the previous example.

2.♘b5 b2 3.♘a3

The knight is now controlling the queening square.

3...♔c3 4.♘b1† ♔c2 5.♘a3† ♔b3 6.♘b1=

There is nothing Black can do.

Such endings can usually only be won if the king can prevent the knight approaching the pawn; but in some rare cases the king can force the knight away from the pawn. Here is a nice winning idea.

Diagram 16-7

The end of a study by

Y.Averbakh & V.Chekhover

Let's first examine the 'normal' moves:

a) 1.b8♕? obviously allows 1...♘c6†=.

b) 1.♔a8? ♘c6= is also clear.

c) 1.♔b6? also leads to a draw: 1...♘d7† 2.♔c7 (2.♔c6 ♘b8†=) 2...♘c5! 3.b8♕ ♘a6†=

The white king must travel by a different route.

1.♔b8!!

This blocks the passed pawn, but lets the king reach the correct squares! The threat is 2.♔c7.

1...♘d7†

1...♘c6† 2.♔c7 ♘b4 loses to 3.♔b6! ♘d5† 4.♔c6 ♘b4† 5.♔b5+–.

2.♔c8!

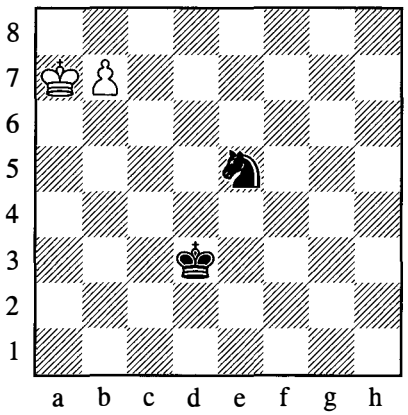
The point! The king could not reach this square in the variation with 1.♔b6.

But not 2.♔c7? ♘c5!= as in line 'c' above.

2...♘b6† 3.♔d8

White wins.

Diagram 16-7 △



In the endgame with a knight against a central pawn, all that is required to draw is for the knight to control the queening square from the second rank.

Speeding things up with checks is an important motif.

Diagram 16-8

K.Hanneman

1927

1.♘d6!

Playing 1.♔f8! first is also good enough!

1...g3

How can the white knight stop the pawn?

2.♔f8!

Preparing to speed things up!

Diagram 16-8 △

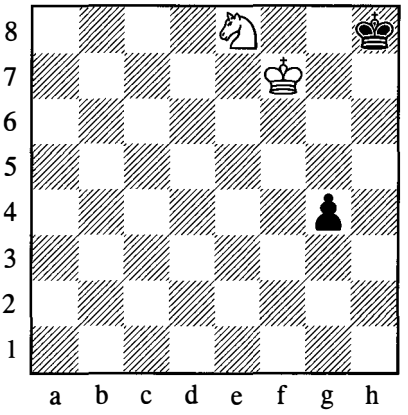


Diagram 16-9 △

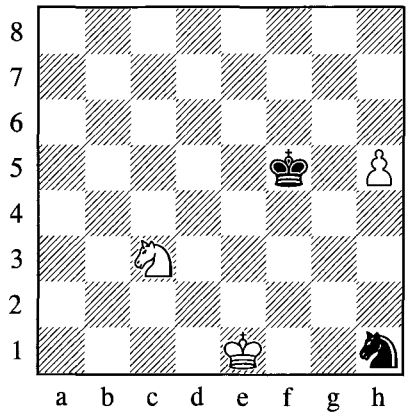


Diagram 16-10 △

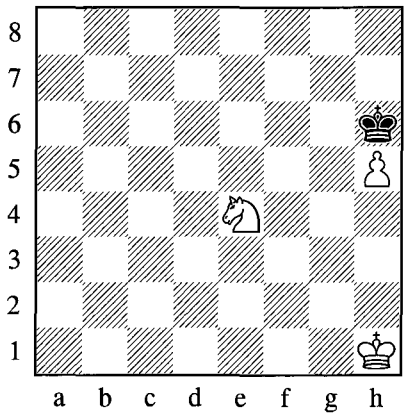
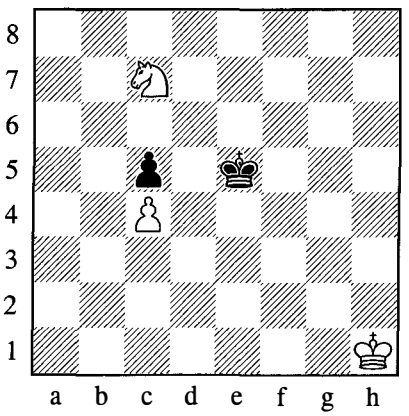


Diagram 16-11 △



2...g2

Or 2...♔h7 3.♘e4 g2 4.♘g5† ♔g6 5.♘h3=.

3.♘f7†

The knight heads for h3 or f3 by giving checks, and succeeds in blockading the pawn.

3...♔h7 4.♘g5† ♔g6 5.♘f3=

There is an important rule for positions in which the side with the knight still has pawns and needs to protect them – **the best way for the knight to defend a passed pawn is from behind**.

Diagram 16-9

A.Selesniev

1922

1.♘e4!

Preventing the black king approaching the h-pawn.

1...♔xe4 is simply followed by 2.h6 and the pawn runs through; the black king has left the square of the pawn, and the knight is too far away.

1...♘g3 2.♘xg3† ♔g5 is also hopeless, since the pawn is defended.

1...♔e6 2.♔f1 ♔f7 3.♔g1

The black knight has been trapped.

3...♔g7 4.♔xh1 ♔h6

Diagram 16-10

5.♘g3!+–

But not 5.♘f6?? ♔g5=.

Here is another important example, which shows how to protect your pawns in a different situation.

Diagram 16-11

M.Dvoretsky

2000

1.♘d5

Or 1.♘b5 ♔e4 2.♔g2 ♔d3 3.♘d6 and the knight protects its pawn.

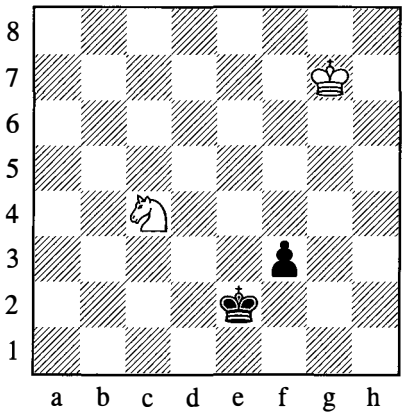
1...♔d4 2.♘b6

The knight can safely protect the pawn from the front, since the black pawn is blocking the c5-square; the black king must take a detour in order to attack the knight.

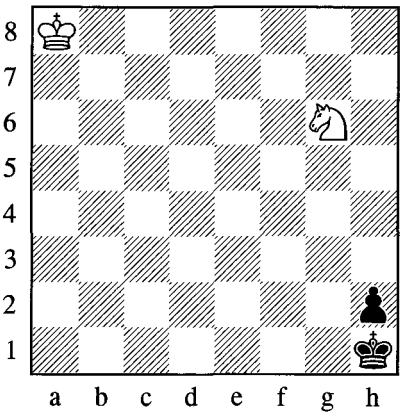
2...♔c3 3.♔g2 ♔b4 4.♔f3 ♔a5 5.♘d5+–

Exercises

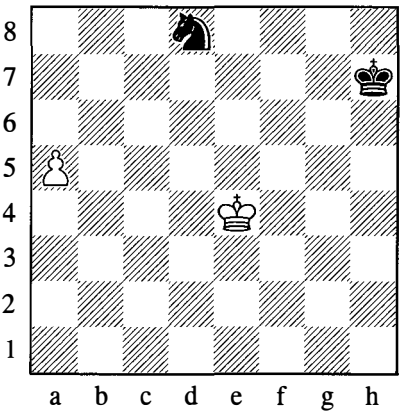
Ex. 16-1 ★★ △



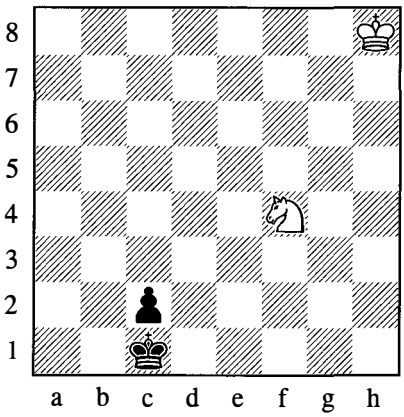
Ex. 16-2 ★ △



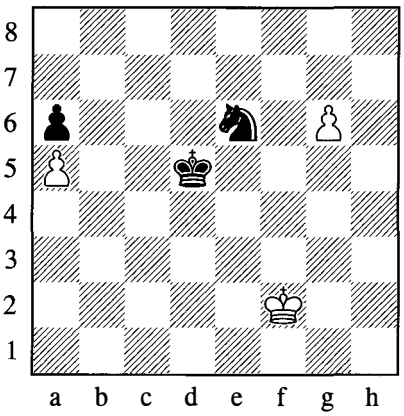
Ex. 16-3 ★ △



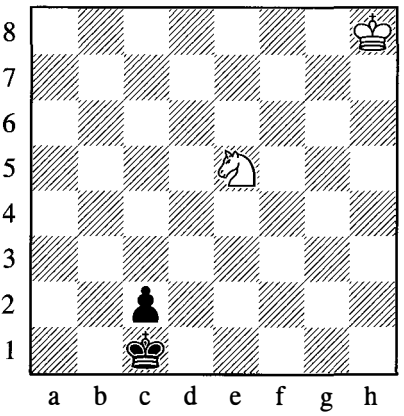
Ex. 16-4 ★ △



Ex. 16-5 ★★ ▼

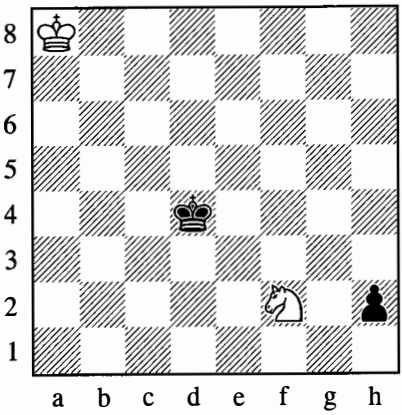


Ex. 16-6 ★ △

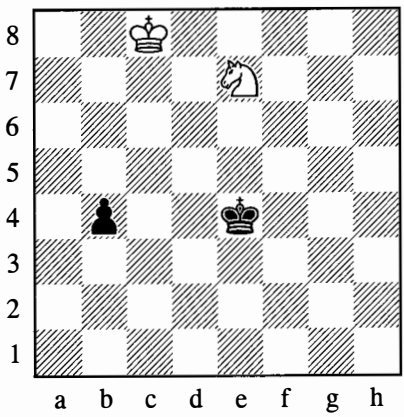


Exercises

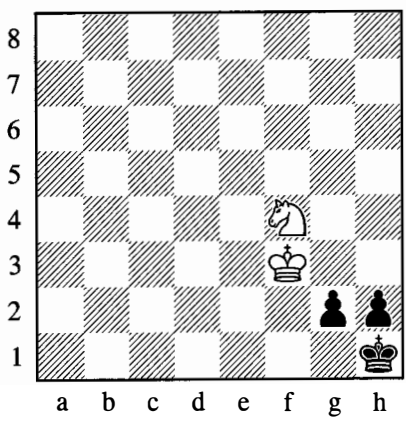
Ex. 16-7 ★★ △



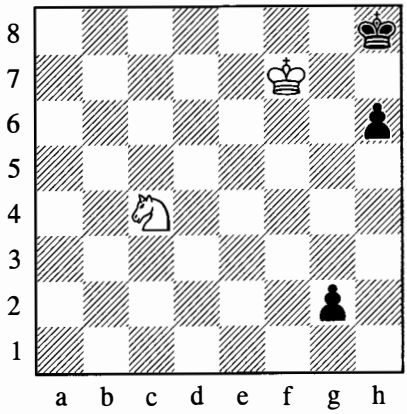
Ex. 16-8 ★★ △



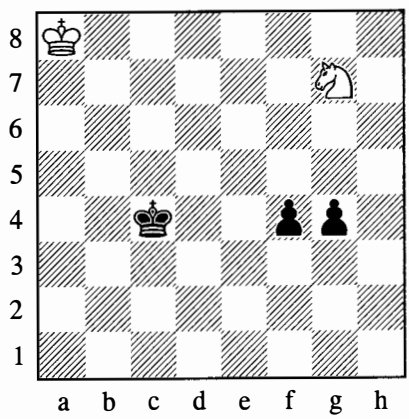
Ex. 16-9 ★★★ △



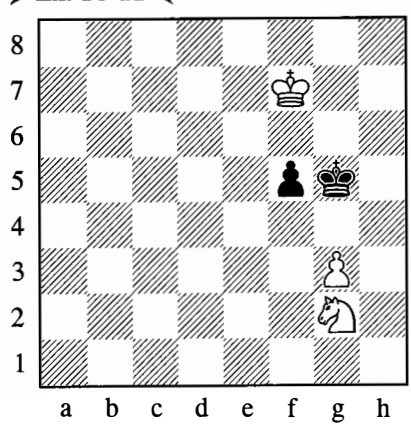
Ex. 16-10 ★★ △



Ex. 16-11 ★★★ △



Ex. 16-12 ★★ △



Solutions

Ex. 16-1

The end of a study by

J.Moller & J.Giersing

1895

1.♘d6!!

(1 point)

1...f2

Black makes no progress with: 1...♔e3 2.♘c4†! (2.♘f5†? ♔f4–+) 2...♔e2 3.♘d6!=

2.♘e4!

(another 1 point)

But not 2.♘f5? ♔f3 3.♘d4† ♔f4 4.♘e2† ♔g4–+.

2...f1♕ 3.♘g3†=

Ex. 16-2

The end of a study by

J.Keemink

1928

1.♘h4!

(1 point)

1.♘f4? ♔g1–+ or 1.♘e5? ♔g2–+.

1...♔g1 2.♘f3†=

Ex. 16-3

E.Freeborough

1891

1.♔d5!

(1 point)

This limits the knight in its struggle against the a-pawn.

1.a6? is wrong: 1...♘c6 2.♔d5 ♘a7=

1...♘b7 2.a6 ♘a5 3.a7+–

Ex. 16-4

A.Chéron

1924

1.♘e2†!

(1 point)

As we know, the knight should aim for the second rank!

1.♘d3†? is bad: 1...♔d2 2.♘c5 ♔c3! 3.♘e4† ♔d3 4.♘c5† ♔c4+–

1...♔d2

1...♔d1 2.♘c3† ♔d2 3.♘a2=

2.♘d4! c1♕ 3.♘b3†=

Ex. 16-5

J.Polgar – A.Yusupov

Dortmund 1997

1...♔e4!

(1 point)

Black blocks off the way to the g-pawn with a 'bodycheck'.

If 1...♔e5? then White can draw: 2.♔e3 ♔f6 (or 2...♔f5 3.g7 ♘xg7 4.♔d4 ♘e6† 5.♔d5 ♘f4† 6.♔c5 ♘d3† 7.♔b6 ♘b4 8.♔c5=) 3.♔e4 ♔xg6 4.♔d5 ♔f5 5.♔c6=

2.♔g3

2.♔e2 ♘f4†–+

2.♔e1 ♔f5 3.♔d2 ♔xg6 4.♔d3 ♔f5 5.♔c4 ♔e5–+

2...♘f4!

(another 1 point)

3.g7 is met by 3...♘h5†–+.

0–1

Ex. 16-6

A.Chéron

1924

1.♘c4!

(1 point)

Other moves lose: 1.♘d3†? ♔d2–+ or 1.♘f3? ♔d1–+ or 1.♘c6? ♔b1–+.

1...♔d1

Or 1...♔b1 2.♘a3†=.

2.♘e3†=

Solutions

Ex. 16-7

The end of a study by

A.Chéron

1926

1.♔b7

(1 point)

1.♔a7= (also 1 point) comes to the same thing.

1...♔c3

The knight creates a barrier to the black king:

a) 1...♔e5(e3) 2.♘g4†=

b) 1...♔d5 2.♔b6 ♔e6 3.♔c5 ♔f5 4.♔d4 ♔f4 5.♔d3 ♔f3 6.♘h1 ♔g2 7.♔e2 ♔xh1 8.♔f1=

2.♔c6 ♔d2 3.♔d5

Or 3.♘h1=.

3...♔e2 4.♘h1 ♔f3 5.♔d4 ♔g2 6.♔e3 ♔xh1 7.♔f2=

(another 1 point)

Ex. 16-8

The end of a study by

N.Grigoriev

1932

1.♘c6!

(1 point)

1...b3 2.♘a5!

You also get another 1 point if you chose the alternative route for the knight: 2.♘a7! b2 3.♘b5=

2.♘b4? is wrong: 2...b2 3.♘a2 ♔d4–+

2...b2 3.♘c4 b1♕ 4.♘d2†=

(another 1 point)

Ex. 16-9

The end of a study by

M.Liburkin

1932

1.♘h3!

(1 point)

1.♘d3? ♔g1–+

1...g1♘†

1...g1♕ 2.♘f2† ♕xf2† 3.♔xf2=

(another 1 point for this variation)

2.♔f2 ♘xh3† 3.♔f1=

(another 1 point)

White has reached Fortress VIII from Chapter 6 of *Boost Your Chess 1*.

Ex. 16-10

The end of a study by

C.De Feijter

1933

1.♘e5!

(1 point)

1...g1♕

1...h5 2.♘f3 h4 3.♘g1 ♔h7 4.♔f6 ♔h6 5.♔f5 ♔h5 6.♔f4=

2.♘g6† ♔h7

2...♕xg6† 3.♔xg6=

3.♘f8†=

(another 1 point)

Ex. 16-11

The end of a study by

V.Chekhover

1955

White must try to win a pawn quickly.

1.♘h5!

(1 point)

1...f3

1...g3 2.♘xf4=

1...♔d3 2.♘xf4† ♔e4 3.♘h5=

2.♘f6! g3

Or 2...f2 3.♘xg4 f1♕ 4.♘e3†=.

(another 1 point for this variation)

3.♘e4! g2

3...f2 4.♘xg3=

4.♘d2† ♔d3 5.♘xf3 ♔e2 6.♘g1†

(another 1 point)

6...♔f2 7.♘h3†=

Solutions

Ex. 16-12

The end of a study by

J.Kling & B.Horwitz

1852

1.♘f4!

(1 point)

But not 1.♘e3? f4= nor 1.♔e6? ♔g4=.

1...♔g4 2.♘e2! ♔f3

2...f4 3.gxf4+–

3.♔f6 ♔xe2 4.♔xf5+–

(another 1 point)

Scoring

Maximum number of points is **22**

19 points and above ····→ **Excellent**

15 points and above ····→ **Good**

11 points ····→ **Pass mark**

*If you scored less than **11** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 17

Contents

- ✓ Coordination of the pieces
- ✓ Examples of cooperation between rook and knight

Attacking with rook and knight

In practice it is not always easy to coordinate the rook with the knight. Unlike the bishop, the knight must first be brought close to the opposing pieces. But when a knight is in a protected, attacking position, it can be very dangerous and can give good support to the rook. We saw examples of the cooperation between these pieces, such as Anastasia's mate and the Arabian mate, in the lesson on 'Mating motifs' (*Build Up Your Chess 1*, Chapter 1). Here are some more mating patterns.

Diagram 17-1 △

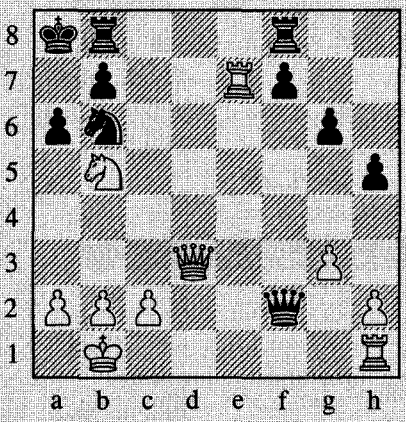


Diagram 17-1

Munk – N.N.

Kassel 1914

1.♘c7† ♔a7

Now comes an elegant combination.

2.♕xa6†! bxa6 3.♘b5† ♔a8 4.♖a7#

Diagram 17-2 ▼

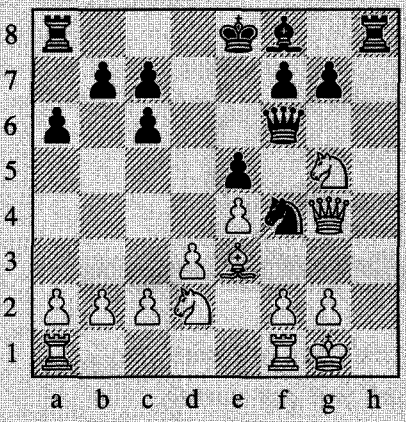


Diagram 17-2

H.Böhm – R.Hernandez Onna

Amsterdam 1979

1...♕xg5!

White is losing in all lines:

a) 2.♕xg5? ♘e2#

b) 2.♕f3? ♕xg2† 3.♕xg2 ♘e2#

c) 2.f3 is most stubborn: 2...♘h3†! 3.gxh3 ♕xe3† 4.♖f2 ♗c5 5.♖af1 ♕xd2–+

0–1

The rook and knight tandem becomes even more dangerous if it is receiving direct or indirect support from other pieces or pawns. We saw a beautiful illustration of this in Ex. 22-7 from *Boost Your Chess 1*. Here are some more examples.

Diagram 17-3

Demetriescu – Adam

Correspondence game 1934

1...♕e5!

This deflecting sacrifice decides the game.

2.♕xe5

Or 2.♘e2 ♕xd4† 3.♘xd4 ♘d3†–+.

2.♖d1 loses simply to 2...♕xg3.

2...♘d3† 3.♔b1 ♖xc1#

The b4-pawn is providing indirect support to the rook and knight.

Diagram 17-3 ▼

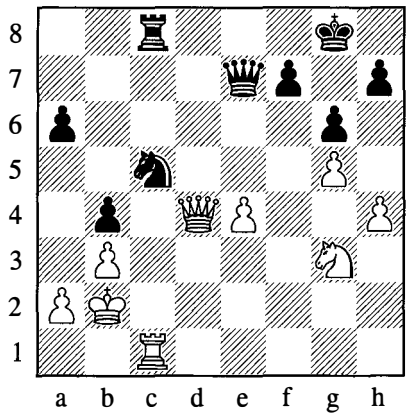


Diagram 17-4

P.List – Mannheimer

1930

1.♘xf4!

This prepares a decisive strike. White could also play 1.♖h1†+– first.

1...♕xd4

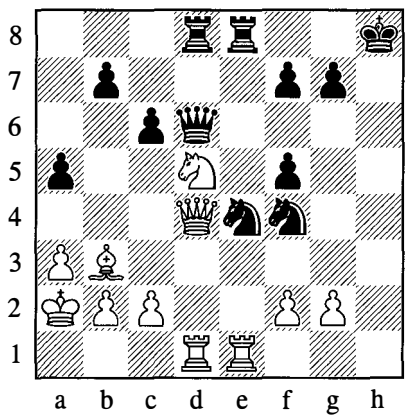
Or 1...♕xf4 2.♖h1† ♔g8 3.♕xd8+–.

2.♖h1† ♔g8 3.♘g6!

There is no defence against ♖h8#. It is of course crucial that the b3-bishop is pinning the f7-pawn.

1–0

Diagram 17-4 △



An attack by these two pieces can often lead to a gain of material by a knight fork, a discovered attack or a double attack by the rook.

Diagram 17-5

A.Tyroler – G.Alexandrescu

Bucharest 1951

1.♘d8!!

The unfortunate position of the black rook on c5 plays the most important role. Black cannot fend off the simple mating threat without incurring damage.

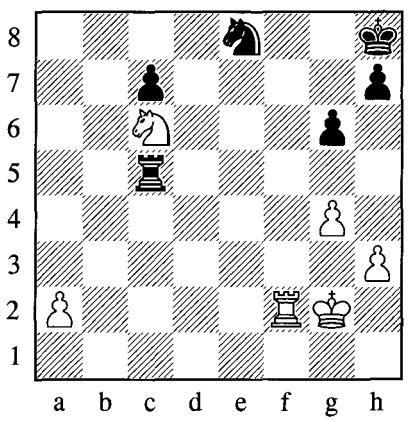
1...♔g8

1...♔g7 2.♘e6†+–

1...♘d6 2.♖f8† ♔g7 3.♘e6†+–

1...♖e5 2.♘f7†+–

Diagram 17-5 △



1...♖d5 2.♖f8† ♔g7 3.♘e6† (or 3.♖xe8+–) 3...♔h6 4.g5† ♔h5 5.♘f4†+–

2.♘e6!

With a double attack on the c5-rook and the f8-square (the mate threat!).

1–0

Diagram 17-6 △

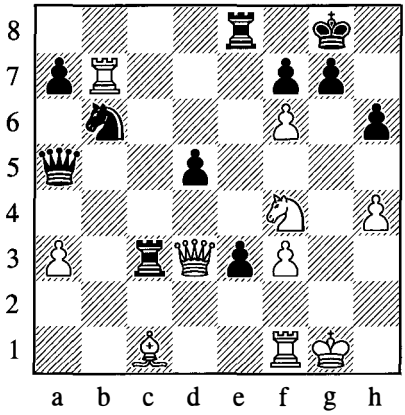


Diagram 17-6

D.Bronstein – E.Geller

USSR Ch, Moscow 1961

1.♕g6!

The most elegant solution. Black has no defence against mate: 1...fxg6 2.♖xg7† ♔f8 (or 2...♔h8 3.♘xg6#) 3.♘xg6# The f6-pawn gives the white pieces the necessary support.

1–0

In the endgame the king can decisively strengthen the attack, as we saw previously in the lesson on 'Coordination of the pieces' (*Boost Your Chess 1*, Chapter 22).

Diagram 17-7 △

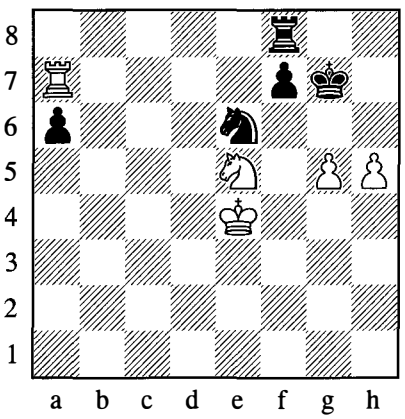


Diagram 17-7

V.Smyslov – J.Penrose

Amsterdam Olympiad 1954

Now comes an energetic pawn attack.

1.h6† ♔g8 2.g6 ♘d8

If 2...fxg6 then 3.h7† ♔h8 4.♘xg6#.

2...♘c5† 3.♔f5 fxg6† 4.♔xg6 also leads to a quick mate.

3.♘d7!

The knight is heading for f6.

3...♖e8† 4.♔d5

Black cannot parry the threat of ♘f6† without serious damage: 4...♖e6 5.♖a8 (or 5.h7† ♔g7 6.gxf7+–) 5...♖xg6 6.♖xd8† ♔h7 7.♘f8†+–

1–0

Diagram 17-8

M.Platov

1903

Black cannot avoid the loss of his queen here, because the white pieces are too well coordinated!

1.♖f1†! ♔e5

1...♔e6 2.♘c7†+–

2.♔g5!!

The point of the study. White threatens 3.♖f5† ♔e6 4.♘c7†+–, and surprisingly the black queen is unable to find a safe square.

2...♕a2

All other moves also lose:

a) 2...♕a5 3.♖f5† ♔e6 4.♘d4†+–

b) 2...♕c6 3.♖f5† ♔e6 4.♘d4†+–

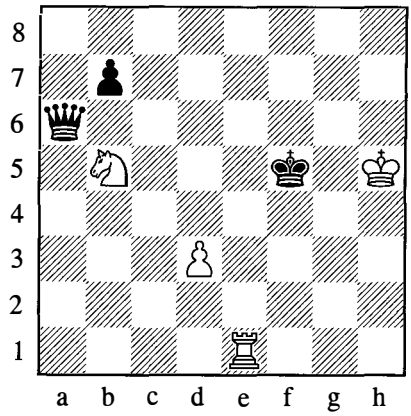
c) 2...♕b6 3.♖f5† ♔e6 4.♖f6†+–

d) 2...♕a8 3.♖f5† ♔e6 4.♘c7†+–

e) 2...♕a4 3.♖e1† ♔d5 4.♘c3†+–

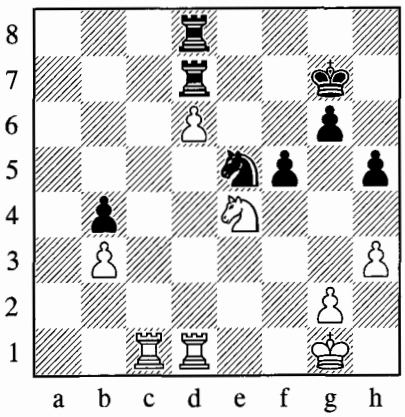
3.♖e1† ♔d5 4.♘c3†+–

Diagram 17-8 △

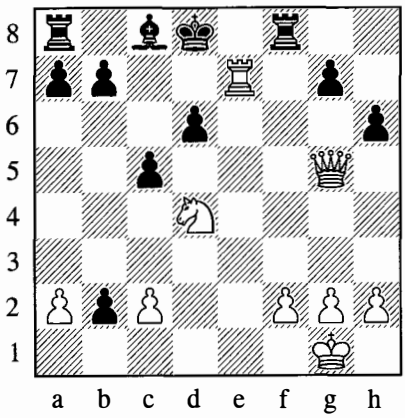


Exercises

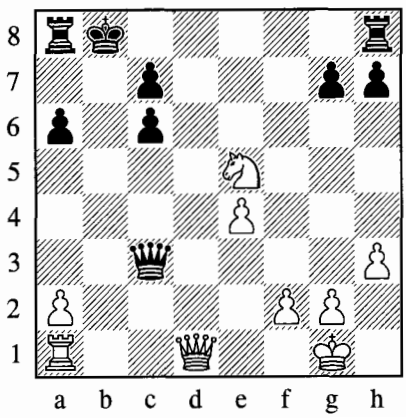
Ex. 17-1 ★ △



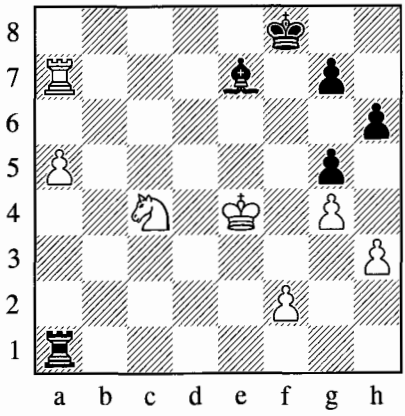
Ex. 17-2 ★ △



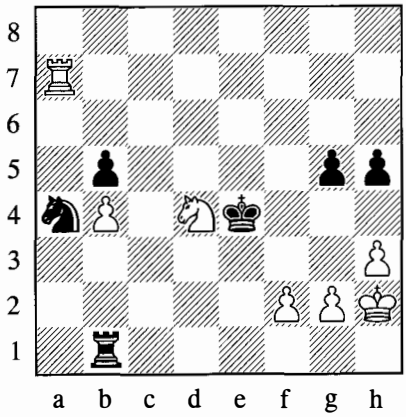
Ex. 17-3 ★ △



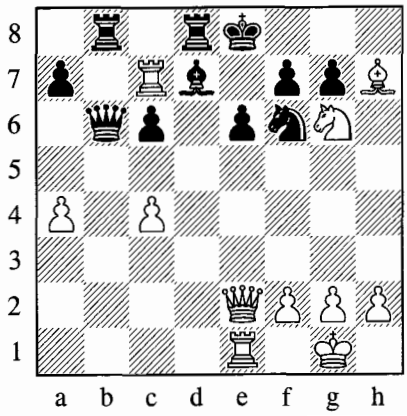
Ex. 17-4 ★ △



Ex. 17-5 ★ △

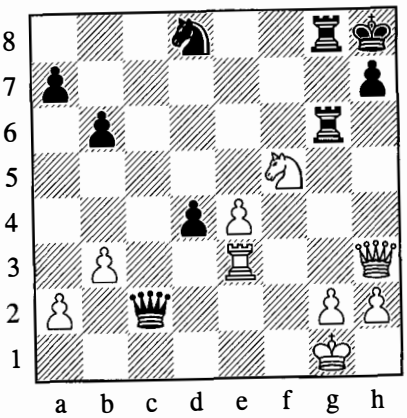


Ex. 17-6 ★ △

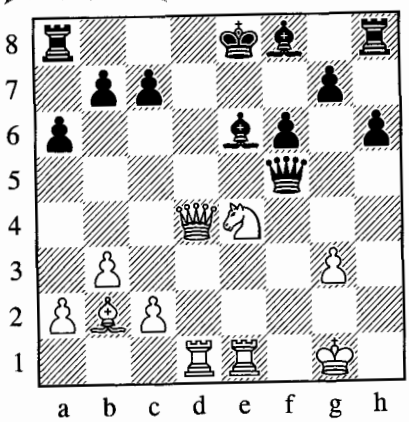


Exercises

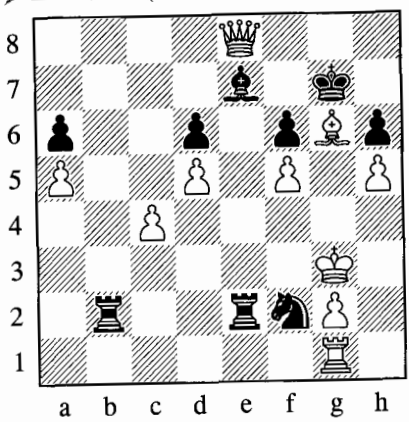
Ex. 17-7 ★ △



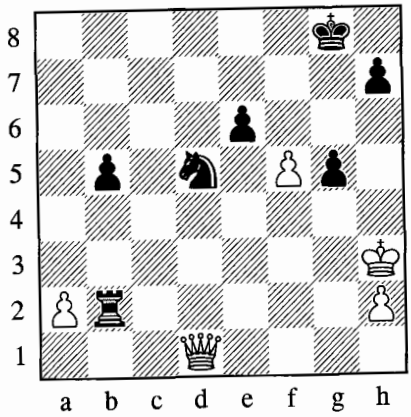
Ex. 17-10 ★★ △



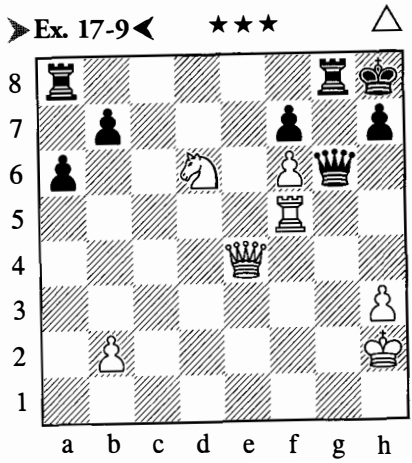
Ex. 17-8 ★★ ▼



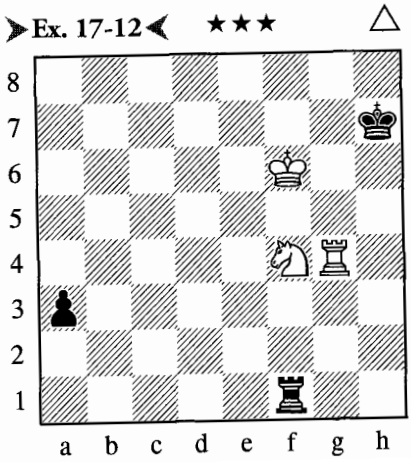
Ex. 17-11 ★★ ▼



Ex. 17-9 ★★★ △



Ex. 17-12 ★★★ △



Solutions

Ex. 17-1

Variation from the game

A.Yusupov – J.Gallagher

Switzerland 2005

1.♘c5! ♖xd6 2.♘e6†! ♖xe6 3.♖xd8±

(1 point)

Ex. 17-2

E.Sokolov – V.Rushnikov

Correspondence game 1965

1.♖xb7†! hxg5

1...♖f6 2.♘c6† ♔e8 3.♖e7† ♔f8 4.♕xg7#

2.♘c6† ♔e8 3.♖e7#

(1 point)

Ex. 17-3

H.Mecking – A.Rocha

Mar del Plata 1969

1.♖b1† ♔a7

1...♔c8 2.♕d7#

2.♕d4†! ♕xd4 3.♘xc6#

(1 point)

Ex. 17-4

V.Bologan – A.Yusupov

Cannes 2005

1.♖a8†! ♔f7 2.♘e5† ♔e6 3.♖a6† ♗d6 4.♘c4

(1 point)

The pawn ending after 4...♖d1 5.♖xd6† ♖xd6 6.♘xd6 ♔xd6 7.♔f5 is a trivial win.

