



**ШАХМАТНЫЙ
УНИВЕРСИТЕТ**



IRINA MIKHAYLOVA

Thinking in Schemes

A Strategy of the Champions

Irina MIKHAYLOVA

**Thinking in Schemes.
A Strategy
of the Champions**

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In this book Irina Mikhaylova, PhD—International Grandmaster, Coach of the Highest Qualification—studies a most important direction in the development of strategic mastery: the method of “Thinking in Schemes”. The method has been applied by World Chess Champions with a great success. The book presents analyses of about 500 examples from their practice, positions for unsupervised work and practical recommendations.

Undoubtedly, this book will be of help to those who want to perfect their play practice as well as coaching work.

Mikhaylova Irina V.

A Textbook

Thinking in Schemes. A Strategy of the Champions

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FOREWORD

Many people in their youth enthusiastically read chess books. Through their books the authors frequently become somebody's first chess teachers. Reflection on the read material helps to develop chess views and abilities. The formation of my style was influenced to a great extent by A. Alekhine's book "My



Selected Games". In many of his games reigned logic. Alexander Alekhine was looking not for certain moves, but sought to perceive the depth of chess, the logic of events on the board, and only then to find the best continuations with regard to the chosen plan of game.

The book offered to you, dear reader, it seems to me, is interesting, original and useful. It may help you to develop your own style of play. The subject "thinking in schemes" receives such a detailed and comprehensive treatment, possibly, for the first time in chess literature. Such a way of thinking was used by many known chess players in their games with a great success. In my view, you can develop your chess mastery by studying well-selected examples from the creative work of the world's best chess players. The problem method of exposition favours better learning and understanding of the material. Undoubtedly, this book will be of help to those who want to perfect their play practice as well as coaching work.

I would like to wish the author success in her further creative work!

Vasily Smyslov, the 7th World Chess Champion

A handwritten signature in dark ink, which appears to be "V. Smyslov". The signature is fluid and stylized, with a long horizontal stroke at the end.

«There is a generally accepted division of chess players into those who calculate variations and those who think in schemes by laying stress on the strategic elements of chess play.»

G. Kasparov, the 13th World Chess Champion

THINKING IN SCHEMES

As the German Grandmaster R. Teichmann—"one of the finest positional chess players" in the words of J.-R. Capablanca—once remarked, "Chess is 99 percent tactics". By now, there have been published many textbooks and problem books in which there are hundreds, even thousands of examples serving for the development of combinational vision and variations calculation skills. At the same time, there is an almost total lack of the chess literature showing a sufficient number of examples for the development of positional insight. But strategy, even if it occupies only one percent, is a kind of "nucleus" surrounded with "electrons" of variations; and if this nucleus is missing, the "matter" of chess play breaks up.

Planning is one of the most important and the hardest elements of chess mastery. Grandmaster A.A. Kotov, when speaking about the tactics of playing in time-trouble,

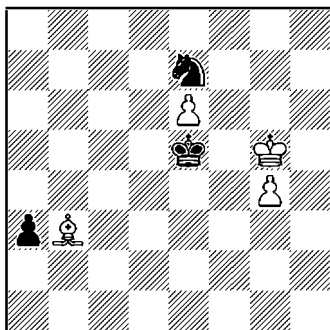
pointed out that the most widespread mistake in the games against strong chess players is in trying to outplay them in tactical complications: grandmasters calculate variations with lightning speed. But formulation of strategic tasks may lead to success, because the hardest thing even for the strongest chess players is planning, locating the most favourable placement of pieces for attack as well as for defence.

Grandmaster A.A. Kotov recalls: *"Once, during the 3^d Moscow International Tournament held in 1936, several chess masters were analysing the ending of a game. They could not find any solution, but there was more than enough of arguing. Suddenly, into the tiny room where they were analysing the game walked Capablanca, who loved to stroll about while waiting for his turn to move. On learning the cause of the dispute, the imposing Cuban suddenly scattered*

the pieces all over the board and then showed what kind of arrangement the active side should try to achieve. It is not a slip of the tongue: Don Jose had literally scattered the pieces without making any moves, but simply placed the pieces to their proper positions. And then all became clear at once: the scheme was ready and a win could be easily achieved... Later on, I have seen such a way of thinking in the play of contemporary outstanding endgame masters, Flohr and Smyslov".

Here is yet another example, from the book "Analytical and Critical Works" by M.M. Botvinnik: "... in 1969, the Beverwijk tournament. The game Portisch—Botvinnik had been adjourned in a position difficult for the Ex-champion of the World. Keres was helping Botvinnik to analyse the adjourned game. In the course of analysis, there was determined the critical position

№ 1



♔f6 42. ♙d1 ♜d6 43. ♔f3 g5
 44. ♜e2 ♙b2 45. ♔e3 ♔e5 46. ♙c2
 ♜c4 47. ♔d3 ♜d6 48. ♜c3 ♙a3
 49. b5 ♙b4 50. b6 a6 51. ♜d5
 ♙a5 52. ♔e2 ♜b7 53. ♙d3 ♜c5
 54. ♔e3 ♙e1 55. g4 hg 56. hg ♙a5
 57. ♙c2 ♙e1 58. ♔f3 ♙a5 59. ♙a4
 ♜d6 60. ♙e8 ♜b7 61. ♔e3 ♙e1
 62. ♙f7 ♜c5 63. ♔f3 ♙a5 64. ♙g8
 ♜b7 65. ♔e2 ♜c5 66. ♔e3 ♙e1
 67. ♔f3 ♙a5 68. ♙f7 ♜b7 69. ♜e3
 ♙b6 70. ♜c4 ♔c7 71. ♜b6 ♔b6
 72. e5 ♜d8 73. ♙a2 ♜c6 74. ♔e4
 ♜e7 75. e6 ♔c5 76. ♔e5 a5
 77. ♔f6 ♔d6 78. ♔g5 ♔e5 79. ♙b3
 a4 80. ♙a2 a3 81. ♙b3 (*diagram №*
1) 81... ♜c6 82. ♔g6 ♜e7 83. ♔g7
 ♜c6 84. g5 ♔f5 85. ♔h6 ♜e7
 86. ♙a2 ♔e5 87. ♔g7 ♔f5 88. ♔f7
 ♜g6 [½:½]

We were laughing for about ten minutes: the solution turned out to be so simple and elegant. In fact, upon resumption of the game there happened nothing unexpected». The game was finished in a draw and Botvinnik with Geller shared the first two places, while Portisch and Keres were behind by half a point.

Evidently, the right solution was found because Botvinnik had discovered a drawn game scheme. After that, the analysis immediately went in the right direction. With the other, purely combinational, way of thinking, quite possibly, the solution would never be found or would be found with a major expenditure of time and effort.

WHAT IS «THINKING IN SCHEMES»?

The results of a great number of studies on psychopedagogical problems of learning and improvement of chess mastery are known (V.A. Alartortsev, 1975, 1988; N.G. Alekseev, 1990; B.M. Blumenfeld, 1947, 1948; M.I. Dvoretzky, 1997; A.N. Kostyev, 1984; A.A. Kotov, 1970; N.V. Krogus, 1968, 1976; E.N. Kuchumova, 1998; V.B. Malkin, 1983; T.V. Petrosian, 1968; N.F. Talyzina 1978, M.M. Yudovich, 1982, and others). The problems of strategic thinking and training of strategically

thinking chess players have received less attention in spite of the fact that *“the level of chess player’s mastery depends essentially on his strategic thinking”*. Besides, the need for creating this book has been as well dictated by the impossibility to apply the strategic thinking of Artificial Intelligence (chess software) as a model for training highly skilled sportsmen: The differences between man and computer in decision making are too big.

From the standpoint of theory of

stage-by-stage formation of mental actions (P. Galperin), each action consists of three parts: orienting, executive and verifying-corrective. In this theory, the image of action and the image of action environment are combined into the integrated structural element called "orientation base of action" (OBA) which serves as a base for action control. Orientation base of action is the system of conditions on which man actually relies while performing an action. The orienting part of action is related to utilization by man of those objective conditions, needed for a successful fulfillment of the given action, which were integrated into the content of the orientation base of action. The orienting part of action is directed to: a) Proper and rational construction of the executive part of action; in such cases, its content is formed by taking into account the conditions necessary for the proper (and rational) construction of the predetermined executive part, and b) Support rational selection from possible executions. This function of the orienting part of action stands out clearly when analysing the actions related to chess play. Indeed, the orienting part of action should support a proper choice of the next move, this is the main thing. As for the executive part of the selected action, it is very simple in this case: move a piece from one square on the

chessboard to another according to the rules of movement for the piece. In this case, while carrying out the orienting part of action, one should use for orientation not only the system of conditions that supports the proper move of a piece from one square to another (the executive part of action), but also use the peculiarities of chess positions which determine choice of the next move.

Researches have shown that the efficiency of orientation base depends essentially on the level of generalisation of the knowledge (cues) that is part of the base, and on the completeness with which this knowledge reflects the conditions objectively determining the success of action. In theory and methodology of sport, these essential cues received the name of "main reference points" (MRP) being a reflection in sportsman's mind of examination objects that need attention focusing while executing an action (M.M. Bogen). However, it was proved by special studies that *"in the process of decision making, not all the elements of a situation are examined, but only those that are significant in the task demand context. A chess player studies not all, but only the efficient ways of playing a position, he takes into account activation opportunities not for all pieces, but only for those involved in a given variation"* (N.V. Krogius).

This essentially differs from the actions of a computer calculating variations. Let's note an important thought of the 14th World Chess Champion in classical chess V.B. Kramnik, the thought on the fundamental difference between artificial and natural intelligence regarding strategic thinking. Although computer keeps a huge database of game openings, there always comes the moment when it will be necessary to pass from the database to one's own "thinking". Exactly then, when one needs to choose a plan for further play, the weakness of computer becomes apparent. At the same time, one should keep in view that computer suggests solutions immediately, if they have already been loaded into its memory, thus significantly outstripping the natural intelligence. The situation changes when computer has to find a new solution: computer is enforced to go over the "decision tree". Such a task has exponential complexity. The speed of making the right decision drops sharply when calculating a great number of variations is required. Exactly for this reason, artificial intellect cannot understand the strategic thinking and it thinks in terms of variations, but not with plans or ideas.

From such theoretical positions, the system of human conceptions about the goal, plan and means of

fulfillment of a forthcoming or executing action in the strategy of chess play may include examples of planning (strategic thinking) for certain typical positions of pieces and their interactions (schemes).

Thinking in schemes is an operational play planning, carried out in several nearest moves, for achieving the optimal arrangement of chess pieces that can serve as an orientation base of action. The arrangement can serve as a base for further operations or it may turn out to be the final one when the enemy gets into a hopeless situation or *Zugzwang*, or loses any opportunity to play for a win (building a "fortress"). Conceptions about the ways of advantage realisation as well as about the main typical fighting techniques in these positions may serve as cues (MRP) and may be a part of OBA in their generalised form.

The authorship of the notion "thinking in schemes" belongs to S.V Belavents who used it for the first time in his known article "The main principles of playing endgame". As Shereshevsky writes in his excellent book "The strategy of endgame": *"Thinking in schemes should not be confused with preparation of the main strategic plan for a game, though both cases have much in common..."*.

To understand this issue figuratively, let's analyse a real-life

situation from the author's not so remote Russian past. Assume that we have to move furniture to a new apartment. For that purpose you have been provided with a van, but only for a single run. If you load up items at random, they will not fit into the van, and so a single run will not suffice. But if you think over the right arrangement of items, design

a mental scheme for their optimal placement, or if you use previously tested successful schemes, then you will cope with the task. So, the general strategic plan means: move furniture to the new apartment. Thinking in schemes—the closest operational task—means: select the right plan for the arrangement of items.

WHEN APPLICATION OF THINKING IN SCHEMES IS POSSIBLE?

If we assume as a basis the terminology due to Grandmaster A.A. Kotov that is set forth in his book "How to become a Grandmaster", then chess games are ascribed to the following types:

- 1) Combinational-tactical (*"when the whole game is a unity of sharpest variations in which a sacrifice is followed by another sacrifice, one tactical blow meets with much the same counterblow of the enemy"*);
- 2) Tactical-manoeuvrable (*"when there is no tactical confrontation, but mostly strategic moves and rearrangements are carried on"*);
- 3) Games with change of mode (*"when tempest gives place to calm and vice versa"*).

Evidently, it will be right to apply thinking in schemes to the games of the second and the third type.

MERITS OF THE METHOD

The most important merit of thinking in schemes is that in many positions it gives the chess players who are able to use this method an advantage over those who rely on calculations. We have received evidence of this in the examples by J.-R. Capablanca and M.M. Botvinnik. It is interesting that in the games of such seemingly combinational-tactical chess player as A.A. Alekhin there are many examples of thinking in schemes: it seems that, while perfecting himself, he assigned much time to this problem.

Thinking in schemes is especially urgent in modern chess, where,

while carrying out a plan, one has to overcome a fierce resistance of the opponent who seeks to interfere with one's plans in every way, and where carrying out multistage plans is practically impossible.

Interaction between pieces as well as between pieces and pawns is the main thing for thinking in schemes. Persistent training of this element forms chess player's intuition and positional insight: he starts feeling the invisible connections between pieces, learning to determine their optimal positions. By this token increases the efficiency of player's orientation base of action.

By thinking in schemes, a chess player deflects his attention away from specific calculations and takes a detached view of a position using the main reference points. This allows him to evaluate the position more objectively as well as to reveal its new opportunities.

The moment of thinking in schemes (or operational planning) usually coincides with the critical moments of a game; finding and feeling such moments is of utmost importance.

A great role is also played by analogy between plans, about which we have to tell separately, considering its great practical importance.

ANALOGY BETWEEN PLANS

Let's cite A.A. Kotov once again: *"Studying typical plans is the pursuit to which the strongest Grandmasters dedicate their time and efforts, perhaps not less than they do to study variations of openings. One can imagine how much this facilitates work at chessboard during an important game. When the nerves are strained and the brain is overloaded with solution of most difficult problems during a complicated chess fight, there is no need to invent—it is sufficient to re-*

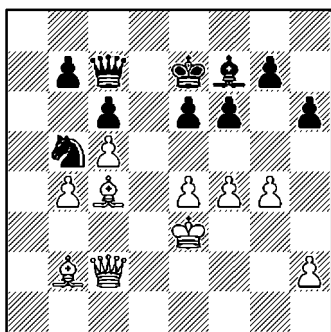
peat the known plan that occurred in other games".

While solving problems in this book, pay attention to the arrangement of pieces that may turn out to be typical. For example, let's take notice of these two positions.

Diagram № 2 from the game Petrosian — Euwe, Zurich 1953.

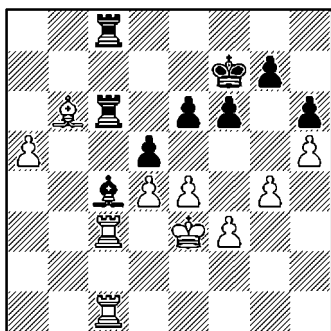
White's plan is to create a passed pawn on the kingside; they implement the plan with the help of the battering ram advance e4-e5.

№ 2



White to move

№ 3



White to move

The second position, diagram № 3, is from the game Botvinnik-Tal, Moscow 1961. And here too, White's task is to create another passed pawn or to break open avenues for the incursion of their rooks into the back ranks. Turn your attention to a similar pawn structure on the kingside and a similar method of the problem solution with the help of e4-e5!

2. T. PETROSIAN – M. EUWE, 1953

Réti Opening

1. ♖f3 ♜f6 2. g3 d5 3. ♔g2 ♔f5
4. d3 e6 5. ♜bd2 h6 6. 0-0 ♔c5
7. ♚e1 0-0 8. e4 de 9. ♜e4 ♜e4
10. de ♔h7 11. b4! ♔e7 12. ♔b2
♜a6 13. a3 c6 14. ♚d1 ♚c8 15. c4
♜c7 16. ♚c3?! ♔f6 17. ♜e5 ♚d8
18. ♔f3 ♜e8 19. ♚d8 ♚d8 20. ♚d1
♚c7 21. c5 a5 22. ♔g2 ab 23. ab
♚d8 24. ♚d8 ♚d8 25. ♚c2 ♜c7
26. ♔f1 ♜b5 27. f4 ♚f8 28. ♚f2
♔e5? 29. ♔e5 f6 30. ♔b2 ♚e7
31. ♔c4 ♔g6 32. ♚e3 ♔f7 33. g4
♚c7 (diagram № 2) 34. e5! ♚d8
35. ef gf 36. h4 ♜c7 37. ♚c3±
♜d5 38. ♔d5 ♚d5 39. ♚f6 ♚e8
40. ♚h8 ♚d7 41. ♚g7+ ♚e8 42.
♔f6 ♚b3 43. ♔c3 ♚d1 44. ♚h8
♚d7 45. ♚b8 ♚c1 46. ♔d2 ♚g1
47. ♚d3 ♚f1 48. ♚c2 ♚a6 49. h5!
♚a2 50. ♚d3 ♚b1 51. ♚e2 ♚e4
52. ♚f2 ♚d4 53. ♔e3 ♚b4 54. ♚f8
♚b2 55. ♚g3 ♚f6 56. ♚d6 ♚c8 57.
♔d4 ♚d8 58. ♚d8 ♚d8 59. ♔g7
♚c7 60. ♔h6 b6 61. cb ♚b6 62.
♚h4 [1:0]

3. M. BOTVINNIK – M. TAL, 1961

Slav Defence

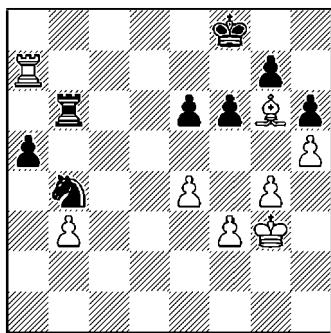
1. d4 ♜f6 2. c4 c6 3. ♜c3 d5
4. cd cd 5. ♜f3 ♜c6 6. ♔f4 ♔f5
7. e3 e6 8. ♔b5 ♔b4 9. ♜e5 ♚a5
10. ♔c6 bc 11. 0-0 ♔c3 12. bc ♚c3
13. ♚c1 ♚c1 14. ♚fc1 0-0 15. f3 h6
16. ♜c6 ♚fe8 17. a4 ♜d7 18. ♔d6
♜b6 19. ♔c5 ♔d3 20. ♜a7 ♚a7
21. ♔b6 ♚a6 22. a5 ♔c4 23. ♚a3 f6

24. e4 ♖f7 25. ♔f2 ♜aa8 26. ♖e3
 ♜eb8 27. ♜ac3 ♜c8 28. g4 ♜ab8
 29. h4 ♜c6 30. h5 ♜bc8 (diagram №
 3) 31. e5! g6 32. hg ♖g6 33. ♜3c2 fe
 34. de ♜h8 35. ♜h2 ♜cc8 36. ♖d2
 ♙b3 37. a6 ♙c4 38. a7 ♜h7 39. ♜a1
 ♜a8 40. ♙e3 ♜b7 41. ♜h6 ♖g7
 42. ♜ah1 ♜b2 [1:0]

And now, let's cite a position from
 the game Miles – Ljubojević, Puer-
 to-Madrin 1980 (diagram № 4.)

It is a familiar structure, isn't it?

№ 4



White to move

4. E. MILES – L. LJUBOJEVIĆ, 1980

English Knight's Opening

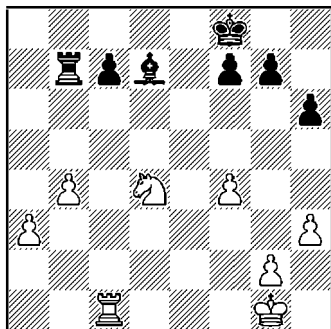
1. ♖f3 c5 2. c4 ♖f6 3. g3 ♖c6
 4. ♙g2 d5 5. cd ♖d5 6. d4 ♙f5
 7. 0-0 ♖db4 8. ♙e3 ♙e4 9. d5 ♙d5
 10. ♖c3 e6 11. ♜c1 ♖a2 12. ♖a2
 ♙a2 13. ♜a4 ♙d5 14. ♙c5 ♙c5
 15. ♜c5 ♜b6 16. ♜b5 ♜a6 17. ♜a6
 ba 18. ♜c50-0 19. ♜fc1 ♖b4 20. ♜c7

♜fd8 21. ♖e5 f6 22. ♖c6 ♖c6
 23. ♙d5 ♖d4 24. ♙c4 ♜d6 25. ♖g2
 ♖f8 26. ♜d1 ♜b8 27. b3 ♜bd8
 28. ♜a7 ♖b5 29. ♜d6 ♜d6 30. ♜b7
 ♖c3 31. ♖f3 h6 32. g4 ♖d5 33. h4
 ♖c3 34. h5 ♖d5 35. ♙d3 ♖e7
 36. ♖g3 ♖d5 37. f3 a5 38. ♙g6 ♜b6
 39. ♜f7 ♖g8 40. ♜a7 ♖f8 41. e4
 ♖b4 (diagram № 4) Then there
 followed 42. e5!! – the move that is
 based, after all, on tactical peculiari-
 ties of the position; its main idea is to
 take the square e5, —this is vividly
 seen in the variation: 42...fe 43. ♜a8
 ♖e7 44. ♜g8 ♖f6 45. ♜f8 ♖g5
 46. ♙e4 and there is no defence
 against the manoeuvre ♜f7:g7-g6:h6.
 In the other continuation, which ac-
 tually occurred in this game, White,
 naturally, created a passed pawn on
 the kingside and won after the moves
 42... ♖d5 43. ♜a8 ♖e7 44. ♜g8 fe
 45. g5 hg 46. ♜g7 ♖f8 47. h6 ♖e7
 48. ♜f7 ♖e8 49. ♙h5 ♖d7 50. h7
 ♜b8 51. ♖g4 ♖d6 52. ♖g5 ♖f5
 53. ♙g6 ♖d4 54. ♙e4 ♖b3 55. ♜b7
 [1:0]

It is difficult to find the move
 e4-e5 in the given example: it may
 simply not come into player's mind.
 But if you are familiar with the typi-
 cal device for creating a passed pawn
 in a similar pawn structure following
 the games by Petrosian and Botvin-
 nik, then you surely will consider
 the move e4-e5 and will not over-
 look this opportunity.

This example from the game Capablanca-Ragozin, Moscow 1936, *diagram No 5*, became classic.

No 5



The scheme with the knight on d4 and the pawns on b4 and f4, which ensures control over the fifth rank, was frequently used by Capablanca, Alekhin and other chess players in different interpretations (♘d5, the pawns b5 and f5, with reversed colours, etc.) — you will receive evidence of that while solving positions from this book.

5. J.-R. CAPABLANKA —

V. RAGOZIN, 1936

Nimzo-Indian Defence

1. d4 ♘f6 2. c4 e6 3. ♘c3 ♙b4
4. ♚b3 ♘c6 5. e3 d5 6. ♘f3 0-0
7. a3 dc 8. ♙c4 ♙d6 9. ♙b5 e5

10. ♙c6 ed 11. ♘d4 bc 12. ♘c6 ♚d7
13. ♘d4 ♚g4 14. 0-0 ♙a6 15. h3
♚h4 16. ♘f3 ♚h5 17. ♚e1 ♚ab8
18. ♚a4 ♙b7 19. e4 h6 20. ♙e3
♚fe8 21. ♙d4 ♘h7 22. ♙a7 ♚a8
23. ♚b5 ♚b5 24. ♘b5 ♚e4 25. ♚e4
♙e4 26. ♘d2 ♙d3 27. ♘d6 ♚a7
28. ♘6e4 ♘f8 29. ♘c5 ♙f5 30. ♘f3
♘e6 31. ♚c1 ♚f8 32. ♘e6 ♙e6
33. ♘d4 ♚b7 34. b4 ♙d7 35. f4 (*diagram No 5*) 35... ♚e7 36. ♚f2 ♚a7
37. ♚c3 ♙d6 38. ♚d3 ♙e7 39. ♙e3
♚a4 40. ♚c3 ♙d6 41. ♚d3 ♙e7
42. ♚c3 ♙d6 43. ♘e2 g6 44. ♚d3
♙e6 45. ♙d4 ♚a6 46. ♚e3 ♙d6
47. ♘c3 f5 48. b5 ♚a8 49. ♙c4 ♙e6
50. ♙b4 c5 51. bc ♙g8 52. ♘b5
♙c6 53. ♚d3 g5 54. ♚d6 ♙b7 55. fg
hg 56. ♚g6 ♚f8 57. ♚g5 f4 58. ♘d4
♚c8 59. ♚g7 ♙b6 60. ♚g6 ♙b7
61. ♘b5 ♚f8 62. ♘d6 ♙b8 63. h4
[1:0]

It is strange that there is no mention of this typical scheme in any chess textbook, because, possibly, only positions with a definite pawn arrangement are considered as typical. It means that one can discover a whole stratum of typical positions based on interactions between pieces and pawns. We hope that after reading this book you will essentially widen your horizons and this will help you in perfecting yourself further.

THINKING IN SCHEMES AT DIFFERENT STAGES OF THE GAME

The traditional conception of thinking in schemes relates to endgames. S.V. Belanets had in view just endgame situations when he talked about thinking in schemes for the first time. It be-

came evident later that thinking in schemes is possible and necessary also at other stages of chess game; of course, when there exist appropriate conditions which we have already mentioned.

OPENINGS

Talking about the openings, one may note that there exist entire openings-schemes such as Volga Gambit, Old Indian Opening, etc.; there are also schemes in different variations of virtually every opening, such as the Sämisch Variation of Nimzo-Indian Defence, many schemes in the English Opening, the Berlin Defence in the Spanish Opening, etc.

It is hard to overestimate the importance of studying such schemes. It is the schematic method of study-

ing openings theory that is, perhaps, the most rational. When one says about a chess player that he does not understand the ideas of an opening, does not know the base games, then one has in view that the player does not know the typical positions which should be achieved in this opening (variation); what pawn structures, manoeuvres of pieces and combinational blows are most characteristic for this situation; he also did not study the games in which these typical positions were exemplary played.

MIDDLEGAME

Middlegame is the most complex part of chess game, and here may arise most arguable moments. Thinking in schemes in the middle of a game can be divided into the traditional—planned-positional—and the combinational.

And if the former type of think-

ing in schemes does not provoke any particular questions and is similar to that of the game openings, the latter should be discussed at greater length. What is meant by the combinational thinking in schemes?

Let's classify schemes at the middlegame stage of chess game:

- 1) Base schemes. For example, when a chess player understands that the outcome of a game is decided by sacrificing, say, the bishop on h6, and he prepares to the sacrifice by the corresponding rearrangement.
 - 2) Schemes in the process of carrying on a combination. Since many attacks bear a systematic character, it is required to involve new reserves after sacrificing. Therefore, a chess player is calculating specific variations, but can see the main scheme of involving pieces, say, the rook e1 through e4 and the bishop b2 through c1.
 - 3) Final, theoretical and fantastic schemes.
- By now, many combinations have been studied and became techniques. If a chess player sees the final position, say, smothered mate, and starts to implement this idea using the corresponding moves and rearrangements—this is also thinking in schemes, because the smothered mate scheme guides and leads the actions of the chess player.
- There is another case, when the final scheme is a fruit of chess player's creative imagination, insight. Such positions are of *Zugzwang* character, and after sacrifices there follow quiet moves.

ENDGAME

Thinking in schemes is fundamental for endgame, since in endgame it is possible to carry on both single-stage and multistage plans “where one can see through to the end”. Let's consider the following classification of schemes:

- 1) Base, preparatory schemes, on implementing which a base is built for further attack (here is the control over important areas of the chessboard as well as the central focusing of pieces, favourable exchange, restriction of movement of enemy's pieces, tactical moments, etc.);
- 2) Theoretical schemes, leading to theoretically won and drawn positions;
- 3) Final schemes—ending schemes when there emerge checkmate situations, *Zugzwang*, or situations where a piece is shut out of play, or situations of hunting down a piece.

THE IDEA OF THE BOOK

As have been already marked, there are too few positional exercises in modern literature. It is the time to fill this gap. Naturally, one should begin from the very best—World Chess Champions!

This book is about strategy; it includes examples of strategic play and more than 300 strategic positions to solve, taken from the creative work of World Champions. To create the database "Thinking in schemes", examples were selected in such a way that the conceived schemes were not left as drafts, "behind the curtain", but were used in practice, to better discern their goals and merits. The database "Thinking in schemes" is efficient in the formation of strategic thinking of chess players, essentially adding to chess computer software by the usage in training some exam-

ples from World Champions' games as the reference model.

The goal of this book is not to make a complete report on the creative work of each Champion; perhaps, this is something for the future. There were selected most vivid and practically valuable examples of schemes, without including the best known, "trite", positions which roam from one textbook to another, exception made for those that became base models. This is a big plus that such exercises do not require unique solutions, unlike the tactical ones that have unique solutions as a rule. You have an opportunity to disagree and suggest your own scheme, and then try to prove your case; but it means that you can learn to understand a position deeper; you will perfect yourself in analysis. I wish you every success!