1–0

Ex. 17-5

A.Yusupov – M.Mrdja

Bastia 2004

1.♘xb5!

(1 point)

1...♖xb4 is met by 2.♖xa4!+–.

1–0

Ex. 17-6

Horvath – M.Udovcic

Zagreb 1948

1.♕xe6†!

(1 point)

Black is quickly mated: 1...fxe6 (1...♗xe6 2.♖e7#) 2.♖xe6† ♔f7 3.♖e7#

1–0

Ex. 17-7

K.Mueller – Kuehne

Ziesar 1912

1.♕xh7†! ♔xh7 2.♖h3† ♖h6 3.♖xh6#

(1 point)

Ex. 17-8

Brannath – Riedel

Karlsruhe 1934

1...♖b3†! 2.♔h2

2.♔f4 ♖e4#

2.♔h4 ♖e4† 3.g4 ♖h3#

(1 point for this variation)

2...♘g4† 3.♔h1 ♖h3†! 4.gxh3 ♖h2#

(another 1 point)

Ex. 17-9

M.Suta – Sutey

Bucharest 1953

1.♖g5!

(1 point)

A deflecting sacrifice.

1...♕xf6

1...♕xe4? and 1...♕xg5? both allow 2.♘xf7#.

2.♕d4!

(another 1 point)

But not 2.♕e5?? when 2...♕xe5†! comes with check.

2...♖g6

If 2...♖xg5 then 3.♕xf6† ♖g7 4.♘xf7† ♔g8 5.♘h6† ♔h8 6.♘f5+–.

Solutions

3.♖xg6!

(another 1 point)

3...♕xd4 4.♘xf7#

Ex. 17-10

Based on the game

W.Pollock – N.N.

Buffalo 1893

1.♕d7†!!

(1 point)

1.♘xf6† (1 consolation point) 1...♔f7 2.♘d7 also wins, but the text leads to a forced mate.

1...♗xd7 2.♘d6†

But not 2.♘xf6†? ♔f7–+.

2...♔d8 3.♘f7† ♔c8 4.♖e8† ♗xe8 5.♖d8#

(another 1 point)

Ex. 17-11

J.Bellon Lopez – S.Garcia

Cienfuegos 1976

1...♖g2!

(2 points)

White has no good defence to the threat of ...♘f4#:

a) 2.♔xg2 loses to 2...♘e3†.

b) 2.♕f1 is followed by 2...♘f4† 3.♕xf4 gxf4 4.♔xg2 e5!–+.

0–1

Ex. 17-12

G.Rotlewi – H.Fahrni

Karlsbad 1911

1.♔f7!

(1 point)

Threatening mate on the h-file.

1...♔h6

After 1...♖h1 White has a choice of ways to win:

a) 2.♘d5 ♔h6 3.♘f6+–

b) 2.♖g7† ♔h6 (2...♔h8 3.♘g6#) 3.♔g8! and the threat of ♖g6# is decisive.

(another 1 point for either of these variations)

2.♔g8!

(another 1 point)

The threat of ♖g6# is winning.

1–0

Scoring

Maximum number of points is **19**

17 points and above ····→ **Excellent**

14 points and above ····→ **Good**

10 points ····→ **Pass mark**

*If you scored less than **10** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 18

Contents

- ✓ The role of the centre
- ✓ Typical plans in the Closed Sicilian

Semi-open games

In this chapter we shall examine the Closed Variation of the Sicilian Defence. Play in this variation develops relatively slowly. White generally tries to take action on the kingside, and he must often be prepared to throw his pawns forward. Black, on the other hand, looks to obtain counter-chances on the queenside. Of course, the relatively closed nature of the play does not mean that the centre should be ignored. On the contrary, **it is only good control of the centre which allows us to attack**.

The main focus of this variation is not on specific moves, but on the various typical plans. For that reason, it is very important to find games with good annotations, and to study them well. In this chapter we shall stick to games played by Vasily Smyslov.

A standard plan for Black is to fianchetto his king's bishop. This may be combined with the moves ...d6, ...e6 (or sometimes ...e5) and ...♘ge7. This is quite a safe set-up, and Black may later stop the advance of the white kingside pawns with ...f5.

A second, more ambitious alternative is ...d6 and ♘f6, after which Black tries to act quickly on the queenside.

We shall now look at two typical games.

V.Smyslov – A.Kotov

Moscow 1943

1.e4 c5 2.♘c3

This move does not automatically mean that White wants to play the Closed Variation. For example, after 2...e6 he can continue with 3.♘f3 followed by 4.d4, transposing into other variations. Black should always bear that possibility in mind.

2...♘c6

Here is an example of a set-up including ...d5 from the Fischer – Spassky rematch: 2...e6 3.♘ge2 ♘c6 4.g3 (4.d4 takes the game in a different direction) 4...d5 5.exd5 exd5 6.d3 ♘f6 7.♗g2 ♗e7 8.♗g5 d4 9.♗xf6 ♗xf6 10.♘e4 ♗e7 11.♘f4 0–0 12.0–0 ♖e8 13.♕h5! g6 14.♕d5 ♗f5 15.♖fe1 ♔g7= Fischer – Spassky, St Stefan/Belgrade (23) 1992.

3.g3

It is only with the fianchetto of the king's bishop that we enter the Closed Variation. An earlier game from the aforementioned match went: 3.♘ge2 e6 4.g3 d5 5.exd5 exd5 6.♗g2 d4 7.♘d5 ♘f6 8.♘ef4 ♘xd5 9.♘xd5 ♗d6 10.0–0 0–0 11.d3 ♗e6 12.♘f4 ♗f5 13.h3! ♖b8 14.♗d2 ♖e8 15.♖e1 ♖xe1† 16.♕xe1= ♕d7?! 17.g4! ♖e8 18.♕d1 ♗xf4 19.♗xf4 ♗e6 20.♕f3± Fischer – Spassky, St Stefan/Belgrade (17) 1992.

3...g6 4.♗g2 ♗g7 5.d3 d6 6.♘f3!?

Diagram 18-1

Another plan of development for White is 6.♘ge2 followed by 0–0, ♗e3 and ♕d2.

White may also play 6.f4 followed by ♘f3 and 0–0, which is featured in the following game.

6.♗e3 is also popular, and we shall see examples of it in the exercises at the end of the chapter.

6...e6 7.♗g5

An important idea. White aims to play ♕d2 and ♗h6 to exchange the fianchettoed bishop. Then White will have a freer hand on the kingside. This plan is very sound, since the opponent's dark-squared bishop is also attacking our queenside.

7...♘ge7 8.♕d2 h6

Black does not want to allow the exchange of bishops, but after this he will be unable to castle.

8...0–0 9.♗h6 e5 is a standard reaction; with the bishops coming off, Black places his pawns on the dark squares.

9.♗e3 e5

Black prepares to develop his light-squared bishop.

9...♘d4!? is a playable alternative.

On the other hand, 9...♖b8?! is a typical mistake:

Diagram 18-2

10.d4! cxd4 11.♘xd4± The d6-pawn is a decided weakness.

10.0–0 ♗e6 11.♘e1

White prepares f2-f4. Losing a couple of tempi to do so is not a tragedy; the position is closed and Black has also lost some time (with ...e6-e5).

11...♕d7 12.a3

This move is aimed against the possibility of queenside castling.

12...♗h3 13.f4 ♘d4 14.♖b1

Diagram 18-1 ▼

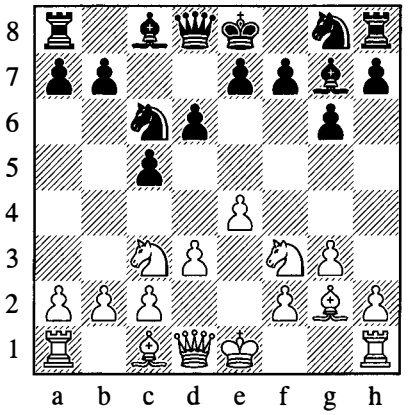


Diagram 18-2 (analysis) △

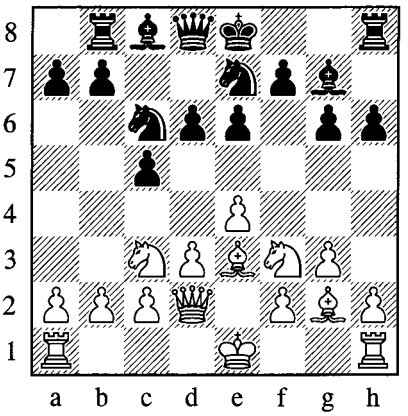
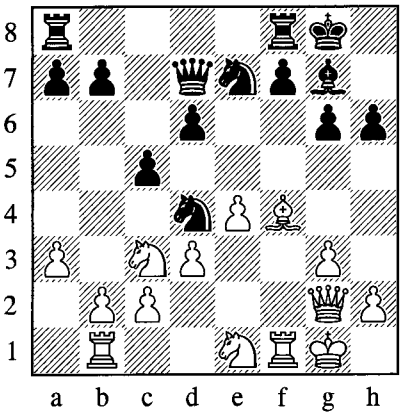


Diagram 18-3 △



White continues to prepare b2-b4, in case Back should castle queenside.

14...exf4 15.♗xf4 ♗xg2 16.♕xg2

White finally allows short castling, but he has an interesting idea ready.

After 16.♘xg2 the knight is not so well placed on g2. Black can try 16...g5!? 17.♗e3 f5.

16...0–0

Diagram 18-3

17.g4!

White is hoping to be able to exploit the weakness on h6.

17...♖ad8 18.♔h1 ♘e6 19.♗d2 d5

It is logical for Black to counter in the centre.

20.♘f3

Diagram 18-4

20...d4?

A bad positional mistake. Black blocks the centre, after which White can attack undisturbed on the kingside.

20...dxe4 would be correct: 21.♘xe4 ♘d5=

21.♘e2 ♘c6 22.♕h3 ♔h7 23.♘g3

23.g5 is also not bad, but Smyslov is preparing a typical sacrifice.

23...f6

Black wants to continue with ...♘e5.

Diagram 18-5

24.♘f5!

With this positional sacrifice, White gets an overpowering attack on the kingside.

24...gxf5 25.gxf5 ♘c7

25...♘g5 is met with 26.♗xg5 fxg5 27.♘xg5† followed by ♘e6. White gets a rook and two pawns for two minor pieces, and since he has a good pawn structure and some open lines, White is clearly better.

26.♖g1

Threatening 27.♖xg7† ♔xg7 28.♖g1† ♔f7 29.♕h5† ♔e7 30.♖g7†+–.

26...♘e8

26...♖h8 is answered by: 27.♗xh6! ♗xh6 (or 27...♔g8 28.♖xg7† ♕xg7 29.♖g1+–) 28.♖g6 ♕g7 29.♖xg7† ♔xg7 30.♕g3†+–

The best defence is 26...♖f7, but White retains a dangerous attack.

Diagram 18-4 ▼

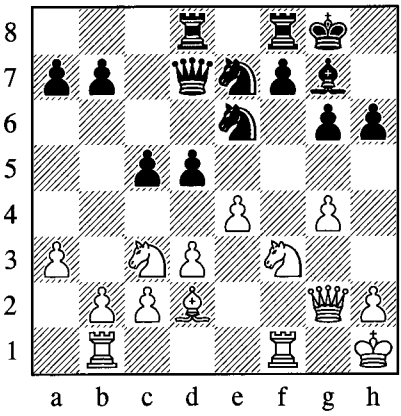


Diagram 18-5 △

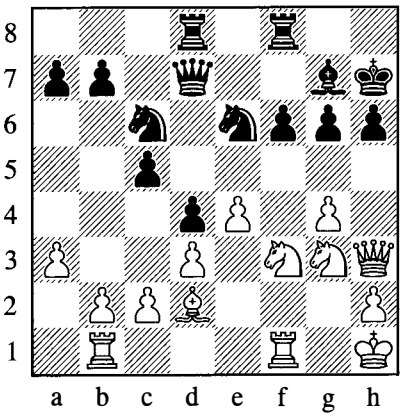


Diagram 18-6

27.♖g6

In this position 27.♗xh6! would be very strong: 27...♗xh6 28.♖g6 ♕g7 29.♖xg7† ♘xg7 30.♖g1 ♘e7 31.♖g4 ♘g8 32.♖h4 ♖d7 33.♕g4+–

27...♖f7?!

27...♖h8! followed by ...♔g8 is more resilient.

28.♖bg1 ♔g8

Black's king wants to flee the danger.

29.♖xh6!?

29.♗xh6 is also strong, with the idea 29...♔f8? 30.♗xg7†+–.

29...♔f8 30.♖h7 ♔e7

Diagram 18-7

31.♕h5!

An important move, increasing the pressure on the black position.

31...♔d6

31...♖c8 is met by 32.♘g5! fxg5 33.♗xg5† and White has a winning attack:

a) 33...♘f6 34.♗xf6† ♔xf6 (or 34...♔d6 34.♖gxg7+–) 35.♕h4† ♔e5 36.♖g6! and Black is caught in a mating net.

b) 33...♔d6 34.♗f4† ♔e7 (34...♘e5 35.♕g6† ♔e7 36.♗xf6+–) 35.f6† (35.♖gxg7! ♘xg7 36.f6†! also wins) 35...♘xf6 36.♖gxg7 ♘xh5 37.♖xf7† ♔e6 38.♖xd7 ♘xf4 39.♖xb7+–

32.♗f4† ♘e5 33.♗xe5† fxe5

Diagram 18-8

34.f6!+–

Ruining the coordination of the defending pieces.

34...♘xf6

34...♖xf6 35.♖gxg7 ♘xg7 36.♕xe5†+–

35.♕xe5† ♔c6 36.♖hxg7!

White wins material and his attack continues.

36...♔b5

36...♖xg7 37.♕xf6†+–

37.♘xd4†! ♔b6

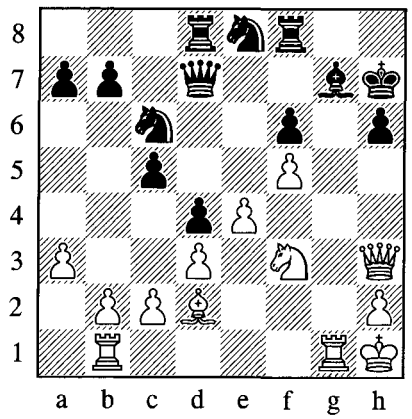
37...♕xd4 38.♕xd4 cxd4 39.♖xf7+–

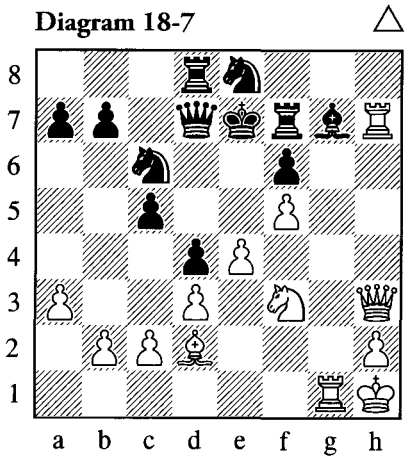
38.b4 ♖c8 39.♖xf7 ♕xf7 40.♕d6† ♖c6 41.♘xc6 ♘xe4 42.bxc5†

But not 42.dxe4?? ♕f3†= with perpetual check.

1–0

Black's position is hopeless, for example: 42...♔b5 43.♘xa7† ♔a4 44.♕d4†+–





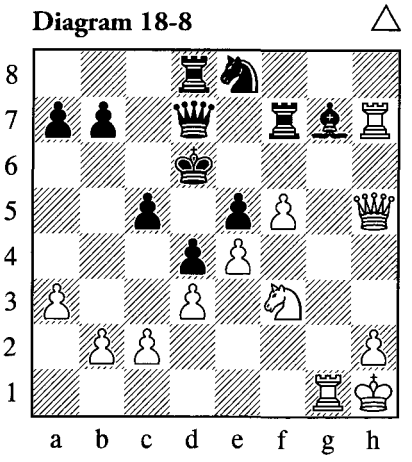


Diagram 18-9 ▼

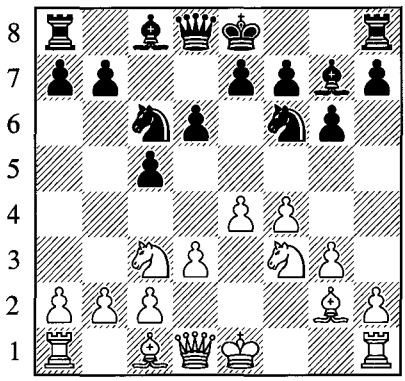


Diagram 18-10 ▼

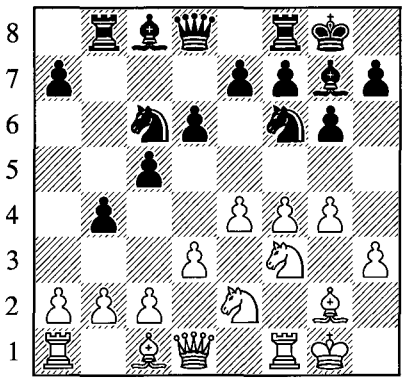
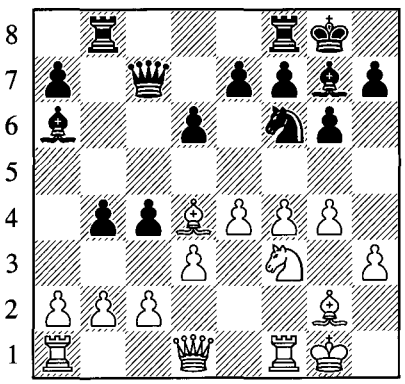


Diagram 18-11 △



V.Smyslov – M.Taimanov

Moscow 1959

1.e4 c5 2.♘c3 ♘c6 3.f4

Of course 3.g3 is the more usual route to the Closed Variation.

3...g6 4.♘f3 ♗g7 5.d3 d6 6.g3 ♘f6 7.♗g2

Diagram 18-9

We have now reached a typical Closed Sicilian with f2-f4.

7...0–0 8.0–0 ♖b8

Black is more active on the queenside and wants to advance his b-pawn.

9.h3

Controlling the g4-square and preparing g3-g4.

9...b5 10.g4

If 10.♗e3 then 10...b4 11.♘e2 ♘d7 12.♖b1 ♕a5=.

I believe that 10.a3!? is a good alternative, although it is not always easy to evaluate who gains more from the opening of the a-file. The following classical game gives a good example of how White may prepare a kingside attack: 10...a5 11.♗e3 b4 12.axb4 axb4 13.♘e2 ♗b7 (13...♘d7!?) 14.b3!? ♖a8 (14...♘d7 15.♖c1 e6 16.g4 d5⇄) 15.♖c1 ♖a2 16.g4 ♕a8?! 17.♕e1 ♕a6?! 18.♕f2 ♘a7?! 19.f5! ♘b5 20.fxg6 hxg6 21.♘g5 ♘a3 22.♕h4 White had a powerful attack in Spassky – Geller, Sukhumi (6) 1968; the major threat is ♖xf6.

10...b4 11.♘e2

Diagram 18-10

11...c4

Black wants to open lines on the queenside as quickly as possible. This strategy is understandable since White is aiming to attack on the kingside (♔h1 followed by f4-f5, possibly with a later ♕e1-h4). However, Black now loses control over the d4-square. Smyslov immediately seizes the opportunity to strengthen his position in the centre.

12.♗e3! ♗a6 13.♘ed4 ♘xd4 14.♗xd4 ♕c7

Diagram 18-11

15.♖f2

An excellent move, combining attack and defence. White protects the c2-square, while also preparing to double rooks.

15...♖fe8 16.f5

A typical attacking move; White is ready to open lines on the kingside at a favourable moment.

16...e5?!

Black overlooks the danger.

16...♖bc8 is improvement, although White remains slight better after 17.♕d2.

17.fxe6 fxe6?

17...♖xe6 was necessary, and now:

a) 18.♘g5? is bad: 18...♘xg4! 19.♘xe6 fxe6 20.♕xg4 ♗xd4 21.♕xe6† ♔h8 Black is well placed.

b) 18.b3!? cxd3 19.cxd3 can be answered by 19...d5! with counterplay.

c) After 18.♕d2! intending ♖af1, White is slightly better.

Diagram 18-12

18.e5!

The black position is in ruins.

18...♘d5?!

Black has no good reply; after 18...♘d7 19.exd6 ♕xd6 20.♗xg7 ♔xg7 21.dxc4+– he is losing a pawn.

Perhaps the least of the evils was the exchange sacrifice: 18...dxe5!? 19.♗xe5 ♕b6±

19.exd6 ♕d7

19...♕xd6 loses a piece to 20.♗xg7 ♔xg7 21.dxc4 ♗xc4 22.♕d4† (Smyslov).

20.dxc4 ♘f4

After 20...♗xc4 21.♘e5 ♗xe5 22.♗xe5 Black has a clear positional advantage – and an extra pawn!

21.♗xg7 ♕xg7

Diagram 18-13

22.♕d4!

The simplest solution; the endgame is easily won for White.

22...♘xg2

22...e5 23.♘xe5! ♘xg2 24.♕d5† ♔h8 25.♘f7† ♔g8 26.d7 ♗b7 27.♘d8†! ♗xd5 28.dxe8♕†+–

23.♕xg7† ♔xg7 24.♔xg2 ♗xc4 25.♘e5 ♗d5† 26.♔g3 ♖ed8 27.d7

The passed pawn and centralized knight are too strong.

1–0

Diagram 18-12 △

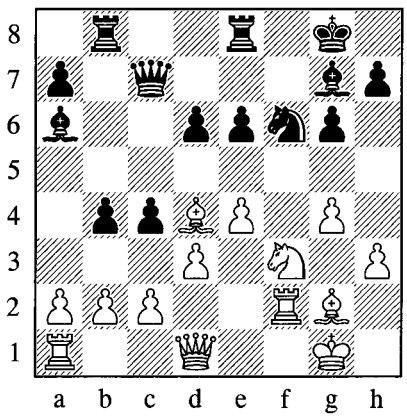
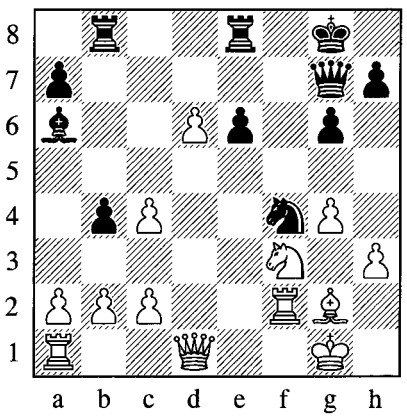
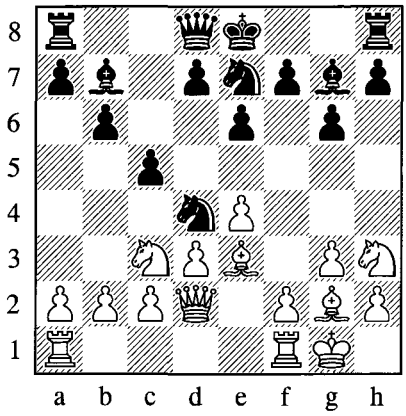


Diagram 18-13 △

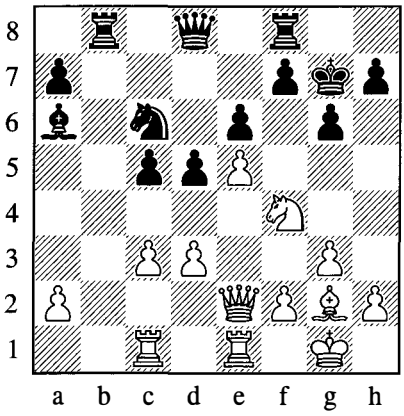


Exercises

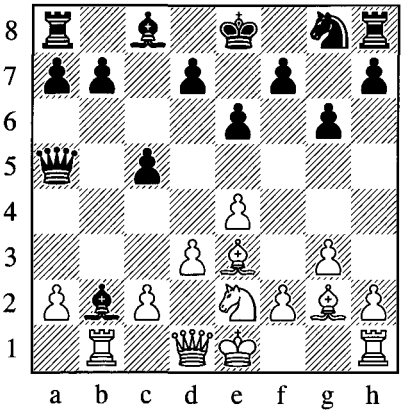
Ex. 18-1 ★★ △



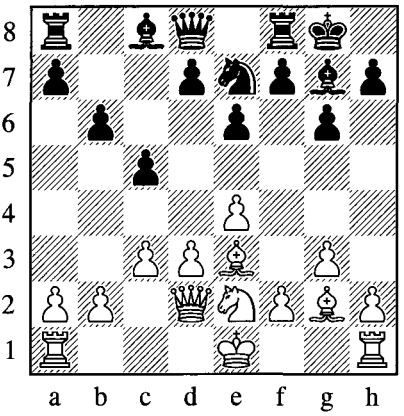
Ex. 18-2 ★ △



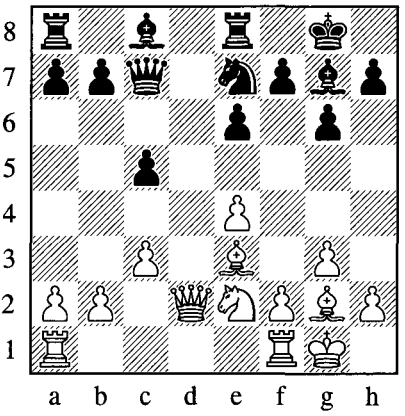
Ex. 18-3 ★★ △



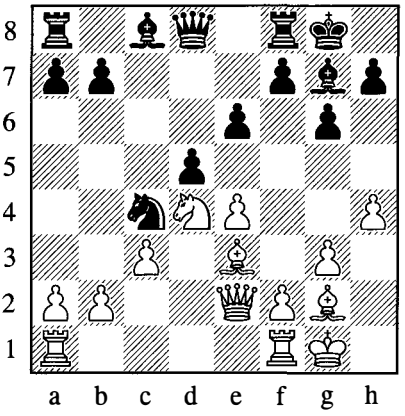
Ex. 18-4 ★ △



Ex. 18-5 ★★ △

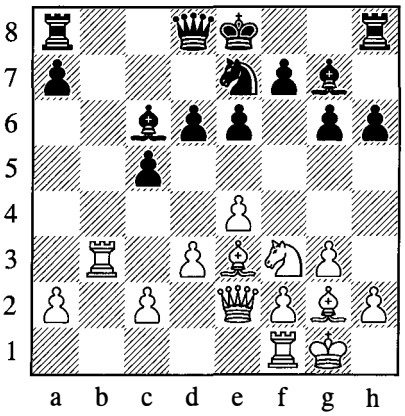


Ex. 18-6 ★★ △

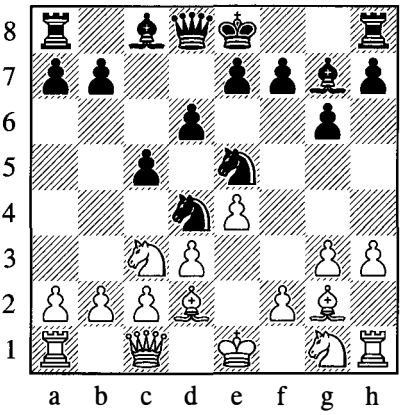


Exercises

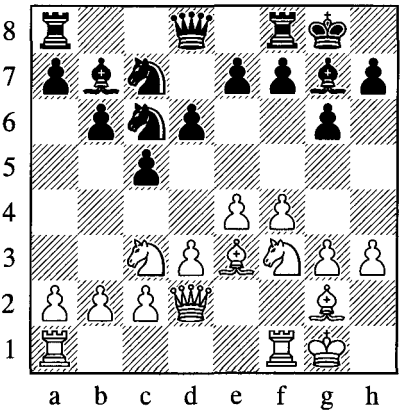
Ex. 18-7 ★★ △



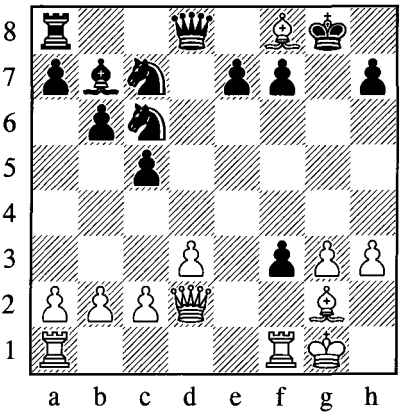
Ex. 18-8 ★★ △



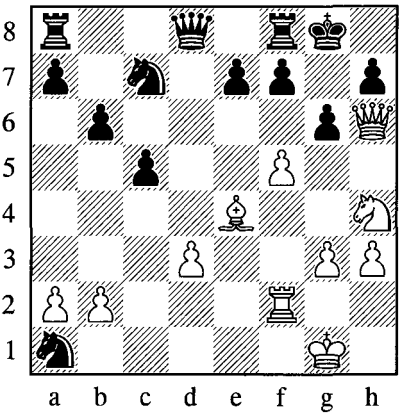
Ex. 18-9 ★★ △



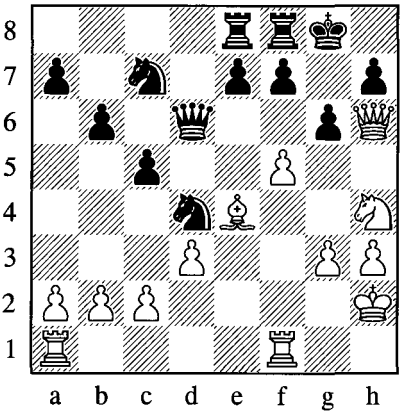
Ex. 18-10 ★★ △



Ex. 18-11 ★★ △



Ex. 18-12 ★★★ △



Solutions

Ex. 18-1

V.Smyslov – A.Kotov

Moscow 1946

1.e4 c5 2.♘c3 ♘c6 3.g3 g6 4.♗g2 ♗g7 5.d3 b6 6.♗e3 ♗b7 7.♘h3!? e6 8.0–0 ♘ge7 9.♕d2 ♘d4

Diagram Ex. 18-1

10.♗h6!