METHODICAL RECOMMENDATIONS

It is recommended during the training sessions to select examples for demonstration and unsupervised solution by the students beginning from simple (endgame) to complex (positions of middlegame character with an active counterplay by the opponent). Summing up the results of unsupervised solutions should be

done at every 10–20 positions, that is in 2–4 sessions depending on the level and qualification of the students. On page 17 we show the table for evaluating the results.

If test results are higher than the level of practical mastery, then there are prospects in the nearest future to reach higher tournament

success. If the percentage of accumulated points during the test is lower than your qualification level, then, in our view, you should turn close attention to your theoretical background. Your opponents at the chessboard will not stand still

and to support the required level of mastery it is necessary to renew your strategic weapons, otherwise your tournament success will steadily decline.

Here is an exemplar calculation of the accumulated points:

The accumulated points

10-24
25-34
35-49
50-64
65-74
75-89
90-99
100

The reached level of mastery

3rd Category
2nd Category
1st Category
Candidate Master
Master
International Master
Grandmaster
Grandmaster of the highest rank

At session № 1 the following examples were proposed: 4 examples from the work of M. Tal (№ 2, 3, 4, 5), the maximal number of points ($5+4+3+5=17$); a student solved correctly the 3rd and the 4th positions and received 7 points. His re-

sult is $7:17 = 41\%$, meaning that he surely belongs to the group of the 1st Category. During training sessions we recommend to gather statistics of the testing results. And we are sure that your results will be visibly higher at the end of our practical training.

Wilhelm Steinitz

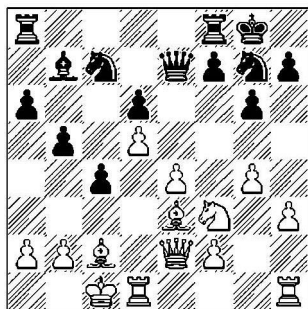
(14. 05. 1836 – 12. 08. 1900)



INSTANCES OF THINKING IN SCHEMES IN THE GAMES OF WILHELM STEINITZ

6. STEINITZ – BLACKBURNE, 1876

№ 6

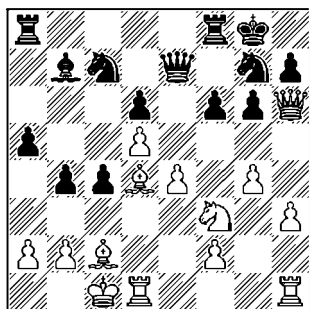


Practice attacks on the opposite castled positions. Before starting a detailed calculation of variations, try to find the most aggressive arrangement of White's pieces. If you think that the white queen should be on h6, and the bishop - on d4, then you are absolutely right! (2 points).

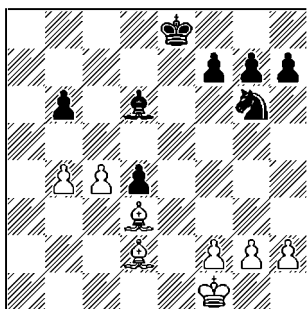
In the game was: 21. ♔d2 a5
22. ♕d4 f6, trying to cover weak black squares and to get the queen involved in the defence.

23. ♔h6 b4.

№ 7



№ 9



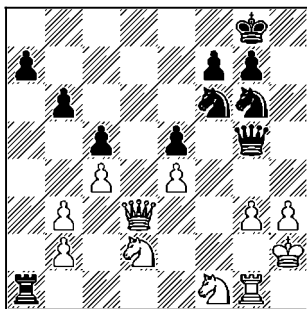
White to move

24. g5! White's pieces and pawns interact excellently — this move reopens the long diagonal for the bishop.

24...f5. Or 24...♖ge8 25.h4 ♗g7 26. ♗xg7+ ♖xg7 27.gf ♖h5 28. ♖g5 ♖xf6 29.h5 followed by attack.

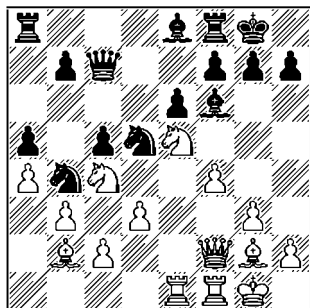
25. ♕f6 ♗f7 26. ef gf (26...♖xf5 27. ♕xf5 gf 28.g6 loses as well) **27. g6! ♗xg6 28. ♕xg7 ♗xh6+ 29. ♕xh6** (the fight is over) 29...♖f6 30. ♖hg1+ ♖g6 31. ♕xf5 ♖f7 32. ♕xg6+ hg 33. ♖g5+ ♖g8 34. ♖ge1 [1:0]

№ 10



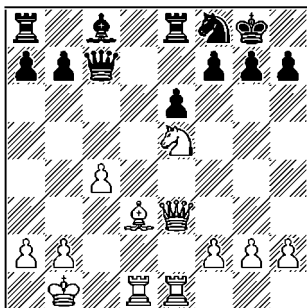
Black to move

№ 8



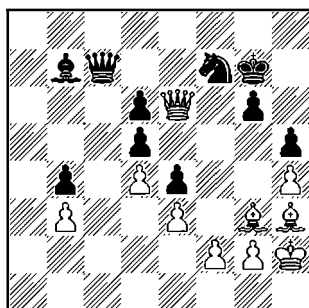
White to move

№ 11

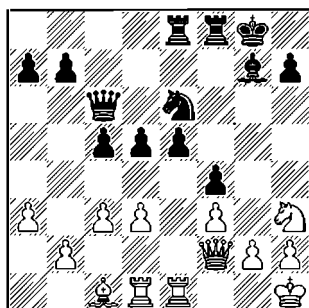


White to move

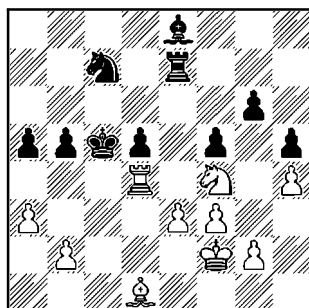
№ 12

*White to move*

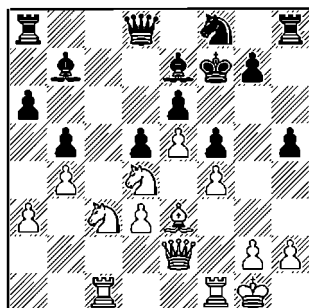
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*Black to move*

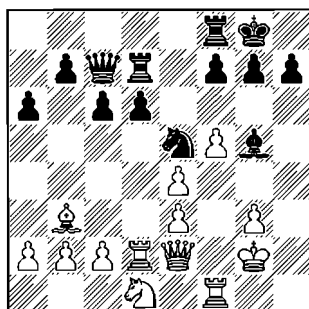
№ 13

*White to move*

№ 16

*White to move*

№ 14

*Black to move*

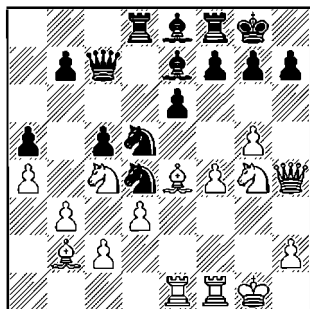
LEARNING FROM W. STEINITZ

7. STEINITZ - WEISZ, 1882

(*diagram No 8*) The position is evidently in White's favour — he can attack on the kingside with all his power, while Black's counterplay is delayed. If you found the scheme to concentrate White's forces for decisive attack by way of g3-g4-g5, e5-g4, f2-h4 and e2-e4, then add 4 points — the 1st World Champion continued in this way.

19. g4 f8 20. g5 e7 21. g4 e6 22. h4 d4 23. e4.

No 17



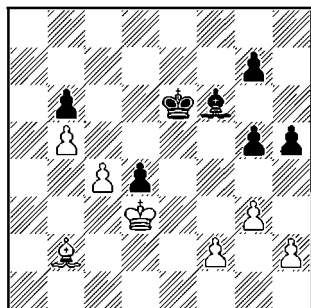
23...f5. White's attack is irrefutable. For example: 23...h6 24. xh6+! gh 25. xh6 f5 26. xd4 cd 27. xe6+-; 23...f5 24. xf5 ef 25. f6+ xf6 26. gf+-; 23...g6 24. f5 ef 25. h6+ g7 26. xf5 gf 27. h6+ g8 28. xd4 cd 29. xf5+-.

24. gf xf6 25. xf6+ xf6 26. xh7+ f7 27. g2 g8 (or 27...xc2 28. xf6 xf6 29. e5! with the idea 30. h4+) 28. e5+ f8 29. f2 b5 30. ab xb5 31. h3 e8 32. e4 (a more matter-of-fact way here is 32. xd4 cd 33. g6+ f7 34. xe6+) 32...c6 33. xd4 cd 34. a3+ e7 35. xe6 xa3 36. g6# [1:0]

8. STEINITZ - LABATT, 1883

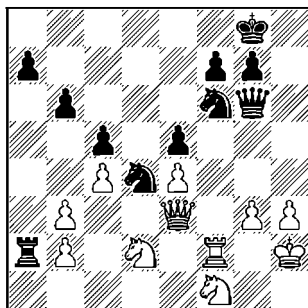
(*diagram No 9*) This is a very simple example. If you heard the saying "the best thing about having a two-bishop advantage is that you can exchange one of them", then you will easily find the correct solution: e6! (1 point). If you can also see further actions — the king's march to d3, b4-b5 and the transfer of the bishop to b2, then add to your score extra 2 points. It is interesting that while analysing this example many 1st Category players exchanged on g6, vigorously moved the king to d3 and e4, but transferring the bishop to b2 caused complications. In the game White carried out the plan up to the end and won after the moves 28. e6 f6 (28...hg would be futile) 29. e2 e7 30. g3 e6 31. d3 e5 32. e4 h6 33. f4 f6 34. b5 d7 35. c1 d6 36. a3+ e6 37. d3 h5 38. b2 g5.

№ 18



39. ♖xd4 (the remaining is quite simple) 39...♙xd4 40. ♙xd4 ♙d6 41. f3 g6 42. h3 g4 43. hg hg 44. f4 [1:0]

№ 19



39. ♖f3 (trying to save the pawn b2, White loses the pawn e4) 39... ♖xf3+ 40. ♙xf3 ♙xe4 41. ♙xe4 ♖xe4 42. ♙e2 ♖g5 43. ♙g2 ♖e6 [0:1]

9. GUNSBURG – STEINITZ, 1891

(*diagram № 10*) Black has a great positional advantage: White's pieces are in passive positions, almost all his pawns are weak. For realisation of the advantage, one should transfer the knight on d4 (manoeuvre ♖g6-f8-e6-d4) – 3 points, the queen moves to g6, and the rook – to a2, – 2 points each. At the same time, White's weak pawns b2, b3, e4, g3, are under the gun and one of them will be inevitably lost. Exactly this happened in the game. 34... ♖f8! 35. ♙e3 (35. ♖e3 ♙xg1–+ is impossible) 35...♙g6 36. ♙g2 ♖e6 37. ♙e2 ♖d4 38. ♙f2 ♙a2–+

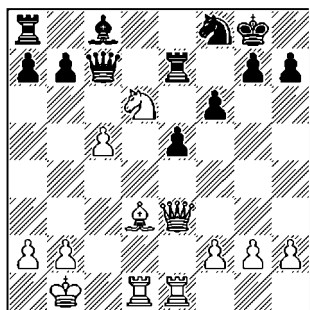
10. STEINITZ – MARCO, 1896

(*diagram № 11*) Those who studied “My System” by A. Nimzowitsch, will not overlook the manoeuvre c4–c5 and ♖e5–c4–d6 (3 points). The powerful outpost in Black's camp disarranges his defence and creates for White a base for the ensuing attack. This is an excellent example, confirming the power of Steinitz's positional teaching.

17. c5! f6. 17...b6 18. ♙f3 ♖b7 (18...♙b8 19. ♖b5) 19. c6± cannot be done.

18. ♖c4 e5 19. ♖d6 ♙e7.

№ 20



20. f4! (beginning a decisive attack on the kingside) 20...♙d7 21. f5. Play to restrain Black's pieces. It would not be such a bad idea to play more vigorously 21. ♖c4+ ♙e6 22. fe ♙xc4 23. ♜xc4 fe 24. ♜xe5 threatening with ♜b3+.

21...♙c6 22. ♖c4+ ♙h8 23. g4 b6. An attempt to prevent the move g4–g5 failed: 23...h6 24. h4 ♜h7 25. g5 hg 26. hg ♜xg5 27. ♜xg5!

24. g5 fg 25. ♜xg5 h6 26. ♜h5 +- bc 27. ♜f7+ ♙h7 28. ♜g5+ ♙h8 29. f6! gf 30. ♜xh6+ ♜h7 31. ♜xh7 ♜xh7 32. ♜xf6+ ♜g7 33. ♜xe5 [1:0]

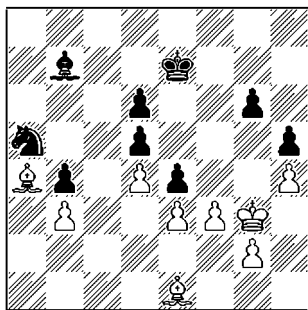
11. STEINITZ – HALPRIN, 1898

(diagram № 12) White's plan is to exchange the queens, then f2–f3, ♙g3–e1, ♙h2–g3–f4 – 5 points. Another possibility is ♙g3–f4 followed by g2–g4 and h4–h5 (after the forced hg) – 2 points. But at the same time Black could take certain

tactical counterchances. The plan carried out by White is technically advanced and leaves the opponent hopeless.

42. ♜d7! ♜xd7 43. ♙xd7 ♙f6 44. f3 ♙e7 45. ♙b5 ♜d8 46. ♙e1 ♜c6 47. ♙g3 ♜a5 48. ♙a4.

№ 21



48...♙c6 (48...ef 49. gf ♜c6 50. ♙f4+ – was more tenacious, but futile) 49. ♙xb4+ – ♙xa4 50. ba ♜c6 51. ♙c3 ef 52. gf ♙e6 53. ♙f4 ♙f6 54. ♙e1 ♙e6 55. ♙g5 ♙f7 56. a5 ♜b8 57. ♙g3 [1:0]

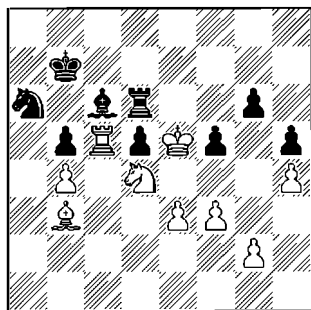
12. STEINITZ – LIPKE, 1898

(diagram № 13) This is a textbook example on the topic “Weakness of isolated pawns in endgame”, and also a convenient opportunity to test your techniques. Certainly, you should begin with b2–b4, pushing the black king out of his position and pinning a weak pawn on b5. Beside weaknesses on b5 and d5, Black

has a weak kingside, so his position should be considered as lost. The ideal arrangement of White's pieces: ♖c5, ♙b3, ♘d4, ♚f4 (5 points) puts Black in a hopeless position and that was confirmed during the game.

43. ♙b4+ ab44. ab+ ♚c6 45. ♖d3 ♙f7 46. ♙b3 ♖d7 47. ♖d4 ♖d6 48. ♘e2 ♘a8 (in case 48... ♘a6 there would be 49. ♚g3 ♘c7 50. ♖d3 ♘a6 51. ♘d4+ ♙b6 52. ♘c2 ♘c7 53. ♚f4 ♖c6 54. ♘d4 ♖c1 55. ♚e5 ♖g1 56. ♖c3 ♖xg2 57. ♚d6 with a won) **49. ♖d1 ♙e8 50. ♘d4+ ♙b7 51. ♖c1 ♙d7 52. ♖c5 ♘c7 53. ♚g3 ♙c6 54. ♚f4 ♘a6 55. ♚e5!** As it is written in such cases: "The triumph of White's strategy".

№ 22



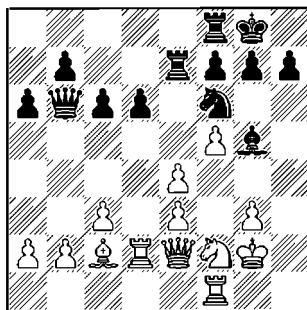
55... ♘xc5 56. ♚xd6 ♘xb3 57. ♘xb3 ♙e8 58. ♘d4! That is why it is useful to study the legacy of the classics: having an imperfect technique of defence the stronger side can completely realize his plans and demonstrate their power. [1:0]

13. COHN – STEINITZ, 1899

(*diagram № 14*) The scheme is to rearrange Black's pieces for exerting pressure on White's doubled pawns: ♖d7–e7, ♖f8–e8, ♘e5–d7–f6, ♗c7–b6. The correct answer gives you 3 points. It is impossible for White to find a satisfactory defence. There is no wonder – his position is lost. Black carried out his plan without any trouble and achieved a victory.

21... ♖e7 22. c3 ♘d7 23. ♙c2 ♘f6 24. ♘f2 ♗b6–+

№ 23



25. ♘g4. White's weakness cannot be defended. A desperate counterattack is futile.

25... ♗xb2 26. ♖xd6 ♘xg4 27. f6 gf 28. ♖d3 ♘e5 29. ♖b1 ♗xa2 30. ♖d4 ♗e6 31. ♙d1 b5 32. ♗h5 ♗a2+ 33. ♗e2 ♗xb1 [0:1]

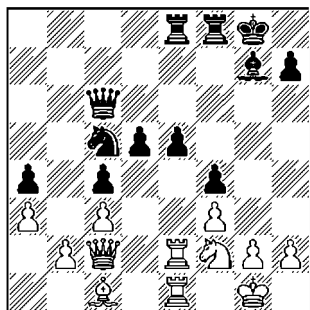
14. MASON – STEINITZ, 1899

(*diagram № 15*) Black devised the following scheme to strengthen the po-

sition of his pieces and pawns, which led to a complete bind of the opponent's position: a7–a5, b7–b5, c5–c4, ♖e6–c5. Have you found this plan? If you have found it, then add 3 points. In the game Steinitz persuasively showed the power of his conception.

28...a5 29. ♖c2 (White cannot be active and is forced to adhere to a passive tactics) **29...b5 30. ♖f2 c4 31. dc bc 32. ♜e2 ♖c5 33. ♜de1 a4 34. ♙g1.**

№ 24



34...e4! (a well-prepared breakthrough) **35. ♜f1 ♜g6 36. ♙h1 e3 37. ♜xg6 hg 38. ♖h3 ♙h6 39. g3 g5 40. gf gf 41. ♜g2+ ♙f7 42. ♖g1 ♜g8 43. ♜xg8 ♜xg8 44. ♖e2 ♖d3 45. h3 ♜b8 46. ♙g2 ♙g7 47. ♜d1 ♙e5 48. ♙f1 ♜g8** (White is in an absolute *Zugzwang*) **49. ♖g1 ♜xg1+ 50. ♙xg1 e2 [0:1]**

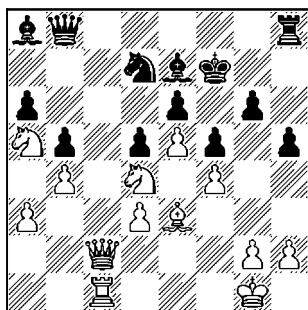
15. STEINITZ – SELLMAN, 1885

(*diagram № 16*) White's plan is to transfer the knight to a5 that will

allow him to seize the only open line. The scheme: ♖c3–b1–d2–b3–a5, then doubling major pieces on the line "c" – 4 points. Remember the manoeuvre ♖c3–b1 and add it to your repertoire of strategic weapons – it can be very powerful and unexpected to the opponent.

20. ♖b1! g6 (20...a5 is bad in view of 21.ba ♜xa5 22. ♜b2+–) **21. ♖d2 ♖d7 22. ♖2b3 ♜c8 23. ♖a5 ♙a8 24. ♜xc8 ♜xc8 25. ♜c1 ♜b8 26. ♜c2!** The goal is reached. The invasion onto the 7th rank decides the outcome of the fight.

№ 25



26...♙d8 27. ♖ac6 ♜b7 28. ♖xd8+ ♜xd8 29. ♜c7 ♜b8 30. ♙f2! (yet another excellent manoeuvre – the bishop threatens to take a stronger position on h4) **30... ♜b6 31. ♖f3 ♜xc7 32. ♜xc7+ ♙e8 33. ♖g5 ♖f8 34. ♙c5 ♖d7 35. ♙d6 [1:0]**

Emmanuel Lasker

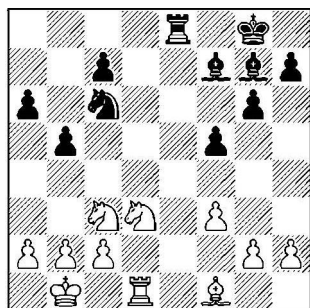
(24. 11. 1868 – 11. 01. 1941)



INSTANCES OF THINKING IN SCHEMES IN THE GAMES OF EMMANUEL LASKER

16. BLACKBURNE – LASKER, 1892

№ 26



Black's position, with a pair of strong bishops, is better. Try to use

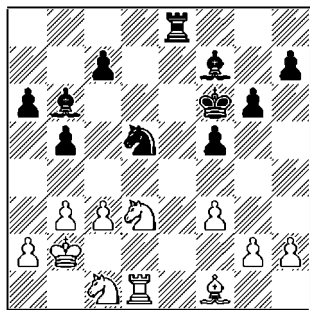
this advantage in the same way as the 2nd World Champion did. One should start with transferring the bishop to b6, where he is safeguarding the queenside and takes under control a weak square e3. The black king is transferred to f6. This can be done safely. In Steinitz's theory, two bishops have to ensure safety of the king on the central position. And finally, the black knight is transferred to d5, from where he is ready to burst into White's camp. For the right manoeuvre of each piece is due 2 points (6 in total).

24...♗d4! 25. ♖e2?! The de-

fence is not up to par. White had an opportunity to try and stop Black's plan. One should play 25.a3 with the idea ♖b4 or simply keep the knights on c3 and d3 to control the centre and to prevent the manoeuvre ♜c6-e7-d5.

25...♙b6 26.b3 ♔g7! 27.c3 ♙f6 28.♙c2 ♜e7! 29.♜ec1 (White cannot prevent the move ♜d5: 29.♜ef4 g5; 29.♜b4 a5) 29...♜d5 30.♙b2.

№ 27



30...b4! This is a combinational method of advantage exploitation. The white king is under attack.

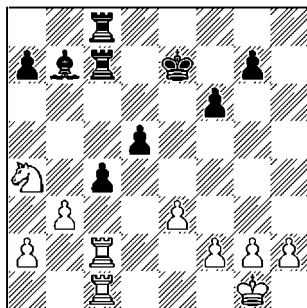
31.♜xb4. White faces a hard choice: 31.cb ♙d4+ 32.♙a3 ♜e3+; 31.♜e2 bc+ 32.♜xc3 ♙d4+.

31...♜e3 (Black wins the exchange and brings his advantage up to a win) 32.♙e1 ♜c4+ 33.♙xc4 ♙xe1 34.♙xa6 ♙g1 35.g3 ♙g2+ 36.♙a3 ♙xh2 37.♜e2 ♙g2 38.♜c2 g5 39.♙d3 h5 40.♙b4

♙f2 41.a4 c5+ 42.♙b5. In case 42.♙a3 it would be possible 42...c4 43.bc ♙xg3 44.♜xg3 ♙xg3 45.♜d4 h4 46.a5 h3 47.a6 h2 48.a7 h1 ♙ ♙a1+-+.

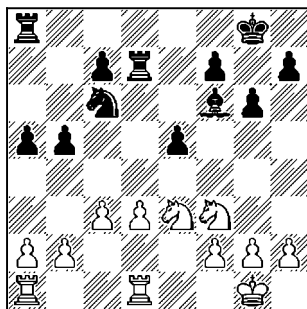
42...♙xb3 43.a5 c4 44.♙xc4 ♙xc2 45.a6 ♙d1 46.♜d4 ♙xd4 47.cd ♙xf3 48.d5 ♙e2 49.♙xe2 ♙xe2 [0:1]

№ 28



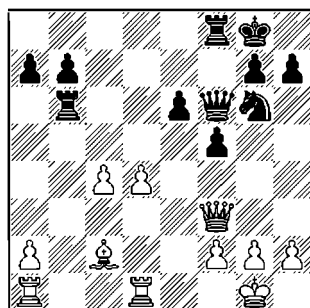
White to move

№ 29

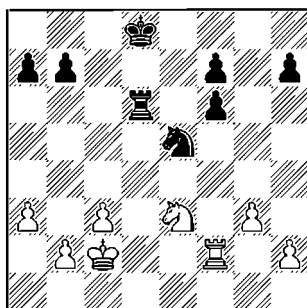


Black to move

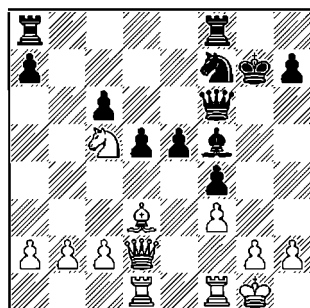
№ 30

*White to move*

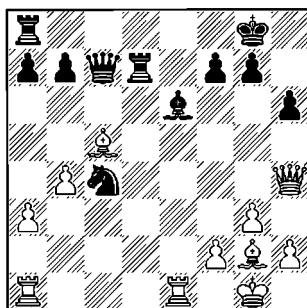
№ 33

*White to move*

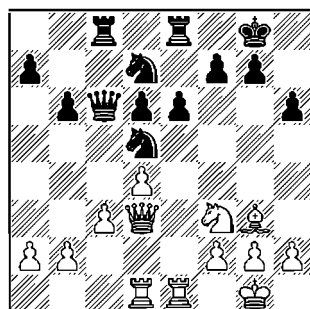
№ 31

*Black to move*

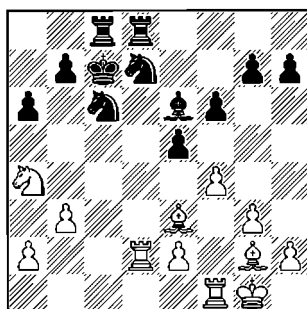
№ 34

*Black to move*

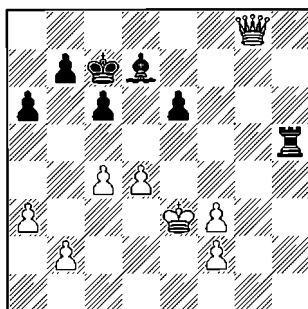
№ 32

*Black to move*

№ 35

*White to move*

№ 36

*White to move*

LEARNING FROM EMMANUEL LASKER

17. LASKER – SHOWALTER, 1893

(*diagram № 28*) Evidently, White has a won position. Test your techniques in this typical ending. The first move – b3–b4, then ♖a4–c3, the rooks are on the line “d”, one of them on d4, the pawn a2–a4, the king is closer to the centre (f2–f3 and ♔g1–f2). You get 4 points for the correct answer. Let’s see what happened in the real game.

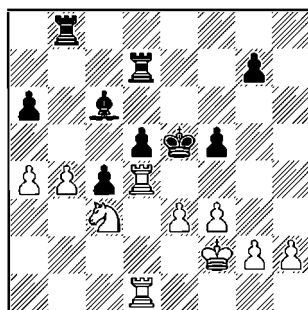
27. b4! f5 28. ♖c3 a6 29. ♖d2 ♔e6 30. ♖cd1 ♖d8 31. f3 ♔e5 32. ♖d4 ♖cd7 33. ♔f2 ♙c6 34. a4 ♖b8.

(*See diagram 37*)

The scheme is set up, White proceeds to decisive actions.

35. b5! ab 36. ab ♙xb5 37. ♖xd5+ ♔e6 38. ♖xb5 ♖xd5 39. ♖c7+ ♔d6 40. ♖xd5 [1:0]

№ 37



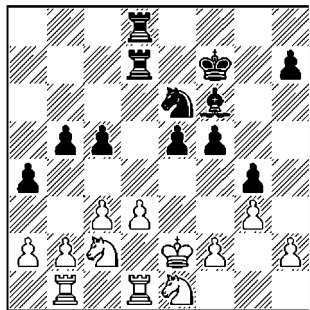
18. LEE – LASKER, 1893

(*diagram № 29*) Black has space advantage, besides, White has a weak point d3. Black’s task is to pin this weakness and even stronger restrain the opponent. The scheme: the rook on the line “d”, the knight on e6, the queenside pawns on c5 and a4, the kingside pawn on f5, the king

on f7, the pawn march g6–g5–g4 is possible. The mark – 7 points.