(1 point)

The bishop exchange is a typical idea.

An alternative is 10.♘d1!? (1 point), aiming to kick the black knight away with c2-c3.

10...0–0

After 10...♗xh6 11.♕xh6 ♘xc2 12.♖ac1 ♘d4 13.♕g7 ♖g8 14.♕xh7 White has the initiative (Smyslov).

(another 1 point for this variation)

11.♗xg7 ♔xg7 12.♘e2 ♘xe2† 13.♕xe2 d5 14.e5 ♖b8 15.c3 b5 16.♘f4 ♘c6?!

Smyslov pointed out that Black should play 16...d4 17.♗xb7 ♖xb7 18.c4 bxc4 19.dxc4 ♘c6 20.♘d3 ♕e7 intending ...♘b4.

17.♖fe1 b4 18.♖ac1 bxc3 19.bxc3 ♗a6±

See Ex.18-2.

Ex. 18-2

V.Smyslov – A.Kotov

Moscow 1946

20.♕g4!

(1 point)

20...♘e7

20...♖b2 21.c4!±

21.c4!± dxc4?

After 21...d4 22.h4± White's plans may include h4-h5 or ♘h5-f6.

22.dxc4 ♘g8 23.♖ed1 ♕e7 24.♖d6 ♖b6 25.♖cd1 ♗c8 26.h4 ♖xd6 27.exd6! ♕d8 28.♕e2!+– ♘f6

28...♕f6 29.d7 ♗a6 30.♖d6+–

29.♕e5 ♗a6 30.♕xc5 ♔g8 31.d7

Not the only way to win; the simple 31.♕c6 is effective too.

31...♘xd7 32.♕xa7 ♗c8 33.c5 ♕f6 34.c6 ♘e5 35.c7 ♘g4 36.♕b6 ♕f5 37.♖d8 ♕c2 38.♘d3

Or 38.♕b4 ♕xf2† 39.♔h1+–.

38...♕d1† 39.♗f1 ♘h2 40.♔xh2 ♕xf1 41.♕d6

1–0

Ex. 18-3

Variation from the game

V.Smyslov – A.Denker

Moscow 1946

1.e4 c5 2.♘c3 ♘c6 3.g3 g6 4.♗g2 ♗g7 5.d3 e6 6.♗e3 ♘d4?! (6...d6) 7.♘ce2! ♘xe2 (Smyslov – Denker actually continued 7...d6 8.c3 ♘c6 [⌓8...♘xe2 9.♘xe2 ♘e7 10.d4 ♕c7] 9.d4 cxd4 10.♘xd4 ♘xd4 11.♗xd4 e5?! [11...♘f6] 12.♗e3±) 8.♘xe2 ♗xb2 9.♖b1 ♕a5†? (⌓9...♗g7 10.♗xc5±)

Diagram Ex. 18-3

10.♗d2!

(1 point)

White wins by force.

10...♕xa2 11.♖xb2! ♕xb2 12.♗c3+–

(another 1 point)

Ex. 18-4

V.Smyslov – M.Kamishov

Moscow 1946

1.e4 c5 2.♘c3 ♘c6 3.g3 g6 4.♗g2 ♗g7 5.d3 e6 6.♗e3 ♘d4 7.♘ce2 ♘e7 8.c3 ♘xe2 9.♘xe2 b6 (9...d6) 10.♕d2 0–0

Diagram Ex. 18-4

11.♗h6

(1 point)

We have already seen this idea of exchanging dark-squared bishops.

11.h4!? is just as good, and the natural 11.0–0 is fine too. Either of these moves also earn you 1 point.

11...♗b7 12.h4±

Since White is secure in the centre, he can risk this flank attack.

12...f6?!

Solutions

12...♗xh6!? 13.♕xh6 ♘c6 would be a smarter way to react. After 14.h5 g5 15.f4 f6 Black can defend with ...♕e7-g7.

13.♗xg7 ♔xg7 14.h5 g5 15.0–0–0 h6 16.f4

16.d4± is also pleasant for White.

16...♕c7 17.d4 ♖ad8?!

17...d5!? should be tried.

18.d5 exd5 19.exd5 d6 20.g4 ♖de8 21.♘g3 ♕d7 22.♘e4?

22.c4! is stronger, because Black cannot get away with: 22...♕xg4? 23.♘e4 ♕d7 24.fxg5 hxg5 25.♗h3 ♕d8 26.♘xf6 ♖xf6 27.♕xg5† ♘g6 28.♗f5+–

22...♘xd5 23.fxg5 fxg5 24.c4 ♘f4 25.♘xd6 ♗xg2 26.♘f5† ♕xf5 27.gxf5 ♘e2† 28.♔b1 ♗e4† 29.♔a1 ♘d4

Now 30.b3 ♗xh1 would be slightly better for Black, while 30.♖hg1 is followed by 30...♘c2† 31.♔b1 ♘b4†=.

½–½

Ex. 18-5

V.Smyslov – H.Golombek

London 1947

1.e4 c5 2.♘c3 ♘c6 3.g3 g6 4.♗g2 ♗g7 5.d3 e6 6.♗e3 ♘d4 7.♘ce2 ♘e7 8.c3 ♘xe2 9.♘xe2 d6 10.0–0 0–0 11.♕d2 ♖e8 12.d4 ♕c7 13.dxc5 (13.♖ad1) 13...dxc5

Diagram 18-5

14.♖fd1

(2 points)

White increases his influence down the d-file.

14.♖ad1 (1 point) is almost as good. However, as the black bishop is liable to be developed to a6, it is better to move the f1-rook so that the e2-knight will not be pinned.

14...b6 15.♕d6

15.♗h6 is also possible.

15...♕xd6 16.♖xd6± ♗a6 17.♗f1 ♗e5 18.♖d2 ♖ad8 19.♖ad1 ♘c6 20.f4 ♗b8 21.e5 ♖xd2 22.♖xd2 ♖d8 23.♖xd8† ♘xd8 24.b3 ♔g7 25.c4± f6 26.exf6† ♔xf6 27.♘c3 ♗b7 28.♗g2 ♗xg2 29.♔xg2 ♘c6 30.♔f3 ♘b4 31.♗d2 ♔e7 (31...e5!?) **32.♔e4 ♘c6 33.♘d1 ♗d6 34.♘f2 ♘d8 35.♗c3 ♘f7 36.♘g4 h5 37.♗f6† ♔d7 38.♘f2 ♗c7 39.♘d3 ♔c6 40.♘e1 ♘d6† 41.♔d3 ♘f5 42.♘f3 ♔d7 43.♔e4 ♘d6† 44.♔e3 ♘f5† 45.♔f2 ♗d6 46.h3 ♗c7 47.g4 hxg4 48.hxg4 ♘h6 49.♔g3 ♘f7 50.g5 ♗d8 51.♔g4 ♗xf6 52.gxf6 ♔d6 53.♘e5!**

1–0

Ex. 18-6

V.Smyslov – R.Renter

Parnu 1947

1.e4 c5 2.♘c3 ♘c6 3.g3 g6 4.♗g2 ♗g7 5.d3 e6 6.♗e3 ♘d4 7.♘ce2 ♘e7 8.c3 ♘xe2 9.♘xe2 d6 10.♕d2 0–0 11.h4!? ♘c6!? (Δ...♘e5) 12.d4 cxd4 13.♘xd4!? (×d6) 13...♘e5 14.♕e2 d5 15.0–0 (15.0–0–0) 15...♘c4 (15...dxe4 16.♗xe4 a6 17.♖fd1± Smyslov)

Diagram 18-6

16.♗g5!

(2 points)

A strong move which provokes a weakening of the black position.

16...f6

16...♕d6? is bad: 17.exd5 exd5 18.♗e7+–

17.♗c1 ♘b6 18.exd5 exd5 19.♖e1± ♔h8 20.♗f4 ♗d7 21.♘e6 ♗xe6 22.♕xe6 ♖e8 23.♕f7 ♕d7 24.♕xd7 ♘xd7 25.♗xd5+–

Ex. 18-7

V.Smyslov – M.Botvinnik

Moscow 1951

1.e4 c5 2.♘c3 ♘c6 3.g3 g6 4.♗g2 ♗g7 5.d3 e6 6.♗e3 d6 7.♕d2 ♗d7 (7...♘ge7 8.♗h6) 8.♘f3 ♘d4 9.0–0 h6 10.♘e2!? ♘xe2† 11.♕xe2 ♗xb2 12.♖ab1 ♗g7 13.♖xb7 ♗c6 14.♖b3 ♘e7

Diagram 18-7

15.♕d2!

(2 points)

This prevents kingside castling, and is more accurate than: 15.♖fb1 (1 consolation point)

Solutions

15...0–0 16.♕d2 ♔h7±

15...♔f8

15...h5 16.♖fb1±

16.e5 ♘d5 17.c4 ♘xe3 18.fxe3 ♖c8 19.♘h4 ♔e7 20.♕f2 ♖f8 21.♗xc6 ♖xc6 22.♖b7† ♖c7 23.♕f3±

Ex. 18-8

V.Smyslov – D.Bronstein

USSR Ch, Moscow 1951

1.e4 c5 2.♘c3 ♘c6 3.g3 g6 4.♗g2 ♗g7 5.d3 d6 6.♗e3 ♘h6 7.♕c1 (7.h3 f5 8.♕d2 ♘f7) 7...♘g4 8.♗d2 ♘d4 9.h3 ♘e5

Diagram 18-8

10.♘ce2!

(2 points)

White is planning to kick the black knights with f2-f4 and c2-c3.

10.f4 ♘ec6 11.♘ce2 (also 2 points) is equally good.

10...♕b6 11.f4

After 11.♘xd4 cxd4 12.f4 ♘c6 Black would be able to play for counterplay down the c-file.

11...♘xc2†

Enterprising, but Black should probably settle for 11...♘ec6 12.c3 ♘xe2 13.♘xe2± (Smyslov).

12.♕xc2 ♕xb2 13.♕xb2 ♘xd3† 14.♔f1!

14.♔d1?! is weaker: 14...♘xb2† 15.♔c2 ♘c4∓ (Smyslov).

14...♗xb2

14...♘xb2 15.♗c3±

15.♖b1 ♗e6 16.♗c3

16.♖xb2 ♘xb2 17.♗c3 ♘d1 18.♗xh8 f6 19.♗g7 ♗xa2∞ (Smyslov).

16...♗xa2 17.♖xb2 ♘xb2 18.♗xb2±

Ex. 18-9

V.Smyslov – G.Ilivitzki

USSR Ch, Moscow 1952

1.e4 c5 2.♘c3 ♘c6 3.g3 g6 4.♗g2 ♗g7 5.d3 d6 6.f4 ♘f6 7.♘f3 0–0 8.0–0 ♘e8 9.h3 ♘c7 10.♗e3 b6 11.♕d2 ♗b7 (11...d5? 12.♘xd5 ♘xd5 13.exd5 ♕xd5 14.♘e5)

Diagram 18-9

12.f5!

(2 points)

This opens the c1-h6 diagonal for the white battery.

White could also opt for a different plan with 12.d4!? (1 point).

12...d5

It is natural for Black to seek counterplay in the centre.

13.♗h6 dxe4

Smyslov analysed the alternatives:

a) 13...♕d7 14.♗xg7 ♔xg7 15.♖ae1 White has good attacking chances.

b) 13...♘d4 14.♘xd4 cxd4 15.♗xg7 ♔xg7 16.♘e2 dxe4 17.dxe4 ♗a6 18.e5 ♖b8 19.♖f4 ♗xe2 20.♕xe2±

14.♘xe4 ♘d4

After 14...gxf5 15.♗xg7 ♔xg7 (for 15...fxe4?! 16.♗xf8 exf3 see Ex.18-10) 16.♕g5† White has a strong attack.

15.♘h4 ♗xe4

15...gxf5 16.♗xg7 ♔xg7 17.♘xf5† ♘xf5 18.♖xf5±

16.♗xe4 ♗xh6 17.♕xh6 ♕d6

For 17...♘xc2 18.♖f2! ♘xa1 see Ex.18-11.

18.♔h2!?

18.♗xa8 ♖xa8 is not advisable, as Black gets reasonable compensation for the exchange.

However, the direct 18.♘xg6!? fxg6 19.fxg6 is a strong way to proceed with the attack.

18...♖ae8

See Ex.18-12.

Ex. 18-10

Variation from the game

V.Smyslov – G.Ilivitzki

USSR Ch, Moscow 1952

17.♗h6!

(2 points)

White saves this important bishop and threatens mate after ♕g5†.

Solutions

17...♕d4† 18.♔h2

The simple 18.♗e3 ♕xb2 19.♗xf3 is also very good for White.

18...fxg2

18...♘e5 is more resilient: 19.♕g5† ♘g6 20.♗xf3±

19.♕g5† ♔h8 20.♖xf7 ♖g8

20...♘e6 21.♕f5+–

21.♕xg8† ♔xg8 22.♖f8#

Ex. 18-11

Variation from the game

V.Smyslov – G.Ilivitzki

USSR Ch, Moscow 1952

19.♘f3!

(2 points)

The threat of ♘g5 is very strong.

White has another way to win: 19.fxg6 fxg6 20.♗xg6 hxg6 21.♕xg6† ♔h8 22.♕h6† ♔g8 23.♕g5† ♔h7 24.♘f5+– (also 2 points).

19...♘e8 20.♘g5 ♘f6 21.fxg6 fxg6

21...♕d4 22.g7+–

22.♖xf6 ♕d4† 23.♔h1 ♖xf6 24.♕xh7† ♔f8 25.♕h8#

Ex. 18-12

V.Smyslov – G.Ilivitzki

USSR Ch, Moscow 1952

19.fxg6!

(2 points)

White wins by force. Any of the less incisive moves 1.c3, 1.♖ae1 or 1.♖f4 earn 1 consolation point.

1...fxg6 20.♘xg6! ♘f3†

20...hxg6 21.♗xg6+–

21.♖xf3 ♖xf3 22.♘xe7†!

(another 1 point)

22...♕xe7 23.♗xf3+– ♖f8 24.♔g2 ♔h8 25.♖e1! ♕g7 26.♕h5 ♕d7 27.♕e5† ♔g8 28.♖e4 ♘e8 29.♗g4 ♕g7 30.♕e6† ♕f7 31.♕xf7†

1–0

Scoring

Maximum number of points is **23**

19 points and above ····→ **Excellent**

15 points and above ····→ **Good**

11 points ····→ **Pass mark**

*If you scored less than **11** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 19

Contents

- ✓ Value of pawns in the endgame
- ✓ Combinations

Combinations involving promotion

This lesson continues the theme of Chapter 19 of *Build Up Your Chess 1*, and presents some more examples of combinations involving promotion.

The more pieces that have been exchanged, the greater the value of the pawns. One of the main aims in the endgame is to promote a pawn, although you do not always need a combination to achieve that.

Diagram 19-1 ▼

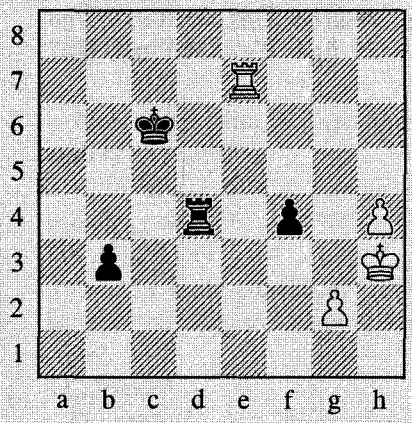


Diagram 19-1

A.Morozevich – L.Van Wely

Tilburg 1993

1...b2?

Black misses his chance. The correct idea is 1...♖d3†! 2.♔g4 ♖e3! and White cannot stop the b-pawn! For example: 3.♖f7 f3! (3...b2? 4.♖f6† ♔c5 5.♖f5† ♔b4 6.♖xf4† ♔a3 7.♖f1=) 4.gxf3 b2 5.♖f6† ♔c5 6.♖f5† ♔c4 7.♖f4† ♔c3–+

2.♖e1 ♖b4 3.♖b1

The position is now drawn.

3...♔d5 4.♔g4 ♔e4

4...♔e5 5.h5 ♔f6 6.g3 fxg3† 7.♔xg3 ♔g5 8.♔f3=

5.h5 ♔e3 6.♔g5 ♖b8 7.h6 ♖g8† 8.♔f5 ♖xg2 9.h7 ♖h2 10.♖xb2 ♖xh7 11.♖b3† ♔d4 12.♔xf4 ♖h4† 13.♔g3

½–½

Diagram 19-2 △

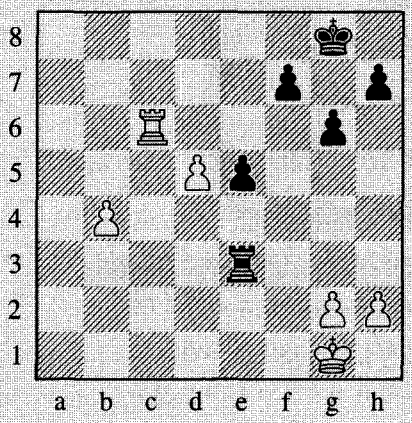


Diagram 19-2

L.Yudasin – V.Kramnik

Candidates Match (3), Wijk aan Zee 1994

1.d6?

This obvious move does not achieve its goal, since the black king is able to take part in the defence.

1.b5? is no better, because after 1...♔f8! the king is in time to blockade the d-pawn, and Black secures the draw.

The correct way to advance the pawns is 1.♖c8†! ♔g7 2.b5 ♔f6 3.♖e8!. White cuts off the king, and on its own the black rook can only eliminate one of

the pawns. After either 3...♖b3 4.d6 ♖xb5 5.d7+– or 3...♖d3 4.b6 ♖xd5 5.b7+– Black must give up his rook for the remaining pawn.

1...♔g7! 2.b5

But not 2.d7? ♖d3 3.♖c7 ♔f6 4.b5 ♔e6 5.b6 ♖xd7 6.b7, because Black can stop the b-pawn: 6...♖d1† 7.♔f2 ♖b1∓

2...♔f6

Diagram 19-3

3.d7†?!

Once again, advancing the d-pawn is not best. White's last chance was: 3.♖c1! ♔e6 (3...♖d3 4.b6 ♖xd6 5.b7 ♖b6 6.♖c6†!+– is an important point) 4.♖b1 The rook belongs behind the passed pawn! 4...♖c3 5.b6 ♖c8 6.b7 ♖b8 7.♖b6 The black rook is passively placed in front of the b-pawn, not actively behind it as in the game. So White still has winning chances.

3...♔e7 4.♖d6 ♔d8=

The king blockades the d-pawn and the rook will go behind the b-pawn; White can no longer win.

5.♖f6 ♔xd7 6.♖xf7† ♔e6 7.♖xh7 ♖b3 8.♖b7 ♖b2!

Although White has won a pawn, he cannot win the endgame with his king cut off.

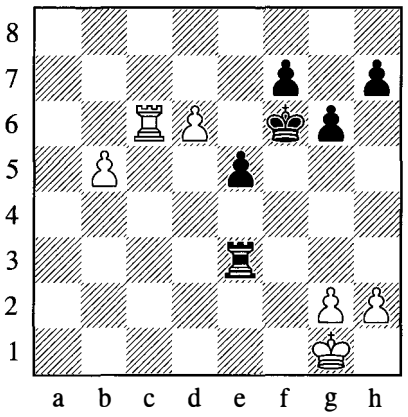
9.b6

Or 9.h3 e4 10.♔h2 e3 11.♔g3 e2 12.♔f2 e1♕† 13.♔xe1 ♖xg2=.

9...e4 10.♖b8 e3 11.♔f1 ♔f6 12.h4 ♔g7 13.g4 ♔h7 14.♖b7† ♔g8 15.♔e1 ♔h8 16.h5 gxh5 17.gxh5 e2 18.h6 ♔g8 19.♖g7† ♔h8 20.b7 ♖b1† 21.♔xe2 ♖b2† 22.♔d3 ♖b3† 23.♔c4 ♖b4† 24.♔xb4

½–½

Diagram 19-3 △



Let us take a look at another rook ending.

Diagram 19-4

A.Alekhine – N.N.

Simultaneous game 1933

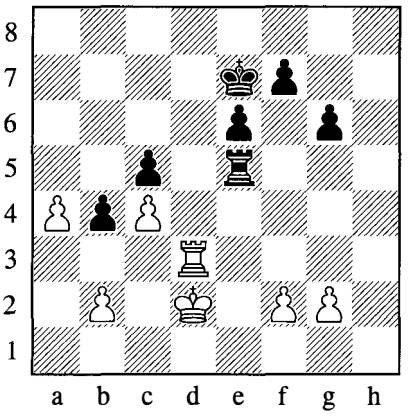
White prevents the black rook from getting back to stop the a-pawn.

1.g4!

Aimed against ...♖h5-h8.

1...♖e4 2.a5

Diagram 19-4 △



Now things get going!

2...♖xg4 3.a6 ♖h4

Whichever way the rook goes, the game is decided by tactical means. 3...♖g1 is met by 4.a7 ♖a1 5.♖a3!+–.

4.♖d8!

But not 4.a7?? ♖h8–+.

4...♔xd8 5.a7

The pawn promotes.

1–0

The next example is very interesting, because both sides obtain a far-advanced passed pawn.

Diagram 19-5 △

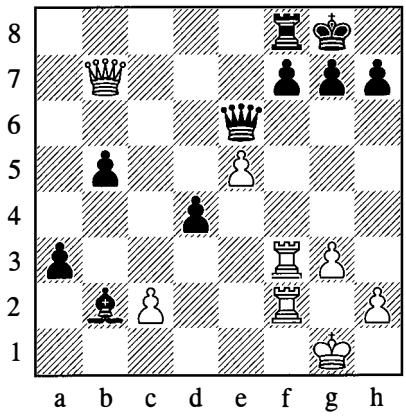


Diagram 19-5

Variation from the game

M.Chigorin – G.Marco

Berlin 1897

Black has a dangerous passed pawn on a3. But after a tactical battle it is the e5-pawn that becomes more important.

1.♖xf7! ♕xf7

There is nothing better. If 1...♖xf7 then 2.♕b8† ♖f8 3.♕xf8#.

2.♖xf7 ♖xf7 3.♕a8† ♖f8 4.♕d5† ♔h8

4...♖f7 5.e6+–

5.e6

Black cannot cope with the e-pawn.

5...h6 6.e7 ♖e8 7.♕d8 a2 8.♕xe8† ♔h7 9.♕a8+–

Forcing an exchange of pieces can make the promotion of the passed pawn decidedly easier.

Diagram 19-6 ▼

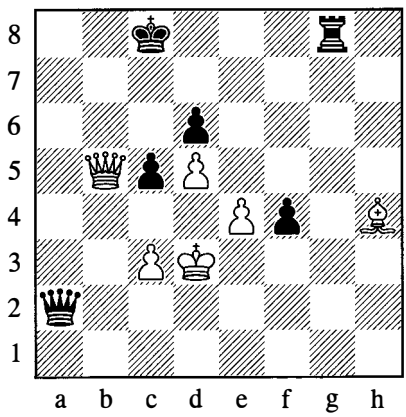


Diagram 19-6

Z.Polgar – K.Bischoff

Dortmund 1985

Black forces the transition to a pawn ending in which his passed pawn will become a queen.

1...♖g3†! 2.♗xg3 c4†!!

The point of the combination.

3.♔d4

3.♕xc4† ♕xc4† 4.♔xc4 fxg3–+

3...♕d2† 4.♔xc4 ♕e2† 5.♔b4 ♕xb5† 6.♔xb5 fxg3

0–1

Diagram 19-7

O.Bernstein – M.Najdorf

Montevideo 1954

1.♖h4†!

Not the only way to win, but the simplest.

1...gxh4

1...♔g8 2.♗c4† ♔f8 3.♖h8#

2.♕xf5! ♘xf5 3.♗xf6† ♔g8 4.d7!

The d-pawn will cost Black his rook.

1–0

Diagram 19-8

L.Herrmann – M.Kahn

Dresden 1953

1.♖f8†!! ♖xf8 2.♕e5†!

A deflecting combination.

2...♘g7!?

Other moves lose even more quickly:

a) 2...♕xe5 3.exf8♕#

b) 2...♔g8 3.♗c4† ♖f7 4.e8♕† ♕f8 5.♗xf7#

3.♕xd6 ♖f1†! 4.♗xf1 cxd6 5.♗h3

Equally good is 5.♗c4 followed by ♗f7.

5...♔g8 6.♗e6†!

The decisive check!

6...♔h8 7.♗f7

White wins a piece and the game.

1–0

Diagram 19-9

G.Rechlis – A.Miles

Manila 1990

1.♖xc7†!! ♖xc7

1...♘xc7 is simply answered by 2.a8♕†+–.

2.♖xc7† ♘xc7 3.h5!

The second passed pawn decides the game.

3...♔b7

Black wants to free the knight. If 3...♔d7 then 4.g6 hxg6 5.h6! wins.

4.g6 hxg6 5.h6!+–

Knights are not good against rook pawns.

Of course not 5.hxg6?? ♘e6–+.

5...♘e6 6.h7 ♘f4† 7.♔f1

1–0

Diagram 19-7 △

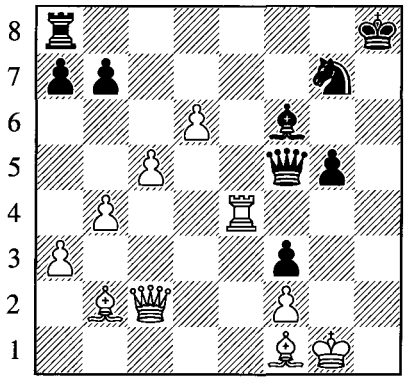


Diagram 19-8 △

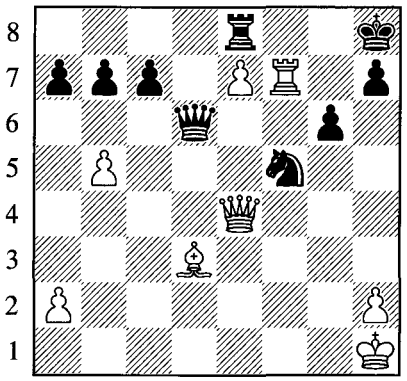
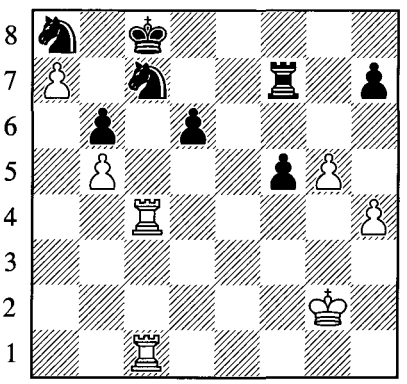


Diagram 19-9 △



It may be possible to win a piece for a passed pawn, as in the following example.

Diagram 19-10 △

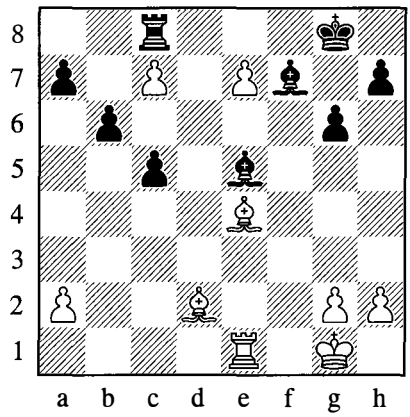


Diagram 19-10

H.Gruenberg – L.Gutman

Moscow 1989

1.♗d5!

This little combination results in the win of a piece.

White had an alternative route to victory: 1.♗b7 ♗d4† (1...♖xc7 2.♖xe5 ♖xb7 3.e8♕† ♗xe8 4.♖xe8†+–) 2.♔f1 ♖xc7 (2...♗c4† 3.♔e2+–) 3.e8♕† ♗xe8 4.♖xe8† ♔f7 5.♖b8!+–

1...♗xd5

1...♗xc7 2.e8♕†+–

2.e8♕†! ♖xe8 3.♖xe5! ♖c8 4.♖xd5+–

This next example demonstrates the strengths of a far-advanced pawn.

Diagram 19-11 △

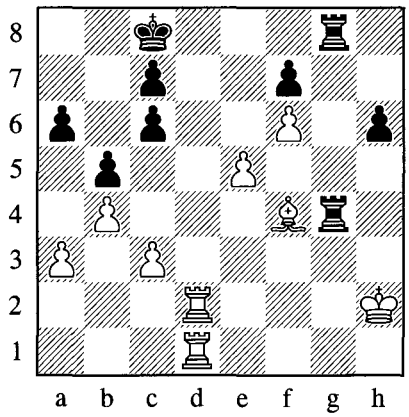


Diagram 19-11

A.Nielsen – N.N.

Denmark 1930

White is losing back his extra piece, due to the threat of ...♖h4#. But he can sell its life dearly!

1.♗g3!! ♖xg3 2.e6!

This breakthrough creates some embarrassment for the defence.

2...♖3g5

2...fxe6 3.f7+–

Diagram 19-12 △

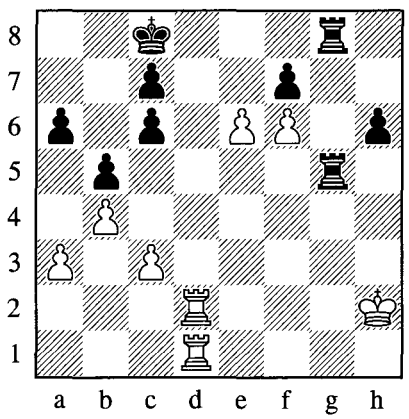


Diagram 19-12

Mate is threatened again, but...

3.♖d8†!

The decisive combination.

3...♖xd8

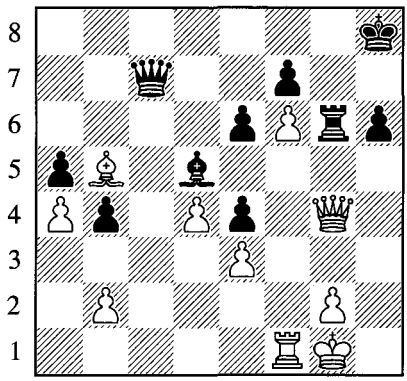
After 3...♔b7 4.♖xg8 ♖xg8 5.e7 ♔c8 6.♔h3 the e-pawn paralyses Black, and he will eventually run out of sensible moves. For example: 6...♖h8 7.♔h4 c5 8.bxc5 c6 9.♔h5 ♔c7 10.♖d6 a5 11.♖d4 ♔c8 12.♖d1 ♔c7 13.♖d6 a4 14.♖d4 ♔c8 15.♖d3 ♔c7 16.♖d6+– Black is in zugzwang.