20...♖ad8 21. ♖e1 ♕g5 22. ♖f1 f5 23. ♖e2?! (23.a4!?, preventing Black's plan, deserved a serious attention) 23...♖b8 24. ♖ab1 ♕f6 25. ♖c2 ♖f7 26. ♖f3 ♖e8 27. ♖d2 ♖d8 28. ♖b3 a4 29. ♖d2 ♖e6 30. g3 ♖ed8 31. ♖f3 g5 32. ♖b4 g4 33. ♖e1 c5 34. ♖bc2.

№ 38



34...f4. Black was able to carry on the plan, White's position becomes more difficult to defend. E.Lasker proceeds to decisive actions.

35. ♖a3? This is, perhaps, the decisive mistake. 35. f3 h5 36. b3 ab 37. ab was more tenacious, although Black kept his advantage after 37... ♖g5.

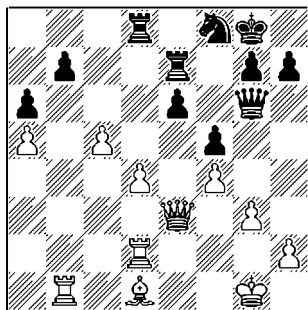
35...f3+! 36. ♖f1 e4–+ 37. ♖xb5 ed 38. ♖a3 ♖g5 39. ♖c4 ♖e4 40. h4 h5 41. ♖b6 ♖b7 42. ♖c4 d2 43. ♖c2 ♖xc3 44. ♖a1 ♖xd1 45. ♖xd1 ♖xb2 46. ♖2e3 ♖c3 [0:1]

19. LASKER – STEINITZ, 1894

(diagram № 30) White's position is close to a winning one – his bishop is clearly stronger than the black knight, the weakness on e6 positively "yawns". White's plan is to put pawns on c5 (opening the diagonal a2–g8 for the bishop) and f4 (pinning a weakness on e6). The bishop, naturally, is on the diagonal a2–g8, the queen on e3, the rooks on the lines "b" (to exert pressure against the pawn on b7), "e" or "d" (in case of possible d4–d5). The pawn march along "a" strengthens the position. If Black cannot slow the pawn down, then after a5–a6 the pawn "c" will become a formidable force. If he plays a7–a6, then the white rook will take an excellent position on b6. 7 points is the mark for an accurately drawn plan.

23. c5! ♖c6 24. ♖ab1 ♖h4 25. ♖e3 ♖c7 26. f4 ♖g6 27. ♖b3 ♖e7 28. a4! ♖d8 29. a5 a6 30. ♖a4 ♖h4 31. g3 ♖g4 32. ♖d2 ♖f8 33. ♖d1! ♖g6.

№ 39



34. d5! (a vigorous realisation of the advantage) 34... ♖f7 35. d6 ♜f6 36. ♜db2+- g5 37. ♜xb7 gf 38. ♜xf7 ♜xf7 39. gf ♜g7+ 40. ♔h1 ♜g6 41. ♜xe6+ ♔h8 42. ♜e3 ♜g8 43. ♔f3 ♜h4 44. ♔d5 [1:0]

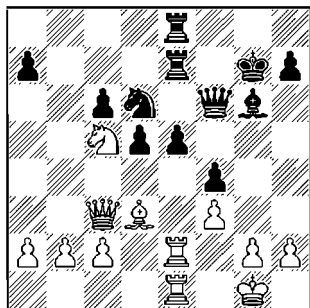
20. SCHLECHTER - LASKER, 1895

(diagram № 31) Black is in a better position. He has two opportunities to increase his advantage: to prepare and carry on e5-e4, or to break through to e3 with the knight. In both cases this scheme will do: double the rooks on the line "e" and execute the manoeuvre ♜f7-d6. The mark - 3 points.

20... ♜ae8 21. ♜de1?! Black was inaccurate making the last move (it would be better to begin with 20... ♜d6), but White did not take advantage of the opponent's oversight. After 21. ♔xf5! ♜xf5 22. c4! ♜d8 23. cd cd 24. ♜a5 the position equalized.

21... ♜e7 22. ♜f2 ♜d6 23. ♜c3 ♔g6 24. ♜fe2 ♜fe8.

№ 40



25. ♔xg6. Black's pieces are perfectly arranged, his advantage becomes apparent. Black threatens to play e5-e4, and after the recorded move the black knight has an opportunity to break through to e3.

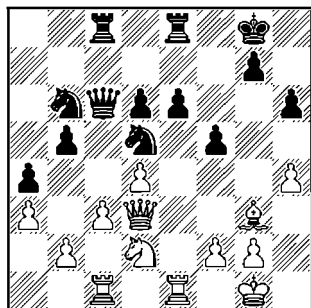
25... hg 26. ♜d3 ♜c4 27. ♜f2 ♜e3 28. ♜d1 d4 29. ♜d3 e4! (the breakthrough in the centre concludes Black's strategic plan) 30. fe ♜xe4 31. ♜xe3 fe 32. ♜f1 ♜f4 33. ♜xf4 ♜xf4 34. ♜d1 c5 35. b3 a5 36. ♜e1 a4 37. ♜a5 ♜f8 38. ♜e1 ♜f5 39. ♜d1 ♔f6 40. ♜e1 ♔e6 41. ♜d1 ♔d5 42. h3 ♜e4 43. ♜e1 ♜f4 44. ♜d1 ♔e5 45. ♜e1 ♔f6 46. ♜d1 ♔g7 47. ♜e1 ♜f6 48. ♜d1 ♜g3 49. ♜d3 ♜f2 50. ♜e4 ♜f4 51. ♜e7+ ♔h6 [0:1]

21. BLACKBURNE - LASKER, 1899

(diagram № 32) Black is in a slightly better position - he has advantage in the centre. Lasker conceived and implemented a beautiful scheme, which allowed him to secure his pieces in central positions and created prerequisites for a successful attack. The moves b6-b5, a7-a5-a4 and ♜d7-b6 strengthen the powerful position of the knight on d5. The move f7-f5 completes the scheme of central occupation. Those who conceived the same plan get 5 points.

18... b5! 19. ♜d2 ♜7b6 20. a3 a5 21. ♜c1 a4! 22. h4 (22.f4 deserved attention) 22... f5.

№ 41



23. ♖h2 ♔d7 24. ♔g3 f4
25. ♔d3 e5 26. c4 (26. ♖e2 followed
by ♖ce1 was more tenacious, still
without opening the play) 26...bc
27. ♗xc4 e4 (27...♗c6! was strong-
er and simpler) 28. ♗f1. There are
other opportunities: a) 28. ♗xb6
♖xc1 29. ♖xc1 ed 30. ♗xd7 d2; b)
28. ♖xe4 ♖xe4 29. ♗xe4 ♗b5—+.

28...♗xc4 29. ♖xc4 ♖b8!
30. ♖c2 ♗h8 31. ♖ec1 ♗g4 32. f3
♗xh4—+ 33. fe ♖xe4 34. ♖c8+
♖xc8 35. ♖xc8+ ♗h7 36. ♗b1 ♗f6
37. d5 g6 38. ♖c7+ ♗h8! 39. ♖c1
♖e2 40. ♗h1 ♗g4 41. ♖c8+ ♗g7
42. ♖c7+ ♗f6 [0:1]

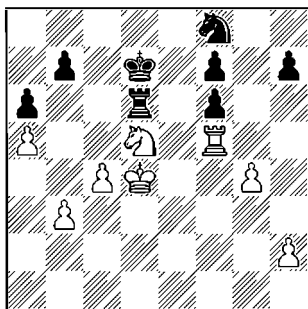
22. LASKER – MARSHALL, 1907

(diagram № 33) White's position
is close to winning. His nearest goal
is to force the opponent's pieces to
retreat to a passive position, to take
the central squares under control and
to gain a foothold on them. The
scheme: ♖f5, ♗d5, ♗d4, the pawns
c4, g4, it is possible a3–a4–a5. If

you have found this scheme – your
mastery is up to the task! The mark
– 5 points.

33. ♖f5! ♗d7 (otherwise the
pawn h7 is lost) 34. ♖h5 ♗f8 35. c4
♗d7 36. ♖c3 ♗e6 37. ♗d5 a6 38. a4
♖c6 39. a5! ♖d6 40. g4! ♖c6 41. b3
♖d6 42. ♗d4 ♗d7 43. ♖f5+—

№ 42



The scheme is set up. Black suf-
fers material losses.

43...♗e6+ 44. ♖e3 ♗g7
45. ♗xf6+ ♖c6 46. ♖f2 ♖d1
47. ♗d5 ♖b1 48. ♖xf7 ♖xb3+
49. ♖e4 ♗e8 50. ♖e7 h5 51. ♖xe8,
and White won.

23. TARTAKOWER – LASKER, 1909

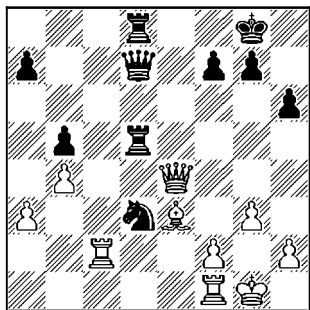
(diagram № 34) Complicated
position. Only a chessplayer of the
highest class will be able to find the
best move in this position. If you
cannot do this, do not worry, sim-
ply carefully analyse this instructive
example. The 2nd World Champion
moved the knight to d3, exchanged

the light-squared bishops and under the protection of the knight arranged major pieces along the line "d". Remember this trick of an open line seizure. The correct answer is worth 7 points.

25...♖e5! 26. ♔e3?! White did not unreveal the opponent's plan. A better chance would be 26. ♜f4! ♕d3 27. ♜xc7 ♜xc7 28. ♜e3 ♕xc5 29. bc ♜xc5 30. ♔xb7 ♜b8 31. ♔e4=.

26...♕d3 27. ♜ed1 ♔b3! 28. ♜f1 ♔d5! 29. ♔xd5 ♜xd5 30. ♜e4 ♜d7 31. ♜a2 ♜e8 32. ♜g2 b6 33. ♜c2 ♜d8 34. ♜e4 b5!

№ 43



35. f4 (Black was threatening to develop the offensive through f7–f5–f4) **35...♜e8 36. ♜f3 ♜e6 37. ♔f2 ♜d7 38. ♔g2 ♜b3 39. ♜c6 ♜ed8 40. ♜c3** (if 40. ♜c3, then 40...♜b2 41. ♜c2 ♜xa3 42. ♜xb5 ♜xb4) **40...♜d5+ 41. ♔g1 ♜e4!** With fine manoeuvres Black forced the white queen to leave the kingside, seized the long diagonal and dominated over white squares.

42. ♜b3. In case 42. ♜c6 Lasker would have played 42...♕xf2 43. ♜xf2 ♜d1+ 44. ♜f1 ♜xf1+ 45. ♔xf1 ♜d1+ 46. ♔f2 ♜d2+ with a win.

42...g5! It is appropriate to recall here a thought of Grandmaster D. Bronstein about the weakness of single-colour squares – *«this is the weakness of pieces as well as pawns placed on squares of the opposite colour. Conveniently placing your pieces on weak squares, you inflict blows on the opponent's position»*. This game is an excellent instance of such a strategy.

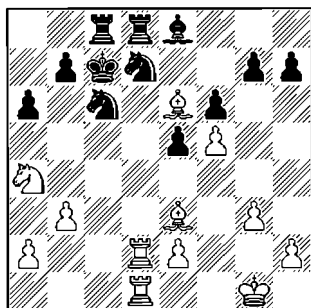
43. ♜a2 (43. fg ♕e5! 44. ♔c5 ♜d1–+) **43...gf 44. ♜e2 ♜g6 45. ♜c2 ♔h7 46. ♜c3 ♜g8** (the centralized Black's pieces are easily transferred to the kingside for a decisive attack) **47. ♔h1 ♜h5 48. ♜d2 fg 49. ♔xg3 ♜xg3 50. ♜c6 ♕e5 51. ♜e4+ ♔g8 52. ♜df2 ♜g5 53. ♜c2 ♜d8 [0:1]**

24. LASKER – TARRASCH, 1916

(diagram № 35) White has resolved to win. The winning plan is to double the rooks on the line "d" and to transfer the bishop to e6. (3 points). White's advantage is so overwhelming that the devised scheme is carried out almost forcibly.

20. f5! ♔f7 21. ♜fd1 ♔e8 22. ♔d5! ♕b4 (on 22...b5 wins 23. ♜c2) **23. ♔e6 ♕c6.**

№ 44



24. ♖xd7 ♜xd7 25. ♖b6+ [1:0]

25. LASKER – CAPABLANCA, 1935

(diagram № 36) White wins according to the scheme: the queen on g3, the pawn on c5, the king moves to b6. (4 points). The game had been adjourned and Capablanca resigned without resumption.

62. ♜g3+. The recorded move. Confirming variations: 62...♔c8 63. ♔d3 ♜f5 64. ♔c3 ♜h5 [64...a5 65. c5 ♜d5 66. ♔c4 ♜f5 67. f4 ♜d5 68. ♜c3+-] 65. ♔b4 ♜f5 66. c5 ♜d5 67. ♔a5 ♜xd4 68. ♔b6 ♔d8 69. ♜g8+ ♔e8 [69...♔e7 70. ♜g7+] 70. ♜g5+ ♔d7 [70...♔c8 71. ♜e7] 71. ♜g7+ +- . [1-0]

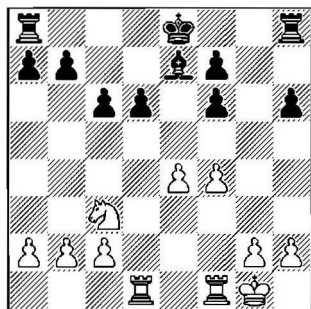
Jose-Raul Capablanca

(19. 11. 1888 – 8. 03. 1942)



INSTANCES OF THINKING IN SCHEMES IN THE GAMES OF JOSE-RAUL CAPABLANCA

26. CAPABLANCA – SCHIFFMAN, 1909 № 45

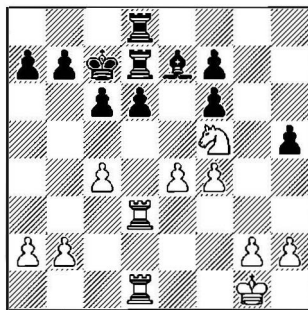


This is a textbook position. It is easy to find a scheme: the knight on f5, the pawn on c4, the rook on the line “d” (2 points). Let’s see how the game developed.

15. ♖e2 ♜d8 16. c4 ♜d7
17. ♗g3 ♙d8 18. ♗f5 ♙c7 (The

scheme is set up, White starts to exploit the advantage) 19. ♜d3 h5
20. ♜fd1 ♜hd8.

№ 46

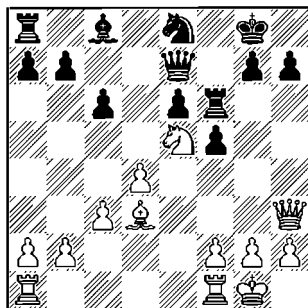


21. ♜h3 d5 22. ♗xe7 ♜xe7
23. ed cd 24. cd ♜e2 25. ♜xh5 ♜xb2
26. ♜h7 ♜d7 27. h4 ♙d6 28. h5 ♜b4
29. g3 ♜b2 30. ♜h8 ♜e7 31. ♜d8+
♙c7 32. d6+ ♙xd8 33. de+ ♙xe7

34. h6 ♖b5 35. g4 ♜c5 36. ♜d8 [1:0]

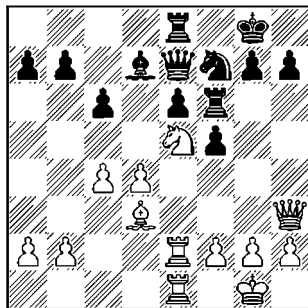
Do you like the way in which Capablanca exploited his advantage? If you don't, then intuition did not fail you, and you can take extra points for the found mistakes. And now the answer: 1) Black resigned prematurely. The fight would have been continued after 36...♜c1+ 37.♔g2 ♜c2+ 38.♔g3 ♜c3+ 39.♔h4 ♜c1 – 1 point; 2) 31...♔c5 would lead to a draw, since White has no opportunity to prevent the move ♜e7–e2 – 1 point; 3) White proceeded to material gains too early. Instead of 21.♜h3? one should move the king to f3. In this case Black was in *Zugzwang* losing either the pawn h5 (after the bishop retreats to f8, there follows ♔g3), or the pawn d6 (when the rook or the king retreats). Pawn moves were quickly exhausted. White should merely play a2–a4 in reply to a7–a6, preventing b7–b5 – 2 points.

№ 48



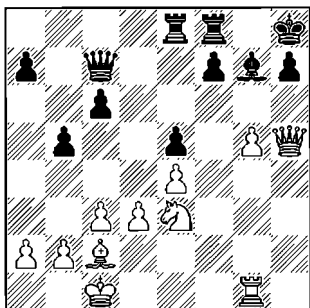
White to move

№ 49



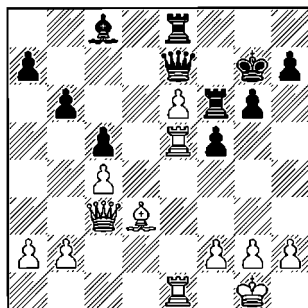
White to move

№ 47



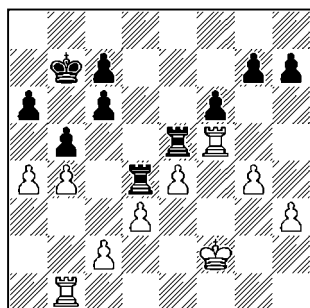
White to move

№ 50



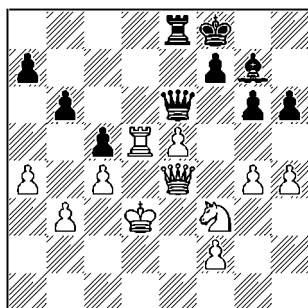
White to move

№ 51



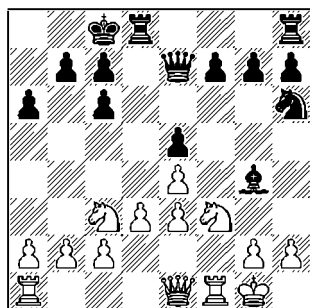
White to move

№ 54



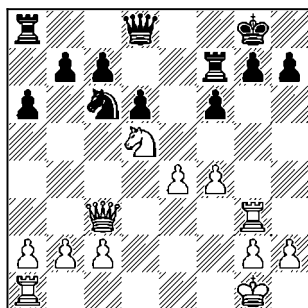
White to move

№ 52



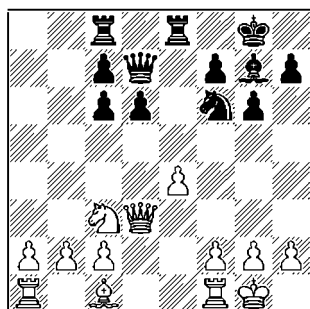
White to move

№ 55



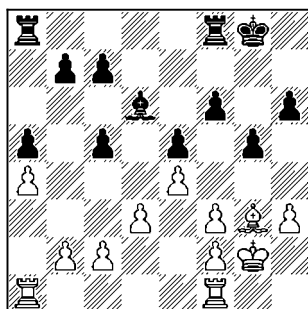
White to move

№ 53



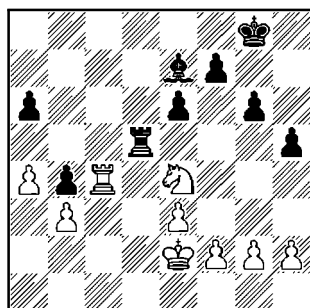
Black to move

№ 56

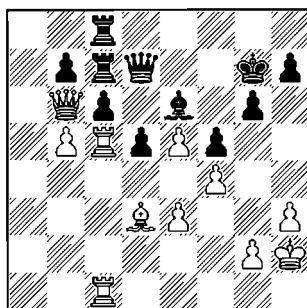


Black to move

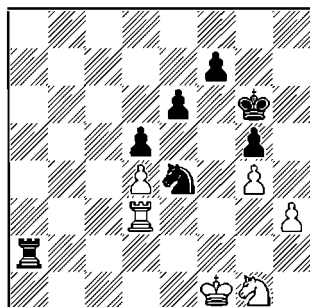
№ 57

*White to move*

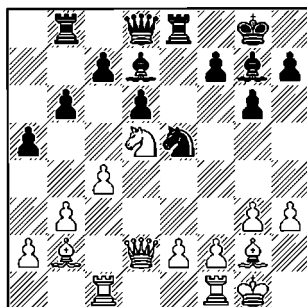
№ 60

*White to move*

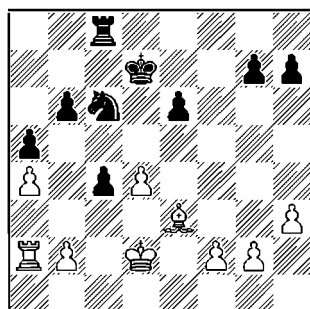
№ 58

*Black to move*

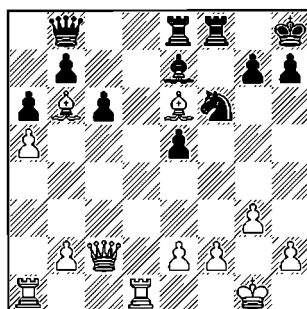
№ 61

*White to move*

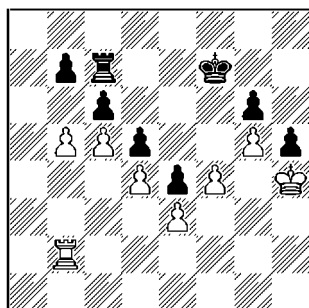
№ 59

*Black to move*

№ 62

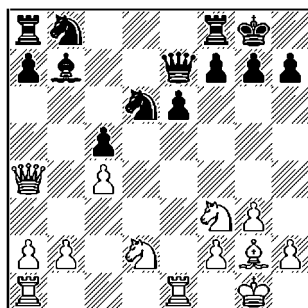
*White to move*

№ 63



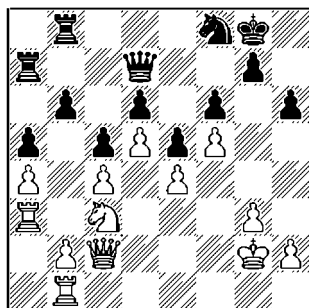
White to move

№ 66



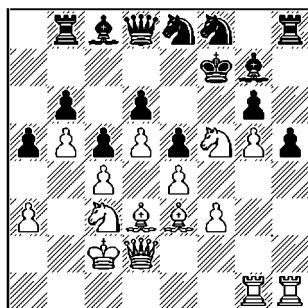
White to move

№ 64



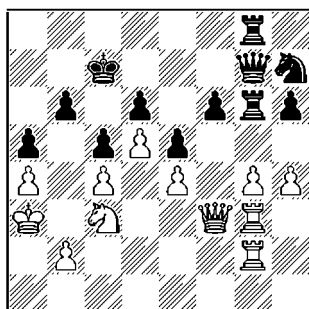
White to move

№ 67



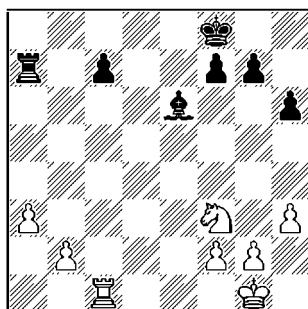
White to move

№ 65



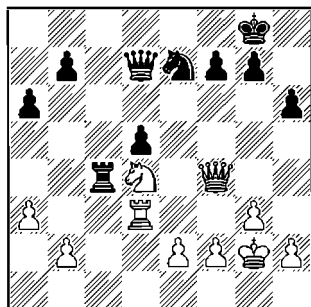
White to move

№ 68



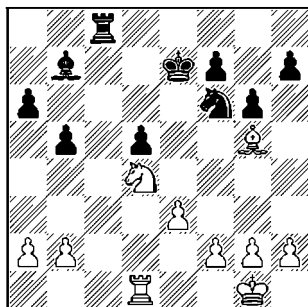
White to move

№ 69



White to move

№ 70



White to move

LEARNING FROM J.-R. CAPABLANCA

27. CAPABLANCA – CARTER, 1909

(*diagram № 47*) While sketching the plan of attack (♞f5 , ♜h1) you should see the final beautiful scheme – 3 points.

24. ♞f5 ♜e6 25. ♜h1 h6 26. gh ♞f6 27. ♞g4 ♜g8 . All Black's moves are forced.

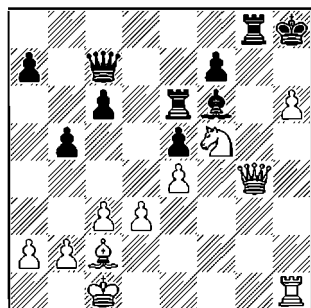
28. ♞g7+! (a foreseen blow which Black could not prevent) 28... ♜xg7 29. hg+ ♞g8 30. ♜h8\# [1:0]

28. CAPABLANCA – BLANCO, 1913

(*diagram № 48*) The pawn array is familiar from example № 30. This leads to a similar scheme: the rook on the line "e", the bishop on the diagonal a2–g8, c3–c4–c5, it is possible to play f2–f4, b2–b4–b5 (2 points).

15. ♜fe1 ♞d6 16. ♜e2 ♞d7 17. ♜ae1 ♜e8 18. c4 ♞f7 (*diagram № 49*) 19. d5! This is an unexpected continuation (2 points more), although you are already familiar with this idea from the same example № 17. But there the breakthrough was carefully prepared and became, in

№ 71



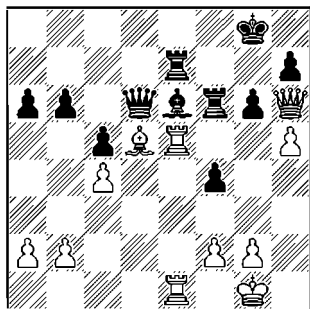
essence, decisive. Here this dynamic solution, although does not win immediately, is more vigorous and stronger than the phlegmatic c4–c5. We add, as Capablanca pointed out, that it would be weaker to play 19. ♖xd7 ♜xd7 20. ♙xf5 ♖g5 21. ♜g4 ♜xf5 22. h4 h5 23. ♜xf5 ef 24. ♜xe8+ ♔h7 25. hg ♜xd4.

19... ♖xe5 20. ♜xe5 g6 21. ♜h4 ♔g7 22. ♜d4 c5 23. ♜c3 b6 24. de ♙c8. (diagram № 50) The right plan in this position is in transferring the bishop to d5 (2 points). Although White loses the pawn e6, the opponent's pieces get under a pin. The next and the last stage is to transfer the queen to h6 and to do the pawn march h2–h4–h5 (2 points more).

25. ♙e2! ♙xe6 26. ♙f3 ♔f7 27. ♙d5 ♜d6 28. ♜e3! ♜e7. In case 28...f4 decides 29. ♜h3 h5 30. ♜h4 ♜e7 31. ♜g5 ♔g7 32. h4 ♜d7 33. g3 fg 34. f4 followed by f4–f5.

29. ♜h6 ♔g8 30. h4 a6 31. h5 f4.

№ 72



All is ready for the final blow.

32. hg hg 33. ♜xe6!

[1:0]

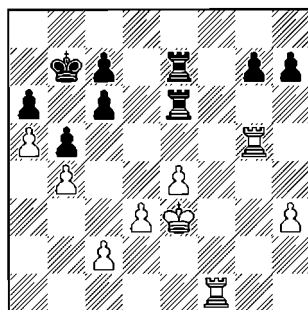
29. CAPABLANCA – JANOWSKY, 1913

(diagram № 51) A typical “Spanish” endgame. White, with his better pawn structure, has an advantage. The plan of increasing the advantage is in centering the king – ♔e3, blockading the queenside by a4–a5, preparing and executing g4–g5 aimed at taking the passed pawn on the line “e”. The mark – 3 points.

32. ♔e3 ♜d7 33. a5 ♜e6 (still, it would be better 33... ♜xf5, although after 34.gf White would have advantage)

34. ♜bfl ♜de7 35. g5 fg 36. ♜xg5.

№ 73



In what follows, the 3rd World Champion confidently realises his advantage.

36... ♜h6 37. ♜g3 ♜he6 (otherwise d3–d4) 38. h4 g6 39. ♜g5 h6?! (it was more tenacious to adhere to a passive tactics) 40. ♜g4 ♜g7 41. d4

♔b8 42. ♚f8+ ♔b7 43. e5 (White already has a decisive advantage) 43... g5 44. ♔e4 ♚e7 45. hg hg 46. ♚f5 ♔c8 47. ♚gxg5 ♚h7 48. ♚h5 ♔d7 49. ♚xh7 ♚xh7 50. ♚f8 ♚h4+ 51. ♔d3 ♚h3+ 52. ♔d2 c5 53. bc ♚a3 54. d5 [1:0]

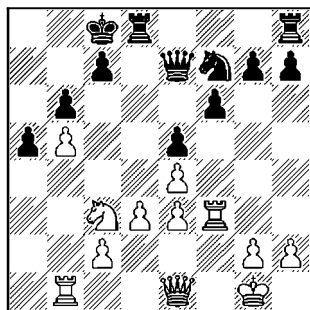
30. CAPABLANCA – JANOWSKY, 1914

(*diagram № 52*) White's plan is to attack on the queenside according to the scheme: ♚a1–b1, b2–b4, a2–a4, b4–b5, which, after exchanging the pawn c6, will provide a stronger position on d5 for the knight. The mark – 2 points. Using this scheme, H. Mecking won one of the games in the match against Korchnoi in 1974.

11. ♚b1! f6 12. b4 ♚f7 13. a4 ♚xf3 (13... ♚e6 would not be done due to 14. b5 cb 15. ab a5 16. b6, and Black is in a bad condition) 14. ♚xf3 b6? The last mistake. 14... b5 was more tenacious, followed by ♔b7 and ♚a8.

15. b5! cb 16. ab a5.

№ 74



17. ♚d5 ♚c5 18. c4! (preventing possible exchange sacrifice and dooming Black to inactivity) 18... ♚g5 19. ♚f2! ♚e6 20. ♚c3 ♚d7 21. ♚d1! White is attentive. It was weaker 21. ♚d2? in view of 21... ♚xd5! 22. ed ♚xe3+ 23. ♔h1 ♚c5 with a defensible position.

21... ♔b7 22. d4 ♚d6 23. ♚c2 ed 24. ed ♚f4 25. c5 (winning a piece) 25... ♚xd5 26. ed ♚xd5 27. c6+ ♔b8 28. cd ♚xd7 29. d5 ♚e8 30. d6 cd 31. ♚c6 [1:0]

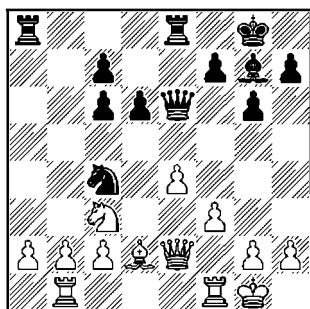
31. NIMZOWITSCH – CAPABLANCA, 1914

(*diagram № 53*) The position on the diagram is a precursor of the modern Volga Gambit. Black intends to put the rooks on open lines “a” and “b”, transfer the knight to c4 and, using the active arrangement of these pieces as well as the power of the bishop g7, to organise pressure on White's queenside. Those who found this plan get 2 points, and those who are familiar with this known example – an additional point for their erudition.

15... ♚e6! 16. f3 ♚d7 17. ♚d2. 17. ♚f4 was more tenacious, and if 17... ♚e5, then 18. ♚xe5. Black, it is true, could have transferred the knight to c4 and through the square b6.

17... ♚e5 18. ♚e2 ♚c4 19. ♚ab1 ♚a8.

№ 75



20. a4? Leads to material losses, although after the better 20.b3 Black, playing 20...♘xd2 21.♙xd2 ♖a3!, recover the pawn a2.

20...♘xd2 21.♙xd2 ♙c4! Here the queen is in a most active position, besides, the move b2–b3 strengthening White's queenside is not allowed.

22. ♖fd1 ♖eb8! After this strong move Black wins the pawn b2, and then will be the turn for the pawn a4. So, 22...♙xc3 23.♙xc3 ♙xc3 24.bc ♖xa4 is weaker, and in rook end-game White has chances for a draw.

23. ♙e3 (23.♙d3 ♙c5+ 24.♙h1 ♖b4 25.♙e2 is a little better) **23... ♖b4! 24. ♙g5 ♙d4+ 25. ♙h1 ♖ab8 26. ♖xd4** (27...♙xc3 was threatening) **26...♙xd4 27. ♖d1 ♙c4 28. h4 ♖xb2 29. ♙d2 ♙c5 30. ♖e1?** (leads to a pawn loss) **30...♙h5! 31. ♖a1** (31.♙f2 ♖xc2! is also bad) **31... ♙xh4+ 32. ♙g1 ♙h5 33. a5 ♖a8 34. a6 ♙c5+ 35. ♙h1 ♙c4 36. a7 ♙c5 37. e5 ♙xe5 38. ♖a4 ♙h5+**

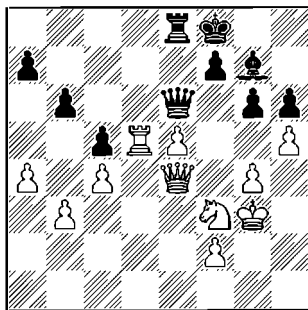
39. ♙g1 ♙c5+ 40. ♙h2 d5 41. ♖h4 ♖xa7 [0:1]

32. CAPABLANCA – CHAJES, 1918

(diagram № 54) This is an example appealing in its clarity and logic. Despite of an extra pawn and an active arrangement, it is impossible to break up the opponent's defence with the help of pieces only. If one plays h4–h5, then after 35...gh 36.gh Black will get counterplay with the move 36...♙h3. The winning plan is to transfer the king to g3, where he prevents activation of the black queen, and h4–h5. We heartfully congratulate those who found this plan! The mark – 4 points.

35. ♙e2 ♙g8 36. ♙f1 ♙f8 37. ♙g2 ♙g8 38. ♙g3 ♙f8 39. h5.

№ 76



39...gh (after 39...g5 decides 40.♙f5) **40. gh ♙e7** (or 40...♙g8 41.♙g4+–) **41. ♙f5 ♙g8. 41...♖d8** was more tenacious, in response Capablanca was going to advance the king or play 42.♖h4, attacking point g6.

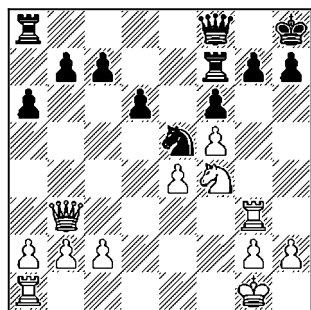
42. ♖d7! ♕xe5+ 43. ♔g4 ♖f6
44. ♗xe5 ♖g7+ 45. ♔f4 [1:0]

33. CAPABLANCA – THOMAS, 1919

(diagram № 55) While analysing this example one recalls a saying by the great Cuban chessplayer: «*Experience is the best teacher*». Probably, moving f4–f5, Capablanca remembered his game with E.Lasker at the tournament in St.-Petersburg, 1914. The knight, when transferred to e6, causes a lot of troubles to Black that more than compensate for the weakness of the pawn e4 and the square e5. One should also determine a better position for the queen. This is the square b3, from which she can use her full power attacking the opponent on both sides. The mark – 2 points.

19. f5! ♖f8 20. ♖b3! ♔h8 21. ♗f4 ♗e5 (22. ♗g6 was threatening).

№ 77



22. ♖xb7 (not so much with the goal to have a material advantage, but rather with the idea to create

Black's weakness on the queenside) 22...♖b8 23. ♖xa6 ♖xb2 24. ♖b3 ♖xc2 25. ♖ab1 h6 26. ♗g6+. The knight changed his intentions. Now he is more attracted to the square g6.

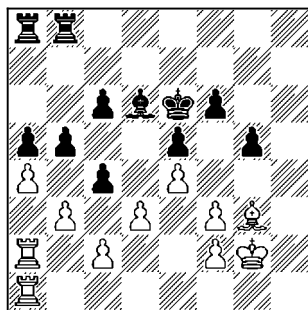
26...♗xg6 27. fg ♖e7 28. ♖b8 (Black falls in view of the 8th rank weakness) 28...♖e8 29. ♖a8 [1:0]

34. WINTER – CAPABLANCA, 1919

(diagram № 56) This is a known textbook example on the topic «Lockout of pieces». Test yourself: The right plan is to transfer the king to e6, the rook from f8 to b8, then c7–c6, b7–b5 and c5–c4, opening the play and exploiting the «additional» bishop, since his counterpart is an eternal «prisoner» encaged on the kingside. The mark – 2 points and 1 point for erudition to those who knows this game.

17...♔f7 18. ♖h1 ♔e6 19. h4 ♖fb8 20. hg hg 21. b3 c6 22. ♖a2 b5 23. ♖ha1 c4!

№ 78



All was played without a hitch.

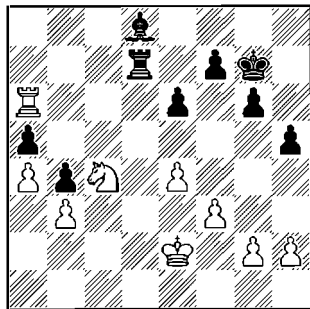
24. ab cb3 25. cb ♖xb5 26. ♖a4
 ♖xb3 27. d4 ♖b5 28. ♖c4 ♖b4
 29. ♖xc6 ♖xd4 [0:1]

35. CAPABLANCA – GERMANN, 1920

(*diagram № 57*) This is an easy warm-up example. White, attacking the pawn a6, forces the advancement a6-a5, then transfers the knight to c4, the rook on the line «a», pushes out the black rook from the 5th rank and wins the pawn a5. Black can do nothing to oppose this plan. The mark – 2 points.

30. ♖c6 a5 31. ♞d2 ♔g7
 32. ♞c4 ♙d8 33. e4 ♖d4 34. f3 ♖d7
 35. ♖a6.

№ 79



The desired position is set up. Then follows the realisation stage.

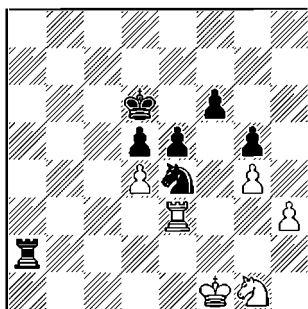
35... ♔f6 36. ♞xa5 ♙xa5
 37. ♖xa5 ♖d4 38. ♖b5 e5 39. a5 ♔e6
 40. a6 ♖d6 41. a7 ♖a6 42. ♖b6+
 [1:0]

36. LASKER – CAPABLANCA, 1921

(*diagram № 58*) The goal of the following exercise is to learn how to win neatly in winning positions. If you found the plan with f7-f6, the king transfer to d6 and carrying out e6-e5, then the topic is assimilated! You get the highest mark - 2 points.

57... f6 58. ♖e3 ♔f7 59. ♖d3 ♔e7
 60. ♖e3 ♔d6 61. ♖d3 ♖f2+ 62. ♔e1
 ♖g2 63. ♔f1 ♖a2 64. ♖e3 e5.

№ 80



The creation of a passed pawn quickly decides the game.

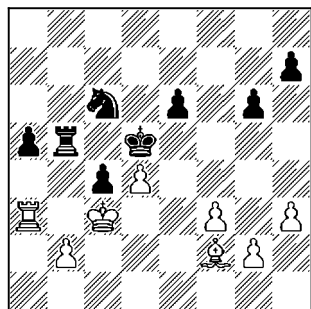
65. ♖d3 ed 66. ♖xd4 ♔c5
 67. ♖d1 d4 68. ♖c1+ ♔d5 [0:1]

37. ATKINS – CAPABLANCA, 1922

(*diagram № 59*) Let's once more practice a play against an isolated pawn. The scheme ♔d5, ♖b8, b6-b5 will give an opportunity to create in White's position yet another weakness (the pawn b2) and increase Black's advantage. The mark – 2 points.

41...♔d6 42. ♔c3 ♔d5 43. ♚a1 g6 44. f3 ♚b8 45. ♚a3 b5 46. ab ♚xb5 47. ♙f2.

№ 81



47...♘b4 (with the idea to transfer the knight to d3) 48. b3. White decides to get rid of a weak pawn, but now Black has another advantage — a remote passed pawn.

48...cb 49. ♔xb3 ♘c6+ 50. ♔c3 ♚b1— The following stage of the plan realisation is an instructive lesson from the great chessplayer. We advise you to try and guess the final Black's moves — it will be interesting and useful.

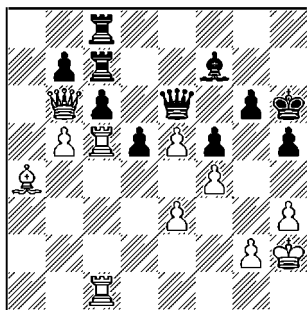
51. ♚a4 ♚c1+ 52. ♔d2 ♚c4 53. ♚a1 a4 54. ♚a3 ♘a7 55. ♚a1 ♘b5 56. ♚b1 ♔c6 57. ♔d3 ♚c3+ 58. ♔d2 ♚b3 59. ♚c1+ ♔b7 60. ♚c2 a3 61. ♙g3 ♘xd4 62. ♚c7+ ♔b6 63. ♚c4 ♔b5 64. ♚c8 ♘c6 65. ♚a8 ♚b2+ 66. ♔e3 ♔xg2 67. ♙f2 ♘b4 [0:1]

38. CAPABLANCA – GOLMAYO, 1929

(diagram № 60) Active arrangement of White's pieces, weakness on c6, a «bad» black bishop — these advantages are sufficient for a win. The plan of strengthening the position is in transferring bishop to a4. On the way, White must prevent Black's counterplay, connected with d5-d4 (for this, the queen temporarily will move on c3), as well as foresee how to act if Black places his queen on e6, and bishop on e8 (the queen returns to b6). For the correct solution 4 points are due.

44. ♙e2! h5 45. ♚a5! (if 45. ♙d1 is immediate, then d5-d4!) 45...♚e8 46. ♚c3 ♔h7 47. ♙d1 ♙f7 48. ♙a4 ♚e6 49. ♚a5 ♔h6 50. ♚b6.

№ 82



50...♚d7. The scheme is set up and it appears that Black's hopes for a successful defence collapsed — against 50...♙e8 follows 51. ♙b3 with the irrefutable threat 52. ♙xd5.

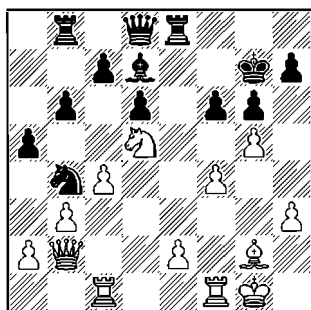
51. bc bc 52. ♚xc6 [1:0]

39. CAPABLANCA – YATES, 1929

(*diagram № 61*) With the help of a forced variation, a favourable scheme of attack on the long diagonal is achieved: ♖b2, ♜d5, g3–g4–g5 (2 points).

16. f4 ♜c6 17. ♙xg7 ♔xg7
18. ♖b2+ f6 19. g4! ♜b4 20. g5.

№ 83



Weakness of point f6 destroys Black.

20...♜d5 21. cd! (creating for Black yet another weakness on the line “c”) 21...♖c8 22. e4! (a pawn breakthrough in the centre is in preapration) 22...c6?! makes it easier for White to reach a win, although other continuations would not have saved him. For example: 22...♙f7 23.gf ♖xf6 24.e5 or 22...♜f8 23.gf+ and 24.e5.

23. dc ♖xc6 24. gf+ ♙f7 (24... ♖xf6 25. ♖xf6+ ♙xf6 26.e5+ winning a rook, is prohibited) 25. e5 ♖xc1 26. ♖xc1 de 27. fe ♖b8 28. ♖d4 ♙f5. If 28...♙e6, then possibly 29. ♖c6 b5 30. ♖xe6! ♙xe6 31. ♙d5+ ♙d7

32. ♙f7+ ♙c6 33. ♙xe8+ ♖xe8
34. ♖d6+ ♙b7 35. ♖e7+-.

29. ♙d5+ ♙f8 30. ♖f4! ♖xe5
31. ♖h6+ ♙e8 32. f7+ (32...♙e7
33. ♖c7+ ♙d7 34. f8 ♖+ ♖xf8
35. ♖d7+). [1:0]

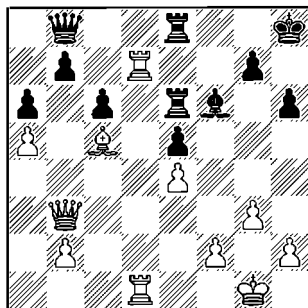
40. CAPABLANCA – BRINKMANN, 1929

(*diagram № 62*) The main thing while solving this example is to find a prospective target for an attack. If you determined that this target is the pawn b7, then to devise a scheme is easy. By way of 22. ♙d7 an exchange is forced and the white rook penetrates the 7th rank. The rook will be supported by another rook (♖ad1), then follows ♖b3 and the rebound of the bishop from b6. The mark – 2 points.

22. ♙d7 ♜xd7 23. ♖xd7 ♖f6
24. ♖ad1 ♖e6 25. ♖b3 ♙f6 26. e4.
The main thing in such positions – do not hurry. It is important to deprive the opponent of any opportunity for counterplay.

26...h6 27. ♙c5.

№ 84



The pawn b7 is lost, and the fight is finished.

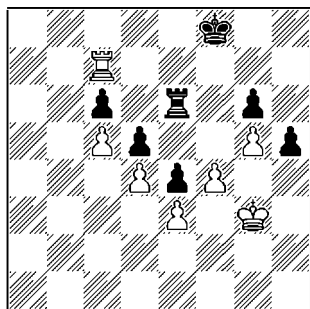
27...♔h7 28. ♖xb7 ♔c8
29. ♔dd7 [1:0]

41. CAPABLANCA – MICHELL, 1929

(*diagram № 63*) This is a textbook position. After exchange on c6, the white rook strives for d6. Then White will play ♔h4–g3 and carry out f4–f5, after that Black's defence will collapse. If Black will not allow the white rook on d6, by placing his rook on e6, then White will occupy the 7th rank and will win after ♔h4–g3 and f4–f5. For the complete and correct answer – 2 points.

52. bc bc 53. ♖b8 ♖e7 54. ♖c8 ♖e6 55. ♖c7+ ♔g8 56. ♔g3! (while solving problems students often forget about this move, trying to speed up f4–f5) 56...♔f8.

№ 85



And now all is ready for a decisive breakthrough.

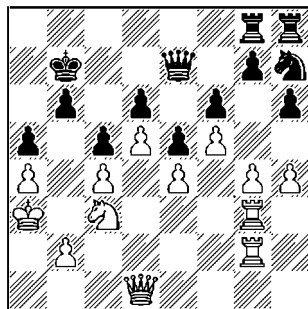
57. f5! gf 58. ♔f4 ♖e7 59. ♖xc6 h4 60. ♖h6 ♖g7 61. ♖xh4 [1:0]

42. CAPABLANCA – RAVINSKI, 1935

(*diagram № 64*) This is an example of a careful preparation of an attack in the absence of counterplay by the opponent. To devise a scheme for preparation g4–g5 is simple: h2–h4, g3–g4, the rook on the line “g”, the knight on f3 – 1 point. But where to put the white king? On the square a3! For this manoeuvre with the king – additional 2 points.

34. ♖g1 ♔h7 35. h4 ♔f7 36. ♔h3 ♔f8 37. g4 ♔e7 38. ♔d1 ♖ab7 39. ♔b5 ♖h8 40. ♖ag3 ♔e8 41. ♔g2 ♔d7 42. ♔f2 ♔e7 43. ♔e1 ♔c8 44. ♔d2 ♖d7 45. ♔c1 ♖dd8 46. ♔b1 ♖dg8 47. ♔a2 ♔d8 48. ♔a3 ♔b7 49. ♖lg2 ♔e7 50. ♔c3. The knight is on the way to f3 – the last stage of preparation for g4–g5.

№ 86

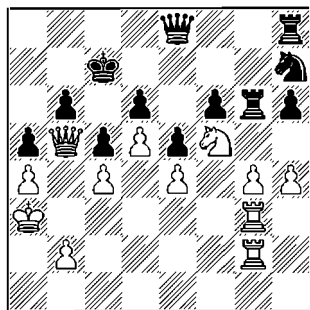


50...♔d7 51. ♔e2 g5 (a desperate try to change the course of events) 52. fg ♖xg6 53. ♔f1 ♖hg8 54. ♔f3 ♔g7 55. ♔f5 ♔c7 56. ♔c3 ♔f7 57. ♔f3 ♔g7 (*diagram № 65*) The situation has changed. White iden-

tified a new winning scheme: ♖f5, ♙b5. Turn your attention to the fact that White did not play b2–b3, leaving this square for his queen to manoeuvre. For the correct solution – 3 points. And what if the pawn is on b3? Then White has yet another scheme: ♙h5 and ♖f5 followed by g4–g5 (additional 2 points).

58. ♖d1 ♙f7 59. ♖e3 ♙e8 60. ♖f5 ♙f8 61. ♙b3 ♖h8 (if 61... ♙e8, preventing the white queen from seizing b5, then 62.h5, and the pawn h6 is lost) 62. ♙b5 ♙e8.

№ 87



63. ♖xd6! This is a foreseen blow. Black has one pawn less and is in a worse position. Capablanca easily leads the game to a win.

63... ♙xb5 64. ♖xb5+ ♙d7 65. ♖c3 ♖hg8 66. ♖d1 h5 67. ♖e3 ♖f8 68. ♖g1 ♙e8 69. ♖3g2 ♙f7 70. gh ♖:g2 71. ♖xg2 ♖xg2 72. ♖xg2 ♙g7 73. ♖e3 ♙h6 74. ♖g4+ ♙xh5 75. ♖xf6+ ♙xh4 76. d6 ♖e6 77. ♖d7 ♖d8 78. ♖:b6 ♙g5 79. ♖d7 ♖b7 80.

♖xe5 ♖xd6 81. ♙b3 ♖xe4 82. ♖c6 ♖f4 83. ♖xa5 ♙e3 84. ♙c2 [1:0]

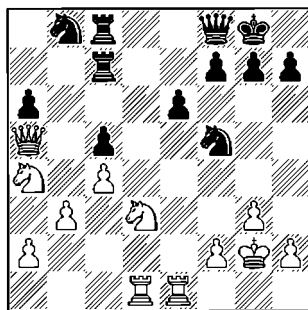
43. CAPABLANCA – THOMAS, 1935

(diagram № 66) It is clear that the target of White's attack is the pawn c5. To see the scheme of the siege is not very hard: ♙a5, ♖a4, ♖d3, the pawn b3 (2 points). But to carry on this plan easily and freely, in the manner of the 3rd World Champion, the highest mastery is required.

15. ♙a5! ♖d7 16. b3 ♖fd8 17. ♖ad1 ♖ac8 18. ♖f1! Excellent manoeuvre! The knight gets to a4, creating threats in the centre on the way.

18...a6 19. ♖e3 ♖b8 (if 19... ♙f8, not allowing the knight to seize d5, then 20. ♖d2 with a decisive doubling of the rooks) 20. ♖d5! ♙f8 21. ♖b6 ♖c7 22. ♖a4 (the first knight has finished his route, now the second one is to move) 22...♖dc8 23. ♖e5! ♖xg2 24. ♙xg2 ♖f5 25. ♖d3

№ 88



25... ♙d6? simplifies White's

task. 25...h5 is correct, after that White would possibly double the rooks on the open line "d", increasing pressure.

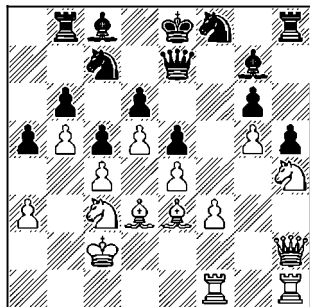
26. ♖dxc5! ♚c6+ (it is impossible to capture on c5 in view of checkmate on the 8th rank) 27. ♔g1 h5 28. ♖d3 h4 29. ♖e5! ♚b7 30. ♚b6 (stripping Black from last hopes connected with the threats to the white king) 30...hg 31. hg ♚a8 32. ♖d8+ ♜xd8 33. ♚xc7 ♜f8 34. ♖b6 [1:0]

44. CAPABLANCA – MENCHIK, 1935

(diagram № 67) White has a dominating position. It seems that one can win at will. But to win neatly in winning positions self-possession and high mastery is required. Compare your plans with the plan of the Ex-Champion of the world, who won literally in five moves. The scheme: ♖h4, ♚h2, ♜f1, f3–f4 – 2 points.

27. ♖h4 ♚e7 28. ♚h2 ♜c7 29. ♜f1 ♔e8.

№ 89



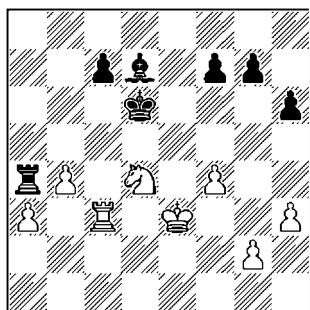
30. f4 ef (otherwise f4–f5)
31. ♜xf4 ♔d7 32. ♜xd6 [1:0]

45. CAPABLANCA – RAGOZIN, 1936

(diagram № 68) This is a historical position. It is cited in the article by Belavents "The main principles of endgame play" as an instance of thinking in schemes. "White's plan is to prevent the advancement of the pawn "c" (after which the pawn "b" could have turned weak) and in taking control over the whole board up to the 5th rank. This is done by advancing the king to e3, the knight to d4, the pawns to b4 and f4. After such a position is reached, White will strive for the advancement of pawns on the queenside", – J.-R. Capablanca. We present this known position in view of its great practical value (this will be convincingly shown further in the text). The knight on d4 and the pawns on b4 and f4 (the knight on d5 and the pawns on b5 and f5) provide the maximal control over the centre. Possibly, Capablanca saw this idea in a game by Lasker (see № 21 Blackburne–Lasker). The mark – 5 points (those who recalled this example get 2 points).

33. ♖d4 ♜b7 34. b4 ♜d7 35. f4 ♔e7 36. ♔f2 ♜a7 37. ♜c3 ♔d6 38. ♜d3 ♔e7 39. ♔e3 ♜a4 40. ♜c3 ♔d6 41. ♜d3 ♔e7 42. ♜c3 ♔d6.

№ 90



43. ♖e2 g6 44. ♜d3+ ♔e6
 45. ♔d4 ♜a6 46. ♜e3+ ♔d6
 47. ♜c3 f5 48. b5 ♜a8 49. ♔c4
 ♙e6+ 50. ♔b4 c5+ 51. bc ♙g8
 52. ♜b5+ ♔xc6 53. ♜d3 g5
 54. ♜d6+ ♔b7 55. fg hg 56. ♜g6 ♜f8
 57. ♜xg5 f4 58. ♜d4 ♜c8 59. ♜g7+
 ♔b6 60. ♜g6+ ♔b7 61. ♜b5 ♜f8
 62. ♜d6+ ♔b8 63. h4 [1:0]

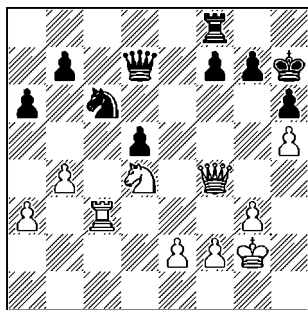
46. CAPABLANCA – MENCHIK, 1939

(*diagram 69*) There is no siege of an isolated pawn here. White uses a weak square in the centre to regroup his forces for an attack on the kingside. The scheme: ♜f4, ♜d4, ♜c3, the pawns b4 and h5 (h2–h4–h5!). The mark – 4 points. And now let's recall the basic example № 45 Capablanca–Ragozin. Are they similar? They are, but here the queen acts instead of the pawn on f4.

24. b3 ♜c8 25. ♜e3! (depriving Black of any opportunity to carry

on a good defensive manoeuvre ♜e7–g6–e5) 25... ♔f8 26. h4! ♔g8 27. h5 ♜d8 28. ♜f3 ♜f8 29. b4 ♔h7 30. ♜c3 ♜c6.

№ 91



An excellent base for decisive actions is set up.

31. ♜f5 ♜e8? 31... ♜e7 was a better defence, after that White would possibly return the knight to d4 and in reply to 32... ♜c6 would play 33. ♜xc6 with a big advantage. Now Black loses a pawn.

32. ♜g4 g6 33. hg+ fg 34. ♜xh6! ♜xg4 35. ♜xg4 ♜xe2 36. ♜f6+ ♔h6 37. ♜xd5 ♜b2 38. ♜e3 a5 39. ba ♜xa5 40. ♜g4+ ♔g5 41. ♔h3 b6 42. ♜f3 ♜b1 43. ♜f7 ♜h1+ 44. ♔g2 ♜c1 45. ♜e5 ♜c4 46. f4+ ♔h6 47. ♜g4+ ♔h5 [1:0]

47. CAPABLANCA – TEICHMANN, 1913

(*diagram № 70*) Yet another opportunity to practice a typical ending. White's advantage is without any doubt. Beside an isolated

pawn Black has serious complications, due to the pinned knight, that can be eliminated by sacrificing a pawn. So, it would not be right to engage in lingering manoeuvres and rearrangements – White has a concrete and clear plan: f2–f3 followed by ♔g1–f2–g3–f4–e5! (4 points).