4.♖xd8† ♔xd8 5.exf7

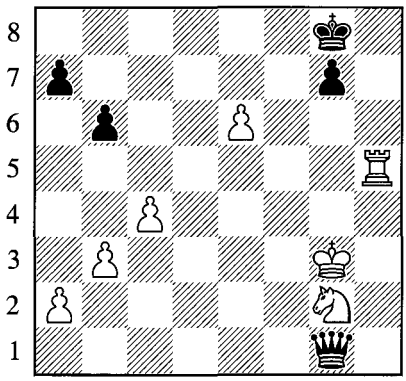
1–0

Exercises

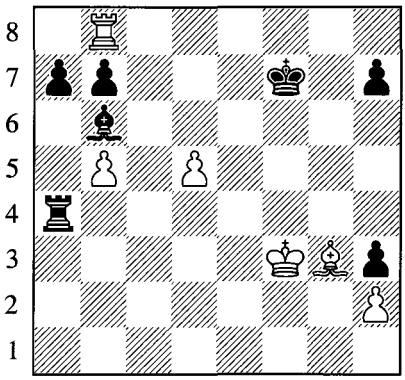
Ex. 19-1 ★ △



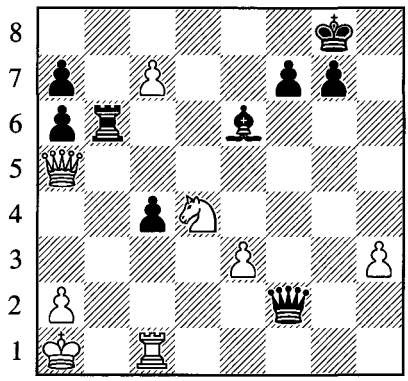
Ex. 19-2 ★ △



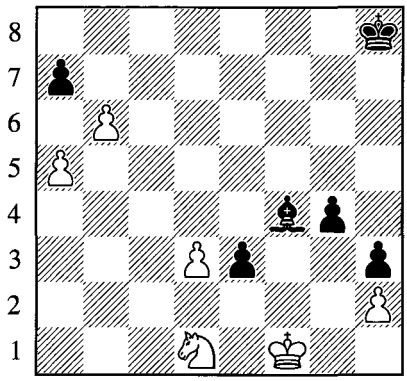
Ex. 19-3 ★★ ▼



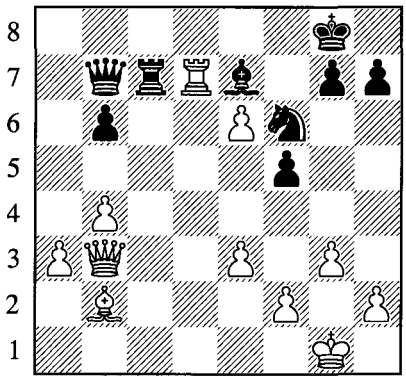
Ex. 19-4 ★★ △



Ex. 19-5 ★★★ ▼

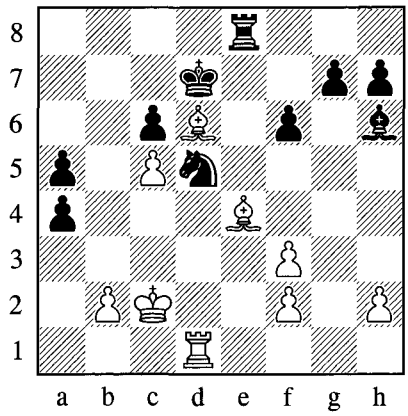


Ex. 19-6 ★ △

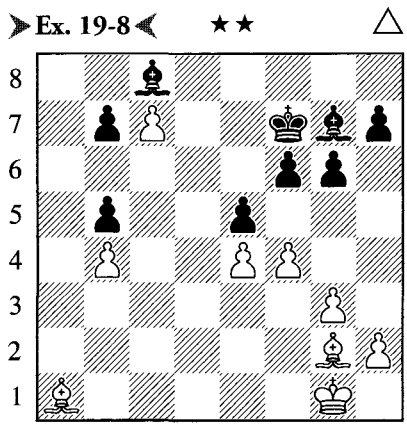


Exercises

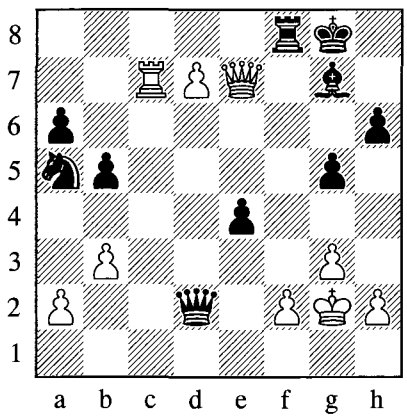
Ex. 19-7 ★★ △



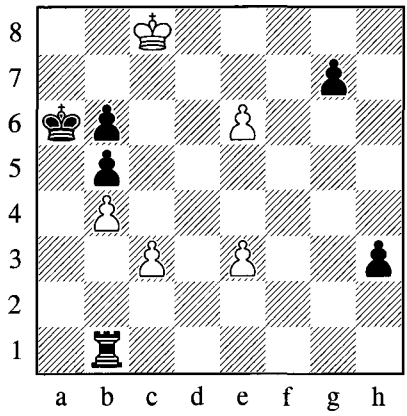
Ex. 19-8 ★★ △



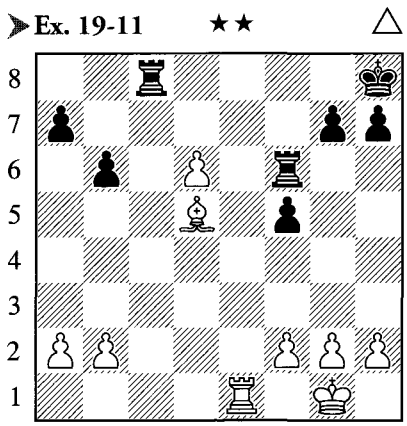
Ex. 19-9 ★ △



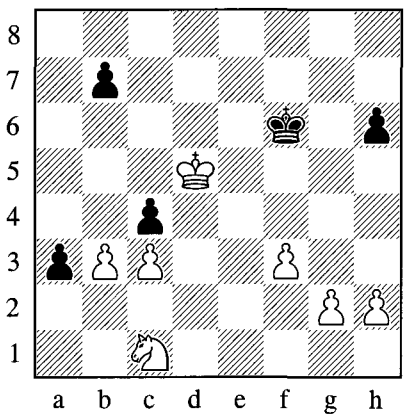
Ex. 19-10 ★★★ △



Ex. 19-11 ★★ △



Ex. 19-12 ★ ▼



Solutions

Ex. 19-1

Variation from the game

A.Yusupov – R.Fontaine

Cannes 2005

1.♕xg6! fxg6 2.f7+–

(1 point)

A typical tactical idea.

Ex. 19-2

Danielsen – Nilson

1952

1.♖h8†!

This deflecting sacrifice wins on the spot.

Not 1.♖f5 ♕d1 2.e7? ♕d6†–+.

1...♔xh8 2.e7

(1 point)

Notice how well the white knight shields its king from attacks by the queen.

1–0

Ex. 19-3

Sherman – B.Eley

England 1972

1...♖a3†!

(1 point)

In the game Black missed his chance, playing 1...h5?= and only drawing.

2.♔g4

Other king moves are no better: 2.♔f4 ♗c7†–+ or 2.♔e4 ♖xg3–+.

2...♖xg3†!

(another 1 point)

3.hxg3

3.♔xg3 ♗c7†–+

3...h2–+

Ex. 19-4

M.Suba – M.Hawelko

Warsaw 1987

It is not too difficult to get rid of the black piece that is protecting the queening square.

1.♕xb6!!

(1 point)

Of course not 1.♘xe6?? ♕b2#.

1...axb6 2.♘xe6! ♕f6† 3.♘d4!

(another 1 point)

Black cannot prevent the promotion.

1–0

Ex. 19-5

F.Baumbach – W.Dietze

East German Ch, Groeditz 1976

1...a6!

(1 point)

1...axb6? 2.a6 ♗b8 3.♘xe3+–

2.b7 g3!

(another 1 point)

The winning breakthrough.

2...♗xh2?? is no good, due to 3.♘xe3+–.

3.hxg3 h2 4.♔g2 e2

0–1

The final important detail is that 5.gxf4 is met by 5...h1♕†!–+.

(another 1 point for this variation)

Ex. 19-6

A.Kochyev – R.Maric

Kapfenberg 1976

1.♖d8†!

(1 point)

1.♗xf6? would be weaker: 1...♖c1† 2.♖d1 ♖xd1† 3.♕xd1 ♗xf6∞

1–0

After 1...♗xd8 2.e7† White gets a second queen.

Solutions

Ex. 19-7

Popov – R.Borngässer

Correspondence game 1972

1.♗f5†! ♔d8 2.♖xd5!

(1 point)

1–0

2...cxd5 is followed by 3.c6 ♖e7 4.♗xe7† ♔xe7 5.c7+–.

(another 1 point for this variation)

Ex. 19-8

A.Shashin – E.Gik

USSR 1967

1.♗h3!

A study-like idea.

1...♗xh3

1...f5 is more resilient, but White still wins with 2.♗xe5 ♗xe5 3.fxe5 and now:

a) 3...♔e7 4.exf5 gxf5 5.♔f2+–

b) 3...♔e6 4.exf5† gxf5 5.g4! ♔xe5 6.gxf5 ♔d6 7.♔f2 ♔xc7 8.f6!+–

c) 3...h5 4.exf5 gxf5 5.♗f1 ♔e6 6.♔f2 ♔xe5 7.♔e3 ♔d6 8.♗e2 ♔xc7 9.♗xh5 ♔d6 10.♔f4 ♔d5 11.♗f7† ♔d4 12.h4+–

2.f5

1–0

(2 points)

Ex. 19-9

Y.Anikaev – V.Kuporosov

Stavropol 1982

1.♕xg7†!

(1 point)

White cannot promote immediately: 1.d8♕?? ♕xf2† 2.♔h3 ♕f5† 3.g4 (3.♔g2 ♕f1#) 3...♕f3#

1...♔xg7 2.d8♕† ♔g8 3.♕xd2

1–0

Ex. 19-10

Babushkin – Postnikov

Correspondence game 1970

1.e7

(1 point)

1...h2 2.e8♘!!

(another 2 points)

White saves the game with a perpetual check.

2.e8♕ loses to 2...h1♕ 3.e4 ♕h3† 4.♔b8 ♖d1 5.c4 ♕d7.

2...h1♕ 3.♘c7† ♔a7 4.♘xb5† ♔a6 5.♘c7† ½–½

Ex. 19-11

A.Alekhine – Pen

Odessa simultaneous 1918

1.d7! ♖d8 2.♖e8† ♖f8 3.♗f7!

(1 point)

3...g6

3...♖fxe8 4.dxe8♕†+–

4.♖xf8† ♖xf8 5.♗e8!+–

1–0

(another 1 point)

Ex. 19-12

Agapov – Kurmachov

Kaliningrad 1978

1...a2!

(1 point)

1...cxb3? 2.♘xb3+–

2.♘xa2 cxb3

White cannot stop the pawn after 3.♘c1 b2 or 3.♘b4 b2.

0–1

Scoring

Maximum number of points is **21**

18 points and above → **Excellent**
14 points and above → **Good**
11 points → **Pass mark**

*If you scored less than **11** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 20

Contents

- ✓ Calculating short variations
- ✓ Introduction to the exercises
- ✓ Exercises with mate in three moves

Mate in three moves

In this lesson we continue with your training in the calculation of variations. Solving chess problems with natural-looking positions is a good way to practise calculating short variations.

In all the positions in this chapter, you should look for a mate in three moves! It is important that you calculate and write down only the necessary variations. If we have reached a position in which we are threatening mate, we need only concern ourselves with the moves which parry this threat of mate. You only have to write down the first two moves of the solution. However, you must be certain that mate will follow on the third move.

Try to solve the following positions. At first, think for a maximum of ten minutes without moving the pieces. If you cannot find a solution, then you may move the pieces and think things over for another ten minutes. Only then should you look at the solutions.

Diagram 20-1 △

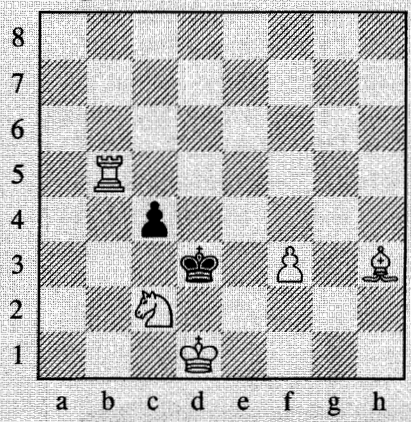


Diagram 20-1

E.Chelebi

1958

White makes use of zugzwang.

1.♗c8! ♔c3

1...c3 2.♗h3 ♔c4 3.♗f1#

2.♗a6 ♔d3 3.♖b3#

Diagram 20-2 △

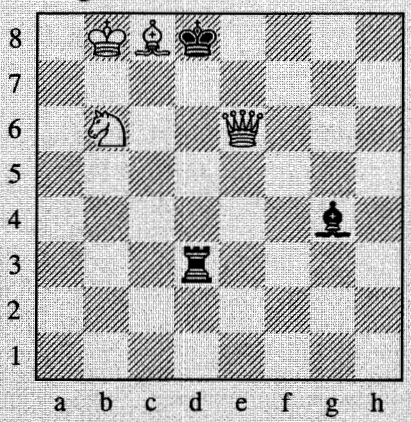


Diagram 20-2

N.Van Dijk

1964

An example on the theme of 'line blocking'.

1.♕f7!

Threatening ♕f8#.

1...♖e3

1...♖f3 2.♗f5! ♖xf5 (2...♗xf5 3.♕f8#) 3.♕d7#

1...♗d7(or h5) 2.♕f8† ♗e8 3.♕f6#

2.♗e6! ♖xe6

2...♗xe6 3.♕f8#

3.♕d7#

Diagram 20-3

The end of a study by

G.Kasparian

1961

1.♖xc6†! dxc6

1...♗c7 2.e8♕#

2.♗e6† ♔c7 3.e8♘#

An underpromotion is always spectacular!

Diagram 20-3 △

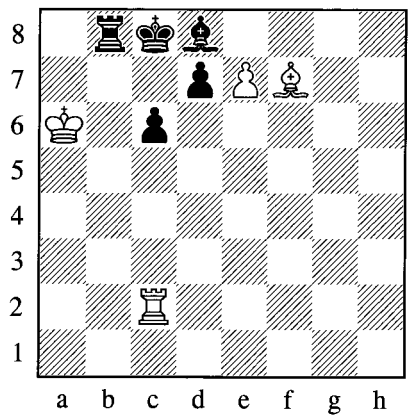


Diagram 20-4

The end of a study by

G.Kasparian

1935

What follows is an original double attack!

1.♗f5†!

After 1.♘g7? f5 the king escapes.

1...♖xf5 2.♘g7

The pawn mates next move.

Diagram 20-4 △

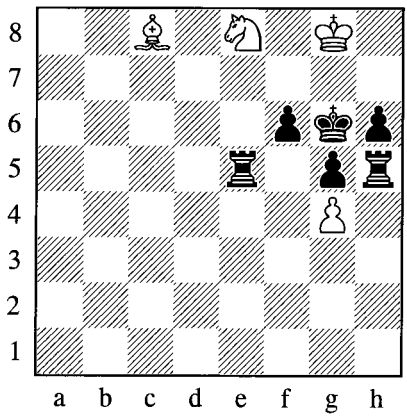


Diagram 20-5

Training position

A well-known mate will arise after some forcing play.

1.♕c4†! ♔d2 2.♕c1†!!

This lures the black king into the trap.

2...♔xc1 3.♘b3#

Normally two knights are not enough to finish a game, but here they demonstrate extraordinarily good cooperation with the king.

Diagram 20-5 △

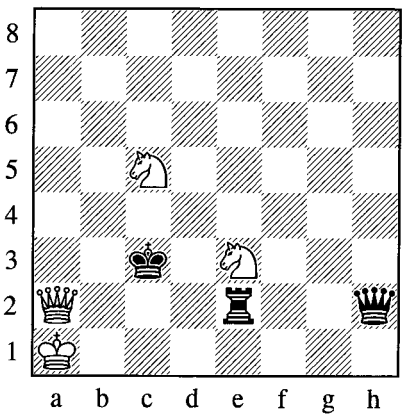


Diagram 20-6 △

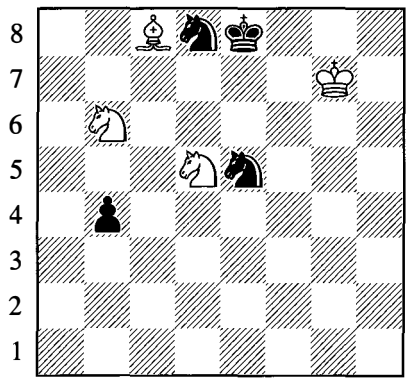


Diagram 20-6

The end of a study by

G.Kasparian

1934

Another example of the same theme!

1.♗d7†! ♘xd7 2.♘c7† ♔e7 3.♘c8#

Diagram 20-7 △

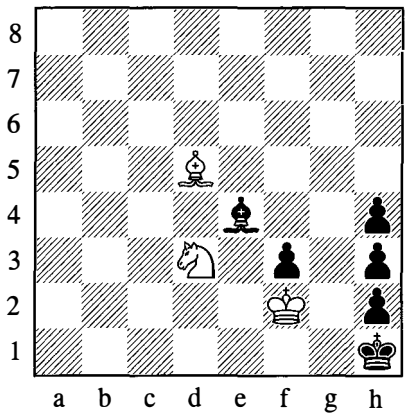


Diagram 20-7

The end of a study by

Y.Beljakin

1950

The first move is the point of the whole study, and is hard to find! It is an original form of deflection.

1.♗a8!! ♗xa8

1...♗xd3 2.♗xf3#

1...♗b7 2.♔f1 ♗a6 3.♗xf3#

2.♔f1 ♗e4 3.♘f2#

Diagram 20-8 △

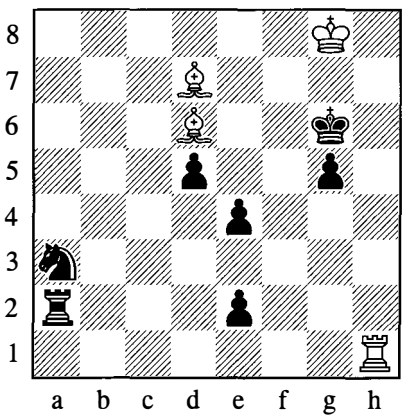


Diagram 20-8

Training position

Firstly the opposing king must be forced into a metaphorical corner! White starts with a sacrifice to decoy the king to an unfavourable square.

1.♖h6†! ♔xh6 2.♗e8!

A quiet move with the deadly threat of ♗f8#. Black has only one way to stop this.

2...g4

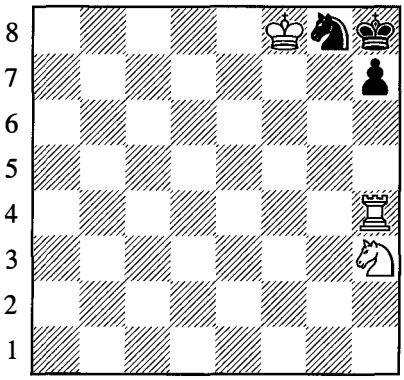
But mate now arrives from the other direction.

3.♗f4#

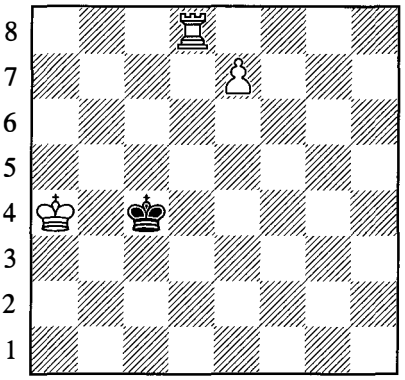
Now try to solve the following positions with mate in three moves.

Exercises

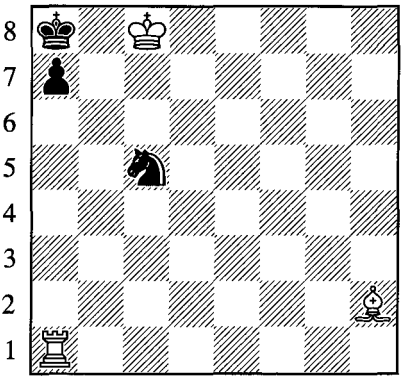
Ex. 20-1 ★★ △



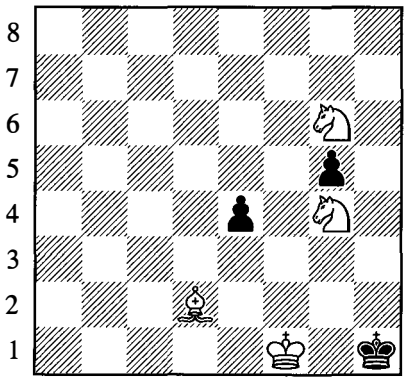
Ex. 20-2 ★★ △



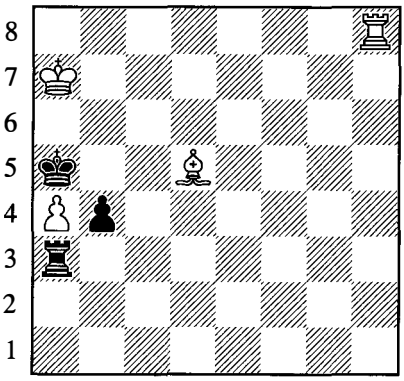
Ex. 20-3 ★★ △



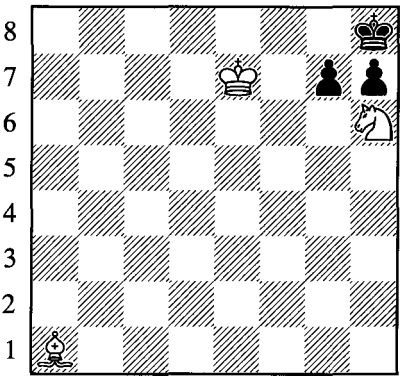
Ex. 20-4 ★★ △



Ex. 20-5 ★★ △

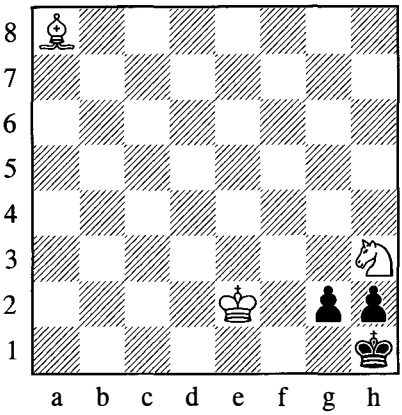


Ex. 20-6 ★★ △

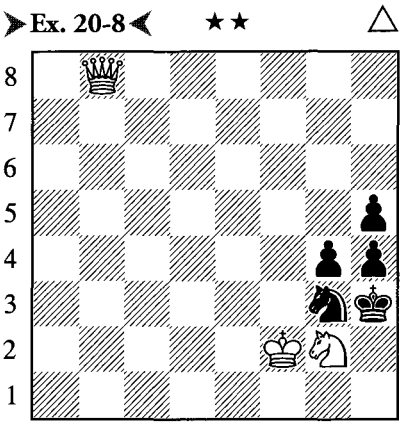


Exercises

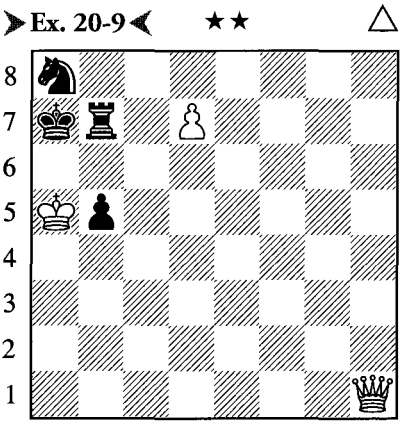
Ex. 20-7 ★★ △



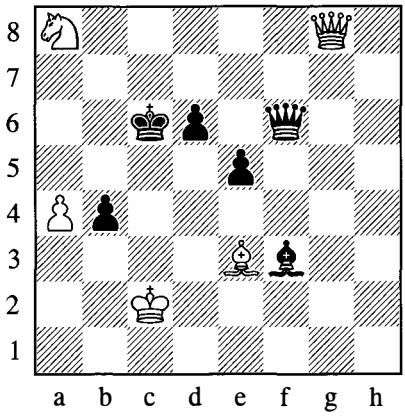
Ex. 20-8 ★★ △



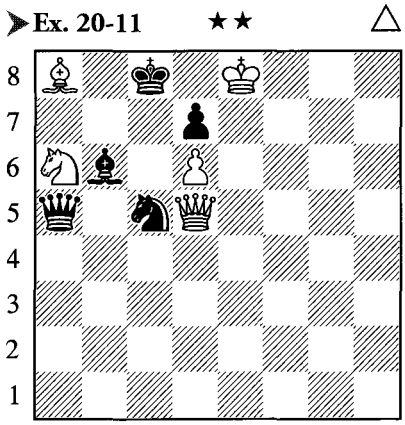
Ex. 20-9 ★★ △



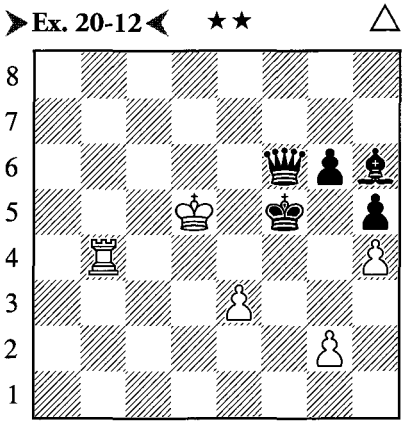
Ex. 20-10 ★★ △



Ex. 20-11 ★★ △



Ex. 20-12 ★★ △



Solutions

Ex. 20-1

L.Kubbel

1958

1.♖h6! ♘xh6

1...♘e7 2.♘f4

1...♘f6 2.♖xf6

2.♘g5

(2 points)

Zugzwang features in all variations!

Ex. 20-2

R.L'Hermet

1888

1.e8♖!

Underpromotion. If, instead of the rook, we choose a queen, then the possibility of stalemate means that mate will take four moves!

1...♔c5

1...♔c3 2.♖e2! ♔c4 3.♖c2#

2.♖e6! ♔c4 3.♖c6#

(2 points)

Ex. 20-3

L.Kubbel

1941

1.♗g1! ♘a6

1...a6 2.♗xc5+–

1...♘a4 2.♖xa4+–

2.♗b6!

(2 points)

Black is in zugzwang.

Ex. 20-4

Based on a study by

S.Limbach

1.♘f4! e3

1...gxf4 2.♘f2† ♔h2 3.♗xf4#

2.♘e2 exd2 3.♘g3#

(2 points)

Ex. 20-5

Based on a study by

A.Gurvitch

1959

1.♗b3!

Threatening ♖h5#.

1...♖xb3 2.♖a8!

Threatening ♔b7#.

2...♔xa4 3.♔b6#

(2 points)

Ex. 20-6

A.Galitzky

1900

1.♗f6! gxf6 2.♔f8 f5 3.♘f7#

(2 points)

Ex. 20-7

A.Galitzky

1.♔f3! g1♕

1...g1♘† 2.♔f2† ♘f3 3.♗xf3#

2.♘f2† ♕xf2† 3.♔xf2#

(2 points)

Ex. 20-8

Training position

1.♕xg3† hxg3† 2.♔g1 h4 3.♘f4#

(2 points)

Ex. 20-9

C.Fitch

1876

1.d8♘!

Threatening ♕xb7#.

1...♖d7 2.♕b7†! ♖xb7 3.♘c6#

(2 points)

Solutions

Ex. 20-10

Training position

1.♕c8†! ♔d5 2.♕c4† ♔xc4 3.♘b6#

(2 points)

Ex. 20-11

Training position

1.♗b7†! ♘xb7 2.♕c6†! dxc6

2...♗c7 3.♕xd7#

3.d7#

(2 points)

Ex. 20-12

The end of a study by

A.Kazantsev

1964

1.g4†! hxg4 2.♖f4†! ♗xf4 3.e4#

(2 points)

Scoring

Maximum number of points is **24**

22 points and above ····➤ **Excellent**

18 points and above ····➤ **Good**

12 points ····➤ **Pass mark**

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

One of World Champion
Anatoly Karpov's many talents was his ability
to weave mating nets in the endgame

CHAPTER 21

Contents

- ✓ The role of the king in the endgame
- ✓ The position of the king in the endgame
- ✓ Coordination of the pieces
- ✓ Some mating nets

Mating nets in the endgame

In the game of chess the highest priority of all must be given to the safety of the king. In the opening and in the middlegame we are continuously faced with this problem. In the endgame things appear to be slightly different. The exchange of numerous pieces allows our king to become active and show what a strong piece it is.

Nevertheless, even in the endgame some dangerous situations can arise. If our opponent has at least a rook or a couple of minor pieces, we need to think carefully about where to place our king. We must be wary of leaving our king on its own, or advancing it over-optimistically. The situation in which our king is cut off on the edge of the board is a particularly dangerous one.

Even a small but well organized army (often led by the enemy king!) can endanger our king. The best defence against such problems is good coordination of our forces, which can also support and protect the king.

Here are some examples of mating nets in the endgame.

Diagram 21-1 △

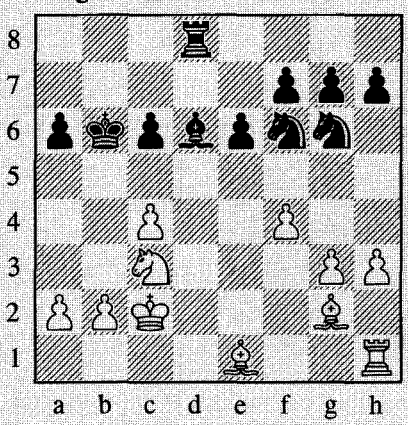


Diagram 21-1

A.Karpov – V.Sergievsky

Russian Ch, Kuibyshev 1970

1.c5†!

White uses this sacrifice to attract the black king forward.

1...♗xc5

After 1...♔xc5 the black king is in trouble: 2.♗f2† ♔c4 (or 2...♔b4 3.a3† ♔a5 4.b4†+–) 3.♗f1† ♔b4 4.♗b6! and Black cannot prevent 5.a3#.

2.♘a4† ♔b5 3.♔b3!

The white king joins the hunt too, threatening 4.♗f1†.

3.b3 would have a similar idea, but it is weaker because 3...♗b4 enables the black king to escape.

3...♖d3† 4.♗c3

Black has no good defence against ♗f1 and must surrender material.

4...♖xc3† 5.♘xc3† ♔a5 6.♘a4 ♗f2 7.♖c1+–

Now 7...♗xg3 would be answered by 8.♖d5#. Black soon resigned.

Diagram 21-2

A.Karpov – H.Mecking

Hastings 1971/2

1.♖h7!

Karpov starts a king hunt against the lonely monarch.

1...♔g5?!

Black should not play this voluntarily!

2.♔e2!

White wants to bring his king to f3, then play ♖7h6, and finally deliver mate with the other rook.

2...♔f4

2...♔xg4 3.♖g7† ♔f4 4.♖h4#

3.♖1h3

Preparing the mate. There is nothing Black can do.

3...♗d4

3...♔xg4 does not save Black: 4.♖f3 (threatening 5.♖g7† ♔h4 6.♖f1+–) 4...♔g5 (4...♖g8 puts up the toughest resistance, but loses too much material) 5.♖g3† ♔f4 6.♖hg7 and 7.♖f3#.

4.♖g7!

Black cannot stop 5.♖f3#.

1–0

Diagram 21-2 △

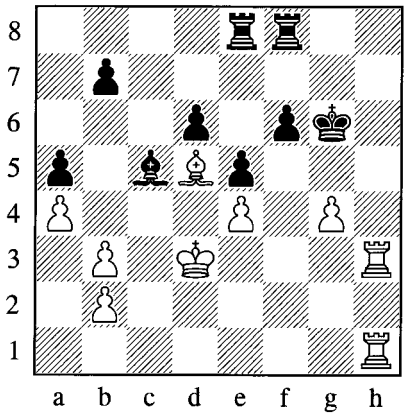


Diagram 21-3

S.Lputian – A.Yusupov

Batumi 1999

Black has assembled his forces on the kingside, and they are attacking a king which has been left almost alone.

1...♖e1† 2.♔h2 ♘xg2 3.♘b6

White clears the way for his rook to take part in the defence.

White cannot take the knight: 3.♔xg2?? ♘h4† 4.♔h2 (4.♔g3 ♖g1† 5.♔h2 ♘f3#) 4...♔f4! (threatening 5...♘f3† followed by 6...♖g1#) 5.f3 ♘xf3† 6.♔g2 ♖e2† 7.♔f1 ♔e3 and 8...♖f2#.

Diagram 21-3 ▼

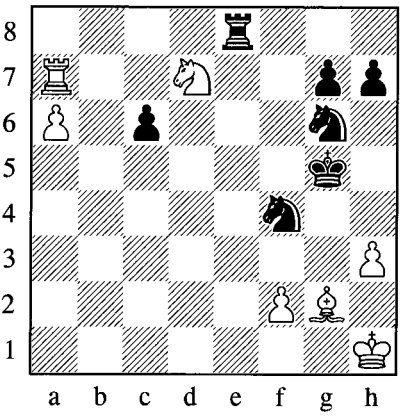


Diagram 21-4 ▼

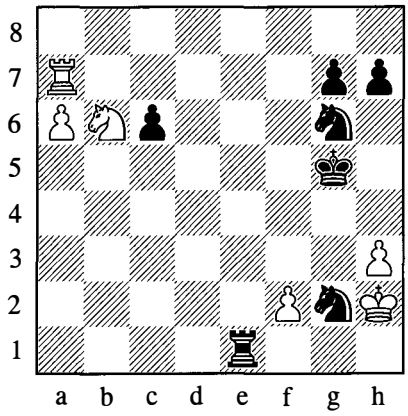


Diagram 21-5 △

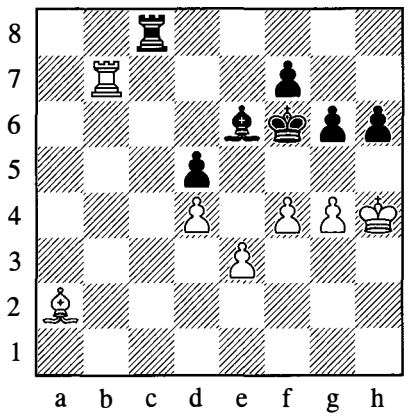


Diagram 21-6 △

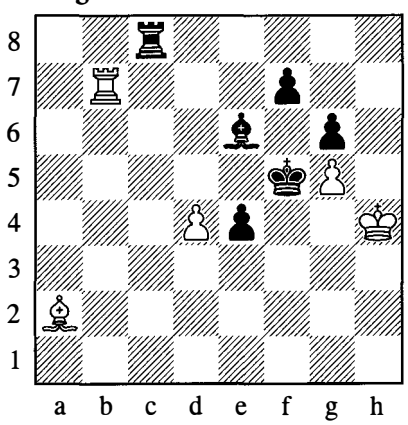


Diagram 21-4

3...♖b1?