23. f3! h6 (Black had discerned the opponent's conception and immediately gave up a pawn) **24. ♟xh6 ♞d7 25. h4 ♞c5 26. ♟f4 ♞e6 27. ♞xe6 ♔xe6** (27...fe was worse, since in this case the white bishop was on e5) **28. ♜d2 ♜h8** Capablanca points out that a better defence for Black would be the rearrangement b5–b4, a6–a5 and ♟b7–a6, although in this case White won,

having created a passed pawn on the line "h".

29. ♜c2! ♜c8 30. ♜xc8 ♟xc8 31. ♔f2. The king strives for d4, from where he is ready to move towards either the pawn a6 or the king-side (if the black king moves to c6). If Black plays a7–a5–a4 and protects the pawn b5 by the bishop from d7, White will create a passed pawn on the line "h", draw the black king away and win the pawn d5.

31...d4 32. ed ♔d5 33. ♔e3 ♟e6 34. ♔d3 ♔c6 35. a3 ♟c4+ 36. ♔e3 ♟e6 37. ♟h6. This is the last and decisive manoeuvre. White is going to put the bishop on g7, play ♔e3–f4 and create a passed pawn by way of g2–g4 and h4–h5.

37...♔d5 38. ♟g7 [1:0]

Alexander Alekhine

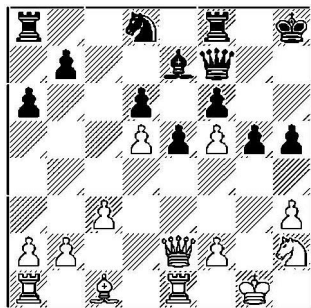
(31. 10. 1892 – 24. 03. 1946)



INSTANCES OF THINKING IN SCHEMES IN THE GAMES OF ALEXANDER ALEKHINE

48. LOEWENFISCH – ALEKHINE, 1912

№ 92

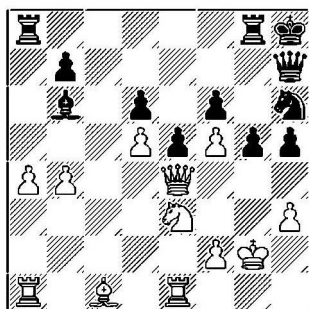


The target of Black's attack is evident – it is the pawn f5. So, the scheme is not hard: ♖h7, ♜h6. White is forced to play ♞e3 to defend his pawn. Then follows the ma-

noeuvre ♜e7–d8–b6. The correct answer is worth 2 points.

22... ♖h7! 23. ♖e4 ♞f7 24. ♞f1 ♜h6 25. ♞e3 ♜g8 (on occasion, a plan with g5–g4 is also possible) 26. ♖g2 ♜d8! 27. a4 a5 28. b4 ab 29. cb ♜b6.

№ 93

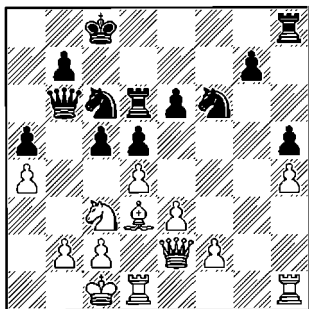


30. ♖c4! White defends ingeniously by creating opposing threats. A great precision is required from Black.

30...♙d4 31. ♙b2 ♖ac8
32. ♖ac1 ♖xc4 33. ♖xc4 ♙xb2
34. ♚c2! (it seems that White has all in order – after the bishop's retreat, there follows 35. ♖c7) 34... ♜xf5! Alekhin has calculated all the details. Black turns to a counterattack just in time.

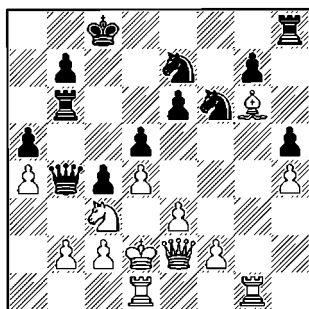
35. ♖c7 (if 35. ♚xb2, then 35... ♜h4+ 36. ♙h2 ♚d3 37. ♖c3 ♚xd5 38. f3 ♜xf3+, and Black wins) 35... ♚g6 36. ♖c8 g4! 37. ♖xg8+ ♙xg8 38. ♚xb2 gh+ 39. ♙xh3 (a beautiful variation was possible after 39. ♙f1 ♚g2+ 40. ♙e2 ♚e4+ 41. ♙f1 ♚xe1+! 42. ♙xe1 h2, and the pawn is unstoppable) 39... ♚g4+ 40. ♙h2 ♜h4 41. f4 ♜f3+ 42. ♙h1 ♚h3+ 43. ♚h2 ♚xh2# [0:1]

№ 94



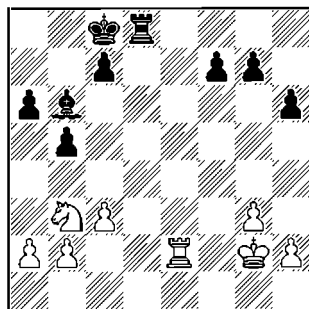
Black to move

№ 95



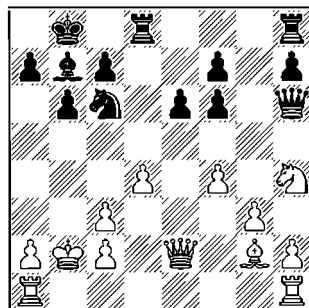
Black to move

№ 96



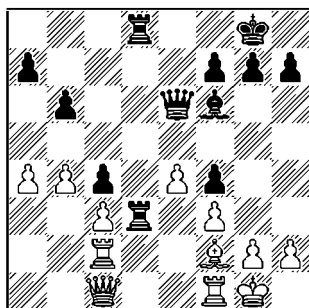
Black to move

№ 97

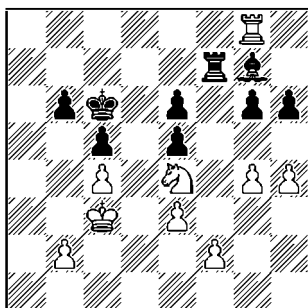


Black to move

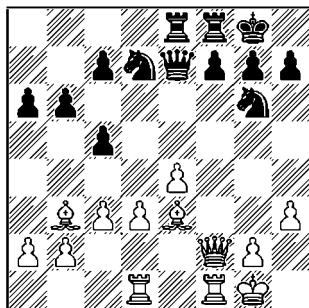
№ 98

*Black to move*

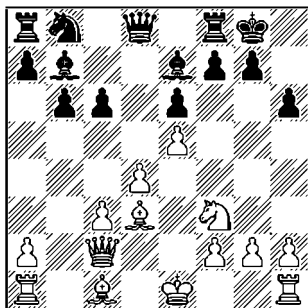
№ 101

*White to move*

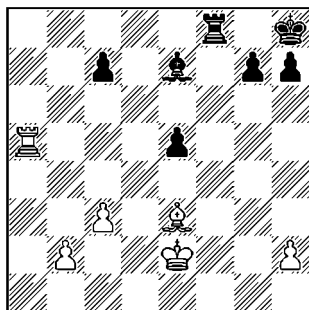
№ 99

*White to move*

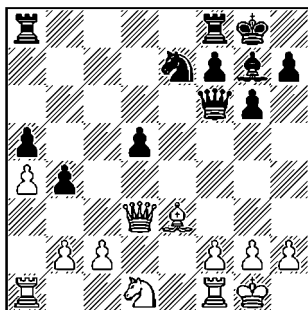
№ 102

*White to move*

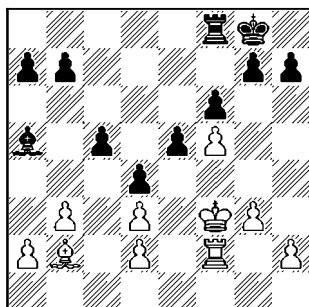
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*White to move*

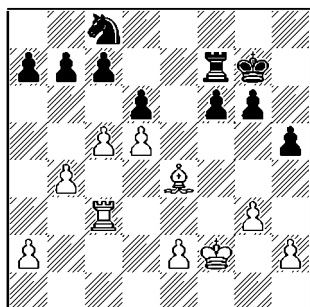
№ 103

*Black to move*

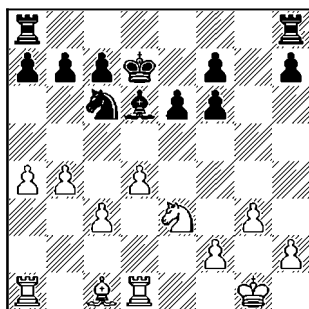
№ 104

*Black to move*

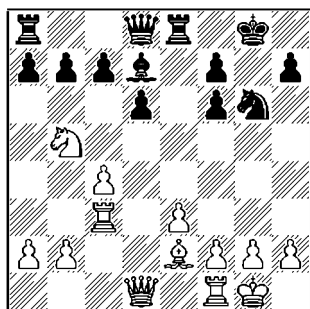
№ 107

*White to move*

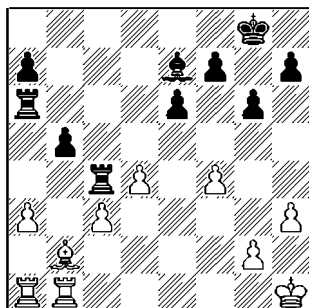
№ 105

*Black to move*

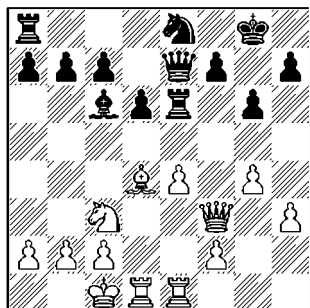
№ 108

*White to move*

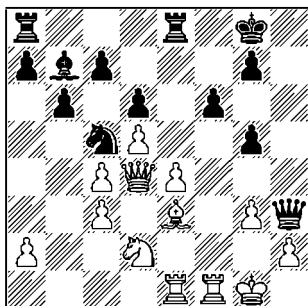
№ 106

*Black to move*

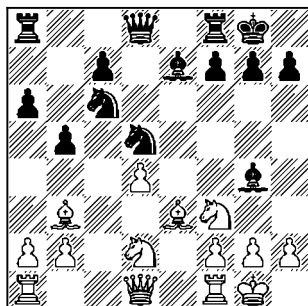
№ 109

*White to move*

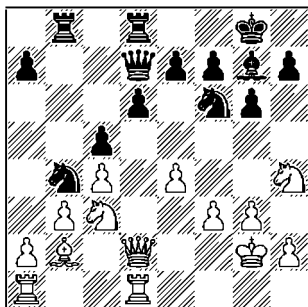
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*Black to move*

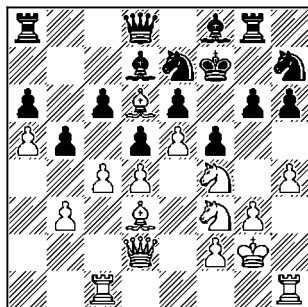
№ 113

*White to move*

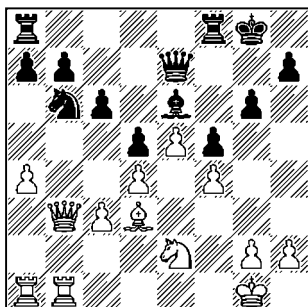
№ 111

*Black to move*

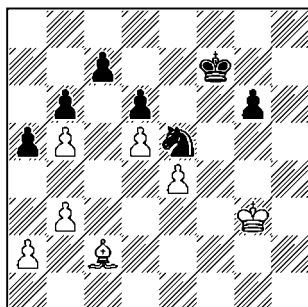
№ 114

*White to move*

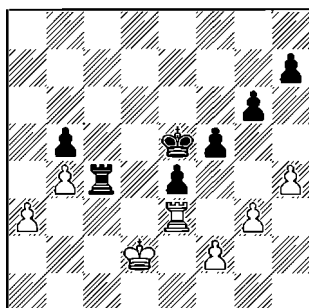
№ 112

*Black to move*

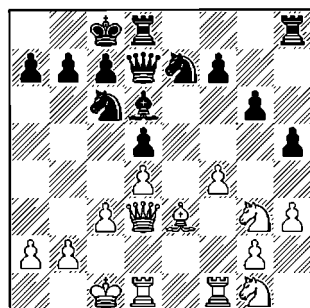
№ 115

*Black to move*

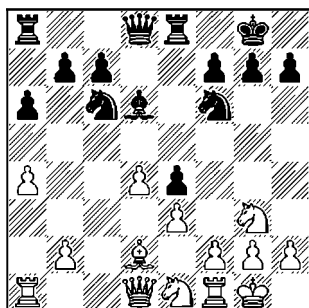
№ 116

*Black to move*

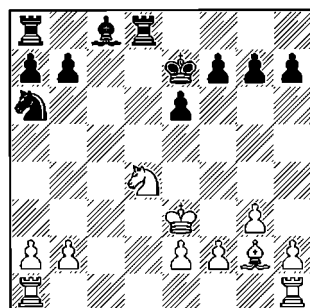
№ 119

*Black to move*

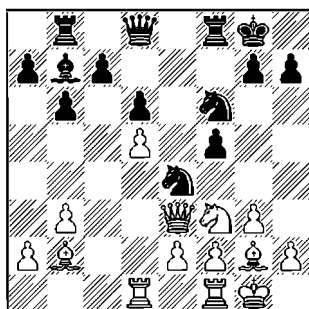
№ 117

*Black to move*

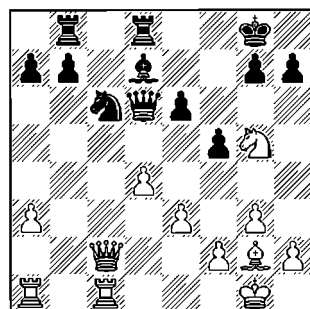
№ 120

*White to move*

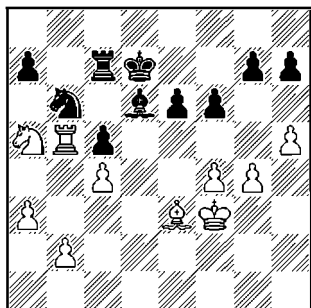
№ 118

*White to move*

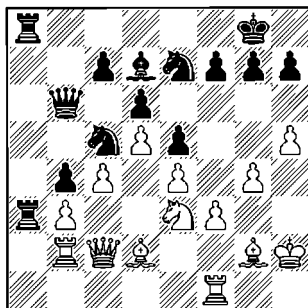
№ 121

*White to move*

№ 122

*White to move*

№ 123

*Black to move*

LEARNING FROM ALEXANDER ALEKHINE

49. NIMZOWITSCH – ALEKHINE, 1912

(*diagram № 94*) Black has a forced rearrangement of pieces to attack the opponent's king: c5–c4, ♖c6–e7, ♗b6–b4 and ♜d6–b6. If you found it, you get 3 points.

17...c4! 18. ♙g6 ♜e7 19. ♜hg1 ♗b4 20. ♙d2 ♜b6 (*diagram № 95*) What is the Black's threat? The answer is worth 2 points: **21...♜xg6 22. ♜xg6 ♗xb2 23. ♜b1 ♗xc3+!! 24. ♙xc3 ♜e4x.**

21. f3 (White has defended himself from a mate, but another trouble is waiting for him) **21...♜h6 22. ♙f7 ♜f5 23. ♗h2 ♗e7** (the bishop is lost, the game is decided) **24. ♜b5** (24. ♙g6 ♜xh4! 25. ♗xh4 ♜e4+, winning the queen) **24... ♗xf7 25. ♜a7+ ♙d7 26. ♗b8**

♜d6 27. ♜g5 ♜fe8 28. ♜dg1 ♜f6 29. f4 g6 30. ♙c1 ♗h7 31. c3 ♗f7 32. ♙b1 ♗e7 33. ♙a2 ♜f8 34. ♜b5 ♜xb5 35. ab ♜c7 36. ♗a7 ♗d6! White resigned due to the variation **37. ♜xg6 ♜xb5 38. ♜g7+ ♙c6 39. ♗xa5 ♜a6. [0:1]**

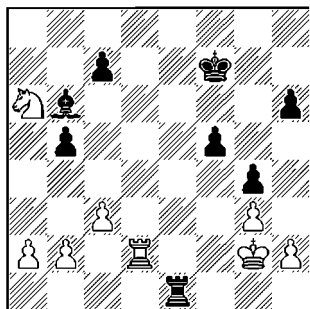
50. POST – ALEKHINE, 1914

(*diagram № 96*) If we now put a black pawn on g4, and the rook on the first rank, then the white king will be in a troublesome situation. If this scheme came to you, you get 3 points. But to execute the conceived plan, Black's king should be transferred to "his" flank to support a pawn offensive there – 2 points.

31...♙d7 32. ♙f3 f6 33. ♙f4 ♜e8 34. ♜d2+ ♙e7 35. ♜d4 g6 36. ♜c6+ ♙f7 37. ♜d7+ ♙e6

38. ♖d2 (in case 38. ♖g7, Black would continue 38...g5+ 39. ♖f3 ♘d6 40. ♖d4 ♙xd4 41. cd f5 with an advantage) 38...g5+ 39. ♖f3 f5 40. ♖b4 g4+! 41. ♖g2 (certainly, not 41. ♖f4? ♖f6, and Black wins) 41...♖f7! 42. ♖xa6 ♙e1.

№ 124



The scheme is set up, and Black commences the final attack.

43. h4 ♖g6 44. ♖b4 f4! 45. gf ♖g1+ 46. ♖h2 g3+ 47. ♖h3 ♙f2 (with a threat 48...♖h1+ 49. ♖g2 ♖h2+ 50. ♖f3 g2 51. ♖xf2 g1♖+, winning exchange) 48. ♖g4 ♖h1 49. f5+ ♖f6 50. ♖d5+ ♖e5 51. ♖f3 ♖xf5 52. ♖xc7 ♖xh4 (two doubled passed pawns assure Black's victory) 53. ♖xb5 ♖f4+! (clearing the way for the pawn "h") 54. ♖g2 h5 55. ♖d8 h4 56. ♖f8+ ♖g5 57. ♖g8+ ♖h5 58. ♖h8+ ♖g6 59. ♖e8 ♙c5! (the black rook strives for the square f2) 60. ♖e2 ♖f5 61. b4 ♙b6 62. ♖h3 ♖f2! (ends the struggle) 63. ♖d6+ (if 63. ♖xf2, then 63...gf 64. ♖g2

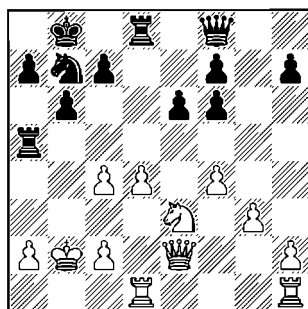
h3+ 65. ♖f1 h2 with a win) 63...♖f4 64. ♖e4+ ♖f3 65. ♖xh4 ♙d8+ 66. ♖h5 ♖h2+ [0:1]

51. TARRASCH – ALEKHINE, 1914

(*diagram № 97*) The position of the white king is weakened, and this gives Black an opportunity to organise an attack. The scheme: ♖c6–a5, exchanging the light-squared bishops, then the black rook moves to a5 through d5, the queen joins the attack through the square f8. The mark – 3 points.

16...♖a5! 17. ♙xb7 ♖xb7 18. ♖ad1 ♖d5 19. c4 ♖a5 20. ♖g2? (it was necessary to get the rook involved in the defence with the manoeuvre ♖d1–d3–b3) 20...♖d8! 21. ♖e3 (21. ♖d3 was already late in view of 21...♖f8 with the threat 22...♖xd4!) 21...♖f8.

№ 125



22. c5 (trying to prevent the black queen from finishing her manoeuvre) 22...bc 23. d5 c4! (after this

strong move the queen, all the same, breaks into the opponent's camp)
 24. ♖xc4 ♜b4+ 25. ♔a1 ♜c3+ 26. ♖b2 ♜d6! (yet another piece with a decisive power joins the attack)
 27. ♜c4 ♜da6! 28. de fe 29. ♔b1 ♜xa2 30. ♜xa2 ♜xa2 31. ♔xa2 ♜xc2 32. ♜c1 ♜d2 33. ♔b1 ♖d6 34. ♜c2 ♜b4 35. ♜d1 ♖b5 36. ♜d8+ ♔b7 37. ♜cd2 e5 (37... a5 was stronger) 38. fe fe 39. ♔c1 ♖d4 40. ♜d3 ♜e1+ 41. ♜d1 ♜e4 42. ♜d3 ♜h1+ 43. ♜d1 ♜xh2 44. ♔b1 ♜xg3 45. ♜d3 ♜e1+ 46. ♔a2 h5 47. ♜e8 ♜a5+ 48. ♔b1 ♜e1+ 49. ♔a2 ♜e4 50. ♜c3 ♖b5 51. ♜c5 ♜b4! The threat 52... ♖c3+ is irrefutable. [0:1]

52. EVENSON – ALEKHINE, 1916

(diagram № 98) The plan for realisation of Black's big advantage is in preparation and carrying on a pawn attack on the kingside. The initial scheme is simple: g7–g5, ♜f6–e5, h7–h5 and g5–g4. So the mark is not high – 2 points. But if you can foresee further actions – the seizure of the diagonal g1–a7 by way of pushing the white bishop away with the help of g4–g3, you will get additional 3 points.

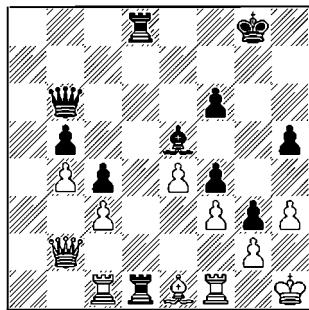
29...g5 30. h3 ♜e5 31. ♜a1 h5 32. a5 (trying to initiate a counterplay) 32...g4! 33. ab ab 34. ♜h4 (after 34.hg Alekhine was going to play 34...hg 35.fg ♜xg4 36. ♜xb6 ♜d2 37. ♜xd2 ♜xd2 38. ♜f2 f3, and Black

won) 34...f6 35. ♜e1 g3. This is an important moment: In the positions with a big advantage and with a clear plan for strengthening your position, it is important not to “sell cheap”, not to be lured by a small material exchange, but strive for a complete bind, without giving the opponent any chance for counterplay.

36. ♜a6 ♜c6. Easily winning the struggle for the most important diagonal (37... ♜a8 threatens).

37. ♜a3 b5 38. ♜b2 ♜b6+ 39. ♔h1 ♜d1 40. ♜c1!

№ 126



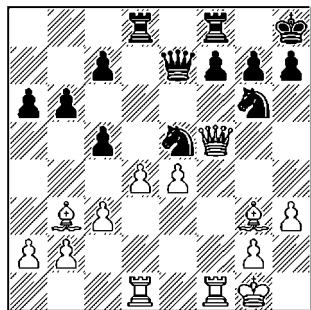
40...♜e3 (the resolution is near) 41. ♜a1 ♜c7 42. ♜a2 ♜xa1 43. ♜xa1 ♜e2 44. ♜g1 ♜b6 45. ♜a6 ♜e3 46. ♜f1 ♜d3 47. ♜xb6 ♜xf1+ 48. ♜g1 ♜e2. The ending is cited from “Chess Assistant”. In the books about Alekhine one can find another ending of this game: 41... ♜xa1 42. ♜xa1 ♜e2 43. ♜g1 ♜d1 44. ♜a8+ ♔g7 45. ♜a7+ ♔g6 46. ♜e7 ♜xe1 47. ♜e8+ ♔g5 48. ♜g8+ ♔h4. [0:1]

53. ALEKHINE – TEICHMANN, 1921

(diagram № 99) 18. ♖f5! "The initial move of the rearrangement which upon completion will give White a won game. The bishop e3 should now be transferred to g3, from where he will be exerting pressure on the pawn c7, and the latter will be even more weakened by the inevitable opening of the line «c» by way of d3–d4. After implementing this plan, Black will be doomed to an absolute inactivity", – A. Alekhine. We would like to add that if you find this plan, you will get 5 points.

18... ♙h8 19. ♕f2! ♜d8 20. ♕g3 ♜de5 21. d4.

№ 127



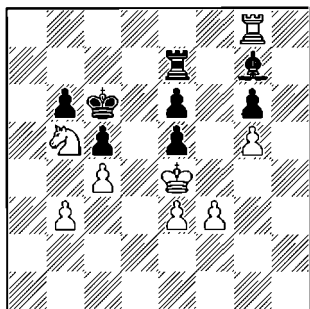
33. ♔d5! (33.c5? ♜xb5 34.cd ♕xd6 is weaker) 33...e4 34. b6 ♜f8 (after 34...♙xh2 decided 35.c5 ♕c8 36.♕c6 cb 37.♜xg7) 35. c5 ♜f5+ 36. ♕c4 [1:0]

55. ALEKHINE - EUWE, 1922

(*diagram № 101*) White has, certainly, a won position — he has an active rook and a handsome knight against the helpless black bishop. The game finishing scheme, which is worth 4 points, is in transferring the king to e4, the knight to b5 and in pawn moves b2–b3 and g4–g5.

36. b3 ♕c7 37. ♕d3 ♜d7+ 38. ♕e2 ♜f7 39. ♖c3 ♜e7 40. g5 hg 41. hg ♕c6 42. ♕d3 ♜d7+ 43. ♕e4 ♜c7 44. ♖b5 ♜e7 45. f3.

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45...♕d7 (Black is in *Zugzwang*: 45...♜d7 46.♜e8; 45...♕b7 46. ♖d6+ ♕c6 47.♖e8) 46. ♜b8 ♕c6 47. ♜c8+ ♕d7 (47...♕b7 loses after 48.♖d6+ ♕a7 49.♜g8)

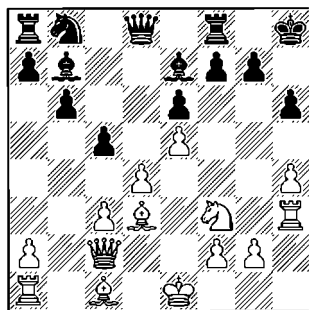
48. ♜c7+ ♕d8 49. ♜c6! ♜b7 50. ♜xe6 [1:0]

56. ALEKHINE - KOENIG, 1922

(*diagram № 102*) Test your attacking skills. White has a typical attacking scheme: h2–h4 followed by ♜h1–h3–g3 (2 points).

12. h4! (this move creates a definite threat: 13.♖g5, 14.♙h7+ and 15.♙g8!) 12...c5 13. ♜h3 (here the attack 13.♖g5 cannot be done in view of 13...cd 14.♙h7+ ♕h8 15.♙g8 d3!) 13...♕h8 (if 13...f5, then 14.ef ♙f6 15.♖g5 with an irrefutable attack).

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14. ♙xh6! f5 (14...gh 15. ♜d2+) 15. ef ♙xf6 16. ♙g5 cd 17. ♖e5! ♖c6 18. ♜e2 g6 19. ♙xg6 ♕g7 20. ♙h6+! ♕g8 21. ♖xc6 ♙xc6 22. ♜xe6+ ♕h8 23. ♙xf8 ♜xf8 24. ♜xc6 [1:0]

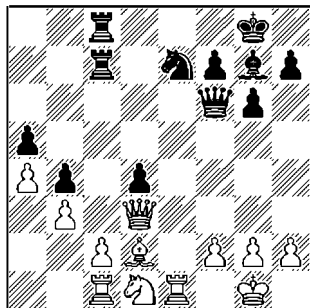
57. TARRASCH - ALEKHINE, 1923

(*diagram № 103*) If you have already found the target to attack

(in this case, the pawn c2), to devise a scheme will be easy: d5–d4, driving away the bishop and restraining the white knight, then doubling major pieces on the line «c» – 3 points.

18...d4! 19. ♖d2 ♜ac8 20. ♜e1 ♜c7 21. b3 (White is trying to transfer the knight to c4, but Black prevents this) 21...♜fc8 22. ♜c1.

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22...♜f5! 23. ♜e4 ♘d5 (the knight strives for c3) 24. ♘b2 ♘c3 25. ♙xc3 (a forced exchange, since after 25.♜e1 ♜d3 26.♘d3 ♘a2 the pawn c2 is immediately lost) 25...♜xc3 26. ♜e2 ♙h6! (all the same, winning a pawn) 27. g4 ♜f6 28. ♜e8+ ♜xe8 29. ♜xe8+ ♙g7 30. ♜f1 ♜xc2 31. ♘d3 ♜f3 (an exact realization of the advantage – Black has to prevent this defensive scheme: ♜e4, the pawn f4) 32. ♘e5 (32. ♜e5+ ♙g8 would not do 33.♜xd4 in view of 33...♜d2–+) 32...♜d5 33.♘d7 ♜d6 34. ♜d1 ♙e3! 35. ♜f1

♙g5. Forcing the transition into a won endgame (it threatens 36...♙e7 followed by d3).

36. ♜e5+ ♜xe5 37. ♘xe5 ♙f4 38. ♘c4 d3 39. ♜d1 ♜c3 40. ♘xa5 ♙f6! 41. h4 ♙e5 42. ♙g2 ♙d4 43. ♙f3 ♙c7 44. ♘c4 ♜xb3 45. ♘e3 ♜c3 46. ♜b1 ♙a5 47. ♘d1 ♜a3 48. ♘e3 ♜xa4 49. g5 ♜a3 50. ♜g1 b3 51. ♜g4+ ♙c5 52. ♜c4+ ♙b5 53. ♜c8 ♙a1! (but not 53...b2? 54.♜b8+ ♙b6 55.♜xb6+) 54. ♜b8+ ♙b6 [0:1]

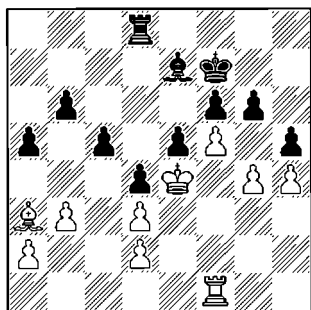
58. WOLF – ALEKHINE, 1923

(diagram № 104) This is a repetition of the topic “Lockout of pieces” (example № 24). The Black’s plan: transfer the bishop to e7, play a7–a5 – and then the bishop b2 cannot break free. Then put the king on f7 and undermine g7–g6, opening the play on the kingside, where Black has a material advantage. But where the black rook should be placed? Evidently, on d8 to limit activity of the white king – it is clear that he will take a convenient position on the square e4. For the correct answer you get 3 points.

24...♙d8! 25. ♙e4 ♙e7 26. ♜f1 ♜d8 27. ♜c1 a5 28. ♙a3 b6. The white bishop is “sealed”. One can turn to the actions on the kingside.

29. g4 ♙f7 30. h4 g6 31. ♜f1 h5!

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After this move the opening of the play is inevitable and White's defence breaks down.

32. **fg+** ♖xg6 33. **gh+** ♖f7!
(the king strives for e6) 34. **h6** ♖e6
35. ♖g1 ♖h8 36. ♖g6 ♕f8 [0:1]

59. MIESES – ALEKHINE, 1925

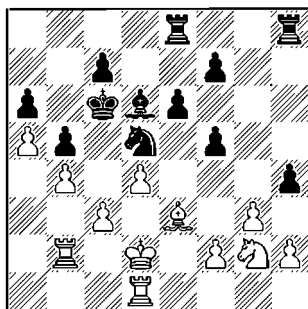
(*diagram № 105*) Black's plan is to seize white squares in the centre and on the queenside, and to take hold there. With this goal in mind, he plays a7-a6, b7-b5 and f6-f5, moves the king on c6, and the knight on d5. Then Black should try to open lines on the kingside by way of h7-h5-h4. The plan, which Alekhine was able to fulfill completely, is worth 5 points.

17...**a6!** 18. ♖b1 **b5!** 19. **a5** ♖e7
20. ♖f1 (an attempt to prevent Black's plan by way of 20...d5 leads to Black's clear advantage after 20...h5 21.de+ fe 22.c4 bc 23. ♖xc4 ♖d5 24. ♕d2 ♖ab8) 20...**♖c6!** 21. ♖b2 ♖d5 22. ♖e1 **h5** 23. ♖g2 ♖ae8 24. ♕e3 **f5** 25. ♖d2 25. ♖f1 was more tenacious. In reply

to this, Black would have continued to strengthen his position with the manoeuvre ♖e8-g8-g4.

25...h4!

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Black's advantage has been materialised. The line «h» is opened up to his obvious benefit.

26. ♖d3 **hg** 27. **hg** ♖h2 28. ♖h4
(if 28. ♖g1, then 28...♖g8 29. ♖bb1 ♕xg3! 30.fg ♖xg3-+) 28...**♕xg3**
29. ♖f3 ♖g2 30. ♖e1 ♖g1! 31. ♖e2 ♕d6 32. ♖c1 ♖h8 33. ♖f3 ♖xc1 34. ♕xc1 ♖h3 [0:1]

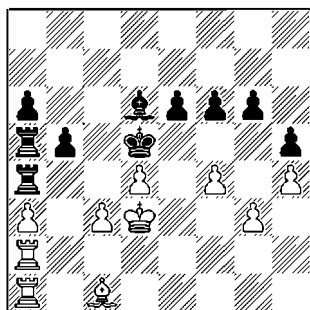
60. THOMAS – ALEKHINE, 1925

(*diagram № 106*) This is a classical example of how to exploit the weakness of the doubled pawns c3+d4 in endgame. If you know it, add 2 points for erudition. Those who are not familiar with this example will probably find a great pleasure in creating this beautiful scheme: the king on d5, the rook on a5 and a4, the bishop on d6, the pawns on a6 and f6.

The scheme being set up, there follows the blow e6—e5! (remember the thought of D. Bronstein about exploiting the weakness of single-colour squares and example № 34). The mark — 3 points and a point more for the correct first move.

37...♙d6! (forcing the move g2—g3 that will weaken White's position on the kingside) **38. g3 ♖f8** **39. ♗g2 ♖e7** **40. ♗f2 ♖d7** **41. ♗e2 ♗c6** **42. ♜a2 ♜ca4** **43. ♜ba1 ♗d5** **44. ♗d3 ♜6a5** **45. ♙c1 a6** **46. ♙b2 h5** (forcing yet another weakening) **47. h4 f6!** **48. ♙c1.**

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48...e5! (the final blow in Black's strategic plan, destroying the opponent's defence) **49. fe fe** **50. ♙b2** (after 50.de ♙xe5 51. ♙f4 ♙xf4 52.gf ♗e6! Black also wins) **50...ed** **51. cd b4** **52. ab ♜xa2** **53. ba ♜xb2** [0:1]

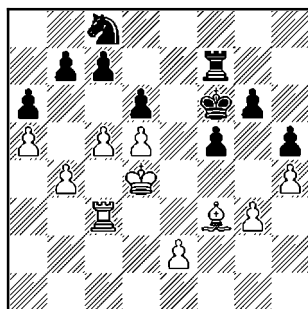
61. ALEKHINE - RETI, 1926

(diagram № 107) The King's Indian endgame. White has space

advantage and his pieces are more active. The scheme of strengthening the position is in transferring the king to d4 and in advancing the pawns on the queenside. Yet another resource is to force the move f6—f5 and attack in the centre by way of e2—e4 (3 points).

30. ♖e3 f5 **31. ♙f3 ♖f6** **32. ♖d4 ♜h7** **33. h4 ♜g7** **34. a4 ♜f7** **35. a5 a6?!**

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It would be better to adhere to a passive tactics, for example **35... ♜e7**. In this case White could continue **36.e4! fe** **37. ♙xe4 ♖g7** **38.g4 hg** **39. ♜g3** with an advantage.

36. c6! b5 **37. ab ♗xb6** **38. ♜a3 ♖e7** **39. ♜xa6** (more precisely **39.e3**, without giving Black any counterchance) **39...f4** **40. g4 hg** **41. ♙xg4 f3** **42. ♙xf3 ♜f4+** **43. ♙e4 ♜xh4** **44. ♜a7 ♖d8** **45. ♜a3 ♜h2.** We suggest that you find yet another scheme in the case of a more tenacious **45... ♖e7**. The answer: after a

forced prelude 46. ♖g3 ♔f7 47. ♔d3 ♕h6 48. ♔f3 one should continue e2–e4, ♔f3–g4–e6, and finally, ♔f3. Those who found this plan will receive a high mark – 5 points.

46. ♖e3 ♕h5 47. ♖g3 g5 48. ♔f3 ♕h4+ 49. e4 ♕h2 50. ♖xg5 ♖b2 51. ♖g8+ ♔e7 52. ♖g7+ ♔d8 53. ♔c3 ♔a4+ 54. ♔c4 ♔b6+ 55. ♔b5 ♖d2. Which plan will lead to a victory faster? Certainly, it is the exchange sacrifice on b6 – 1 point.

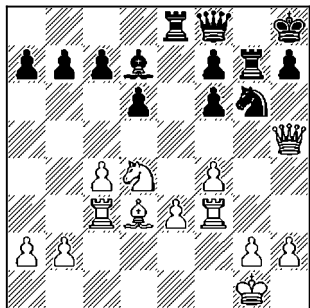
56. ♖g8+ ♔e7 57. ♖b8 ♖c2 58. ♖xb6 [1:0]

62. ALEKHINE – YATES, 1926

(*diagram № 108*) If you correctly determined the direction of attack – the kingside, then the scheme will not appear to you as too complicated: ♔d3, ♖h5, f2–f4, ♖f1–f3–h3. You get 3 points for the correct answer.

14. ♔d3 ♔h8 15. ♔d4 ♖g8 16. ♖h5 ♖f8 17. f4 ♖e8 18. ♖f3 ♖g7.

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19. ♔f5! (after the forced exchange, the white bishop will be stronger than the black knight) 19... ♔xf5 20. ♔xf5 ♖e7 21. ♔c2 ♖eg8 22. g3 ♖d7 23. ♖f2 ♖e7. Black was able to strengthen his kingside. What is next? The correct answer is worth 3 points. You could have got more points, but you are already familiar with this plan. Do you remember example № 42? Before starting decisive actions, you should transfer the king to a safe place – the queenside.

24. ♔f1! ♖d8 25. ♖d2 b6 26. ♖d5 ♖gg8 27. ♖f5 a5 28. ♔e1 ♖e6 29. ♖h5 ♖e7 30. ♔d1 ♖g7 31. ♔c1 ♔f8 32. ♔f5 ♖e8 33. g4 ♔g6 34. a3 ♖d8 35. ♔c2 ♖c8 36. ♔b1 ♔e7 37. h3 ♔g6 38. ♖h6 ♖d8 39. ♔a2 ♔e7 40. ♔a1 ♔g6 41. ♔a4 ♖eg8 42. ♔d1 ♖e7 43. ♔c2 ♔f8 44. ♖d5 ♔g6 45. ♖f5 ♖e8 46. g5! (the final stage of White's strategic plan begins) 46... ♖g7 47. ♖xg5 ♖f8! 48. ♖h5! (in case 48.f5 White would lose advantage: 48... ♔e5! 49.f6 ♖g6 50. ♖xf8+ ♖xf8 51. ♔xg6 ♖g!) 48... ♖g8 49. ♔a2! ♔f8 50. ♖f6 ♔d7 51. ♖d4 f6 52. ♔f5 ♖f8 53. ♖h6 ♖ge7 54. ♖h5 ♔c5 55. ♖c2! ♖g7 56. ♖g2! ♖ee7 (56... ♖g2? 57. ♖xh7+ ♔g8 58. ♖d5+-) 57. ♖g4! a4 58. ♖h6! ♖gf7 59. ♖gg6 ♔b3 60. ♖c3 d5? (60... ♖e8 would be better, but still futile; for example 61.e4 ♖e7 62. ♖xf6 ♖xf6 63. ♖xf6 ♖g7 64. ♖f7! ♖xc3 65. ♖xh7+ ♔g8

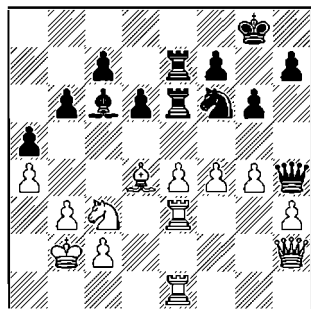
66.bc) 61. cd ♖e8 62. e4! ♜c5
 63. ♜xh7+ ♜xh7 64. ♜xf6+ ♜g7
 65. ♜g6+ ♜f8 66. ♜h8+ ♜e7
 67. ♜e6+ ♜d7 68. ♜xe8# [1:0]

63. ALEKHINE – BRINKMANN, 1927

(*diagram № 109*) White has advantage. His task is to prepare and carry on a kingside pawnstorm. The scheme: doubling the rooks on the line “e”, manoeuvre ♜f3–f4–h6 (if the opponent allows) and then f2–f4–f5. By the way, the pin ♙d4 – ♜h6 is familiar to us – recall example № 6. The plan is worth 3 points.

19. ♜e3 ♜g7 20. ♜f4 ♜h4!
 (a good defensive move, slowing down the execution of White’s plan)
 21. ♜d1 ♜ae8 22. b3! There is one characteristic moment: White takes his time and thoroughly prepares the offensive. A tempting 22. ♙d5 was futile – 22... ♙xd5 23. ed ♜xe3 24. ♜xe3 ♜xe3 25. ♜xe3 ♜f8! followed by ♜e8) 22... a5 23. a4 b6 24. ♜b2 ♜8e7 25. ♜h2! ♜e8 26. f4 ♜f6.

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27. f5! We did it! The white pawns moved forward sweeping away everything on the way.

27... ♜xe4 (or 27... ♜xg4 28. ♜f4+–) 28. ♜xe4 ♜xe4 29. ♜f4 g5 30. ♜f1 d5 31. c4 ♜h6 32. f6 ♜e8 33. cd ♙xd5 34. ♜f5 [1:0]

64. KEVITZ AND PINKUS – ALEKHINE, 1929

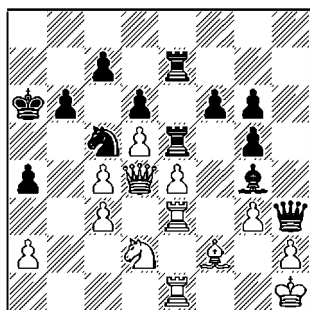
(*diagram № 110*) Black’s advantage is evident. White has no chance to be active. This allows Black to carry on his plan without any trouble; the plan is to double the rooks on the line “e” and to transfer the light-squared bishop to the diagonal c8–h3 (2 points). If you are able to devise a plan for further actions (namely, transferring the king to the queenside and executing the kingside pawnstorm), you will get additional 3 points.

22... ♜e7 23. ♜h1 ♜ae8 24. ♙g1 ♙c8 (to win the pawn e4 after 24... ♜xe4 is disadvantageous due to a perpetual check) 25. ♜f3 ♙g4 26. ♜fe3 ♜h5. 26... ♜h7 was possible, followed by ♙g4–h5–g6 that would allow to win the pawn e4, but the plan chosen by Alekhine was stronger.

27. ♜g2 ♙h3+ 28. ♜h1 ♜g4 29. ♙f2 a5 30. ♙g1 a4! (depriving White of the opportunity ♜d2–b3) 31. ♙f2 ♜e5 32. ♙g1 ♜8e7 33. ♙f2 ♜f7! 34. ♙g1 ♜e8 35. ♙f2 ♜d8 36. ♙g1 ♜c8 37. ♙f2 ♜b7 38. ♙g1 ♜a6 39. ♙f2 ♜h5 40. ♙g1

♙g4 41. ♔g2 ♚h3+ 42. ♔h1 g6
43. ♙f2.

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43...f5! is well prepared and quickly decides the game 44. ef gf 45. ♖xe5 de 46. ♚e3 (46. ♖xe5 is impossible due to the variation: 46...♖xe5 47. ♚xe5 ♙f3+! 48. ♘xf3 ♚f1+ 49. ♘g1 ♘d3) 46...e4 47. d6 cd 48. ♙g1 f4! White resigned in view of the variation 49. gf ♙f3+. [0:1]

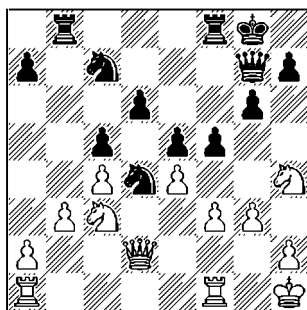
65. ROSSELLI – ALEKHINE, 1931

(*diagram No 111*) This is a critical moment in the game. Black can gain preponderance in the centre and ascertain his advantage. This is done with the help of the manoeuvre e7–e5 and ♘b4–c6–d4 (2 points). If you can sketch further actions (preparation and carrying out f7–f5 – to do this you should play ♖d8–f8 and ♘f6–e8), then you get additional 2 points.

16...e5! 17. ♙c1 ♘c6 18. ♚f2 ♘d4 19. ♙e3 ♖f8! 20. ♚d2 ♘e8

21. ♙h6?! (a doubtful exchange – the black bishop is not active enough, but weakening black squares in White's camp is essential) 21...♘c7 22. ♖f1 f6 (the threat g6–g5 compels White to make the situation clear) 23. ♙xg7 ♚xg7 24. ♔h1 f5. This is a call to begin a pawn attack on the kingside.

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25. ♘g2 f4. Creating a pawn wedge is now a very popular plan for the King's Indian Defence. One cannot take the pawn f4, because a piece is lost after ♚h6.

26. g4 g5 27. ♔g1 h5 (the opening and seizure of the line "h" is on the agenda now; Black can break into his enemy camp on this line) 28. h3 ♚h6 29. ♘e1 ♔f7 30. ♖f2 hg 31. hg ♖h8 32. ♖h2 ♚g7 33. ♖d1 ♖xh2 34. ♚xh2 ♖h8 35. ♚g2. Find a simplistic scheme to exploit the open line. If this is ♖h4, ♚h6, ♖h3 and ♖g3, you get an additional point.

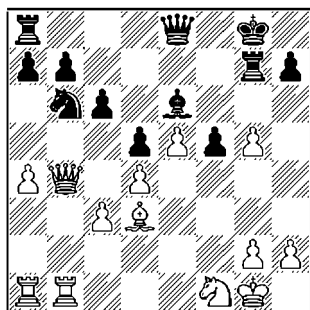
35...♖h4! 36. ♜xd4 (a desperate sacrifice) 36...ed 37. ♜e2 d3! (not allowing for the blockading 38. ♜d3) 38. ♜xd3 ♖a1+ 39. ♜ec1 ♜e6 40. ♖b2 ♖xb2 41. ♜xb2 ♜h3 [0:1]

66. STAHLBERG – ALEKHINE, 1931

(*diagram № 112*) Black finds an excellent rearrangement of forces, combining the defence with the preparation for attacking actions. Have you managed this task? The scheme ♜f7, ♖e8, ♜g7 and g6–g5 is worth 4 points.

20...♜f7! 21. ♖b4 ♖e8 22. ♜g3 ♜g7 23. ♜f1 (possibly, it would be better to set about the prophylaxis by playing 23. ♜f1 and 24. ♖b1, trying to prevent the move g5) 23...g5! 24. fg.

№ 140



24...♖h5! 25. ♖b2 ♖xg5 26. ♖f2 ♜h8 27. ♜d2. The target of the attack is point g2. Please devise a scheme. The correct answer – ♜ag8, f5–f4, ♜b6–c4–e3 – 1 point.

27...♜ag8 28. ♜f1 f4 29. ♜f3 ♖h5 30. ♜b2 ♜c4 31. ♜ba2 ♜e3 32. ♜e1 ♜g4! (a winning manoeuvre) 33. ♖xf4 ♜f7. White resigned due to the loss of his queen after 34. ♖g3 ♜xf1+ 35. ♜xf1 ♜xh2+. [0:1]

67. ALEKHINE – GROB, 1932

(*diagram № 113*) To find the brilliant regrouping of forces undertaken by the 4th World Chess Champion is far from trivial. If you managed this task and found the plan with ♖d1–b1, a2–a3 and ♖b1–a2 – you have excellent prospects! The correct solution is worth 7 points.

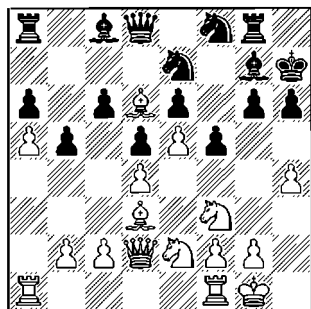
13. ♖b1! (in this way White gets rid of the pin and repels the threat f7–f5–f4) 13...f5 14. a3 ♜h8 15. ♖a2! ♜db4. Black is trying to complicate the struggle. Simple continuations would also lead to White's preponderance. For example, 15... ♜b6 16. ♜e6! and later d4–d5.

16. ab ♜xb4 17. ♖b1 f4 18. ♜e5 ♜f5 (18...♜h5 19. ♖e4!) 19. ♖d1 fe 20. fe ♜d5 21. ♜c6! ♜xe3 22. ♜xd8 ♜xd1 23. ♜c6 ♜g5 24. ♜fxd1! (misses the natural advantage 24. ♜axd1? in view of 24...♜e3+! 25. ♜h1 ♜xd2 26. ♜xd2 ♜e4!) 24...♜e3+ 25. ♜h1 ♜g4 26. ♜f1 ♜xd1 27. ♜xd1 ♜f4 28. ♜d5! ♜ae8 29. ♜f3 (not allowing for the rook's break to the second rank) 29...♜f6 30. ♜g1 g6 31. ♜a1 g5 32. h3 ♜e3+ 33. ♜xe3 ♜xe3 34. ♜xa6 ♜b3 35. ♜d5! (transition to the decisive counterattack) 35...

♖xb2 36. ♜a8+ ♔g7 37. ♜g8+ ♔h6
 38. ♜e5 ♔h5 39. ♜g7 ♔h4 40. ♔h2
 h6 41. ♜f3 ♜d2 42. ♜g6 ♜4 43. ♜xg4+
 ♔h5 44. ♜g3+ ♔h4 45. ♜g6+ ♜xg6
 46. ♜xg6 b4 47. ♜g4+ ♔h5 48. ♔g3
 ♜d3 49. ♜g7+ ♜xf3+ 50. ♔xf3
 [1:0]

68. ALEKHINE – MIKENAS, 1933

№ 141



White's plan for the nearest moves is to prevent the opponent's activity on the kingside by way of g2–g3, ♔g1–g2, ♜f1–h1 and ♜e2–f4, and by further actions on the queenside with the initial phase determined by the moves b2–b3 and c2–c4. The mark – 3 points.

18. g3! ♜h8 19. ♔g2 ♔g8
 20. ♜h1 ♔f7 21. ♜f4 ♜g8 22. b3!
 ♜h7 23. c4 ♜d7 24. ♜a1 ♜f8
 (diagram № 114) Find a scheme
 for strengthening White's position
 on the queenside. If you suggest
 25. ♜d3–e2 with the later ♜f4–d3,
 then you get additional 2 points.

25. ♜e2! ♜c8 26. cd cd 27. ♜xf8
 ♜xf8 28. ♜c5 ♜a7 29. ♜d3 ♔g7
 30. ♜hc1 ♜c8 31. ♜:c8 ♜:c8
 32. ♜c3 ♔h7. What to do next? You
 get an additional point for the ma-
 noeuvre ♜c3–c5–b6 and ♜d3–c5.

33. ♜c5 ♜g7 34. ♜b6! ♜e7
 35. ♜c5 g5 36. hg hg 37. ♜e1. This
 is an accurate defence. If 37...f4,
 then 38. ♜g4!, but if 37...g4, then
 38. ♜ed3 with the later ♜f4.

37... ♜g6 38. ♜ed3 f4 39. ♜h1+
 ♔g8 40. ♜g4+– fg 41. fg ♜h4+
 42. gh gh 43. ♜f2 ♜f7 44. ♜xe6
 ♔h7 45. ♜d6 [1:0]

69. KASHDAN WITH CONSULTANTS – ALEKHINE WITH CONSULTANTS 1933

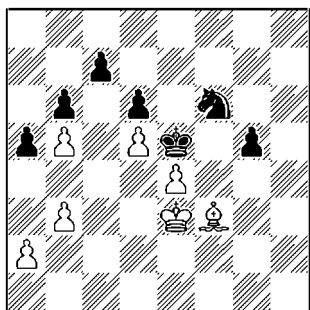
(diagram № 115) This is a typical textbook position. Despite the material equality, Black wins easily: he has a remote passed pawn and the clear advantage of his knight over the "bad" bishop. The winning plan: transfer the king to e5, the knight to c5 or f6 and exchange the pawn "g" with the pawn e4, after that the pawn d5 is also lost, and Black's pieces penetrate White's camp. The mark – 2 points.

38... ♔f6 39. ♜d1. In case
 39. ♔f4 it could be 39...g5+ 40. ♔g3
 ♜d7 41. ♔g4 ♜c5 42. a4 ♔e5
 43. ♔xg5 ♜xe4+ 44. ♔g6 ♔xd5
 45. ♔f7 ♜f2 46. ♔e7 ♔c5 followed
 by advancement of the pawn "d".

39... ♜d3 40. ♔f3 ♔e5 41. ♔e3
 ♜c5 42. ♜f3 g5 43. ♜h1 ♜d7 (it

was possible to play immediately 43...g4) 44. ♖g2 ♜f6 45. ♖f3.

No 142



45...g4 46. ♖e2 (if 46. ♖g2, then a win is achieved after 46...♜h5 and 47...♜f4) 46...♜xe4 47. ♖xg4 ♜c3 48. ♖f3 ♜xd5+ 49. ♖d2 ♖d4 50. a3 ♜c3 51. ♖c6 a4! 52. ♖c2 d5 53. ba ♖c4! [0:1]

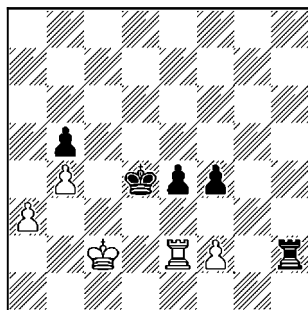
70. NAEGELI – ALEKHINE, 1934

(diagram No 116) Black has a big advantage — his pieces are in an active position, one black pawn pins two opponent's pawns on the queenside, and on the kingside Black's pawns are ready to make a move and create a passed pawn. The winning scheme: ♖d4, the pawn-roller h7—h6, g6—g5, f5—f4 aimed at taking all squares on the third rank from the white rook, opening the file and the invasion of the rook into White's camp. The mark — 2 points.

39...♖d4! 40. ♜b3 h6 41. ♜e3 g5 42. hg hg 43. ♜b3 ♜c8! (it is neces-

sary to occupy the line "h" in order to prevent the activation of the white rook through the square h3 after f5—f4 and the pawn exchange) 44. ♜e3 ♜h8 45. ♜e2 f4 46. gf gf 47. ♖c2 ♜h2!

No 143



White's position is hopeless. The following is quite simple.

48. ♜b3 ♜h3+ 49. ♜b2 ♜d3! (securing an unrestrained queening of a black pawn) 50. ♜c2 f3 51. ♖a2 e3 52. fe+ ♖xe3 [0:1]

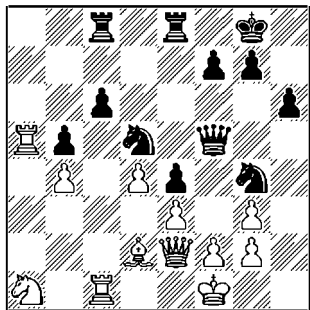
71. AHUES – ALEKHINE, 1936

(diagram No 117) Have you been able to see the attacking scheme in this position? If so, then you get 4 points. The first move is 15...♖xg3. "After this exchange, White's pawn arrangement on the kingside cannot prevent the following attacking setup: ♜g4 and ♜f5 (or ♜h5)", — A.Alekhine. To execute this plan, it is necessary to have a firm position in the centre, which is achieved by the manoeuvre ♜c6—e7—d5 and b7—b5.

15...♔xg3! 16. hg ♖e7! 17. b4 ♜d7 18. ♘c2 ♘ed5 19. ♘a3 b5! (not allowing White to transfer his knight through c4 to e5) 20. ab ab 21. ♚e2 c6 22. ♘c2 ♚f5. All is done according to the plan. White cannot play 23.f3 in view of 23...ef, and the knight c2 is under attack.

23. ♖fc1 h6 24. ♖a5 ♖ac8 25. ♘a1 ♘g4 26. ♚f1.

№ 144



26...♖e6! (if the rook joins the offensive, then Black's attack becomes irrefutable) 27. ♖xb5 ♖f6 28. ♖bc5 ♘xf2 29. ♚e1 (29. ♚g1 ♘g4+— would also be futile) 29... ♘d3+ 30. ♚d1 ♚f1+ 31. ♔e1 ♖f2! [0:1]

72. ALEKHINE – ALEXANDER, 1936

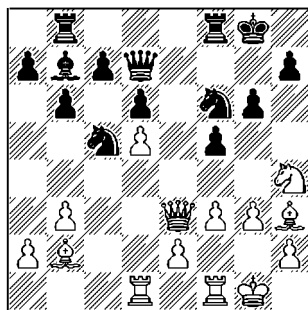
(diagram № 118) White's main idea in this position is to create the conditions which allow the bishop b2, who has no counterpart, to show his power. This is done in this way:

the moves ♘h4 and ♔h3 create pressure on the pawn f5 and provoke the move g7–g6. Then White plays f2–f3 and drives the knight e4 back. After this, the unstable position of the knight f6 will allow White to create different combinational opportunities. Certainly, it is easy to sketch this plan when the record of the game is known – the position hides too many tactical opportunities, but the main idea of the above plan allows to act significantly more purposefully and judiciously. The mark – 5 points.