Black fails to find the correct way. The passed a-pawn looks dangerous, but Black can cope with it: 3...♘2f4! 4.♖xg7 ♘d5! 5.♘xd5 cxd5 6.a7 ♖a1 7.♖xh7 ♘e5 The d-pawn is strong, giving Black a great advantage.

4.♖b7 ♘2h4 5.a7 ♘f3† 6.♔g3 ♘gh4

Threatening ...♖g1#.

7.♖xg7† ♔f5 8.♖f7† ♔g5 9.♖g7†=

The only defence, but a satisfactory one.

9.♖xf3?? would lose to 9...♖g1† 10.♔h2 ♘xf3#.

½–½

Diagram 21-5

V.Filippov – A.Yusupov

Minneapolis 2005

White overestimates his position and tries to play for a win.

1.e4?

Either 1.g5†= or 1.♔g3= is better.

1...dxe4?!

This sets a trap, but 1...g5†! would be stronger:

a) 2.fxg5† hxg5† 3.♔h5?? ♖h8#

b) 2.♔h5 dxe4–+

c) 2.♔g3!?∓

2.g5†

If 2.d5 then 2...g5† 3.♔g3 ♖c3†–+.

2...hxg5† 3.fxg5† ♔f5

Diagram 21-6

4.d5??

White could still save the game: 4.♗xe6†! ♔xe6 (4...fxe6?? 5.♖f7# shows that the black king can also be mated!) 5.♖b5!= White will play ♖e5† next.

4...♔f4!

There is no good defence against 5...♖h8#.

0–1

The next typical mating attack was played by one of the greatest players of the previous and the current century – Viktor Korchnoi – who once again demonstrates his remarkable tactical skills.

Diagram 21-7

V.Korchnoi – J.Gallagher

Switzerland 2011

1.♔g6!! dxe2

1...♘d5 2.♘xd3+– is hopeless for Black.

2.h6

Threatening 2.h7† ♔h8 3.♘f7#.

2...♗b3

2...♔f8 3.h7+–

3.h7† ♔h8

Diagram 21-8

4.♔h6!

The key move of the combination. Black cannot defend against mate.

1–0

Diagram 21-7 △

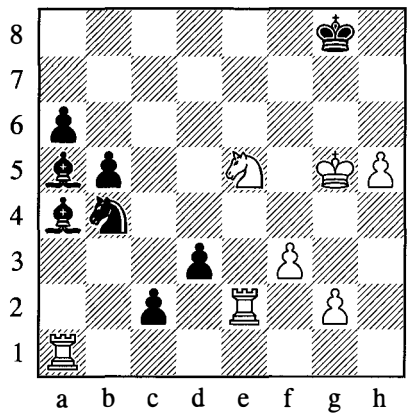
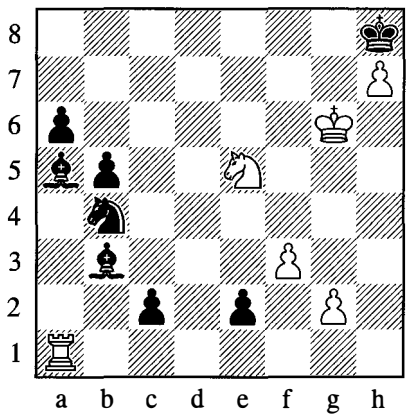
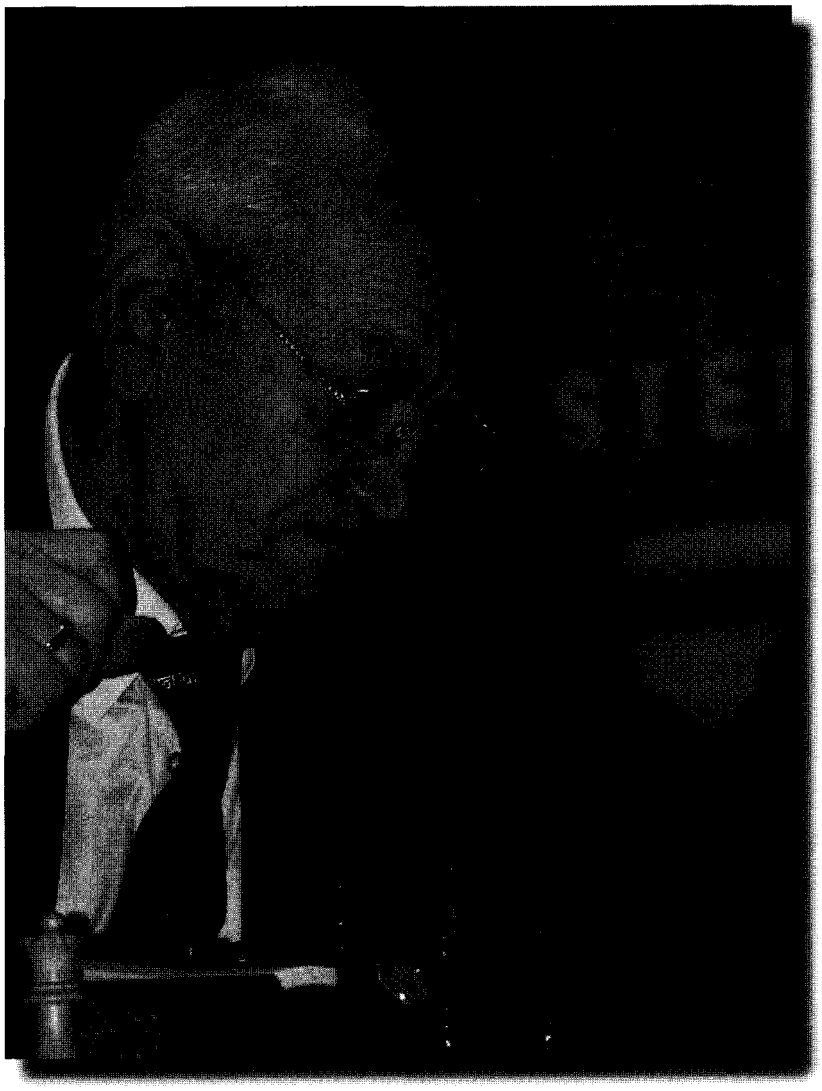


Diagram 21-8 △

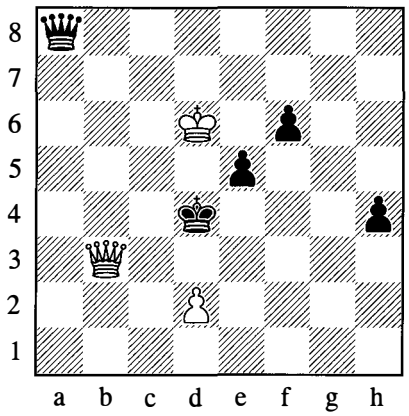




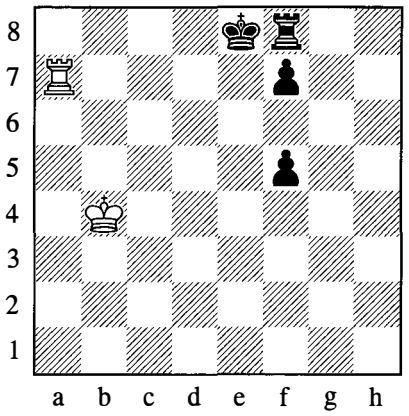
Even at the age of 80
Viktor Korchnoi is still producing
sparkling chess

Exercises

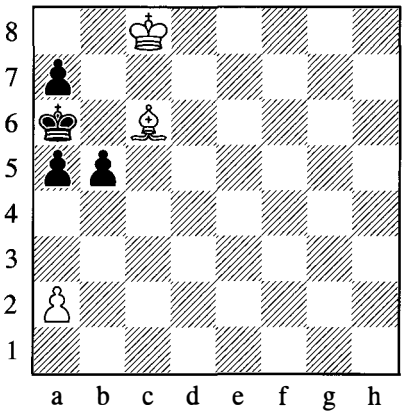
Ex. 21-1 ★★ △



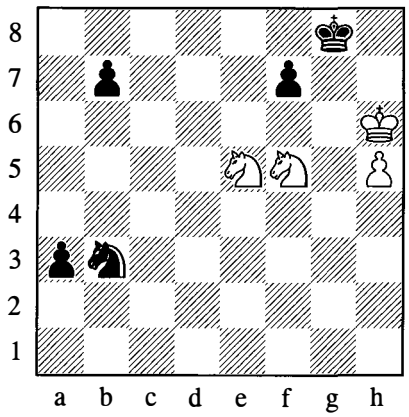
Ex. 21-2 ★★ △



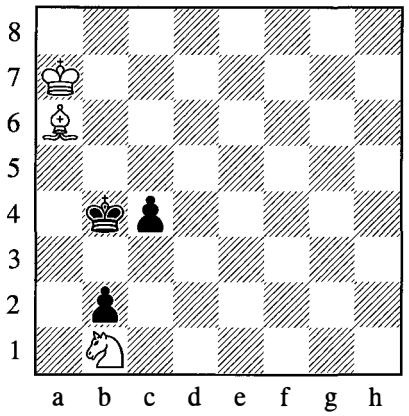
Ex. 21-3 ★★★ △



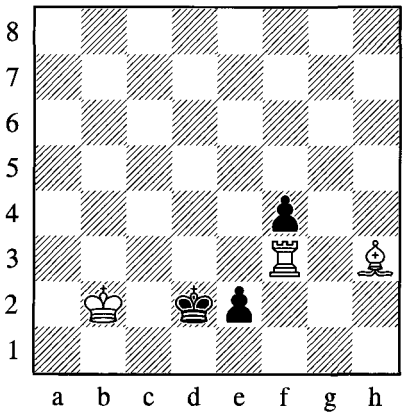
Ex. 21-4 ★★★ △



Ex. 21-5 ★★★ △

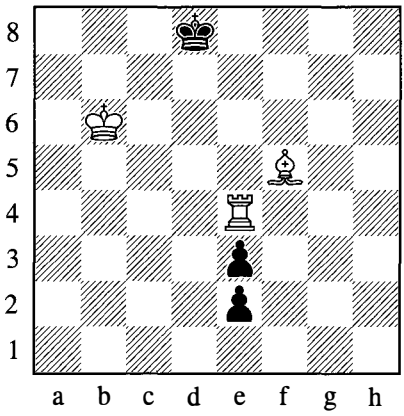


Ex. 21-6 ★★ △

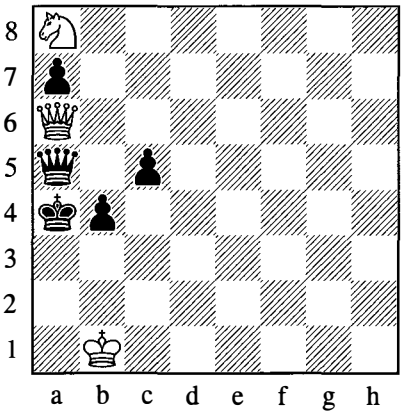


Exercises

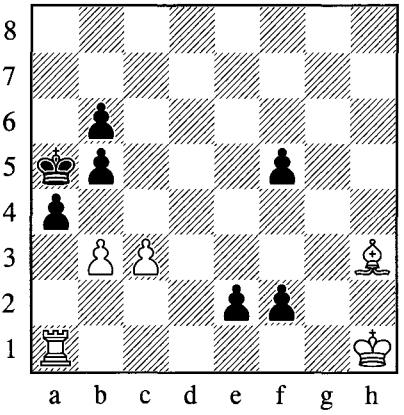
Ex. 21-7 ★★★★ △



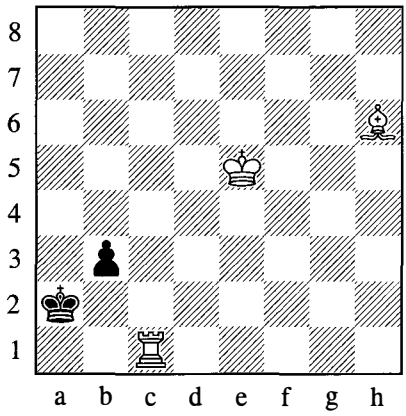
Ex. 21-8 ★★ △



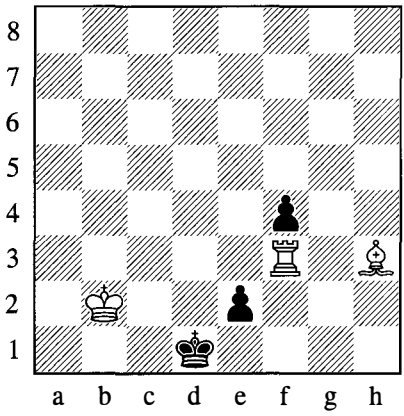
Ex. 21-9 ★★★ △



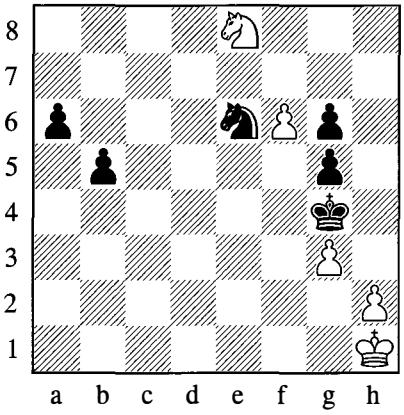
Ex. 21-10 ★★ △



Ex. 21-11 ★★ △



Ex. 21-12 ★★ △



Solutions

Ex. 21-1

The end of a study by

H.Rinck

1906

White forces the opposing king to the edge of the board.

1.♕e3† ♔c4 2.♕c3† ♔b5 3.♕b3†

(1 point)

3...♔a6 4.♕a4† ♔b7 5.♕b5† ♔c8

5...♔a7 6.♔c7+–

6.♕d7† ♔b8 7.♕c7#

(another 1 point)

Ex. 21-2

The end of a study by

J.Hasek

1929

The black king is already cut off on the edge of the board.

1.♔c5 f6

1...f4 2.♔d6 f5 3.♔e6+–

(1 point for this variation)

2.♔d6 ♖g8

2...♖f7 3.♖a8#

2...♖h8 3.♖a8†+–

3.♔e6 ♔f8 4.♔xf6+–

(another 1 point)

Ex. 21-3

G.Zakhodiakin

1932

1.a4!!

(1 point)

But not 1.a3? a4 2.♔c7 ♔a5 followed by ...b4=.

1...bxa4

1...♔b6 2.♗xb5+–

2.♔c7 a3 3.♗a4!

(another 1 point)

3...a2 4.♔c6 a1♕ 5.♗b5#

(another 1 point)

Ex. 21-4

Variation from the game

A.V.Zakharov – A.Petrushin

USSR 1973

White wins by force.

1.♘d7!

(1 point)

Threatening 2.♘e7† ♔h8 3.♘e5+–.

1...f6

1...♔h8 is met with 2.♘f6 followed by 3.♘d6+–.

1...a2 2.♘e7† ♔h8 3.♘e5 a1♕ 4.♘f7#

(another 1 point for this variation)

2.♔g6! a2 3.♘h6†

3.♘e7† also leads to mate: 3...♔h8 4.♘f8 a1♕ 5.♔f7! ♕g1 6.♘eg6† ♕xg6† 7.hxg6 and 8.g7#.

3...♔h8 4.♘xf6 a1♕ 5.♘f7#

(another 1 point)

Ex. 21-5

The end of a study by

L.Kubbel

1940

1.♔b6!

(1 point)

1...c3

1...♔b3 is followed by: 2.♗c8 (or 2.♗b7+–) 2...c3 (2...♔c2 3.♗f5†+–) 3.♔b5 c2 4.♗e6#

(another 1 point)

2.♗d3 ♔b3 3.♔b5 c2 4.♗c4#

(another 1 point)

Ex. 21-6

The end of a study by

R.Reti

1923

1.♗f1!

(1 point)

1...e1♕

After 1...exf1♕ 2.♖xf1 White easily stops the f-pawn: 2...♔e3 3.♔c2 (3.♔c3 f3 4.♖e1†+–

Solutions

comes to the same thing) 3...f3 4.♖e1†! (but not 4.♔d1? f2 5.♖h1 ♔f3=) 4...♔f2 5.♔d2+–
(another 1 point for this variation)
2.♖d3#

Ex. 21-7
The end of a study by
R.Reti
1928

1.♗d7!!
(2 points)
White must avoid 1.♖xe3? e1♕! 2.♖xe1 stalemate.
(another 1 point for this variation)
1...e1♕
1...♔xd7 2.♖xe3+–
2.♗b5+–
(another 1 point)
Black has no good defence to the threat of ♖e8#.

Ex. 21-8
The end of a study by
L.Kubbel & A.Troitzky
1936

1.♘b6†!
(1 point)
1...axb6 2.♕c4!+–
(another 1 point)
Black is in zugzwang:
a) 2...♔a3 3.♕a2#
b) 2...b5 3.♕a2#
c) 2...♕a7 3.♕a2†+–

Ex. 21-9
The end of a study by
L.Kubbel
1927

1.♗f1!
(2 points)
1...e1♕
1...exf1♕† also loses: 2.♖xf1 b4 (2...axb3 3.♖a1#) 3.cxb4† ♔xb4 4.bxa4 ♔xa4 5.♔g2 b5 6.♔xf2+–
2.♖xa4†! bxa4 3.b4#
(another 1 point)

Ex. 21-10
R.Reti
1923

1.♖c3! b2 2.♗c1! b1♕ 3.♖a3#
(2 points)
The same idea as in Ex. 21-6.

Ex. 21-11
The end of a study by
R.Reti
1923

1.♗g4! e1♕ 2.♖d3#
(2 points)

Ex. 21-12
The end of a study by
L.Kubbel
1915

1.♘g7!
(1 point)
1...♘f8
After 1...b4 White has several routes to victory:
a) 2.♘xe6 b3 3.♔g2! b2 4.♘g7 b1♕ 5.h3#
b) 2.♔g2 ♘f4† 3.gxf4 b3 4.f7 b2 5.f8♕ b1♕ 6.h3† ♔h4 7.♕h8#
c) 2.f7 b3 3.f8♕ ♘xf8 4. ♔g2 b2 5.h3#
2.♔g2! b4 3.h3#
(another 1 point)

Scoring

Maximum number of points is **30**

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

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

CHAPTER 22

Contents

- ✓ The value of a pawn
- ✓ The higher value of a passed pawn
- ✓ Guidelines for playing with (and against) passed pawns

The passed pawn

The value of a pawn can vary during the course of a game. The nearer a pawn gets to the queening square, the more dangerous it becomes. But the way to the 8th rank must first be cleared of opposing pawns.

The value of a passed pawn is of course higher. This value becomes even greater in the endgame, when there are fewer pieces about to endanger our pawn, and thus more chances of promoting our pawn.

Diagram 22-1

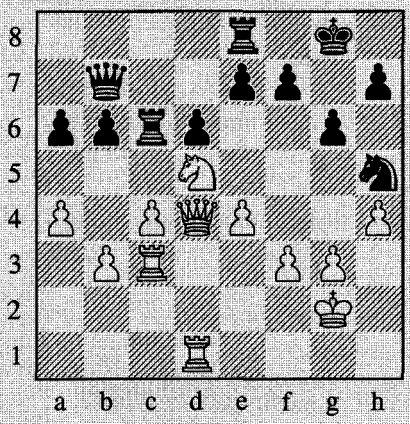


Diagram 22-1

M.Botvinnik – A.Lilienthal

Moscow 1936

1...b5?

This typical move is a positional mistake in this instance, as White obtains a strong outside passed pawn.

Botvinnik analysed 1...♘f6 and now:

a) 2.♘xf6† exf6 3.♕xf6?! (⌓3.h5!? ♕e7 4.hxg6 hxg6 5.♕d5±) 3...d5!⇄

b) Botvinnik's preference was the simple 2.♖dc1 ♘xd5 3.exd5 ♖c7 4.h5 with attacking chances.

2.cxb5!

This ensures that White will get a passed pawn on the a-file.

2...axb5

After 2...♖xc3 White can just win a pawn with 3.♘xc3, although getting a passed a-pawn by 3.♕xc3 axb5 4.a5! is even better.

3.♖dc1

White gain control of the c-file. The standard move 3.a5 is also good here.

3...♖xc3 4.♖xc3 bxa4

Diagram 22-2

5.♖c7!

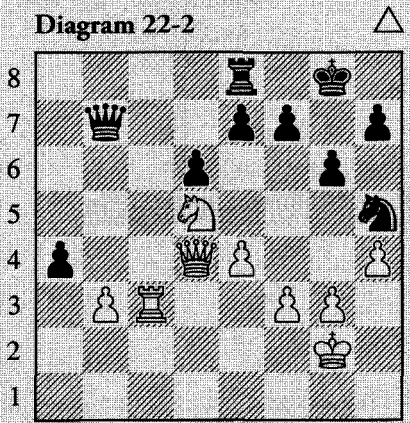
A strong intermediate move. If Black now takes the b-pawn, he will be mated: 5...♕xb3 6.♘xe7† ♖xe7 7.♖c8†+–

5...♕b5 6.bxa4

Botvinnik chooses a safe continuation.

6.♘xe7† ♖xe7 7.♖xe7 axb3 is more complicated, in view of Black's strong passed pawn. However, with

Diagram 22-2



accurate play White can win. For example: 8.♖c7 ♘g7 9.♕f6 ♕e2† 10.♔h3 ♕f1† 11.♔g4 h5† 12.♔g5+–

6...♕e2†

The exchange of queens is forced because the e7-pawn is hanging.

7.♕f2 ♕xf2† 8.♔xf2

Diagram 22-3

In the endgame the white passed pawn plays a decisive role. White can support it with his rook and knight, whereas the black knight is offside.

8...e6

8...♖a8 loses to 9.♖c8†! ♖xc8 10.♘xe7†.

9.♘b6 ♘f6 10.a5 ♖b8

Diagram 22-4

11.♖c8†!

The technical phase of the game is very instructive. White exchanges rooks and sets his passed pawn in motion.

11.a6 ♖xb6 12.a7 ♖a6 13.♖c8† ♔g7 14.a8♕ ♖xa8 15.♖xa8 d5 would leave White with work still to do.

11...♖xc8 12.♘xc8 ♘e8 13.a6 ♘c7 14.a7

The threat of 15.♘b6 forces the black knight into the corner.

Diagram 22-5

14...♘a8

Black blocks the passed pawn, but loses a pawn. The ending is very easy for White, since Black has absolutely no counterplay.

15.♘xd6 ♔f8 16.e5 ♔e7 17.♔e3

The white king can either go to the queenside or penetrate on the kingside.

17...f6

If Black's king goes to the queenside, he loses his kingside pawns.

18.♔f4

Also good is 18.♘c8† ♔f7 19.♔d4+–.

18...h6 19.♘c8† ♔f7

19...♔d7 20.exf6+–

20.♔e4 ♔g7 21.♔d4 ♘c7 22.♔c5

The penetration of the white king breaks the blockade of the a-pawn.

1–0

A passed pawn can also be very dangerous in the middlegame.

Diagram 22-3 ▼

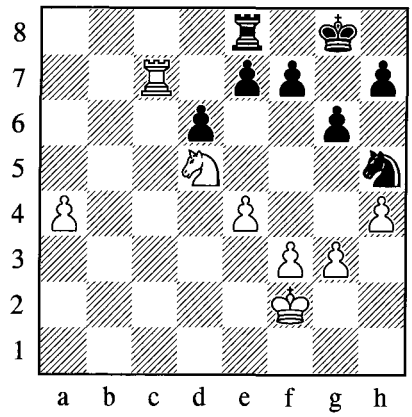


Diagram 22-4 △

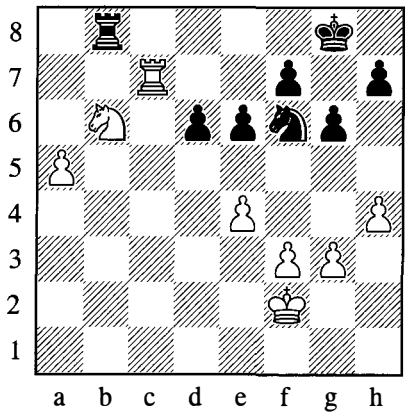
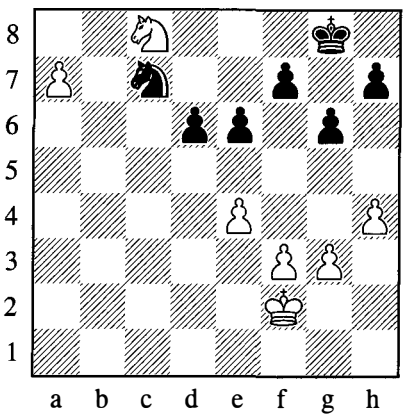


Diagram 22-5 ▼

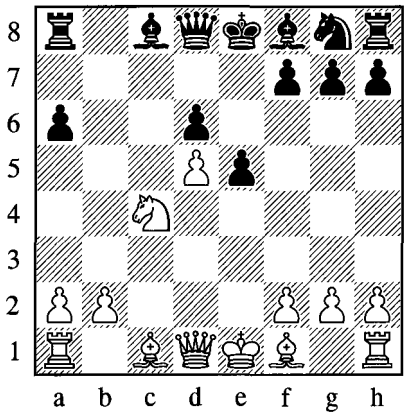


A.Naumann – U.Bönsch

Bundesliga 2005

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 e5 5.♘b5 d6 6.♘1c3 a6 7.♘a3 b5 8.♘d5 ♘ce7 9.c4 ♘xd5 10.exd5 bxc4 11.♘xc4

Diagram 22-6



In this line White tries his luck on the queenside. He has a pawn majority there and can create a passed pawn. Black must counter energetically in the centre.

11...♗e7

11...♘f6 is the usual move.

12.♗e3

Another option is 12.♗d2!? intending ♗a5.

12...♖b8 13.a4 ♘f6

It is questionable whether the black pieces can develop sufficient activity to provide compensation for White's queenside initiative. For that reason 13...f5 would be the principled move here.

14.♗e2 ♗b7

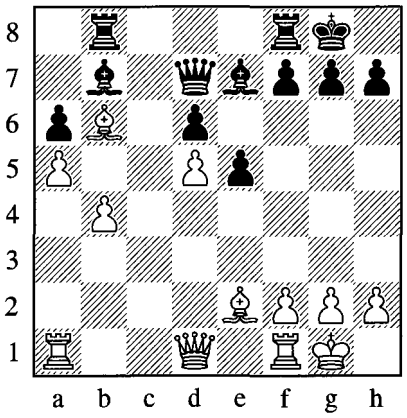
14...0–0 15.0–0 ♗f5 is an alternative, although White can continue his play on the queenside with 16.a5 followed by ♘b6.

15.♘b6 ♘d7 16.a5 ♘xb6

Black should try 16...0–0 followed by ...f5.

17.♗xb6 ♕d7 18.0–0 0–0 19.b4

Diagram 22-7



White continues to play on the queenside, and he will eventually obtain a passed pawn there. Black must seek counterplay.

19...♖bc8

Trying to exchange White's strong bishop by 19...♗d8 was a better defensive plan.

20.♖b1

The immediate 20.b5!? axb5 21.a6 ♗a8 22.♕b3 ♖b8 23.♗e3 is possible, and White has good compensation for the pawn. His passed pawn has only a couple more steps to take, although the final step is somewhat difficult to prepare.

20...♖c3

Here too, 20...♗d8!? would be an improvement, intending to meet 21.b5 with 21...♗xb6.

21.♕d2

Again 21.b5 is possible.

21...♖fc8

Diagram 22-8

22.b5!

Finally…

22...axb5

Although 22...♖c2 23.♕d1 ♖xe2 24.♕xe2 ♗xd5 leads to a better position for White, it would give Black more counterplay than he obtains in the game.

23.♗xb5 ♕f5 24.♗c6

White wins the exchange, but 24.a6 ♗a8 25.a7 looks even better.

24...♖8xc6?

24...♗xc6! 25.♕xc3 ♗xd5 would have given Black better chances to defend.

25.dxc6 ♖xc6

Diagram 22-9

26.♗d8!

With this trick, White swaps off the important light-squared bishop.

26...♖c2

Black was pinning his last hopes on this move.

26...♕d7 loses to 27.♗xe7 ♕xe7 28.♕b2 ♗c8 29.♖fc1!.

After 26...♗xd8 27.♖xb7 Black cannot hold up the passed pawn for long.

27.♕d1! ♗xd8 28.♖xb7

Diagram 22-10

The a-pawn is safe from capture, because 28...♗xa5 is met by 29.♕xc2! ♕xc2 30.♖b8†+–.

1–0

In general, having a passed pawn can be considered an advantage. But how strong it is depends on other factors, such as the position of the pieces.

The player with a passed pawn must aim to **support it with all his forces and advance it.** One can either try to promote the passed pawn, or, if the opposing forces manage to stop our pawn, we can switch our attack to other targets. The passed pawn may be sacrificed in order to deflect the opposing pieces. We have seen such a procedure in pawn endings.

The side which is playing against a passed pawn must generally try to neutralize the passed pawn in good time. **A good method is the blockade.** In the middlegame the best way to stop the passed pawn is to blockade it with a bishop or a knight.

Diagram 22-8 △

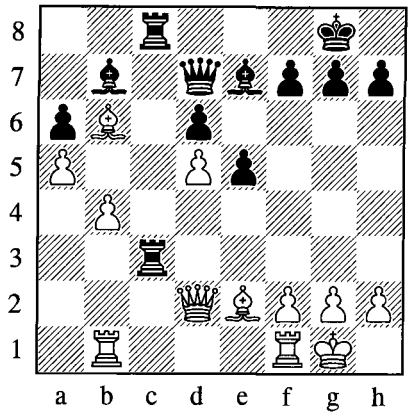


Diagram 22-9 △

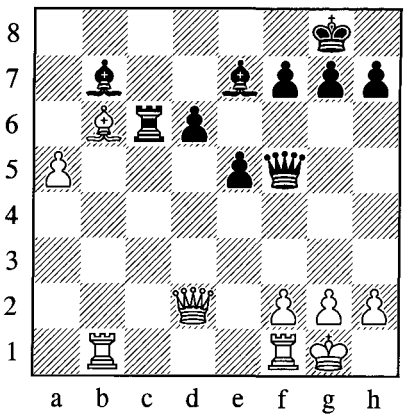
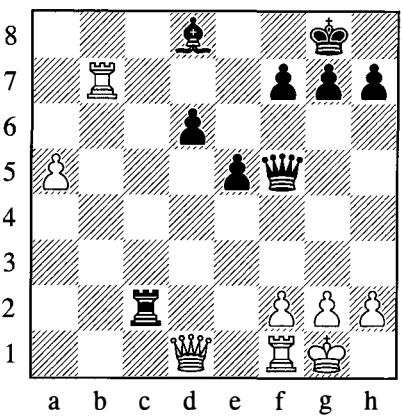
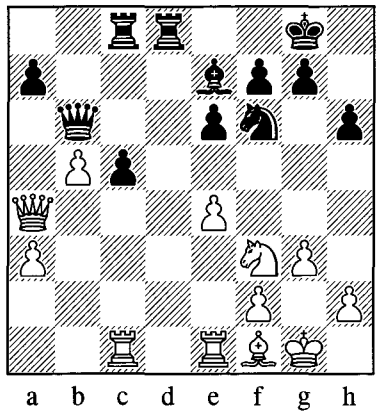


Diagram 22-10 ▼

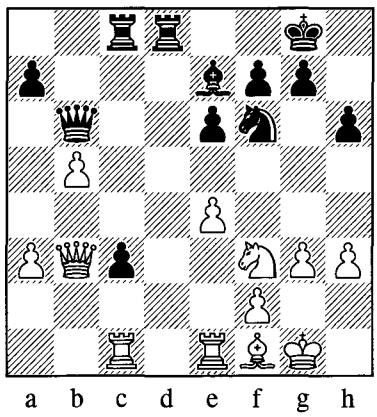


Exercises

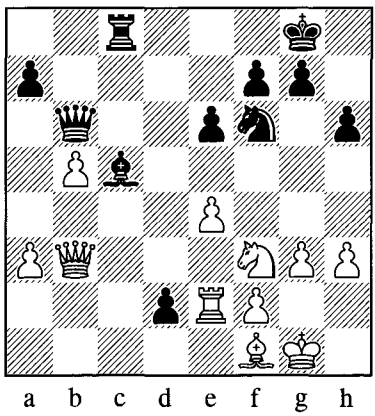
Ex. 22-1 ★★ ▼



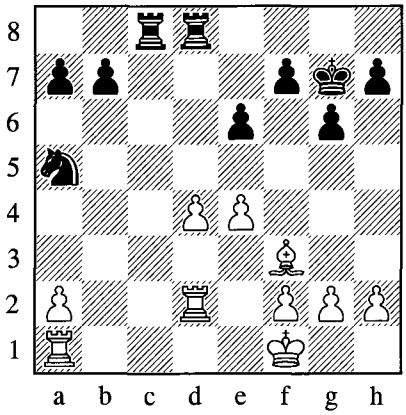
Ex. 22-2 ★★ ▼



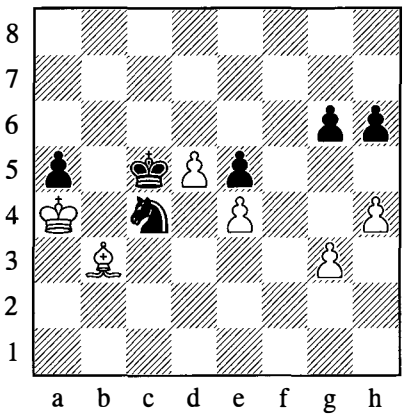
Ex. 22-3 ★ ▼



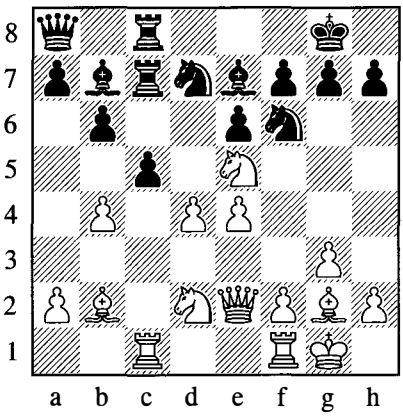
Ex. 22-4 ★★ ▼



Ex. 22-5 ★★ ▼

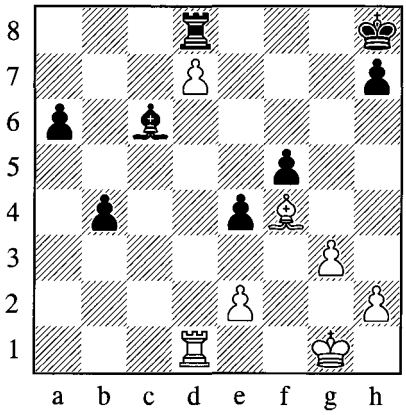


Ex. 22-6 ★ △

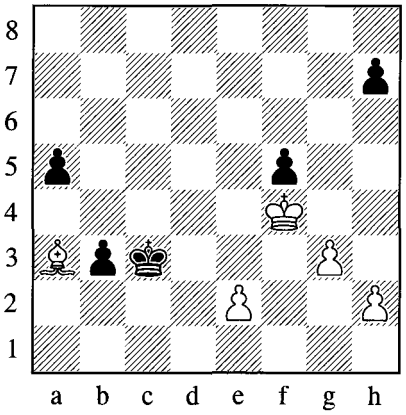


Exercises

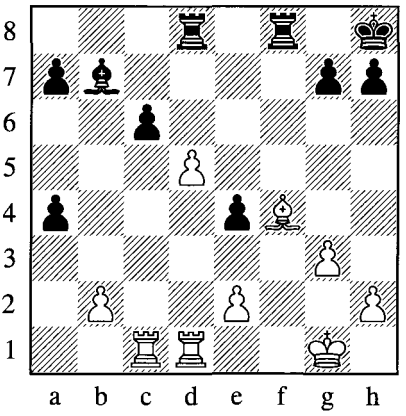
Ex. 22-7 ★★ △



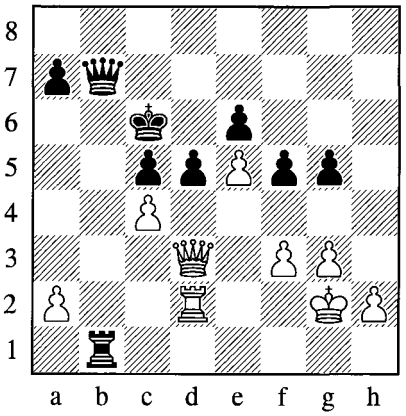
Ex. 22-8 ★★ △



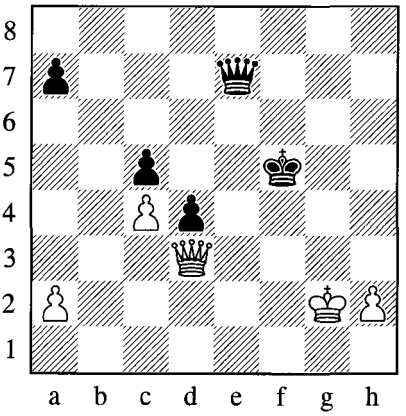
Ex. 22-9 ★ △



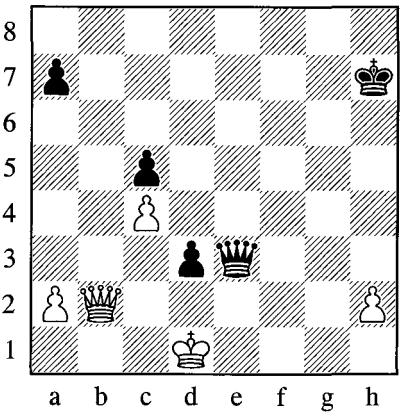
Ex. 22-10 ★ ▼



Ex. 22-11 ★★ ▼



Ex. 22-12 ★★ ▼



Solutions

Ex. 22-1

G.Ravinsky – V.Smyslov

USSR Ch, Moscow 1944

1...c4!

(2 points)

By opening the a7-g1 diagonal, Black can play for an advantage.

1...♘d7 (1 consolation point) aims to redeploy the knight to the b6-square, but it is a bit passive.

2.h3?!

Taking the c-pawn looks dangerous, but maybe it could be tried:

a) 2.♗xc4 ♘g4 3.♖e2 (3.♖f1 ♖d3 4.♗xd3 ♖xc1∓) 3...♖d3! Black has a strong attack.

b) 2.♖xc4 ♘g4 3.♖e2 ♖xc4 4.♕xc4 ♗c5 5.♕c2 ♕xb5 Black has regained the pawn and has the initiative.

2...c3 3.♕b3?!∓

3.♔g2∓ would limit Black's advantage.

See Ex. 22-2.

Ex. 22-2

G.Ravinsky – V.Smyslov

USSR Ch, Moscow 1944

1...♗c5!

(1 point)

2.♖c2

2.♖xc3 ♗xf2†–+

2...♖d2!

(another 1 point)

3.♖xd2 cxd2 4.♖e2–+

See Ex. 22-3.

Ex. 22-3

G.Ravinsky – V.Smyslov

USSR Ch, Moscow 1944

1...♗xf2†!

(1 point)

1...♖d8? is much weaker: 2.♘xd2 ♗xf2†! 3.♔g2∓

2.♔g2

2.♖xf2 ♘xe4–+

2...♖c3

2...♗e1 is also very strong: 3.♘xe1 ♘xe4 4.♘f3 (4.♖xe4 ♖c1–+) 4...♖c3 5.♕d1 ♖c1–+

3.♕d1 ♗e3–+ 4.♘xd2 ♕d4! 5.♕e1 ♘xe4 6.♘xe4 ♕xe4† 7.♔h2 ♕d4 8.♖g2 ♖c1 9.♕e2 ♕a1 10.♕xe3 ♖xf1 11.g4 ♖e1 12.♖e2

0–1

Ex. 22-4

E.Eliskases – S.Flohr

Semmering/Baden 1937

1...e5!

(2 points)

Black enforces the blockade of the white centre. On the queenside he will be able to create a passed pawn at will.

1...♘c4 (1 point) is not so accurate; after 2.♖dd1 e5 3.dxe5 the game is unclear.

2.d5

2.♖ad1? loses material to 2...♘c4.

2...♘c4! 3.♖e2 ♘d6∓ 4.♖b1 ♖c4 5.g3 ♖dc8 6.♗g2 ♖c1†?!

Black does not need to rush to exchange rooks. He could also consider 6...♔f8!? intending ...♔e7 and ...b5.

7.♖xc1 ♖xc1† 8.♖e1 ♖xe1† 9.♔xe1 f5 10.f3 fxe4 11.fxe4 b5 12.♔d2 a5 13.♔d3 ♔f6 14.♗f3 ♔e7 15.h4 h6 16.♗d1 ♔d8 17.a4 bxa4

17...b4!? is also good.

18.♗xa4 ♔c7 19.♗c2 ♔b6 20.♔c3 ♔b5 21.♔b3 ♔c5 22.♔a4 ♘c4 23.♗b3?

Either 23.♗b1 or 23.♔b3 is more resilient.

See Ex. 22-5.

Ex. 22-5

E.Eliskases – S.Flohr

Semmering/Baden 1937

1...♘d2!∓

(2 points)

Using the a-pawn to deflect his opponent,

Solutions

Black will attack the white kingside pawns.
2.♗c2 ♘f1 3.♔xa5
3.g4 ♘e3–+
3...♘xg3 4.♔a4 ♘h5?
It is better to use the knight to target the h4-pawn: 4...♘e2 5.♔b3 ♘d4† 6.♔c3 ♘f3∓
5.♔b3 ♔d4 6.♔b4?
A decisive error. White could still save the game with 6.♔b2! ♘f6 7.♔c1 ♔e3 8.d6 ♔d4 9.♗a4 ♔xe4 10.d7 ♘xd7 11.♗xd7=.
6...♘f6 7.d6 g5 8.hxg5 hxg5 9.♔b5 g4 10.♗d1 g3 11.♗f3 ♔e3 12.♗h1 ♔f2 13.♔c6 g2 14.♗xg2 ♔xg2 15.d7 ♘xd7 16.♔xd7 ♔f3
0–1

Ex. 22-6

A.Alekhine – P.Keres
Munich 1942

1.dxc5 bxc5 2.b5±
(1 point)
With this standard idea, White ensures that he will be able to create a passed pawn on the queenside.
2...a6
Or 2...♘xe5 3.♗xe5 ♖d7 4.f3± and White will continue with ♘c4.
3.a4 axb5 4.axb5 ♕a7 5.♘ec4±
5.♘dc4± is also strong.
5...♕a8 6.♗xf6 gxf6
6...♗xf6 7.b6+–
6...♘xf6 7.♘b6+–
7.b6 ♖c6 8.e5
8.♖b1± and 8.♖a1± are also good.
8...♖xb6 9.♘xb6 ♘xb6 10.♗xb7 ♕xb7 11.exf6 ♗xf6 12.♘e4 ♗e7 13.♕g4† ♔h8 14.♕f4+– ♗f8 15.♘xc5! ♕c7
15...♖xc5 16.♖xc5 (16.♕d4†?? e5!∓) 16...♗xc5 17.♕f6† ♔g8 18.♕g5†+–
16.♘xe6 ♕xf4 17.♘xf4
1–0

Ex. 22-7

P.Keres – K.Richter
Munich Olympiad 1936

1.♖c1!
(2 points)
A tactical solution. White will win a piece by a pin.
1...♗xd7
1...♗b5 loses to 2.♖c8.
2.♖d1 b3 3.♗c7 ♖c8
3...♖e8 stops the bishop going to e5, but White can still win: 4.♖xd7 b2 (4...♔g8 5.♗f4 a5 6.♖a7 ♖c8 7.♔f2 ♖c5 8.♗h6+–) 5.♖d1 ♔g8 6.♖b1 ♖c8 7.♗f4 ♖c2 8.♔f2 a5 9.♗e5+–
4.♖xd7 ♔g8 5.♗e5 ♖c5 6.♖g7† ♔f8 7.♗d6† ♔xg7 8.♗xc5 ♔f7 9.♗a3± ♔e6 10.♔f2 ♔d5 11.♔e3 ♔c4 12.♔d2 e3† 13.♔xe3 ♔c3 14.♔f4 a5
See Ex. 22-8.

Ex. 22-8

P.Keres – K.Richter
Munich Olympiad 1936

1.g4!
(1 point)
This wins a tempo in the pawn race.
1.♔xf5 is less accurate: 1...b2 2.♗xb2† ♔xb2 3.e4 a4 4.e5 a3 5.e6 a2 6.e7 a1♕ 7.e8♕±
1...fxg4 2.e4 a4 3.e5 b2 4.♗xb2† ♔xb2 5.e6 a3 6.e7 a2 7.e8♕ a1♕ 8.♕h8† ♔a2 9.♕xa1† ♔xa1 10.♔xg4 ♔b2 11.♔g5 ♔c3 12.♔h6 ♔d4 13.♔xh7 ♔e5 14.♔g6
1–0
(another 1 point for the whole variation)

Ex. 22-9

P.Keres – K.Richter
Munich Olympiad 1936

1.d6!
(1 point)
Nothing is achieved by 1.dxc6? ♖xd1† 2.♖xd1 ♗xc6∓.

Solutions

2...♖f5 3.♖c4 c5!?

If 3...g5 4.♗e3 ♖d5? then 5.♖xd5 cxd5 6.♖c7+–.

4.♖xa4 a6 5.♖a5 g6 6.b4! cxb4 7.♖xf5 gxf5 8.d7 ♗c6

See Ex. 22-7.

Ex. 22-10

P.Heuäcker – E.Eliskases

Vienna 1932

1...d4!

(1 point)

Black creates a protected passed pawn and secures his king.

2.g4 ♖e1!?

2...fxg4 is equally possible.

3.gxf5 ♖xe5 4.♖e2 ♔d6 5.♖xe5 ♔xe5 6.fxe6 g4! 7.e7 gxf3† 8.♕xf3 ♕xe7 9.♕g3† ♔f5 10.♕h3†

For 10.♕d3† see Ex.22-11.

10...♔g6 11.♕d3† ♔g7 12.♕g3† ♔h8 13.♕b8†

After 13.♕h3† ♕h7 14.♕c8† Black is happy to exchange queens with 14...♕g8†!–+, as the protected passed pawn is a force to be reckoned with in the pawn ending.

13...♔h7 14.♕b3

14.♕b1† ♔g7 15.♕d3 ♕e5∓

14...♕e4†! 15.♔f2 d3 16.♕b2 ♕f4† 17.♔e1

17.♔g2 ♕xc4 18.♕b7† ♔g6 19.♕c6† ♔g5–+

17...♕e3†! 18.♔d1

Or 18.♔f1 ♕f3† and now:

a) 19.♕f2 ♕h1† 20.♕g1 ♕xg1† 21.♔xg1 d2–+

b) 19.♔e1 ♕h1†–+

c) 19.♔g1 ♕d1† 20.♔f2 ♕c2†–+

See Ex. 22-12.

Ex. 22-11

Variation from the game

P.Heuäcker – E.Eliskases

Vienna 1932

1...♕e4†!–+

(2 points)

The transition to a pawn ending decides the game.

2.♕xe4†

The same ending is reached after 2.♕f3†.

2...♔xe4 3.♔f2 ♔d3

Black can also win with: 3...♔f4 4.♔e2 ♔g4 5.♔f2 ♔h3 6.♔g1 d3 7.♔f2 ♔xh2 8.♔e3 ♔g3 9.♔xd3 ♔f4–+ Play has transposed back into the game continuation (see Ex. 22-12).

4.h4 ♔c3 5.h5 d3 6.h6 d2 7.h7 d1♕ 8.h8♕† ♕d4† 9.♕xd4† ♔xd4–+

Ex. 22-12

P.Heuäcker – E.Eliskases

Vienna 1932

The simplest solution is the transition to a pawn ending.

1...♕g1† 2.♔d2 ♕xh2† 3.♔c3 ♕xb2† 4.♔xb2 ♔g6 5.♔c3 ♔f5 6.♔xd3 ♔f4–+

(2 points)

Black wins the c-pawn and after that the game, because his pawn is still on a7!

7.♔c2 ♔e4 8.♔c3 ♔e3 9.♔b3 ♔d3 10.♔b2 ♔xc4 11.♔c2 ♔d4 12.♔d2 c4 13.♔c2 c3 14.♔c1 ♔d3 15.♔d1 c2† 16.♔c1 ♔c3 17.a3

17.a4 a6!–+

17...a5!

0–1

Scoring

Maximum number of points is **20**

17 points and above → **Excellent**
14 points and above → **Good**
10 points → **Pass mark**

*If you scored less than **10** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 23

Contents

- ✓ Coordination of the major pieces
- ✓ Typical tactical ideas

Combinations involving files

In this chapter we shall take another look at combinations in which it is the major pieces acting along files that play a decisive role. It is important to point out that **the major pieces can best make their influence felt in open positions, and in particular when the opponent's castled position has been destroyed.**

Here are some examples which illustrate typical ideas.

Diagram 23-1

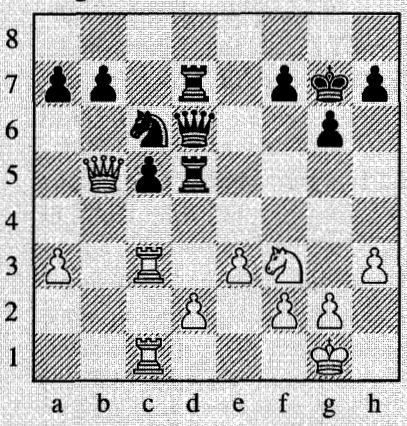


Diagram 23-1

S.Kagan – L.Shmuter

Tel Aviv 1995

1...♘d4!!

This sacrifice is the preparation for a double attack. From a practical viewpoint, White has to accept the sacrifice, because otherwise his castled position will be destroyed after 2...♘xf3†.

2.exd4

2.♘xd4 cxd4 3.♖c5 ♖c7! 4.exd4 b6–+

2...cxd4

Black is attacking the queen and the rook. But what happens if White uses the rook to block the attack on his queen?

3.♖c5 ♖c7!

The point of the combination. The c5-rook is pinned in two directions, and White loses a rook or a queen. This tactical motif has its own name: the Maltese Cross.

3.♖xc7

3.♖xd5 ♖xc1†–+

3...♖xb5–+

Diagram 23-2

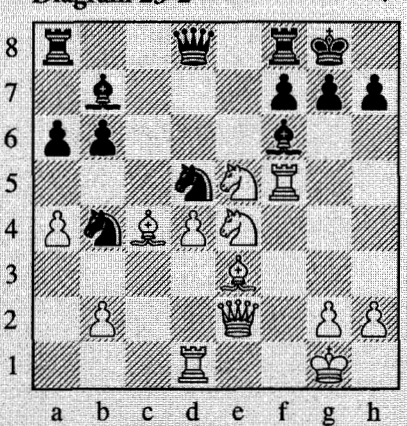


Diagram 23-2

B.Spassky – Y.Nikolaevsky

1963

1...♘xe3?

Black wants to simplify the position, but White can

seize the opportunity to open up his king.

Instead 1...b5 was worth considering.

2.♘xf6†!

Black was hoping for 2.♕xe3 ♗xe5 3.♖xe5 ♖c8±.

2...gxf6 3.♕xe3 fxe5 4.♕xe5

Threatening ♖g5†.

White must play precisely; the tempting 4.♕h6? ♔h8 5.♖h5 can be answered by 5...♗e4.

4...h6 5.♖f6

Now the threat is ♖g6†.

5.♗xf7†! is also good: 5...♖xf7 6.♖xf7 ♔xf7 7.♖f1† ♔g8 (7...♔g6 8.♕e6†+–) 8.♕e6† ♔h8 9.♕xh6† ♔g8 10.♕g6† ♔h8 11.♕h5† ♔g8 12.♕g4† ♔h8 13.♖f7+–

5...♔h7

If 5...♘d5 then 6.♕g3† ♔h7 7.♗d3†+–.

5...♗d5 is no better: 6.♖xh6 f6 7.♕g3† (or 7.♕h5+–) 7...♔f7 8.♖h7† ♔e8 9.♖e1†+–

6.♖df1+–

Black now must protect the pawn on f7.

6...♗d5 7.♕f5† ♔g7

Diagram 23-3

8.♕g4†

A typical attack by the major pieces.

8...♔h7 9.♖xh6†!

The last shield falls.

9...♔xh6 10.♖f5

Black has no defence against mate along the files.

1–0

Diagram 23-3 △

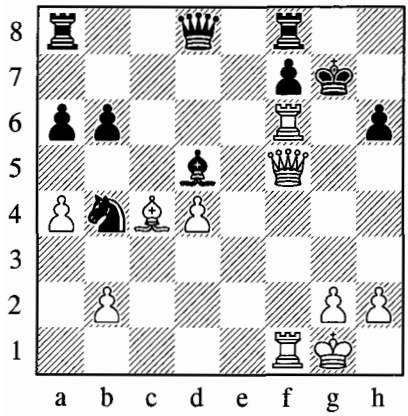


Diagram 23-4

Karlson – Iljushenko

1972

White attacks down the open f-file.

1.♕f7†! ♔h8 2.♗c3!

This prepares a mating finish.

2.♗f8! is also good:

a) 2...♘d3† 3.cxd3 ♗b2† 4.♔xb2 ♕b6† 5.♔c2 ♕c7† 6.♔d1 ♕c3 7.♗g7† ♕xg7 8.♕e8†+–

b) 2...♗c3 3.♖f6!+–

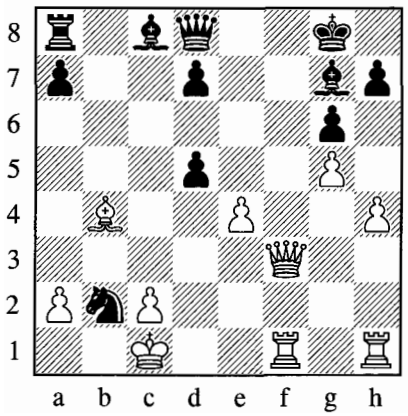
c) 2...♕xf8 3.♕xf8† ♗xf8 4.♖xf8† ♔g7 5.♖hf1+–

2...♗xc3

If 2...d4 then 3.♗xd4!+–.

3.♕f8† ♕xf8 4.♖xf8† ♔g7 5.♖hf1

Diagram 22-4 △



Black cannot parry the threat of ♖1f7#.

5...♗d2† 6.♔b1!

But not 6.♔xd2? ♘c4† followed by 7...♘e5.

1–0

Diagram 23-5 △

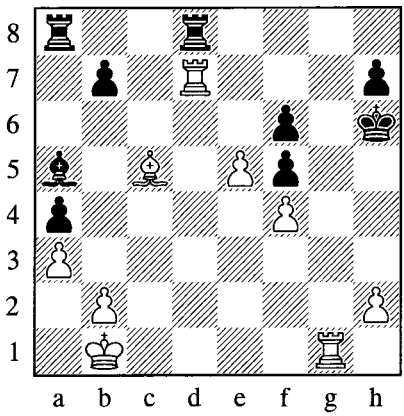


Diagram 23-5

L.Polugaevsky – G.Szilagyi

Moscow 1960

Another example which shows how strong the two rooks can be.

1.♗f8†!

Most forcing, although 1.♖f7 also wins.

1...♖xf8 2.♖d3!

Black can only briefly delay the mate on the h-file: 2...♗e1 3.♖h3† ♗h4 4.♖xh4#

1–0

Diagram 23-6 △

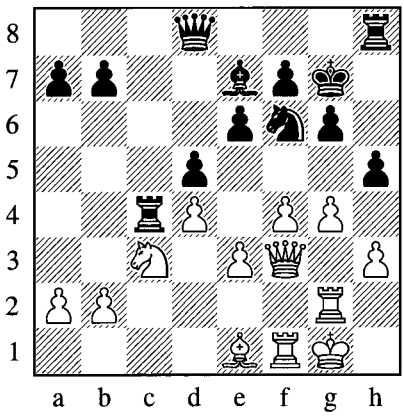


Diagram 23-6

A.Yusupov – D.Fridman

Arnhem (rapid) 2006

1.f5!

White must open files on the kingside in order to attack the black king.

1...hxg4 2.hxg4 ♘h7

Suddenly things look dangerous for White, since ...♘g5 appears to be rather unpleasant.

3.f6†!

White is willing to sacrifice his kingside pawns to open the files for his rooks.

3...♗xf6 4.g5 ♘xg5 5.♖xg5!

Diagram 23-7

The key move. If Black takes the rook, his king will come under attack.

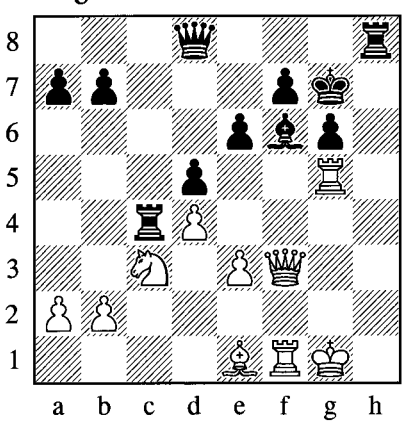
5...♖xd4!?

An interesting resource, but it should not save Black. However, rapid games have their own laws…

5...♗xg5 would be followed by: 6.♕xf7† ♔h6 7.♖f3 (7.♔g2 ♗xe3 8.♖h1† ♔g5 9.♕xe6 ♖xh1 10.♕xe3†±) 7...♗h4 8.♖h3 g5 9.e4! (stronger than 9.♖f3 ♖f8! or 9.♗g3 ♖g8!) 9...♖xd4 (9...♖f8 10.♖xh4† gxh4 11.♗d2†+–) 10.♗f2! ♖d3 11.♕xe6† ♔g7 12.♖xd3+–

6.♖g2

Diagram 23-7 ▼



Of course not 6.exd4? ♗xd4† 7.♔g2 ♕xg5†–+.

However, 6.♗g3! ♗xg5 7.♕xf7† ♔h6 8.exd4+– would have been simpler.

6...♖c4 7.♗g3

Threatening ♗e5.

7...♖h3 8.♖gf2

White can now force penetration via the f-file.

8...♔g8

Diagram 23-8

9.♔g2?

In time trouble White does not see the trap. After the simple 9.♘e2! Black could easily have resigned.

9...♖xg3†! 10.♕xg3 ♗h4

The position has become unclear, and after further errors from both sides the game ended in a draw.

Please now try to solve the following five positions. Take a maximum of ten minutes per position. If you have not found the solution, then keep at it for a further ten minutes, looking for new, active ideas in the position.

Diagram 23-9

V.Smyslov – S.Flohr

USSR Ch, Moscow 1949

1.g6†!

1.♖b7† is also good: 1...♔g6 2.♖g8† ♔h5 3.♖xh7† ♔g4 4.c7 e3 5.c8♕ ♖xc8 6.♖xc8+–

1...hxg6

Or 1...♔xg6 2.♖g8† ♔f7 3.♖bg1 ♗xc6 4.♖1g7#.

2.♖b7#

Diagram 23-10

F.Gragger – B.De Bruycker

Germany 1976

1...♖c1†! 2.♔e2 ♘f4†!

The point.

3.gxf4 ♖g2† 4.♔e3 ♖e1#

Diagram 23-8 △

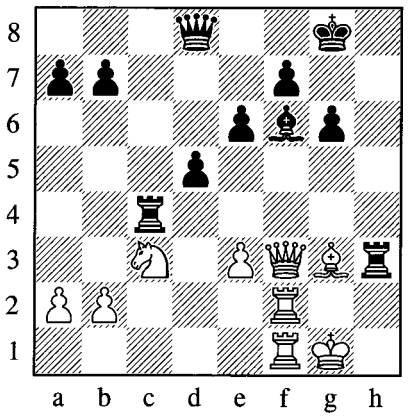


Diagram 23-9 △

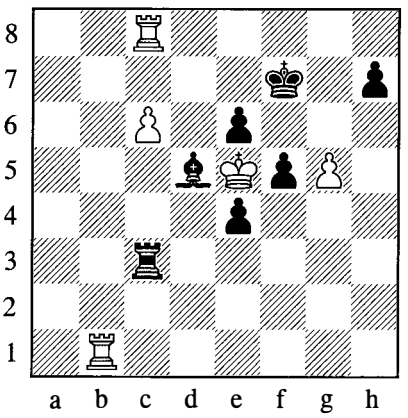


Diagram 23-10 ▼

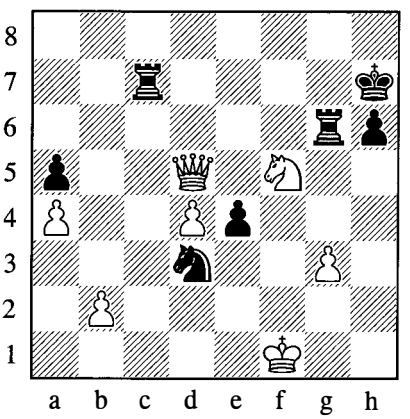


Diagram 23-11 ▼

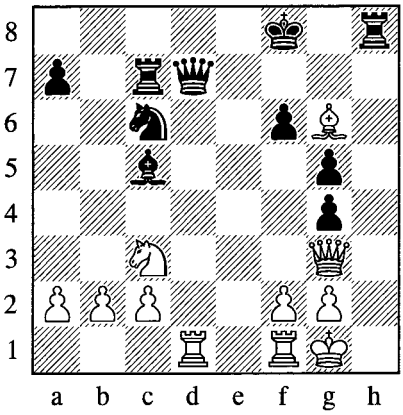


Diagram 23-12 △

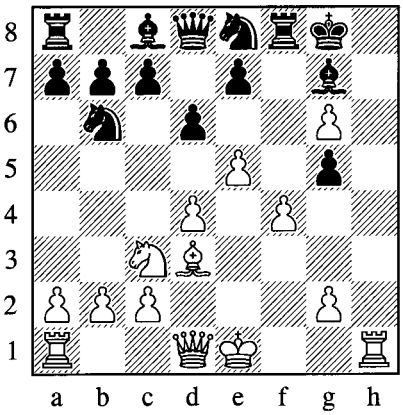


Diagram 23-13 ▼

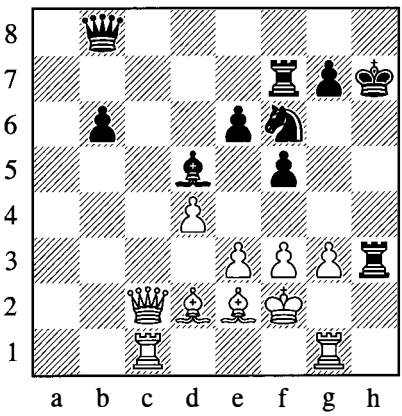


Diagram 23-11

Krafford – Takker

1960

Black utilizes the open h-file.

1...♕h7!!

After 2.♗xh7 ♖cxh7 White must give up his queen to prevent mate.

0–1

Diagram 23-12

Nettheim – D.Hamilton

Correspondence game 1961

1.♖h8†!

A standard idea.

1.♕h5 is weaker, because after 1...♖xf4∓ there is no mate.

1...♗xh8

1...♔xh8 met by 2.♕h5† ♔g8 3.♕h7#.

2.♕h5

1–0

The following variations show that White can rapidly deliver mate:

a) 2...♘f6 3.exf6 ♖f7 4.gxf7† ♔f8 5.♗g6 (or 5.♕xh8†+–) 5...♗xf6 6.♕h7 e5 7.♕g8† ♔e7 8.♕e8† ♕xe8 9.fxe8♕#

b) 2...♖f7 3.gxf7† ♔f8 4.fxe8♕† ♕xe8 5.♕xh8† ♔f7 6.♕h7† ♔f8 7.♕h6† ♔g8 8.♗h7† ♔h8 9.♗g6† ♔g8 10.♕h7† ♔f8 11.♕h8#

Diagram 23-13

L.Portisch – R.Hübner

Bugojno 1978

1...♘e4†! 2.fxe4

2.♔e1 is somewhat more resilient, although the simple 2...♘xg3 gives Black a decisive advantage.

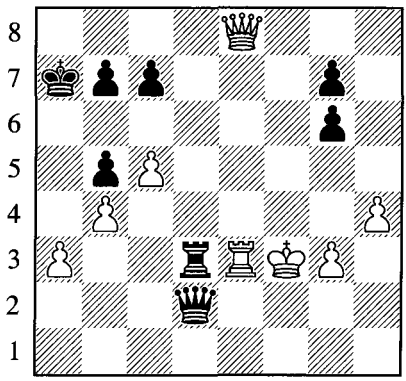
2...fxe4† 3.♔e1 ♕xg3†!