15. ♘h4! One point is due for this move and the foreseen variation 15... ♘xd5 16. ♖xd5! ♔xd5 17. ♚d4.

15... ♚d7 16. ♔h3 g6 17. f3 ♘c5.

№ 145



18. ♚g5! Creating a lot of threats: 19. ♔xf6, 19. ♔xf5, 19. ♘xf5. If 19... ♘xd5, then 20. ♘xg6.

18... ♚g7 19. b4 ♘cd7 20. e4! This sound move (let's recall again the thought by D. Bronstein about the weakness of single-colour squares)

required an accurate calculation.

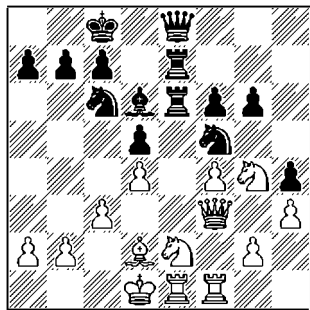
20... ♖xe4 21. ♔c1! ♜ef6 22. ♜xf5! ♔h8 (one cannot play 22...gf, since after 23. ♜xf5 ♔h8 24. ♜h6+ ♔g7 25. ♔g5#) 23. ♜e6 ♜a6 24. ♜fe1 ♜e5 25. f4! (clearing up the diagonal for the bishop) 25... ♜d3 26. ♜xd3 ♜xd3 27. g4! [1:0]

73. WINTER - ALEKHINE, 1936

(diagram № 119) There is only one open file on the chessboard. The plan of its seizure is classical: after the preparatory moves h5–h4 and ♜e7–f5, there follows the formation of major pieces according to the scheme: the rook is ahead, the queen is behind. Certainly, this example will not be complicated to you (2 points). Those who know this plan get an additional point for erudition.

17...h4! (securing a safe position for the knight) 18. ♜3e2 ♜f5 19. ♜f3 f6 20. ♜h2 ♜de8 21. ♜d2 ♜e6 22. ♜g4 ♜he8 23. ♜de1 ♜8e7 24. ♔d1 ♔e8 25. ♔f3.

№ 146



25... ♜a5! black pieces are looking for the ways to penetrate the enemy camp. The knight is heading to the square “e3”.

26. b3 (26. ♔xd5 is bad for White in view of 26... ♜xe2 27. ♜xe2 ♜xe2 28. ♔xa5 ♜g3 29. ♜f3 ♔e4!) 26... ♜c4! The known saying immediately came to my mind: “If it’s prohibited, but one is dying for it, then it’s allowed!”

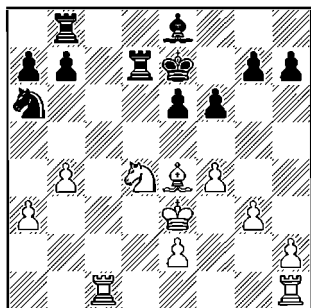
27. ♜c1 (27. bc ♔a4+ 28. ♔c1 ♜a3+ 29. ♔b1 ♜b6+ 30. ♔a1 ♔c2 with the mate in two moves) 27... ♜ce3+ 28. ♜xe3 ♜xe3+ 29. ♜xe3 ♜xe3 30. ♔f2 ♔b5! (winning a pawn) 31. ♜c1 ♜xc3 32. ♜xe7 ♜xe7 33. ♔e1 ♔d7! 34. f5 ♜e3! (White’s position is hopeless) 35. ♔f2 g5 36. ♜e1 ♜e4 37. ♜xe4 de 38. ♔d2 ♜d6 39. ♔c2 ♜f4 [0:1]

74. ALEKHINE - EUWE, 1937

(diagram № 120) White has advantage — his pieces are actively arranged, Black is behind in development. The scheme which White sets up — the king on e3, the knight on d4, the rook on the line “c”, the pawns b4 and f4 — is simply a copy of the known plan by Capablanca in his game with Ragozin (example № 45). It is aimed at securing control over the entire board, including the 5th rank. The mark — 3 points.

14. ♜ac1 ♜b8 15. a3 ♜d7 16. f4 f6 17. ♜e4! (not allowing for 17...e5 due to 18. fe fe 19. ♜f3, with a won pawn) 17... ♜e8 18. b4! ♜d7.

№ 147



The drawn scheme allows White to go into the offensive.

19. f5! ♖c7 (certainly, Black was not happy with the variation 19...ef 20. ♔xf5 ♜d5 21. ♔xh7) **20. fe** ♖xe6 **21. ♖xe6** ♔xe6 **22. ♔xh7** (White won a pawn, but to make use of it is not easy, since Black's pieces became more active) **22...f5** **23. ♜c5!** g6 **24. ♔g8+** ♔f6 **25. ♜hc1** ♜e7+ **26. ♔f2** ♔c6 **27. ♔d5** ♜be8 **28. ♜e1** ♔:d5 **29. ♜xd5** g5 **30. ♜d6+** ♔e5? makes it an easier task for White. **30...♔f7** was more tenacious.

31. ♜ed1 g4 **32. ♜1d5+** ♔e4 **33. ♜d4+** ♔e5 **34. ♔e3!** ♜e6 (34...f4+ 35. ♔d3! fg 36. ♜4d5+ ♔f4 37. ♜f6#) **35. ♜4d5+** ♔f6+ **36. ♔f4** (the game is decided now) **36...♔g6** **37. ♜xe6+** ♜xe6 **38. ♜e5** ♜a6 (if 38...♜f6, then 39.e4! fe 40. ♔xg4 ♜f2 41.h4 with a win) **39. ♜xf5** ♜xa3 **40. ♜b5!** b6 **41. ♔xg4.** 41...♜e3 is responded with **42. ♜g5+** ♔h6 **43.b5!** ♜xe2 **44.h4.** [1:0]

75. ALEKHINE – GOLOMBEK,
1938

(*diagram № 121*) This example should test your combinational vision and it is, in a sense, the repetition of the learned material. Black's pawn structure is familiar from examples № 30 and № 48. One of the techniques to struggle against such a pawn structure is the dynamic d4–d5. If you discerned the scheme of the “smothered” mate in the variation 19.d5! ed 20. ♔xd5+! ♜xd5 21. ♜d1 followed by 22. ♜a2+, then you get 4 points.

19. d5! ♖720. de ♔xe6 **21. ♜d1** ♜e5 **22. ♔xb7!** h6 (one cannot play 22...♜xd1+ 23. ♜xd1 ♜xb7 due to 24. ♜d8#) **23. ♖xe6** ♜xe6 **24. ♜c7** (now White has an extra pawn and a better position) **24...♜xd1+** **25. ♜xd1** ♜e8 **26. ♔f3** a6 **27. ♜d6** ♜e5 **28. ♜c4+** ♔h7 **29. ♜xa6** ♜d8 **30. ♜f7** ♜d1+ **31. ♔g2** [1:0]

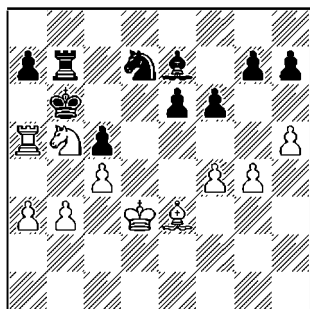
76. ALEKHINE – TSVETKOV, 1939

(*diagram № 122*) This is a typical ending with two isolated pawns on the same side. Similar endings often occur in the Sicilian Defence systems with “c4”. White's winning plan is to transfer the king to d3 to defend the pawn c4, the rook to a5, the knight to b5. The plan is not evident, so the mark is high – 7 points.

38. ♔e4 ♔e7 **39. ♔d3** ♔d7 **40. ♖b3** ♖a4 **41. ♖d2** ♔c6 **42. b3**

♖b6 43. ♜e4 ♜d7 44. ♜a5 ♙e7
45. ♜c3! ♜b7 46. ♜b5 ♜b6.

№ 148



47. b4. Having arranged the pieces in the best way, White commences energetic attacking actions.

47...a6 48. ♜c3 ♙c7 49. ♜xa6 (here is the first material exchange) 49...cb 50. ♜b5+ ♙d8 51. ab ♙xb4 52. ♜xe6 ♙c5 53. ♙d2!

Creating the threat 54. ♙a5+ ♙b6 55. ♜xb6 ♜xb6 56. ♙d4! with a decisive simplification of the play.

53...♜f8 54. ♜c6 ♜d7 55. ♙e4! (the king's raid ends the game) 55... ♙e7 56. ♙d5 ♙g1 57. ♙b4+ ♙d8 58. ♙e6 [1:0]

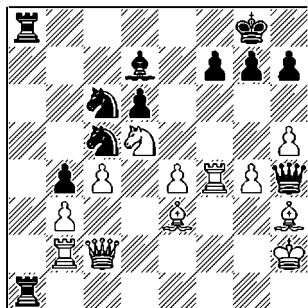
77. ENEVOLDSEN – ALEKHINE, 1939
(diagram № 123) Black has a

clear advantage on the queenside, but White still holds the field. If you find the hidden manoeuvre which includes the move c7–c6 and the transfer of the queen on the kingside through d8 to h4 to create the second weakness, then you will get 3 points.

28...c6! 29. f4 ef 30. ♜xf4 ♜a1 31. dc? White did not discern the opponent's intentions, thus simplifying the implementation of his plan. 31. ♜f1 was better.

31...♜xc6 32. ♜d5 ♙d8 33. ♙e3 ♙h4+ 34. ♙h3.

№ 149



Black's attack is irrefutable.

34...♜e5 35. ♙xc5 dc 36. ♙f2 ♜h1+ 37. ♙xh1 ♙xh3+ [0:1]

Max Euwe

(20. 05. 1901 – 26. 11. 1981)



INSTANCES OF THINKING IN SCHEMES IN THE GAMES OF MAX EUWE

78. TARRASCH – EUWE, 1922

Indian defence

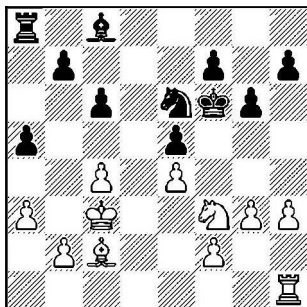
1. d4 ♘f6 2. c4 d6 3. ♘f3 ♘bd7 4. ♘c3 e5 5. e4 g6 6. ♙e3 ♙g7 7. de de 8. h3 c6 9. ♚d2 ♚e7 10. 0-0-0 0-0 11. ♚d6 ♚xd6 12. ♙xd6 ♙e8 13. ♙g5. This is one of the first examples of a typical “King’s Indian” endgame with a “hole” on d4. The routes of black pieces are now well known: ♙g7–f8–c5(b4), ♘d7–c5(f8)–e6–d4, the pawns a7–a5(a5–a4), on occasion c6–c5. It is possible to manoeuvre the rook through a6 to b6 or into the centre.

13...♙f8! 14. ♙d2 (14. ♙xf6 ♙g7–+ is not allowed) 14...♙g7 15. ♙d3 ♙b4! 16. ♙c2 ♘c5 17. a3 ♙xc3 18. ♙xf6+ (otherwise a pawn is lost) 18...♙xf6 19. ♙xc3 ♙d8

20. ♙c2. White should be careful. For example, 20. ♙hd1? was a losing move, naturally, in view of 20... ♙xd3+ 21. ♙xd3 ♘xe4+ 22. ♙c2 ♘xf2.

20...♙xd2 (neutralising White’s pressure on the line “d”) 21. ♘xd2 ♘e6 22. g3 a5! 23. ♘f3.

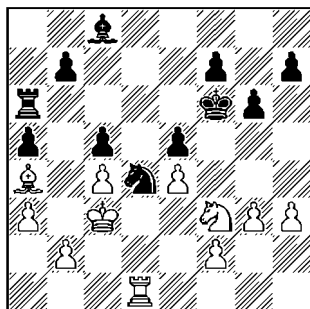
No 150



To sharply strengthen his position, Black should make three moves: c6–c5, ♖a8–a6 and ♘e6–d4. The finders of this plan get 2 points.

23...c5! 24. ♖a4 ♖a6! 25. ♖d1 ♘d4.

№ 151

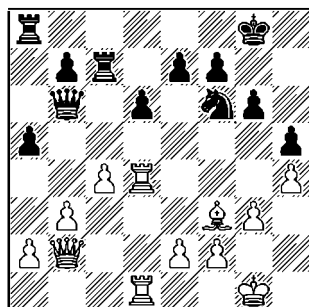


Black holds point d4. He has a won game.

26. ♘xd4?! 26. ♘g1 was better, to which Black would respond g6–g5, ♙f6–e7 and ♖a6–h6 (f6).

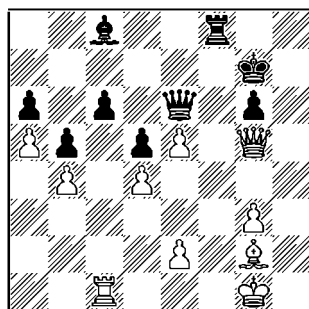
26...ed+ 27. ♙d3 ♖xh3 28. ♖b5 ♖d6 29. ♖h1 ♖g2 30. ♖xh7 ♖e6 31. ♖h4 g5 32. ♖h6+ ♙e5 33. f4+ gf 34. ♖h5+ ♙d6 35. gf (35. ♖d5+ ♙e7 36. ♖d7+ ♙f6–+ was futile) 35...♖xe4+ 36. ♙d2 ♖g6 37. ♖h2 ♖g2+ 38. ♖xg2 ♖xg2 39. ♙e2 ♖c6 [0:1]

№ 152



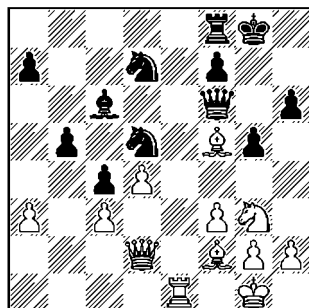
White to move

№ 153



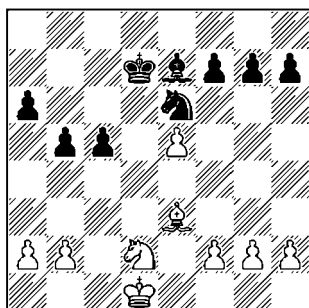
White to move

№ 154

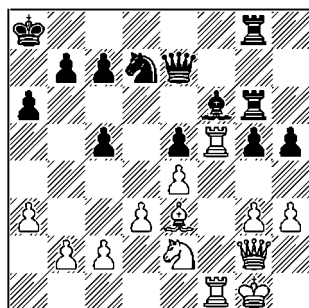


White to move

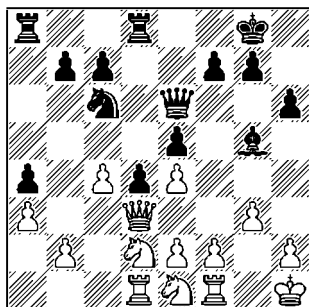
№ 155

*Black to move*

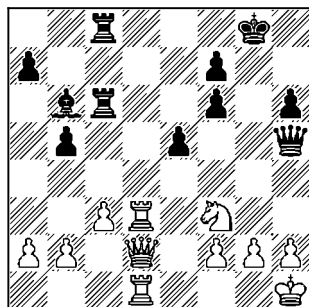
№ 158

*White to move*

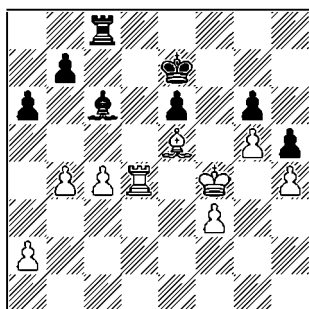
№ 156

*Black to move*

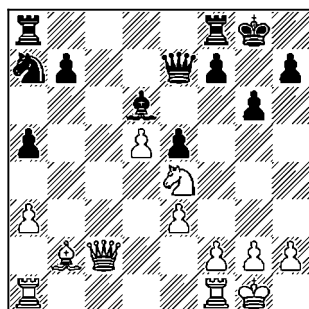
№ 159

*White to move*

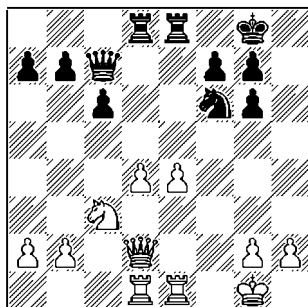
№ 157

*White to move*

№ 160

*White to move*

№ 161



White to move

LEARNING FROM MAX EUWE

79. EUWE – CARLS, 1928

(*diagram № 152*) The weak kingside and the passive arrangement of black pieces allows White to set up the scheme ♖f6, ♖d6, ♙d5 in a combinational way, having the opponent's main forces cut from the kingside and thus unable to help their lord. The mark – 4 points.

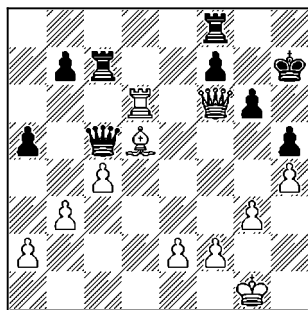
21. ♙xd6! ed 22. ♖xf6 ♖f8.

Black cannot defend the pawn d6 due to variations: 22... ♖d7 23. ♙d5! ♙h7 24. ♙xf7 or 22... ♖a6 23. ♙d5 ♙f8 24. ♖d3, and White wins.

23. ♙xd6 ♖c5 is the only move. In response to 23... ♖b4, 24. ♙xh5 decided!

24. ♙d5 ♙h7.

№ 162



25. g4. This is an instance of the exemplary interaction of pieces and pawns in the attack. Black cannot stand such a powerful onslaught. It would be unsound to play the thoughtless 25. ♙xf7 ♖xf7 26. ♖xg6+ ♙h8 27. ♖d8+ ♖f8 28. ♖d5 ♖xf2+ or 27. ♖h6+ ♙g8, and Black won.

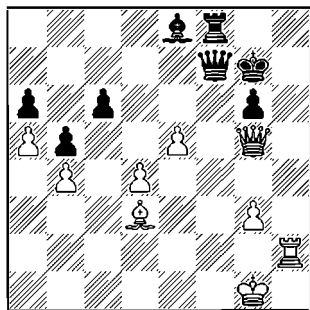
25...♚a3 (25...hg? 26.h5+-)
 26. gh ♚c1+ 27. ♚h2 ♚h6 28.
 ♙xf7! (the decisive blow) 28...♚g7
 29. hg+ ♚h8 30. ♚g5. Black re-
 signed due to variation 30...♚xf7
 31. ♚h5+ ♚g8 32. gf ♚xf7 33. ♚g6+
 ♚f8 34. ♚h8+ ♚e7 35. ♚g7. [1:0]

80. EUWE – FLOHR, 1933

(*diagram № 153*) Certainly, White has a winning position. One should choose the most accurate realisation, activating his pieces and keeping the king, whose position is a little bit weakened, in safety. The Dutch Champion solved this problem in a simple and elegant way. By playing e2–e4, he forced the exchange on e4 and activated his bishop. The rook traversed to the line “h” along the second rank, and the attempts to counterplay on the line “f” were repelled by moving the bishop back to d3. If you were going to play as Euwe did, you get 3 points.

37. e4 de 38. ♙xe4 ♙d7 39. ♚c2!
 ♚f7 40. ♙d3! ♙e8 41. ♚h2.

№ 163



White pieces have an extremely fortunate combination of their attacking and defensive functions.

41...♚h8 (a forced outcome follows) 42. ♚f6+ ♚xf6 43. ef+ ♚g8
 44. ♚xh8+ ♚xh8 45. ♙e4 ♚g8
 46. d5 [1:0]

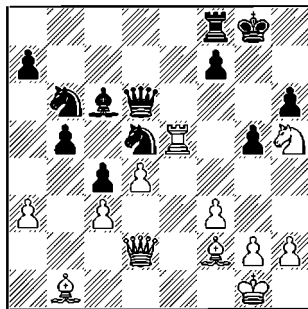
81. EUWE – KAN, 1934

(*diagram № 154*) The position of the black king is weakened, and White has a scheme for an attacking arrangement of pieces: ♙b1, ♚c2, ♙h5. The mark – 3 points.

22. ♙b1! ♙7b6?! Black doesn't feel the danger. It was necessary to play 22...♚d8 and 23...♙f8, strengthening the kingside.

23. ♙h5 ♚d6 24. ♚e5!

№ 164



24...f5 is forced. Black would have immediately lost, if other continuations were played. For example: 24...♙e7 25. ♚xg5+ hg 26. ♚xg5+ ♙g6 27. ♚h6 or 24...♙e8 25. ♚xg5+ hg 26. ♚xg5+ ♚f8 27. ♚g7+ ♚e7

28. ♖h4+ ♔d7 29. ♖f5+ ♜e6 30. ♜xf7+ ♚e7 31. ♚f6+.

25. ♖xf5 ♜xa3 26. ♖e1! ♚f6 27. ♖e6+ ♔h8 28. ♚xf6 ♜xf6 29. d5 ♖d7 30. h4 ♜d6 31. ♜d4 ♜f4 32. ♜e3! (leads to a quick win) 32... ♖xe6 33. de ♜f8 34. e7 ♜e8 35. ♜e6 [1:0]

82. JOHNER – EUWE, 1934

(*diagram No 155*) This is a typical endgame for the open variation of the Spanish game. Black has a big advantage: his pieces are more active than White's pieces, the black king has an excellent passage in the centre and, finally, the white pawn e5 is weak and can be the target for an attack. The scheme: g7–g5 and ♔d7–c6–d5 is simple and efficient (2 points).

28...g5! 29. f3 ♔c6 30. g3 ♔d5 31. f4 gf 32. gf. White had defended the pawn e5, but at a high price – the bishop e3 became "bad", White's squares and the pawn f4 turned weak. The next task for Black – the king's breakthrough into the enemy camp.

32... ♚d4! 33. ♚f1 (in case of the passive defence, Black would have advanced the queenside pawns) 33... ♖e4 34. ♔d2 ♚f5 35. ♚g3+ ♚xg3 36. hg ♔f3. Accomplished! Material losses are inevitable, White's position is hopeless.

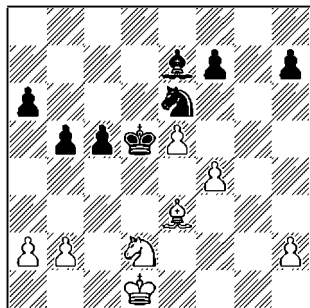
37. ♔d3 ♖xg3 38. f5h5 39. ♖h6 h4 40. f6 ♖d8 41. e6 fe 42. f7 ♖e7 43. f8 ♜ ♖xf8 44. ♖xf8 h3 45. ♖xc5 e5! [0:1]

83. SLIWA – EUWE, 1962

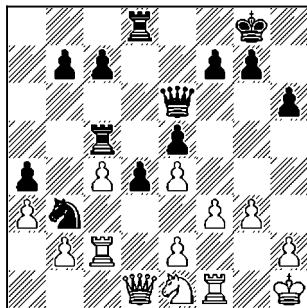
(*diagram No 156*) Black has advantage. He increases pressure according to the scheme: the knight exchange on d2, his knight's invasion to b3, transfer the rook to c5. The mark – 5 points.

23... ♖xd2! (beginning the plan aimed at putting the pawn c4 under seige) 24. ♜xd2 ♚a5! 25. ♜c2 ♚b3 26. f3 ♜a5! 27. ♜d1 (if 27. f4, then 27...ef 28. ♜xf4 ♜e5 29. ♚f3 ♚c5) 27... ♜c5.

№ 165



№ 166



28. ♖d3 (White finds the best way out, still keeping material balance) **28...** ♜xc4 **29.** ♜xc4 ♚xc4 **30.** ♖xe5 ♚e6 (Black still has advantage, since he is well-prepared for the queenside pawn attack) **31.** ♖d3 c5 **32.** ♖f4 ♚c4 **33.** ♚g2 b5 **34.** ♖d5 ♚f8 **35.** ♜f2 ♚d3 ♚xd3 **36.** ed c4; **35.** f4 f5 **36.** ♖e3 ♚e6 **37.** e5 ♚e7 **38.** ♖c2 ♚d5+ **39.** ♚g1 ♚e4-+) **35...** ♚c1 **36.** ♚xc1 ♖xc1 **37.** e3?! (makes it an easier task for Black) **37...** d3! **38.** ♜d2 c4 **39.** ♚f1 ♖b3 **40.** ♜d1 ♖c5 **41.** ♖b4 g5 **42.** g4 (42...g4 was threatening) **42...** h5 **43.** h3 (43. gh g4 **44.** ♚g2 ♜d6 **45.** ♖d5 gf+ **46.** ♚xf3 f5!-+) **43...** hg **44.** hg ♜d6 **45.** e5 ♜e6 **46.** f4 f6! **47.** ef ♜xe3 **48.** fg ♖e4 **49.** ♚g2 ♜g3+ **50.** ♚h2 ♜xg4 **51.** ♖xd3 cd **52.** ♜xd3 ♜xg5 **53.** b3 ♖xf6 **54.** ♜d4 ♜g4 **55.** ♜d8+ ♚e7 **56.** ♜b8 b4! depriving White of the last hope. [0:1]

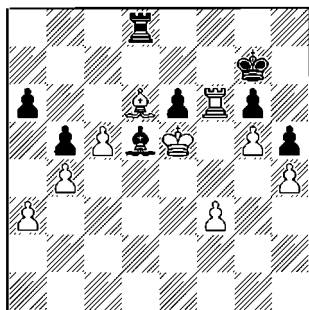
84. EUWE - LANDAU, 1939

(*diagram No 157*) Test your skills in this ending with opposite-colour bishops. The most accurate way is: the bishop on d6, the rook on f6, the king on e5 – 2 points. If you also can see the opportunity to sacrifice exchange on e6 at a convenient moment, you will get an additional point.

32. ♔d6+ ♚f7 **33.** ♚e5 ♚g7 **34.** ♜f4 ♜e8 **35.** ♜f6 b5 (in case 35... ♔d7 **36.** ♔c5 the white king would

break to d6, and the bishop could move to d4) **36.** c5 ♔d5 **37.** a3 ♜d8.

No 167



38. ♜xe6! decides. The black rook cannot stop the passed pawn supported by White's king and bishop.

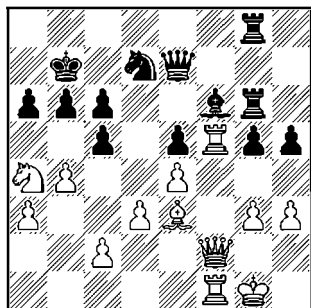
38... ♔xe6 **39.** ♚xe6 ♜a8 **40.** c6 ♜e8+ **41.** ♚d7 ♚f7 **42.** c7 [1:0]

85. EUWE - VIDMAR, 1946

(*diagram No 158*) White has strong pressure on the line "f", but Black's position seems to be sufficiently firm. But after the four strong moves: ♚g2–f2, ♖e2–c3–a4 and b2–b4 – Black's position falls to pieces as a card-castle. The finders of this plan get 3 points.

31. ♚f2! b6 (32. ♔xc5 was threatening) **32.** ♖c3! (White pulls black pawns forward as with a magnet) **32...** c6 (the decisive weakening, but Black cannot allow the knight to get to d5) **33.** ♖a4 ♚b7 (34. ♖xb6+ was threatening) **34.** b4!

№ 168



The final knock-out blow.

34...g4 35. h4 cb 36. ♖xb6
 ♜xb6 37. ♙xb6 ♚e6 38. ♙a5 ♙d8
 39. ♜f7+ ♙c8 40. ♚a7 [1:0]

86. EUWE – ELISKASES, 1947

(*diagram № 159*) This is a warm-up example. Black's dominance over the open line and his weakness on the kingside makes White's advantage overwhelming. Certainly, you have easily found the finishing scheme g2–g4 and ♖f3–h4–f5 – 1 point.

22. g4! ♚g6 23. ♖h4 ♚g5
 24. ♖f5 (now Black has a hard choice: What should be given up?)
 24...h5 (the following is clear without any comments) 25. ♖e7+ ♙f8
 26. ♖xc8 ♜xc8 27. ♚xg5 fg 28. gh
 ♙g7 29. ♜f3 e4 30. ♜f5 b4 31. ♜d7
 ♙h6 32. ♜dxf7 ♙xh5 33. ♜g7 bc
 34. ♜fxg5+ ♙h6 35. ♜5g6+ ♙h5
 36. ♜g3 ♙h6 37. bc ♙xf2 38. ♜g8
 [1:0]

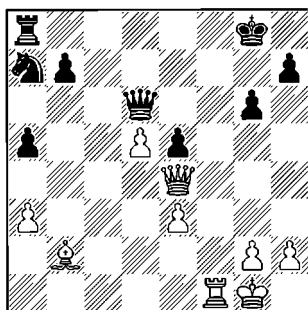
87. EUWE – KRAMER, 1952

(*diagram № 160*) The outcome of this game is decided by the weakness of the diagonal a1–h8. White's purposeful strategy – f2–f4, the exchange f4xe5 (after the forced f7–f6) and ♖e4xd6, followed by ♚c2–e4 – allows him to seize this important strategic main-road. The helpless position of the black knight is an essential factor. The mark – 3 points.