We have already seen this mating motif: 4.♖xg3 ♖h1† 5.♗f1 ♖hxf1† 6.♔e2 ♖7f2#

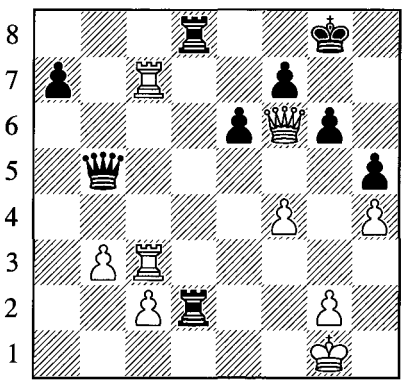
0–1

Exercises

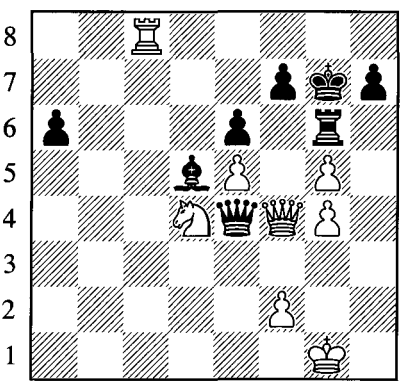
Ex. 23-1 ★★★ ▼



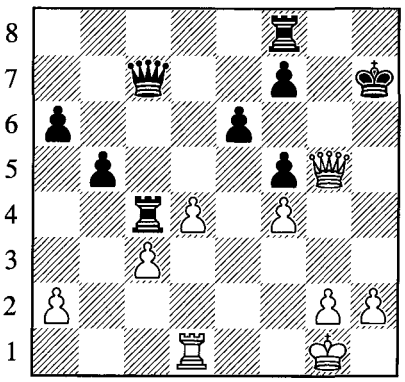
Ex. 23-2 ★ ▼



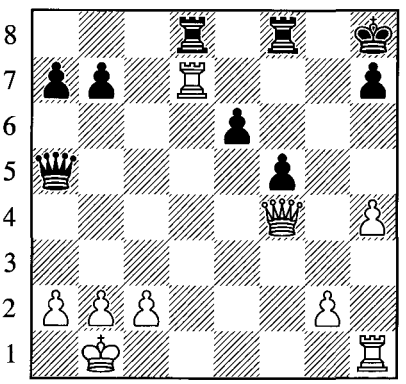
Ex. 23-3 ★ △



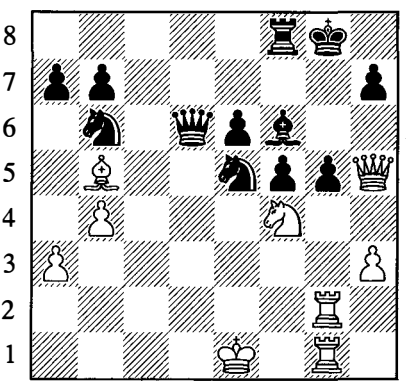
Ex. 23-4 ★★ △



Ex. 23-5 ★★ △

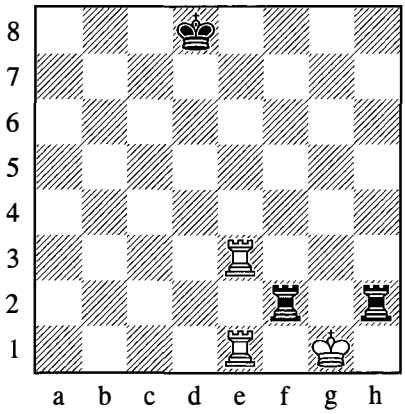


Ex. 23-6 ★★ △

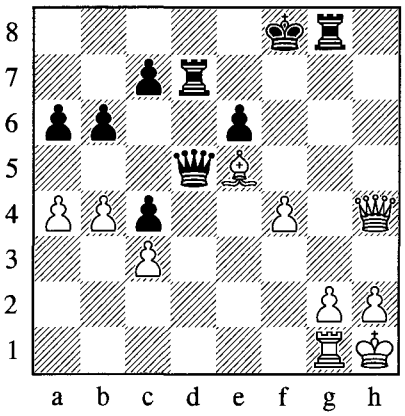


Exercises

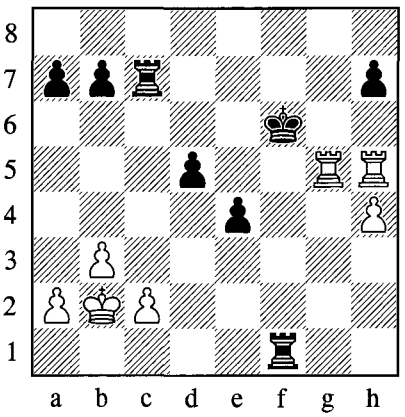
Ex. 23-7 ★★★ △



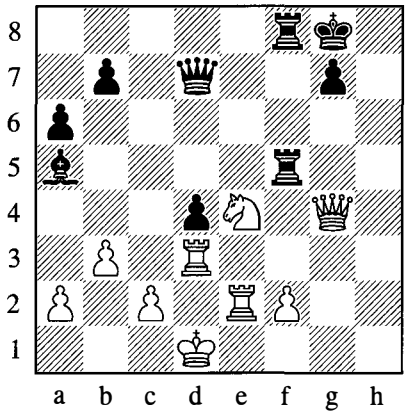
Ex. 23-8 ★ ▼



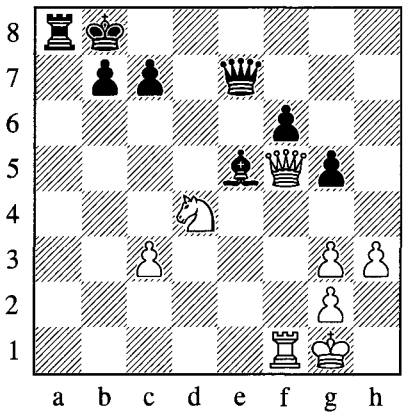
Ex. 23-9 ★★ △



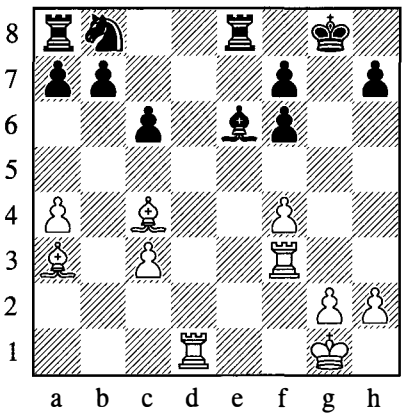
Ex. 23-10 ★★ ▼



Ex. 23-11 ★★ △



Ex. 23-12 ★ △



Solutions

Ex. 23-1

N.N. – J.Koksal

1928

1...♕e1!!

(1 point)

The Maltese Cross.

On the other hand, 1...♕d1† achieves nothing after 2.♔f2 ♖d2† 3.♖e2=.

2.♕e5

Other moves are no better:

a) 2.♕e6 ♕f1† 3.♔g4 (3.♔e4 ♖xe3† 4.♔xe3 ♕e1†–+) 3...♖xe3 4.♕xe3 ♕f5#

b) 2.g4 ♕f1† 3.♔g3 ♕e2 (3...♖d2 is also winning) 4.♔f4 ♕f2†–+

2...♕f1† 3.♔e4

3.♔g4 ♖xe3 4.♕xe3 ♕f5#

(another 1 point for this variation)

3...♖d4†!!

(another 1 point)

It is mate next move after 4.♕xd4 ♕f5# or 4.♔xd4 ♕c4#.

0–1

Ex. 23-2

G.Bastrikov – G.Lisitsin

Leningrad 1955

Black has a forced mate.

1...♖xg2†! 2.♔xg2 ♕e2† 3.♔g3 ♕g4† 4.♔f2 ♖d2†

0–1

(1 point)

Ex. 23-3

T.Fomina – Zaitseva

1978

1.♕f6†!

(1 point)

The finish will be 1...♖xf6 2.exf6† ♔g6 3.♖g8#.

1–0

Ex. 23-4

Gunnar – Ionas

1960

1.♖d3

(1 point)

1–0

Black can only delay mate: 1...♖xc3 2.♕h4† ♔g7 3.♕g3† ♔h7 4.♖xc3

(another 1 point)

4...♕d8 5.♕h3† ♔g7 6.♖g3† ♔f6 7.♕h4#

Ex. 23-5

Ljaska – Ikart

1974

1.♕h6!

(2 points)

This wins immediately.

1.♕d4† e5 2.♕d6+– (1 point) also wins, but is less forcing.

1–0

Ex. 23-6

D.Velimirovic – A.Gipslis

Havana 1971

1.♖xg5†!

(1 point)

1...♔h8

1...♗xg5 2.♕xg5† ♘g6 (2...♔f7 3.♕g7# or 2...♔h8 3.♕g7#) 3.♘xg6+–

2.♕xh7†!

(another 1 point)

2...♔xh7 is met by 3.♖h5#.

1–0

Ex. 23-7

L.Prokes

1940

1.♖d1†!

(1 point)

But not 1.♖d3†? ♔c7 2.♖c1† ♔b6 3.♖b3†

Solutions

♔a5 4.♖a1† ♖a2 5.♖a3† ♖xa3 6.♖xa3† ♔b4=.

(another 1 point for this variation)

1...♔c7

1...♖d2 2.♖d3†+–

2.♖c3† ♔b6 3.♖b1† ♖b2

3...♔a5 4.♖a3#

4.♖b3†+–

(another 1 point)

Ex. 23-8

Kubart – Mard

1957

1...♕xg2†! 2.♖xg2 ♖d1†

0–1

(1 point)

Ex. 23-9

Schmid – Gofman

Luhacovice 1958

1.♖h6†!

(1 point)

The white rooks begin a dangerous hunt, with the black king as the quarry.

1...♔e7 2.♖g7†!

Less convincing is 2.♖xh7† ♖f7.

2...♔d8

2...♖f7 3.♖xf7† ♔xf7 4.♖xh7†+–

3.♖d6† ♔c8 4.♖g8†

1–0

(another 1 point)

Ex. 23-10

D.Stellwagen – A.Yusupov

Apeldoorn (rapid) 2005

1...♖xf2!

(2 points)

A surprising strike.

2.♘xf2 is met by 2...♕xg4 3.♘xg4 ♖f1† 4.♖e1 ♖xe1#.

And 2.♕xd7 ♖f1† leads to the same mate.

0–1

Ex. 23-11

Domuls – Steierman

1972

White has a forced mate.

1.♘c6†!

(1 point)

1...bxc6 2.♖b1† ♔a7 3.♕f2†

1–0

(another 1 point)

Ex. 23-12

M.Chigorin – S.Lebedev

Russian Ch, Moscow 1901

1.♖g3† ♔h8 2.♗e7!

(1 point)

2...h5

2...♘d7 3.♖xd7+–

2...♖xe7 3.♖d8†+–

3.♗xf6†

Black will be mated on the h-file: 3...♔h7 4.♗d3† ♔h6 5.♗g7#

1–0

Scoring

Maximum number of points is **22**

19 points and above ····➤ **Excellent**
15 points and above ····➤ **Good**
11 points ····➤ **Pass mark**

*If you scored less than **11** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 24

Contents

- ✓ Evaluation of the endgame
- ✓ Important drawn positions
- ✓ Winning methods

Queen against rook

In this chapter we shall examine the elementary ending of queen against rook (without pawns). This ending is usually a win for the stronger side, although the route to the win can be long and complicated. 'The exceptions are those cases in which the king does not manage to escape the checks, on account of stalemate or the loss of the queen.' – Dvoretsky

Diagram 24-1 △

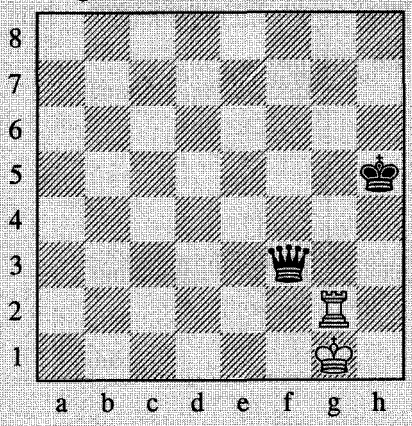


Diagram 24-1

C.Cozio

1766

An important drawn position. White exploits the black king being on the edge of the board along with the unfortunate placement of the queen on a neighbouring file. (Note that the position would also be drawn even with the queen on f5 or further back on the f-file.)

1.♖h2† ♔g4 2.♖g2† ♔h3

If the king goes to the f-file, Black loses the queen: 2...♔f4 3.♖f2=

3.♖h2† ♔g3

Otherwise Black cannot make any progress.

4.♖h3†! ♔xh3 stalemate

Diagram 24-2 △

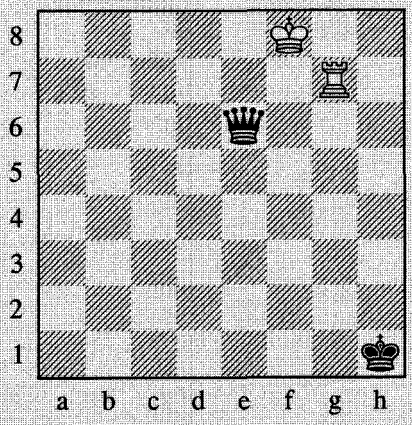


Diagram 24-2

D.Ponziani

1782

Here the black king has an additional file at its disposal. However, because of the unfortunate position of the black queen on e6, White can organize a defence.

1.♖h7† ♔g2 2.♖g7† ♔f3 3.♖f7† ♔g4

The e-file is taboo: 3...♔e4 4.♖e7=

4.♖g7† ♔f5 5.♖f7† ♔g6 6.♖g7† ♔h6

6...♔f6 also leads to a draw after 7.♖g6†! ♔xg6 stalemate.

7.♖h7†!

Black cannot make progress.

7...♔xh7 stalemate

Or 7...♔g6 8.♖h6†! ♔xh6 stalemate.

The following important theoretical position demonstrates a winning method.

Diagram 24-3

F.Philidor

1777

Notice how White has organized his pieces. Here the queen is attacking from the edge of the board and the king is nearer to the centre of the board. If we swapped round the white pieces, Black could force a draw as in Diagram 24-1.

There is no check available to Black, since the white queen is controlling the c7-square. Both sides have their pieces in the best possible positions. To win the game, White simply has to transfer to his opponent the right to move! (We also make use of this example to provide an illustration of zugzwang in Chapter 10 of *Build Up Your Chess 2*.)

1.♕e5†

1.♕a6?! ♖c7† 2.♔b6?? allows 2...♖c6†!=.

1...♔a8

1...♔c8 2.♕e8#

2.♕a1† ♔b8

2...♖a7 3.♕h8#

3.♕a5!

Diagram 24-4

White has put his opponent in zugzwang by triangulating with his queen. Black must move his rook away from his king, after which White can win it with a double attack.

3...♖b1

Other moves also lose quickly:

a) 3...♖e7 4.♕d8†+–

b) 3...♖g7 4.♕e5†+–

c) 3...♖b2 4.♕e5†+–

d) 3...♔c8 4.♕a6+–

e) 3...♖a7 4.♕d8#

f) 3...♖b3 4.♕e5† ♔a7 5.♕g7† ♔a8 6.♕g8†+–

g) 3...♖f7 4.♕e5† ♔a7 5.♕e3† ♔b8 6.♕e8†+–

h) 3...♖h7 4.♕e5† ♔a8 5.♕a1† ♔b8 (5...♖a7 6.♕h8#) 6.♕b1†+–

4.♕e5† ♔a7 5.♕d4† ♔a8 6.♕h8† ♔a7

6...♖b8 7.♕a1#

7.♕h7†+–

Diagram 24-3 △

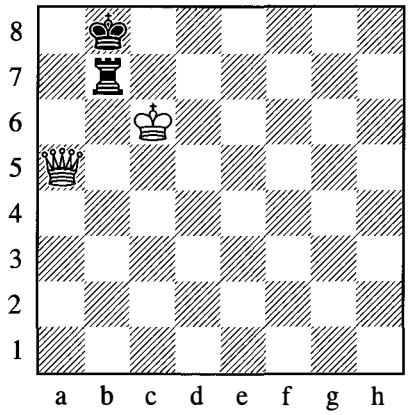
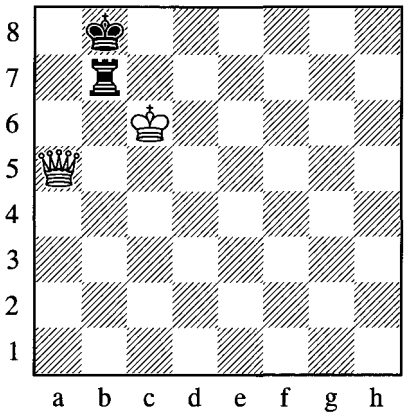


Diagram 24-4 ▼



In practice, however, the stronger side does not always win this ending, since it is difficult to play faultlessly when time is limited. Here is a practical example of this.

Diagram 24-5 △

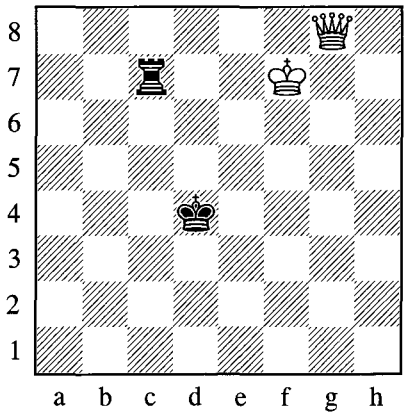


Diagram 24-6 ▼

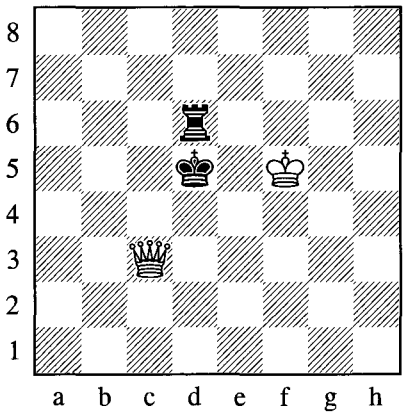


Diagram 24-7 ▼

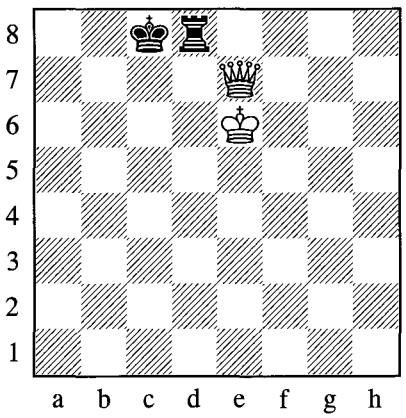


Diagram 24-5

V.Achenbach – A.Yusupov

Simultaneous game, Essen 2000

For the ending of queen against rook (and others endings with six or fewer pieces) there exist *Nalimov Tablebases*, which enable a computer to analyse and play it perfectly. Our comments on this ending make use of these tablebases.

1.♔e6 ♖c6† 2.♔f5 ♖c5† 3.♔f4 ♖d5 4.♕c8

According to the computer, White wins more quickly with 4.♕a8 ♖c5 5.♕a4† ♔c3 6.♕d7.

4...♔d3 5.♕c1

5.♕a6† ♔d4 6.♕a4† ♔c5 7.♔e4 would be faster.

5...♔d4 6.♕c2 ♖d6 7.♕d2† ♔c5 8.♕c3†

And here 8.♕a5† ♔c6 9.♔e5 would be faster.

8...♔d5 9.♔f5

Diagram 24-6

The last five moves have not achieved much for White.

9...♖d7 10.♕d3†

There is an quicker win after 10.♕a5† ♔c6 11.♔e6.

10...♔c6 11.♕c4† ♔d6 12.♔f6

White is slowly pushing his opponent to the edge of the board.

12...♖d8

12...♖c7 would be more resilient according to the computer. Here is the best winning method: 13.♕e6† ♔c5 14.♔e5 ♖c6 15.♕b3 ♖c7 16.♕c3† ♔b6 17.♕b4† ♔c6 18.♔e6 ♖b7 19.♕c4† ♔b6 20.♔d6 ♔a5 21.♕d3! (but not 21.♔c6?? ♖c7†!=) 21...♔b6 22.♕f3 ♖b8 23.♕c6† ♔a7 24.♕e4 ♔b6 25.♕d4† ♔b7 26.♔d7 ♔a6 (26...♖g8 27.♕d5†+–) 27.♔c7 ♖b7† 28.♔c6+–

13.♕d4† ♔c7 14.♕c5† ♔d7 15.♕e7† ♔c8 16.♔e6

Diagram 24-7

White has forced his opponent into position and is not far from the win.

16...♖d1

16...♖g8 (intending ♖g6†) is answered by: 17.♕h7! ♖d8 18.♕a7 ♖d1 19.♕c5† ♔d8 (19...♔b7 20.♕b4† ♔c8 21.♕c3† leads to the same position) 20.♕b4! White controls the e1-square. As Mark Dvoretsky has remarked, '**It is not infrequent for quiet moves which limit the mobility of the opposing pieces to be much more effective than checks.**'

Diagram 24-8

20...♔c7 21.♕c3† ♔d8 22.♕b3 ♖e1† 23.♔d6 Black is either mated or loses the rook.

17.♕f8†

The simple winning method of 17.♕c5† ♔d8 18.♕b4! was examined in the previous note.

17...♔c7

17...♖d8 puts up stiffer resistance.

18.♕f4† ♔c8 19.♕c4† ♔d8

Diagram 24-9

20.♕b4

20.♕b3! ♖e1† 23.♔d6 wins immediately.

20...♔c8 21.♕b3?!

The correct way to win is 21.♕c3† ♔d8 22.♕b3.

21...♖c1

Or 21...♖d7!? 22.♕a4 ♖b7 23.♔d6 ♖b6† 24.♔c5 ♖b7 25.♕a8† ♔c7 26.♕e8! ♖a7 27.♕e5† ♔b7 28.♔b5 and White soon wins.

22.♔d6 ♖c7 23.♕g8† ♔b7 24.♕g2†?!

White should play 24.♕d5† ♔b8 25.♕e5!? and now:

a) 25...♔b7 26.♕b5† ♔c8 27.♕a5! Mate is near.

b) 25...♖b7 26.♔c6† White wins as in Diagram 24-3: 26...♔a7 27.♕a1† ♔b8 28.♕a5⊙

24...♔b8 25.♕b2† ♔c8 26.♕b6?

This makes the win harder.

The correct way is 26.♕b5 ♖g7 27.♕e8† ♔b7 28.♕e4† ♔b8 29.♔c6 ♖b7 30.♕e5† and once again White wins as in Diagram 24-3.

26...♖d7† 27.♔c6??

Pressed for time, White allows the typical stalemate defence.

Diagram 24-10

27...♖d6†!

½–½

Diagram 24-8 (analysis) ▼

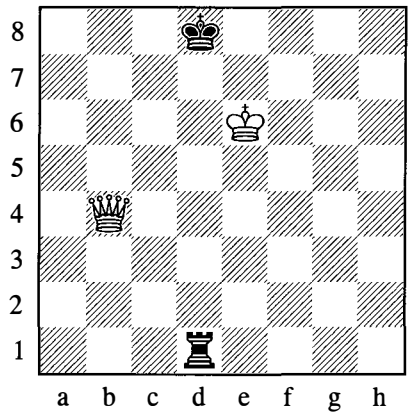


Diagram 24-9 △

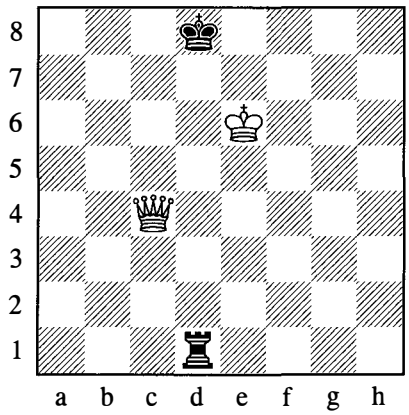
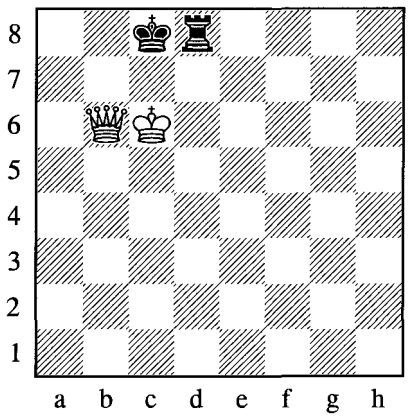
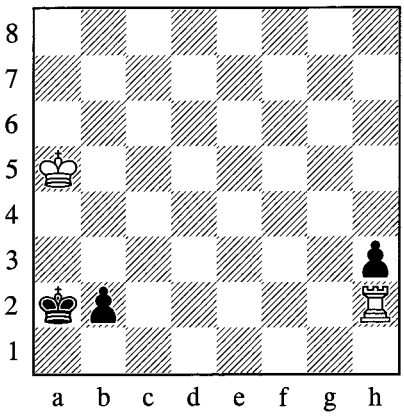


Diagram 24-10 ▼

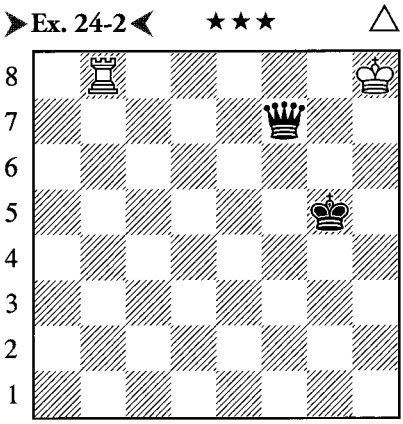


Exercises

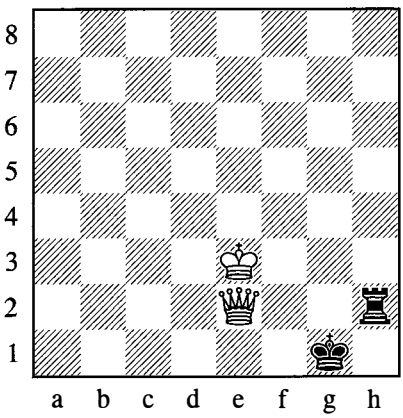
Ex. 24-1 ★ △



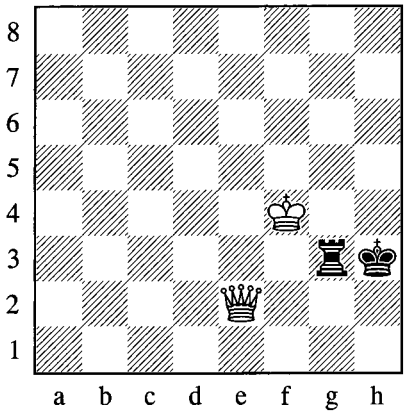
Ex. 24-2 ★★★ △



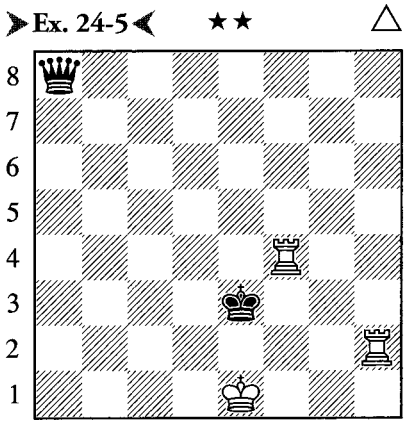
Ex. 24-3 ★★ △



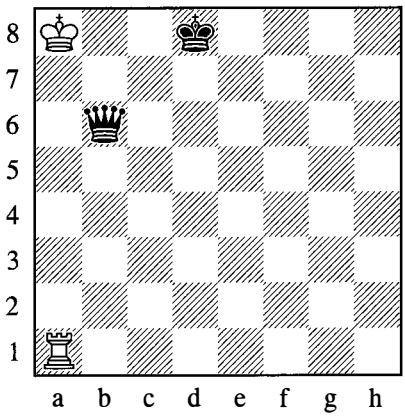
Ex. 24-4 ★★ △



Ex. 24-5 ★★ △

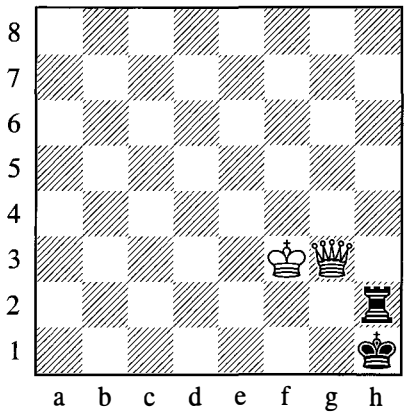


Ex. 24-6 ★★ △

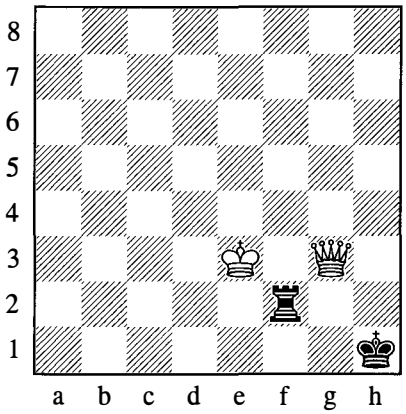


Exercises

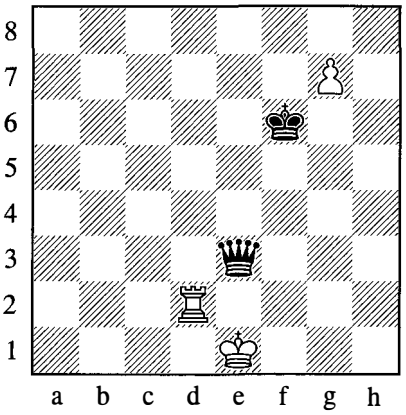
Ex. 24-7 ★ ▼



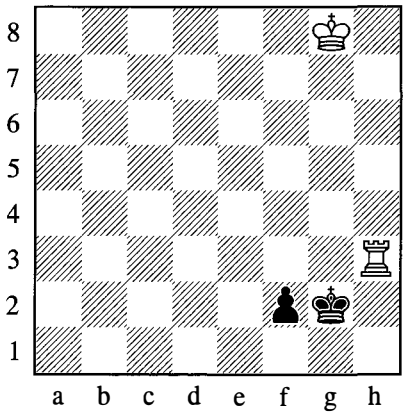
Ex. 24-8 ★★ △



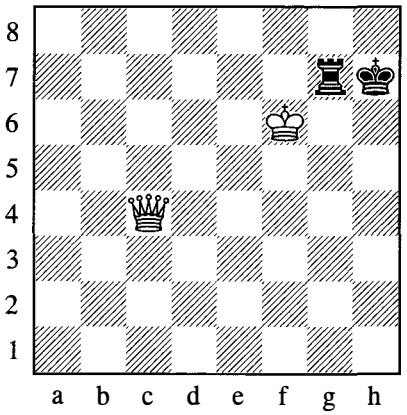
Ex. 24-9 ★★ △



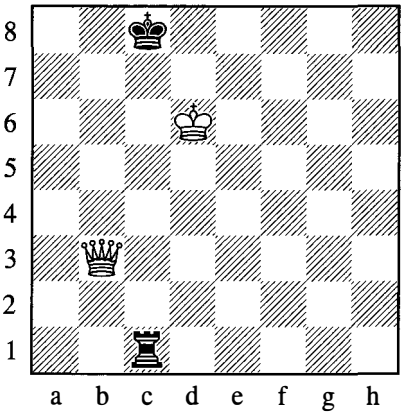
Ex. 24-10 ★★ △



Ex. 24-11 ★ △



Ex. 24-12 ★ △



Solutions

Ex. 24-1

The end of a study by

D.Gurgenidze

1999

1.♔a4!

1.♖xh3? b1♕–+

1...♔a1 2.♖xh3 b1♕ 3.♖a3† ♔b2 4.♖b3†=

(1 point)

Ex. 24-2

The end of a study by

D.Gurgenidze

1999

White saves the game by using a stalemate defence.

1.♖g8†!

(1 point)

1.♖b5†? fails to 1...♔f4! 2.♖b4 ♔f3–+.

1...♔f4

1...♔h6 2.♖g6†=

2.♖g4† ♔e5 3.♖g5†!

(another 1 point)

But not 3.♖e4†? ♔d6 4.♖d4† ♔c5–+.

3...♔e6 4.♖g6†!

(another 1 point)

Certainly not 4.♖e5†? ♔d6–+.

4...♕xg6 stalemate

Ex. 24-3

The end of a study by

G.Walker

1841

White can mate quickly.

1.♕e1† ♔g2 2.♕f2† ♔h3

2...♔h1 3.♕f1#

3.♕f3† ♔h4 4.♔f4–+

(2 points)

Ex. 24-4

G.Walker

1841

The position is similar to Diagram 24-3. The next queen move is typical and forces the black rook away.

1.♕e1!

(2 points)

White should not put his queen too close to the opposing king: 1.♕f2?! ♖g4† 2. ♔f3?? ♖f4†!=

1...♖g4†

1...♖g2 2.♕h1† ♖h2 3.♕f3† ♔h4 4.♕g4#

2.♔f3–+

Ex. 24-5

J.Kling

1849

1.♖a4! ♕xa4

1...♕c8 2.♖h3† ♕xh3 3.♖a3†+–

(1 point for this variation)

2.♖h3† ♔f4 3.♖h4†+–

(another 1 point)

Ex. 24-6

J.Kling & B.Horwitz

1851

The white king is in a stalemate position...

1.♖d1†! ♔c8

After 1...♔e7 White must choose the right check:

a) 2.♖e1†? ♔f6 3.♖f1† ♔g6–+

b) 2.♖d7†!

(1 point for this variation)

The white rook follows the black king onto the 7th rank. 2...♔e6 3.♖e7†=

2.♖c1†! ♔d7 3.♖c7†!

(another 1 point)

3..♔e6 4.♖e7†! ♔d5 5.♖d7†! ♔c5 6.♖c7†! ♕xc7 stalemate

Solutions

Ex. 24-7

A.Morozevich – D.Jakovenko

Pamplona 2006

In the diagram position, White has just played 1.♔g4-f3??, throwing away the win. Withdrawing the queen before bringing in his king would have won quickly. For example: 1.♕e5! (other sensible queen moves are also winning) 1...♔g1 2.♔g3 ♖g2† 3.♔h3+–

1...♖f2†!

(1 point)

2.♔e3

Both ways of capturing the rook are stalemate, while returning to the g-file is no good either: 2.♔g4 ♖g2=

2...♖e2†! 3.♔d3 ♖d2† 4.♔xd2

½–½

Ex. 24-8

The end of a study by

C.Salvioli

1888

1.♕h4†!

(1 point)

This is the quickest route to victory.

Of course capturing the rook would be stalemate.

1...♖h2 2.♕e1† ♔g2

White now wins as in Ex. 24-3.

3.♕f2† ♔h3 4.♕f3† ♔h4 5.♔f4+–

(another 1 point)

Ex. 24-9

The end of a study by

F.Axelsson

1947

1.♔f1! ♔xg7

1...♕xd2 2.g8♕=

2.♖g2†

(2 points)

We now have the same situation as in Diagram 24-2.

2...♔f6 3.♖f2† ♔g5 4.♖g2† ♔f4 5.♖f2† ♔g3 7.♖g2† ♔h3 8.♖h2†! ♔g3 9.♖h3†! ♔xh3 stalemate

Ex. 24-10

The end of a study by

V.Chekhover

1949

1.♖h7! f1♕ 2.♖g7†

White draws as in Diagram 24-1.

(2 points)

2...♔h3 3.♖h7† ♔g4 4.♖g7† ♔f3

4...♔h5 5.♖h7† ♔g6 6.♖g7† ♔h6 7.♖h7†=

5.♖f7† ♔e2 6.♖xf1 ♔xf1=

Ex. 24-11

The end of a study by

A.Chéron

1951

1.♕h4† ♔g8 2.♕h5+–

(1 point)

The Philidor position has been reached, with Black to play (see Diagram 24-4).

Ex. 24-12

The end of a study by

M.Euwe

1958

1.♕a3!

(1 point)

White threatens both ♕a8# and ♕xc1†. We saw the same idea in Diagram 24-9.

1...♖d1† 2.♔c6 ♔d8

2...♔b8 3.♕b3†+–

3.♕f8#

Scoring

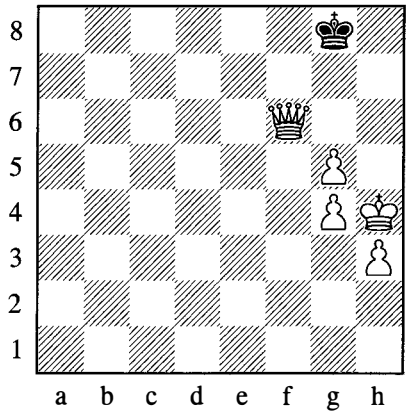
Maximum number of points is **21**

18 points and above ⟶ **Excellent**
15 points and above ⟶ **Good**
11 points ⟶ **Pass mark**

*If you scored less than **11** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

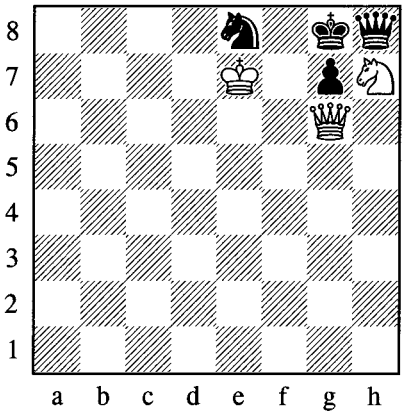
Final test

F-1 ★★ △



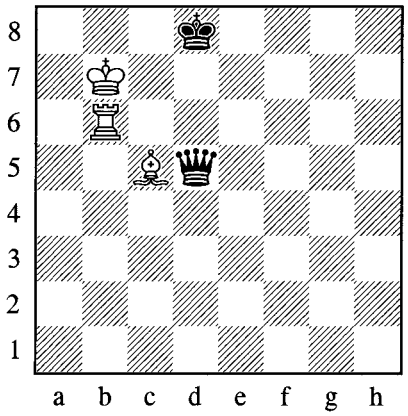
Mate in three moves

F-4 ★★ △

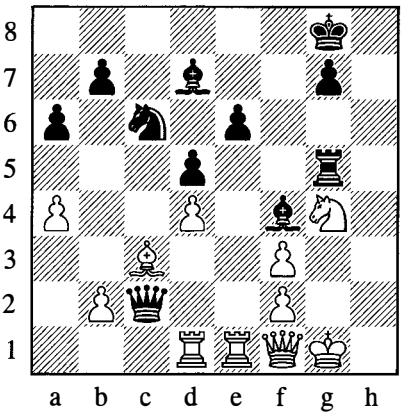


Mate in three moves

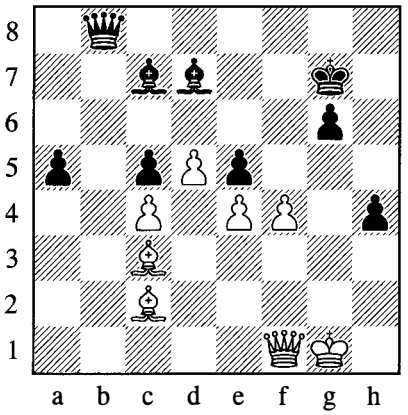
F-2 ★★★ △



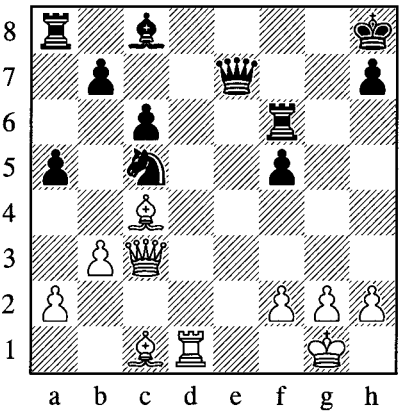
F-5 ★★ ▼



F-3 ★★ △

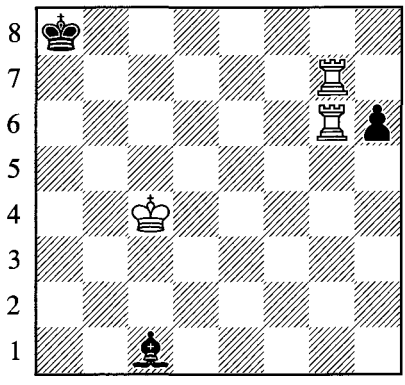


F-6 ★★ △



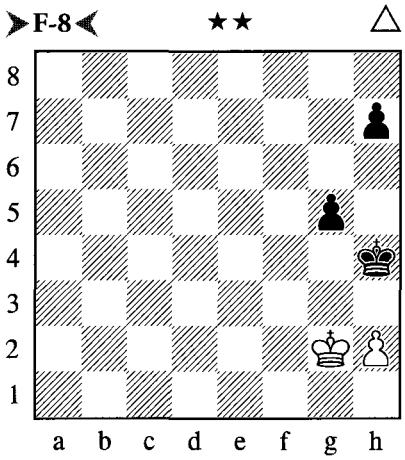
Final test

F-7 ★★ △

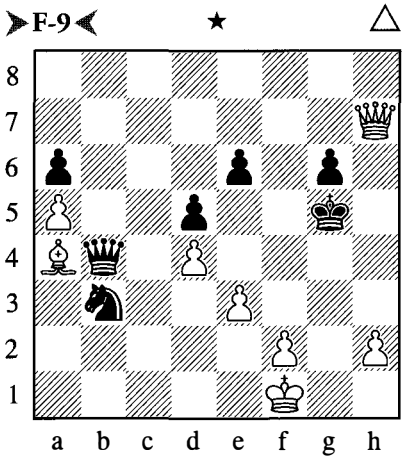


Mate in three moves

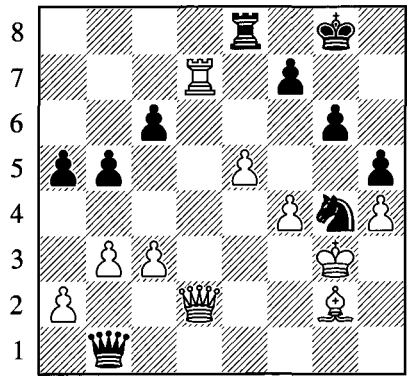
F-8 ★★ △



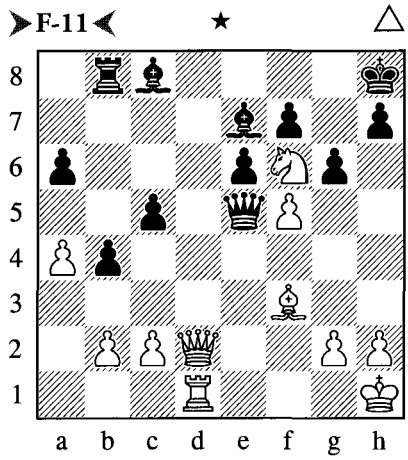
F-9 ★ △



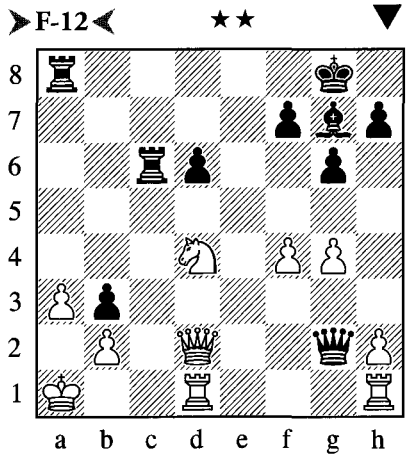
F-10 ★ ▼



F-11 ★ △

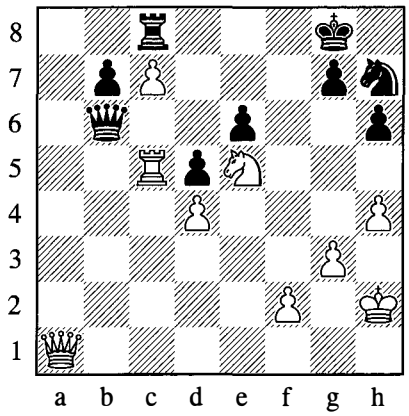


F-12 ★★ ▼

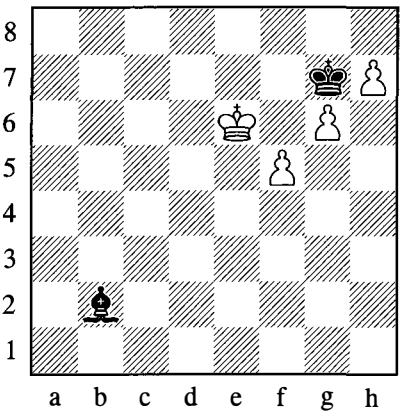


Final test

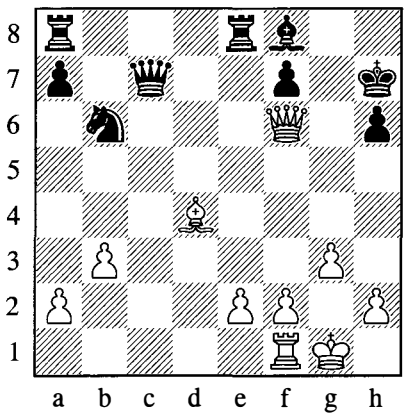
F-13 ★★★ △



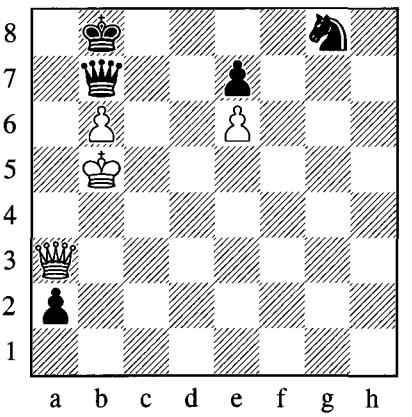
F-16 ★★ ▼



F-14 ★★ △



F-17 ★★ △



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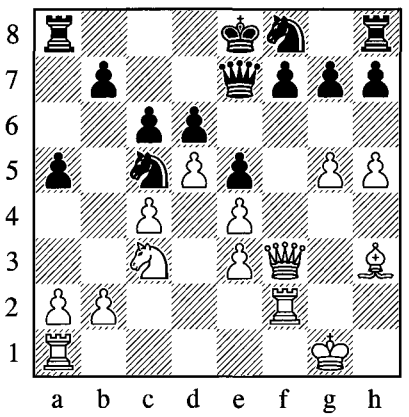
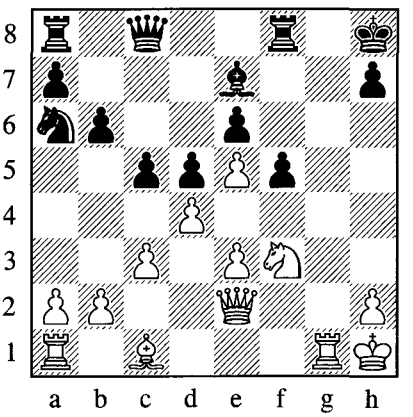
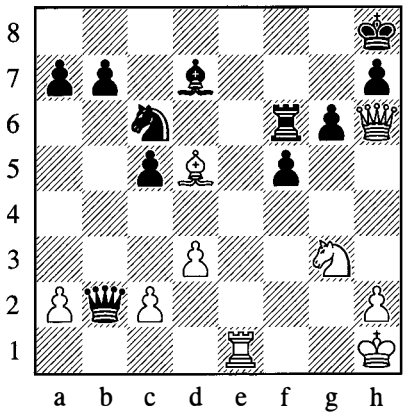


F-18 ★★★ △

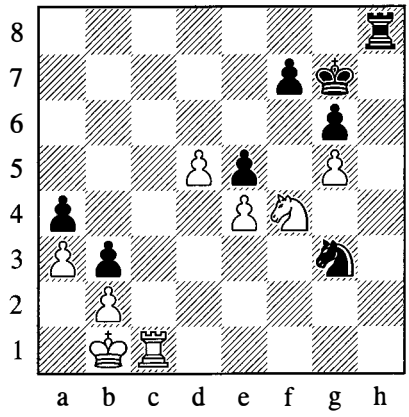


Final test

F-19 ★★ △



F-22 ★★ △



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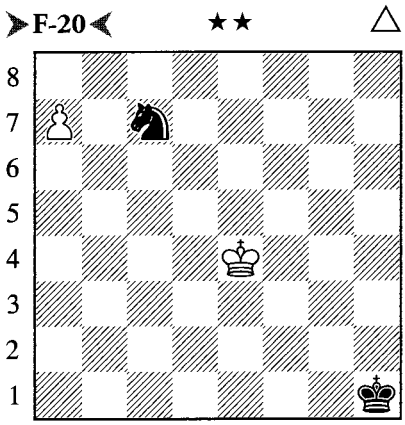
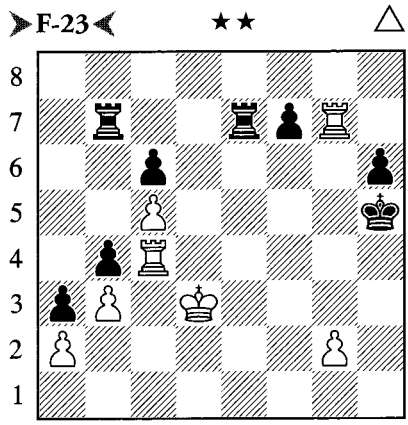
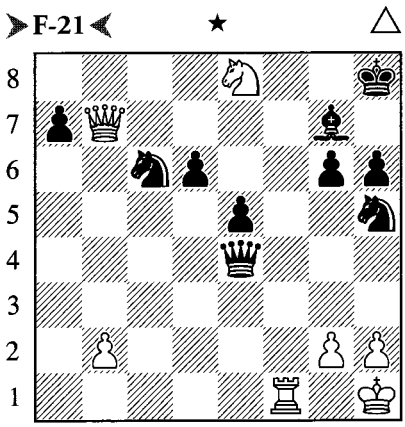


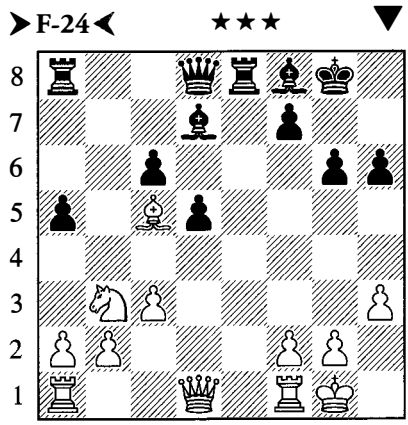
F-23 ★★ △



F-21 ★ △



F-24 ★★★ ▼



Solutions

F-1

Calculating variations /Chapter 20

J.Koers

1916

There is only a single square available to the black king. If it were Black's move he would have to play 1...♔h7. Then 2.♕f8 forces the king into a mating net... So a waiting move will solve the task!

1.♔g3! ♔h7 2.♕f8 ♔g6 3.♕g8#

(2 points)

F-2

Endgame /Chapter 24

The end of a study by

E.Dobrescu

1953

1.♔a6!

(1 point)

1.♖c6?? ♔d7–+

1...♕xc5

Declining the bishop is no better: 1...♕c4† 2.♖b5 ♔c7 3.♔a5 ♔c6 4.♖b6†! ♔xc5 5.♖c6†! ♔xc6 stalemate.

(another 1 point for this variation)

2.♖b8†

White has reached the Ponziani position (see Diagram 24-2).

2...♔d7 3.♖b7† ♔c8 4.♖b8†! ♔d7

Or 4...♔c7 4.♖c8†! ♔xc8 stalemate.

5.♖b7† ♔c6 6.♖c7†! ♔xc7 stalemate.

(another 1 point)

F-3

Tactics /Chapter 1

I.Nikolaidis – E.Grivas

Greece 1993

1.fxe5!

(1 point)

White can also play 1.d6 ♗xd6 2.fxe5 (also 1 point) with the same idea: 2...♗xe5 3.♕f4+–

1...♗xe5 2.♕f4!!+–

(another 1 point)

We saw a similar cross-pin in Ex. 1-10.

1–0

F-4

Calculating variations /Chapter 20

A.Grunenwald

1956

The mate 1...♕xh7 2.♕xe8# has been prepared. Further, if Black's knight moves then White has 2.♘f6#. White is unable to maintain this latter mate threat; however, he can arrange for different mates to be possible against the various black knight moves.

1.♔d7! ♘c7

1...♘d6 2.♔xd6 ♕xh7 3.♕e8#

1...♘f6† 2.♘xf6† ♔f8 3.♕e8#

2.♔xc7 ♕xh7 3.♕e8#

(2 points)

F-5

Strategy /Chapter 2

A.Markgraf – A.Yusupov

German Ch, Osterburg 2006

1...e5!

(1 point)

Opening the diagonal for the d7-bishop.

2.♕d3

After 2.♕h3 e4–+ White cannot save the g4-knight.

2...♕xd3 3.♖xd3 e4

(another 1 point)

4.♗d2

4.fxe4 ♖xg4† 5.♔f1 dxe4 6.♖xe4 ♗f5–+

4...♗xd2 5.♖xd2 exf3

0–1

Solutions

F-6

Tactics /Chapter 3

L.Winants – Gooris

Belgium 1992

The conclusion of a beautiful combination.

1.♕xf6†! ♕xf6 2.♖d8† ♕xd8

2...♔g7 3.♖g8#

(1 point for this variation)

3.♗b2†

1–0

(another 1 point)

F-7

Calculating variations /Chapter 20

W.Von Holzhausen

1921

White must first entice the black king to the b8-square.

1.♖c7!

Threatening 2.♖g8#.

Other moves, such as 1.♖d7?, fail to 1...♗f4 and the bishop will interpose on b8.

1...♔b8 2.♖e7!

(2 points)

3.♖g8# cannot be prevented; the white rook blocks the black bishop's routes to f8 and d8.

F-8

Endgame /Chapter 4

Training position

1.h3!

(1 point)

We saw this idea in the analysis of the theoretical position in Diagram 4-7.

Since the black pawn on h7 still has the choice between moving one square or two, White must not allow his opponent access to the h3-square:

a) 1.♔g1? ♔h3 2.♔h1 g4 3.♔g1 h6! 4.♔h1 h5 5.♔g1 h4 6.♔h1 g3 7.hxg3 hxg3 8.♔g1 g2–+

b) 1.♔h1? ♔h3 2.♔g1 g4 3.♔h1 h5! 4.♔g1 h4 5.♔h1 g3 6.hxg3 hxg3 7.♔g1 g2–+

1...♔h5

1...h6 2.♔h2=

2.♔g3 ♔g6 3.h4!=

(another 1 point)

3.♔g4 h5† also leads to a draw, but is more complicated: 4.♔g3! ♔f5 5.♔f3! ♔e5 6.♔e3! h4 7.♔f3!=

F-9

Positional play /Chapter 5

A.Yusupov – A.Reuss

German Ch, Osterburg 2006

1.♗e8!

(1 point)

Here an attack is the simplest way to victory.

1–0

If 1...♕c4† then 2.♔g2 ♕c2 3.h4† ♔g4 4.♗xg6+–.

1...♘d2† is no better: 2.♔g2 ♕b1 (2...♔f6 3.♕xg6† ♔e7 4.♕f7† ♔d8 5.♕d7#) 3.f4†! ♔f6 (3...♔f5 4.♕xg6# or 3...♔g4 4.♕h3#) 4.♕f7#

F-10

Tactics /Chapter 6

P.Popovic – A.Yusupov

Innsbruck 1977

1...♕g1!

(1 point)

This natural move threatens ...♕h2†. The queen and knight cooperate very well in attack.

2.♖d8?

2.♔f3∓ would put up stiffer resistance.

2...♖xd8 3.♕xd8† ♔h7 4.♕d4 ♕h2†

4...♘e3 5.♔f3!∓ is less convincing.

5.♔f3 ♕xh4 6.♔e2 ♕h2 7.♔f1 c5! 8.♕e4

8.♕xc5 ♕xf4†–+

8...♕g3 9.♔e2 ♕f2† 10.♔d3 ♕xa2 11.♕b7 ♕xb3

0–1

Solutions

F-11

Tactics /Chapter 8

Based on the game

J.Aitken – R.Payne

British Ch, Whitby 1962

1.♕h6!

But not 1.♘g4? ♕xf5∓.

1...♕xf6 2.♖d8†!

Deflection.

2...♗xd8 3.♕f8#

(1 point)

F-12

Tactics /Chapter 23

Wheeler – Hall

1964

1...♖c1†!

(1 point)

It is just as good for Black to reverse his move order: 1...♖xa3†! (also 1 point) 2.bxa3 ♖c1†! 3.♔b2 ♖c2†–+

2.♕xc1

White will also be quickly mated after 2.♖xc1 ♖xa3† (or 2...♕xd2–+) 3.bxa3 ♗xd4† 4.♔b1 ♕xd2–+.

2...♖xa3†! 3.♔b1

3.bxa3 ♕a2#

3...♖a1†! 4.♔xa1 ♕a8† 5.♔b1 ♕a2#

(another 1 point for the whole variation)

F-13

Calculating variations /Chapter 9

G.Timoschenko – Y.Gutop

USSR 1984

1.♕a8!

(1 point)

This wins by force.

1.♕a4 (1 consolation point) is less clear after 1...♘f6 2.♘d7 ♕d6 3.♘xf6† gxf6 4.♕a7 b5 5.♕b7 ♕d7 6.h5. Black is paralysed by the strong c-pawn, but White still has a bit of work to do to finish him off.

1...♖xa8 2.c8♕† ♖xc8 3.♖xc8† ♘f8 4.♖xf8†!

(another 1 point)

4...♔h7

4...♔xf8 5.♘d7†+–

5.h5!

(another 1 point)

The point of the combination; White threatens ♘g6 followed by ♖h8#.

5...g5 6.hxg6† ♔g7 7.♖f7† ♔g8 8.♘g4

The knight will come into f6 or h6, and then the rook (or the pawn) will mate.

1–0

F-14

Tactics /Chapter 10

H.Lachmann – H.Mueller

Stolp 1934

1.g4!!

(2 points)

A quiet move, which establishes control over the escape square f5, and threatens 2.♕h8† ♔g6 3.♕g8†+–.

The move order is important; if 1.♕h8† ♔g6 2.g4? then 2...♕xh2†! 3.♔xh2 ♗d6†–+.

1...♕e7 2.♕h8† ♔g6 3.♕g8† ♗g7 4.♕xg7#

F-15

Positional play /Chapter 11

A.Yusupov – M.Bezold

Pulvermühle 2006

The open f-file allows White to obtain a decisive advantage.

1.♖af1!+–

(1 point)

1...f6

The key variation is 1...♕xg5† 2.♖g2 ♕f6 3.♕g3 ♕h6 4.♕xg7 ♕xg7 5.♖xg7+– and the f7-pawn falls.

(another 1 point for this variation)

2.gxf6 gxf6 3.♕xf6 ♕xf6 4.♖xf6 ♖d8 5.♔h2 ♘fd7 6.♖xd6 ♘b6 7.♖df6 ♘xc4 8.dxc6 bxc6

Solutions

8...♘xe3 9.c7 ♘xf1† 10.♖xf1 ♖d2† 11.♔h1+–

9.♖xc6 ♘xe3 10.♖f3 ♖d2† 11.♔h1

1–0

F-16

Endgame /Chapter 12

Theoretical position

1...♔h8!

(1 point)

But not 1...♗c3?? 2.f6† ♗xf6 3.h8♕† ♔xh8 4.♔xf6 ♔g8 5.g7+–.

(another 1 point for this variation)

2.f6 ♗xf6 3.♔xf6 stalemate.

F-17

Tactics /Chapter 13

The end of a study by

J.Kling & B.Horwitz

1851

The white queen clears up:

1.♕g3† ♔a8 2.♕xg8† ♕b8 3.♕g2† ♕b7 4.♕xa2† ♔b8 5.♕h2† ♔a8 6.♕h8† ♕b8 7.♕a1†

This forces mate. Going into a pawn ending is an easy win too: 7.♕xb8† ♔xb8 8.♔c6 ♔c8 9.b7† ♔b8 10.♔d7+– (also 2 points).

7...♔b7 8.♕a6#

(2 points)

F-18

Strategy /Chapter 14

A.Yusupov – M.Luch

Warsaw (rapid) 2005

1.e4!

(2 points)

White plays very energetically and immediately opens the position.

1.♗d2!? (only 1 point) planning ♖g2 and ♖ag1, is a reasonable alternative, albeit a bit slow.

1...dxe4

Or 1...fxe4 2.♗h6! ♖xf3 (2...♖f7 3.♘g5 ♗xg5 4.♗xg5+–) 3.♕g2 and Black will soon be mated.

2.♗h6!

(another 1 point)

2...♖g8

After 2...♖f7 3.♘g5 ♗xg5 4.♖xg5 Black is also in trouble, for example: 4...e3 5.♖ag1 ♕b7† 6.♖1g2 f4 7.♕g4+–

3.♖xg8† ♕xg8 4.♖g1 exf3

No better is 4...♕f7 5.♘g5 ♗xg5 (or 5...♕g6 6.♕xa6 +–) 6.♗xg5 and Black has no defence against 7.♗f6†.

5.♕xf3 ♕xg1† 6.♔xg1 ♖g8† 7.♔f1 ♘c7 8.♕c6 ♗d8 9.dxc5 b5 10.♕d7 a6 11.♗g7†!

1–0

F-19

Tactics /Chapter 15

Y.Krutikhin – E.Chaplinsky

Moscow 1950

1.♘h5!

(1 point)

White threatens ♕g7#. The idea is to open the g-file.

1...gxh5 2.♖g1!!

(another 1 point)

The threat of ♖g8# is decisive.

1–0

F-20

Endgame /Chapter 16

J.Hasek

1928

1.♔d3!

(1 point)

Other ways of approaching the knight do not work:

a) 1.♔c4? ♘b5†=

b) 1.♔e5? ♔g2 2.♔d6 ♘b5†=

c) 1.♔f5? ♔g2 2.♔f6 ♔f3 3.♔e7 ♔e4 4.♔d7 ♘a8 5.♔c6 ♔e5 6.♔b7 ♔d6 7.♔xa8 ♔c7 stalemate.

Solutions

1...♔g2 2.♔c4 ♔f3 3.♔c5 ♔e4 4.♔c6 ♘a8 5.♔b7 ♔d5 6.♔xa8 ♔c6 7.♔b8+–

(another 1 point)

F-21

Tactics /Chapter 17

Based on the game

S.Buskenstrom – Z.Nilsson

Sweden 1962

1.♕xg7†! ♘xg7 2.♖f8† ♔h7 3.♘f6#

(1 point)

F-22

Tactics /Chapter 19

L.Szabo – P.Dozsa

Hungarian Ch, Budapest 1962

1.♘e6†!

(1 point)

1...fxe6

1...♔h7 is met by 2.d6! ♘xe4 3.♖h1†+–.

2.♖c7† ♔g8?

Giving up the exchange by 2...♔f8 3.♖c8† ♔e7! would put up stiffer resistance.

3.♖c8† ♔g7 4.♖xh8 ♘xe4

4...♔xh8 5.d6!+–

(another 1 point for this variation)

5.♖e8

5...exd5 is followed by 6.♖xe5 ♔f7 7.♖xd5 ♔e6 8.♖a5+–.

1–0

F-23

Tactics /Chapter 21

A.Karpov – B.Larsen

Linares 1983

1.♖c1!

(1 point)

Black had probably overlooked this move, which threatens 2.♖h1#.

1.g3? also threatens mate in one, but allows Black a defence: 1...♖bd7† 2.♔c2 ♖e2† 3.♔c1 and Black can now choose between taking a draw with 3...♖e1† or playing on with 3...♖h2.

1–0

After escaping from the checks, White will deliver mate: 1...♖bd7† 2.♔c2! (not 2.♔c4?? ♖e4#) 2...♖e2† 3.♔b1 ♖b2† 4.♔a1 ♖d4 5.♖h1† ♖h4 6.g4#

(another 1 point for this variation)

F-24

Positional play /Chapter 22

P.Jaracz – A.Yusupov

Warsaw (rapid) 2005

1...a4!

(1 point)

The best chance. Black must play actively, otherwise he will find himself positionally worse.

2.♗xf8 axb3 3.♗xh6?

3.♗a3!∓ was necessary.

(another 1 point)

3...♕h4!

(another 1 point)

4.♕d2 bxa2∓

Black has acquired a dangerous passed pawn.

5.b3 ♗f5!

Intending ...♗b1.

6.♗g5 ♕h5 7.♗e3

7.g4 ♗xg4 8.hxg4 ♕xg4† 9.♔h2 ♖e5–+

7...♗b1 8.♗d4 ♖e6 9.♕f4 ♖ae8 10.♔h2 g5 11.♕c7 g4 12.♕f4 ♖g6∓

Black went on to win.

Scoring

Maximum number of points is **48**

42 points and above ⟶ **Excellent**

36 points and above ⟶ **Good**

24 points ⟶ **Pass mark**

*If you scored less than **24** points, we recommend that you read again those chapters dealing with the areas where you made a lot of mistakes and repeat the exercises which you got wrong.*

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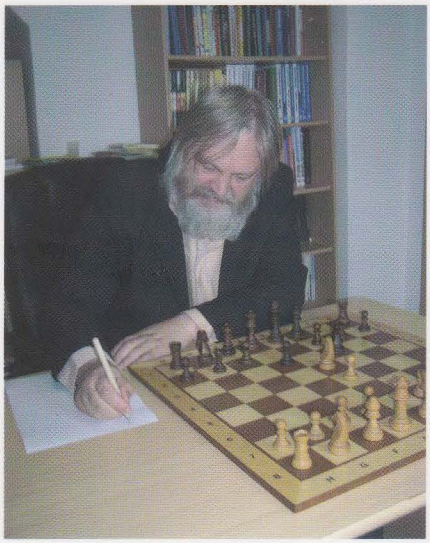
GAMES/CHESS

ARTUR YUSUPOV

CHESS EVOLUTION
THE FUNDAMENTALS



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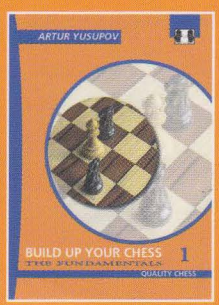
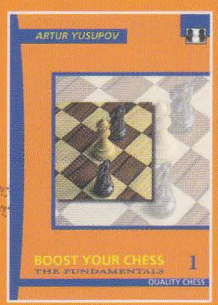
Artur Yusupov was ranked No. 3 in the world from 1986 to 1992, just behind the legendary Karpov and Kasparov. He has won everything there is to win in chess except for the World Championship. In recent years he has mainly worked as a chess trainer with players ranging from current World Champion Anand to local amateurs in Germany, where he resides.





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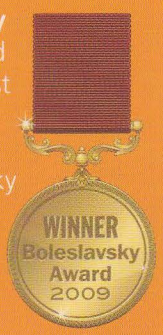

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