19. f4! f6 20. ♖xd6 ♚xd6 21. fe fe 22. ♚e4! ♜xf1+. 22...♜fe8 would be hardly better. An exemplar variation: 23. ♜ad1 ♜ad8 24. ♚h4 ♖b5 25. ♜f7! ♙xf7 26. ♚xh7+ ♙f6 27. ♜f1+ ♙g5 28. h4+ ♙g4 29. ♚h6 ♚e7 30. ♚xg6+ ♙h4 31. ♜f3 with the unavoidable mate. The variation is optional, but revealing.

23. ♜xf1.

№ 169



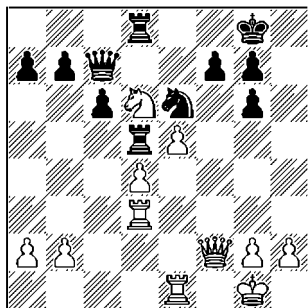
23...♜d8 (if 23...♜e8, then 24. ♚f3, and Black is in a bad condition) 24. ♙xe5. The goal is reached.

Black cannot repel threats on the big diagonal.

24... ♖xd5 25. ♕f4 ♞c6
26. ♙a1 ♜e8 27. h4 ♜e6 28. ♜f3
♞e5 29. ♜g3 ♜d6. Find the decisive rearrangement here (the queen on the big diagonal, the rook on g5), and you will get an additional point.

30. ♜a4 ♜d8 31. ♜b3+ ♜d5
32. ♜c3 ♜e8 33. ♜g5 ♜d1+
34. ♙h2 [1:0]

№ 170



88. EUWE – STAHLBERG, 1954

(diagram № 161) The 5th World Champion relies on the experience of the 6th. The plan - e4-e5, transferring the knight to d6, the queen to f2, the rook along the third rank followed by attack on the kingside - was applied by M.Botvinnik two years earlier. The mark - 3 points.

20. e5! ♞d7 21. ♜f2 ♞f8
22. ♞e4 ♜d5 23. ♞d6 ♜d8 (Black had not decided to sacrifice the exchange on d6 - a hard struggle for a draw was still ahead, and was trying to create counterplay by attacking the pawn d4) 24. ♜d3 ♞e6!

25. ♜h3! (White accurately calculated the subsequent complications) 25... ♜xd4 26. ♞xf7! ♜f4 (26... ♜xf7 27. ♜h8++-) 27. ♞xd8 ♜xf2 28. ♞xe6 ♜b6 29. ♜b3! (exactly this move it would be necessary to foresee) 29... ♜e2+ 30. ♜xb6 ♜xe1+ 31. ♙f2 ♜xe5 32. ♜xb7 ♜xe6 33. ♜xa7 (White easily leads to a win the resulting endgame with an extra pawn) 33... ♜e5 34. ♜a3 ♜b5 35. ♜b3 ♜a5 36. a3 ♙f7 37. ♜e3 ♙f6 38. b4 ♜a6 39. ♙e2 g5 40. g4 ♜a4 41. ♙d2 c5 42. bc ♜xg4 43. c6 ♜h4 44. h3 ♜h8 45. c7 ♜c8 46. ♜c3 ♙e6 47. ♙e3 ♙d7 48. ♙d4 [1:0]

Mikhail Botvinnik

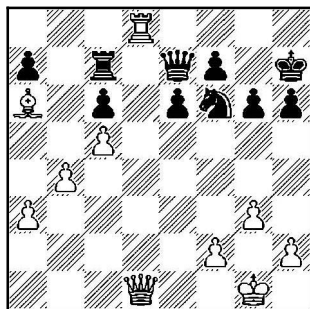
(17. 08. 1911 – 5. 05. 1995)



INSTANCES OF THINKING IN SCHEMES IN THE GAMES OF MIKHAIL BOTVINNIK

89. BOTVINNIK – GOTTHILF, 1930

№ 171

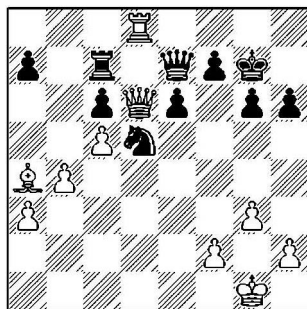


The undivided rule over the open file and the weakness of black pawns on the queenside is a sufficient advantage for White to win. The fastest way to success leads through the manoeuvre ♖d1–d6, pinning black pieces, and ♙a6–c4–b3–a4, at-

tacking the main weakness of the opponent. The mark – 3 points.

32. ♖d6 ♙d5 33. ♙c4! ♙g7
(Black has no other moves) 34. ♙b3
♙h7 35. ♙a4 ♙g7.

№ 172



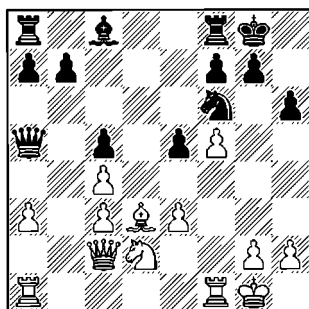
36. ♜a8! Keeping precision till the end. The premature 36. ♙xc6?? leads to the loss of pieces after 36... ♜xc6.

36...♔:d6 (37.♙xc6♔xd6 38.cd
♔xc6 39.d7 was threatening) 37. cd
♔d7 38. ♙xc6 ♔xd6 39. ♙xd5 ed.
Black resigned in view of variations:
40.♖xa7 d4 41.♙f1

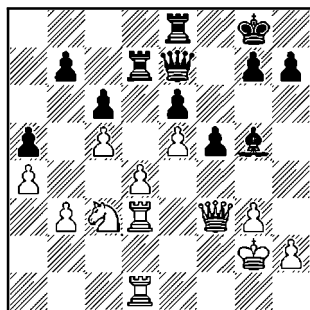
1) 41...♖e6 42.b5 d3 43.♖d7
♖e5 44.a4 ♔e4 45.a5 ♖e5 46.♖xd3
♖xb5 47. ♔a3+-;

2) 41...d3 42.♙e1 ♖e6+
43.♙d1! ♖e2 44.♖d7 ♖xf2 45.♖xd3
♖xh2 46. ♖b3+- (Botvinnik's vari-
ations). [1:0]

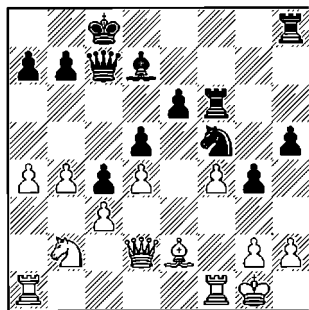
№ 175

*White to move*

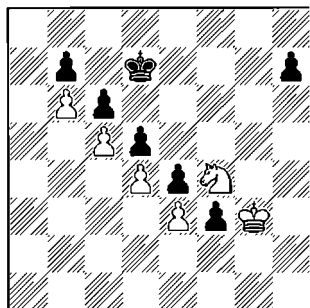
№ 173

*White to move*

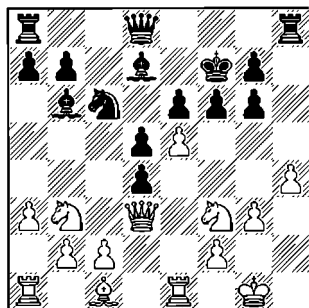
№ 176

*Black to move*

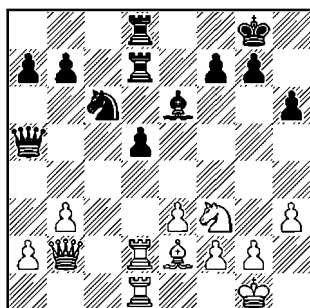
№ 174

*White to move*

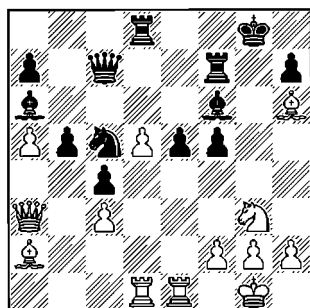
№ 177

*Black to move*

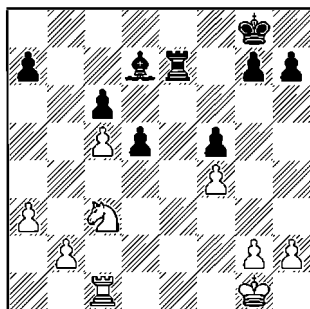
№ 178

*White to move*

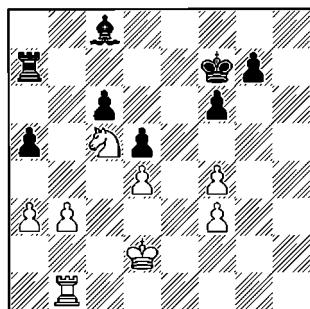
№ 181

*Black to move*

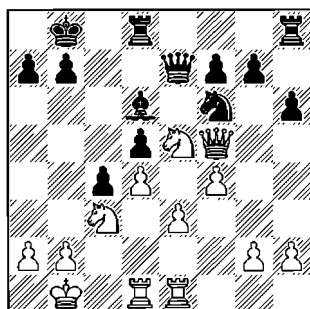
№ 179

*White to move*

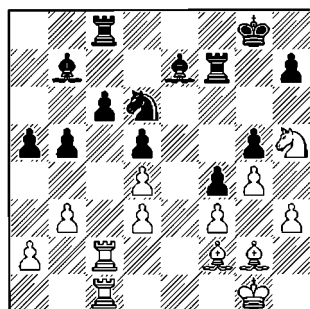
№ 182

*White to move*

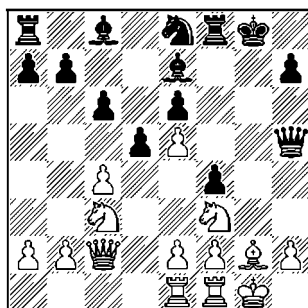
№ 180

*Black to move*

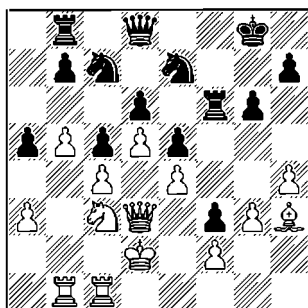
№ 183

*Black to move*

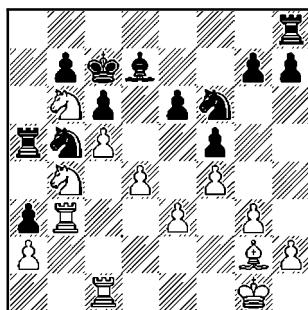
№ 184

*Black to move*

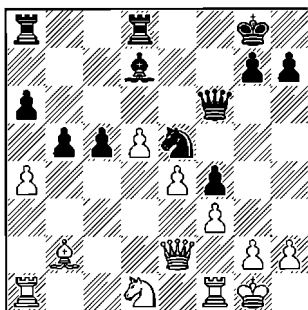
№ 187

*White to move*

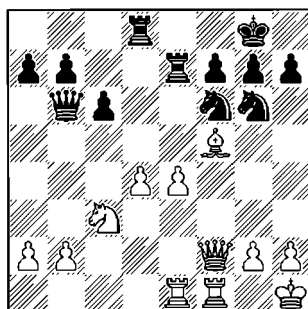
№ 185

*White to move*

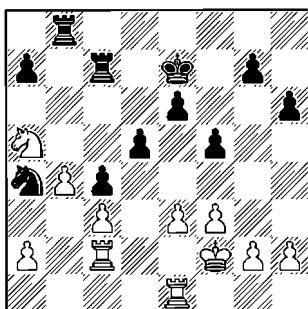
№ 188

*White to move*

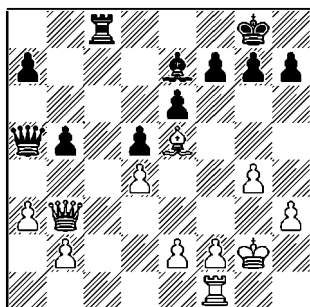
№ 186

*White to move*

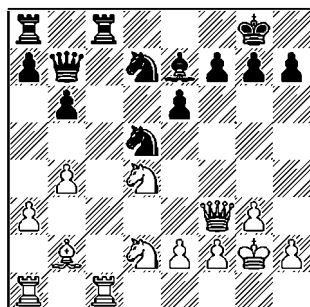
№ 189

*Black to move*

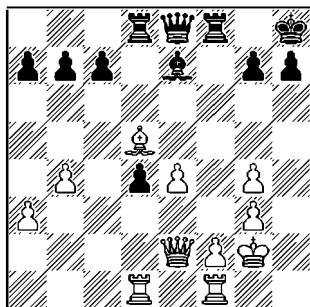
№ 190

*Black to move*

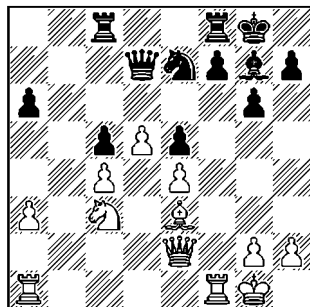
№ 193

*White to move*

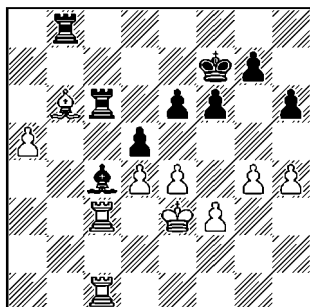
№ 191

*White to move*

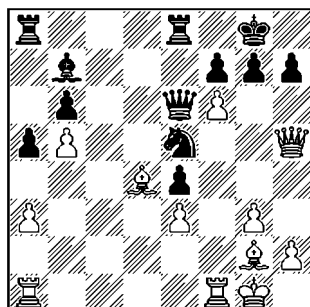
№ 194

*White to move*

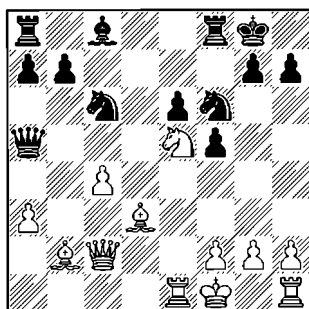
№ 192

*White to move*

№ 195

*White to move*

№ 196



White to move

LEARNING FROM MIKHAIL BOTVINNIK

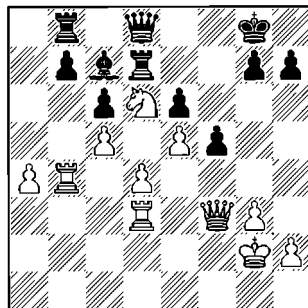
90. BOTVINNIK – FLOHR, 1936

(*diagram № 173*) White's plan is to transfer the knight to d6 and then to open the line "b" after b3–b4. ♖c3–b1 is the first move in this plan! – suggested by W.Steinitz (example № 15). Those who managed to solve this problem get 3 points.

34. ♖b1! ♜f8 35. ♖a3 ♙d8
36. ♖c4 ♙c7 37. ♖d6 ♜b8
38. ♜b1. If you could see and appraised the sacrifice of the knight on b7 as promising, you get additional 2 points.

38... ♜d8 39. b4 ab 40. ♜xb4.

№ 197



40... ♙xd6 is a forced exchange, after which White has an advanced protected passed pawn. In the ensuing struggle, despite some inac-

curacies, White was able to lead the game to a win.

41. **ed** ♖a5 42. ♜db3 ♜e8
43. ♖e2 ♖a8 44. ♜e3 ♖f7
45. ♖c4?! b5! 46. ♖c2 ♜xd6?
(46...ba was correct) 47. **cd** c5+
48. ♖h3 **ch** 49. ♖c7+ ♖g8 50. **d7**
♜f8 51. ♖d6 h6 52. ♖xe6+ ♖h7
53. ♖e8 b3 (53...♖d8 54. ♖xf8
♖xf8 55. ♜e8 ♖f7 56. d8 ♖ ♖h5+
57. ♖g2 would not go through, and
White wins) 54. ♖xa8 ♜xa8 55. **ab**
♜d8 56. ♜xb3 ♜xd7 57. **b6**. Black
resigned. After the forced 57...♜b7
White easily wins, moving the king to
the pawn b6. [1:0]

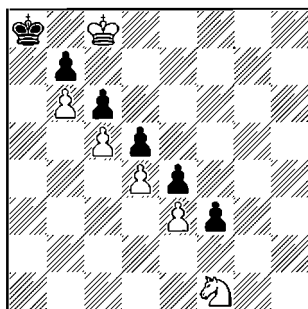
91. BOTVINNIK – THOMAS, 1936

(diagram № 174) This is a study with the task “White to move and win”. A. Alekhine explains how this should be done: “1. White forces the advancement of the pawn “h”. 2. The white king takes the pawn “h”. 3. White moves his knight to f5 to support the march of his king. 4. The knight retreats to f1 and then White drives the black king into a stalemate position, forcing Black to play f3–f2. The pawn on this square is captured and this is the end.” Strictly speaking, there are four tasks in this example, according to A. Alekhine. So, the total score is 8 points (2 points for each stage).

48. ♖h5 ♖d8 49. ♖f6 h6
50. ♖g4 h5 (the first stage is fin-

ished) 51. ♖f2 ♖d7 52. ♖h4 ♖d8
53. ♖xh5 (the second stage is done)
53...♖e7 54. ♖g4 ♖e6 55. ♖g3
♖d7 56. ♖h3 ♖d8 57. ♖f4 ♖d7
58. ♖h5 ♖e6 59. ♖g7+ ♖d7
60. ♖f5 ♖c8 (the end of the third
stage) 61. ♖d6+ ♖b8 62. ♖f5 ♖c8
63. ♖f4 ♖b8 64. ♖e5 ♖c8 65. ♖e6
♖b8 66. ♖d7 ♖a8 67. ♖g3 ♖b8
68. ♖f1 ♖a8 69. ♖c8. The final
position.

№ 198



[1:0]

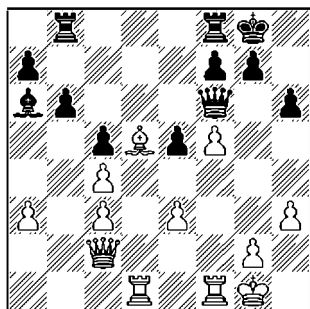
92. BOTVINNIK – KAN, 1939

(diagram № 175) The position on the diagram is one of the strategic revelations of M. Botvinnik. By now this plan has become typical. After ♖d2–e4, the exchange of the knights is forced, then the bishop is transferred to d5, where he presents a great power. The mark – 3 points.

16. ♖e4! ♜d8 17. ♖xf6+ (17.
♖xc5 ♜b6 was disadvantageous)

17... ♖xf6 18. ♔e4 ♜b8 19. ♜ad1 b6
20. h3 ♔a6 21. ♔d5.

No 199



21...b5! (the right strategy is to act vigorously) 22. cb ♜xb5? is a serious mistake sharply weakening Black's position. It would be better to decide on the variation 22...♔xb5 23.c4 ♔c6! 24.♞e4 ♔xd5 25.♞xd5, and despite an extra white pawn, Black would have a fair counterplay on the line "b".

23. c4 ♜b6 24. ♜b1 ♜d8 (24... ♜fb8 would be a little better) 25. ♜xb6 ab 26. e4! ♔c8. Find a winning scheme. The answer: ♞a7, ♜b1, a3-a4-a5. The mark - 2 points.

27. ♞a4 (it is an important manoeuvre - the queen penetrates Black's camp) 27...♔d7 28. ♞a7 ♔e8 29. ♜b1 ♜d6 30. a4 ♔h7 31. a5 ba 32. ♞xa5 ♜a6 33. ♞xc5 (White has a winning position) 33... ♜a2 34. ♞e3 ♞a6 35. ♜b8 ♞a4 36. ♔h2 ♜a3 37. ♞c5 ♜a2 38. ♜a8

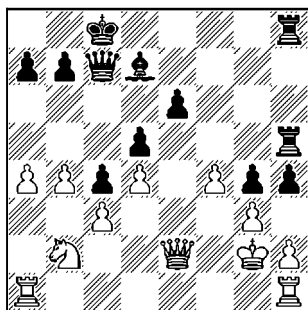
♞xa8 (38...♞c2 39. ♜xa2 ♞xa2 40. ♞e7 was also losing) 39. ♔xa8 ♜xa8 40. ♞xe5 ♔c6 41. ♞c7 [1:0]

93. POGREBISSKY - BOTVINNIK, 1939

(diagram No 176) Black's plan is to force the move g2-g3 by exerting pressure on the pawn f4. After this, the major pieces are transferred to the line "h" and then the line is open with the move h5-h4. The mark - 3 points.

25...♜f8! 26. ♔d1 ♞e7 27. g3 (the first part of the plan succeeded) 27...♜h8 28. ♔c2 h4 29. ♔g2 ♞f5 30. ♔xf5 (makes it an easier task for Black, since it weakens white squares) 30...♜xf5 31. ♞e2 ♜fh5 32. ♜h1.

No 200



32...e5! Unexpected, beautiful and efficient! The black bishop enters the play with a decisive effect.

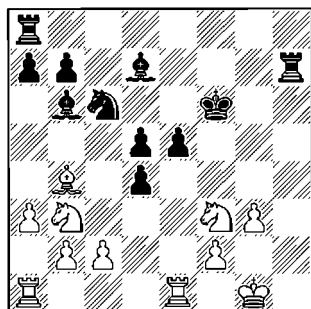
33. de ♔f5 34. ♜ag1 hg 35. ♔f1 ♜xh2 36. ♜xh2 ♜xh2 [0:1]

94. BONDAREVSKY – BOTVINNIK, 1941

(*diagram № 177*) Black, with the original manoeuvre ♖d8–g8–h7 followed by g6–g5, threatening to attack on the kingside, forces the exchange of the queens and then wins the struggle for the centre. If you have found this manoeuvre, you get 4 points.

14...♖g8! 15. ♔d2 ♖h7
16. ♔b4 g5 17. ♖xh7 ♗xh7 18. ef
(18. hg fe 19. ♗xe5+ ♗xe5 20. ♖xe5
♔c7 21. ♖e2 e5 also gives a big advantage to Black) 18...gf 19. hg e5
20. gf ♗xf6.

№ 201



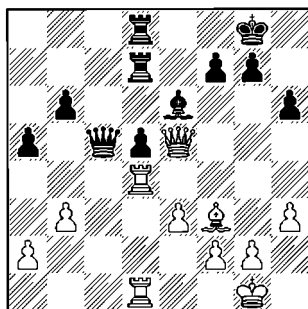
21. ♔d6 ♖e8 22. ♗h4 ♖g8
23. ♗h2 (23. ♗f1 was a bit better) 23...♔f5 24. ♖e2 d3 25. ♖d2
(if 25. cd, then 25...♔xd3 26. ♖d2
♔e4 27. ♗c1 ♗d4) 25...dc 26. f4
♔e3 27. ♔xe5+ ♗xe5 28. fe+ ♗e7
29. ♖f1 c1♗. White resigned, since
after 30. ♖xc1 there would follow
30...♖xh4+. [0:1]

95. BOTVINNIK – ZAGORIANSKI, 1943

(*diagram № 178*) This is an example of a great practical importance. The topic: “Weakness of an isolated pawn”. The scheme: ♗e5 and the exchange of knights, then the queen is transferred to an active position in the centre, the rook on d4, the bishop on f3. Then follows the kingside pawn offensive. The mark - 3 points, and an extra point for erudition if you know this example.

19. ♗e5! ♗xe5 20. ♖xe5 ♖c5
21. ♔f3 b6 22. ♖b2 ♖c8 23. ♖e5
♗cd8 24. ♖d4 a5.

№ 202



25. g4! (this pawn offensive is aimed at creating yet another weakness on the opponent's kingside) 25... ♖c6 26. g5 hg 27. ♖xg5 f6 (doubling major pieces on the line “h” was threatening) 28. ♖g6 ♔f7 29. ♖g3 f5?! (weakening black squares even more) 30. ♖g5 ♖e6 31. ♔h1 ♖e5 32. ♖g1 ♖f8 33. ♖h6 ♖b8 34. ♖h4

♔f8 35. ♖h8+ ♕g8 36. ♖f4 (the pawn f5 is now White's target) 36... ♜bb7 37. ♖g5 ♖f7 38. ♖h5 ♖a1+ 39. ♔g2 g6 40. ♖xg6 ♕h7 41. ♖d6+ ♖fe7 42. ♖d8+ [1:0]

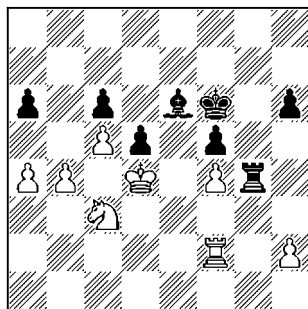
96. BOTVINNIK – KONSTANTINOPOLSKY, 1943

(*diagram № 179*) This is a typical position on the topic: "A knight against a 'bad' bishop". The most advantageous scheme for White is: the king on d4, the knight on c3, the pawns on a4 and b4. The position of the rook depends on the circumstances. The mark – 3 points.

23. ♕f2 ♕f7 24. ♖d1! The pawn "d" has to be blocked! It would be erroneous to go 24. ♖e1 immediately, in view of 24... ♖xe1 25. ♕xe1 d4 26. ♖e2 ♕e6 27. ♖d4 ♕d5, and the worst things for Black are in the past.

24... ♖e8 25. ♖d2! h6 26. ♖e2 (this move here is fine – Black is not in time to play d5–d4) 26... ♖b8 27. ♕e3 ♖b3 28. ♕d4 (the king has a dominating position in the centre, now one should activate the queenside pawns) 28... ♕f6 29. ♖a2 ♖b8 (if 29... a5, then 30. ♖c1 ♖b8 31. b3) 30. b4 g5 31. g3 gf 32. gf a6 33. ♖c3 ♖g8 34. a4 ♖g4 35. ♖f2 ♕e6. The breakthrough b4–b5 and the move 35... ♕e8 were not preventive enough. For example, 36. b5! ab 37. ab cb 38. ♖xd5+ ♕e6 39. ♖e2+ ♕f7 40. ♖xe8! ♕xe8 41. ♖f6+ ♕e7 42. ♖xg4 fg 43. f5 h5 44. c6, and White wins.

№ 203



White pieces and pawns are ready for decisive actions.

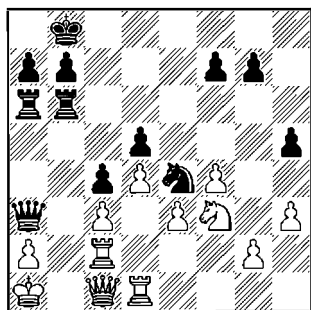
36. b5! ab 37. ab cb 38. ♖xb5 ♖g1 39. ♖c3 ♕f7 40. ♖b2 ♖f1 41. ♖e2! ♖e1 42. ♕e5 (if 42... ♕e7 then White will win with 43. c6 d4 44. ♖b7+ ♕d8 45. ♕d6! ♖xe2 46. ♖b8+ ♕c8 47. c7+) 42... d4 43. ♕xd4 ♕g6 44. ♖c3 ♕h5 45. ♖e2 ♖xe2 46. ♖xe2 ♕g4 47. ♕e5 ♕c8 48. ♖d4 h5 49. ♖xf5 ♕d7 50. ♖g7 ♕a4 51. f5 ♕g5 52. ♖e6+ [1:0]

97. LILIENTHAL – BOTVINNIK, 1945

(*diagram № 180*) This is an instructive position. Despite White's seemingly active position, it is strategically hopeless. Black's plan: ♕d6–b4:c3, ♖f6–e4 with the ensuing attack on the queenside. If the white queen captures on c3, then this means a pawn offensive, but if the pawn captures, then this means swaying the rooks over the sixth rank to the files "a" and "b". The mark – 4 points.

18...♙b4! 19. ♖c2 ♜d6 20. ♞e2
 ♙xc3 21. bc ♚e4 22. ♙a1 ♜a6
 23. ♖c1 ♜d8 24. ♞c2 ♜dd6 25. ♚g4
 (an attempt to exchange his han-
 some but useless knight with Black's
 "beast of burden") 25...♞g6 26. h3
 h5! (denying to trade the knights)
 27. ♚e5 ♞gb6 28. ♚f3 ♖a3!

№ 204



The pawn c3 cannot be defend-
 ed.

29. ♚g5. In case 29. ♚e5 Black
 should continue 29...♞b3! (but not
 29...♚xc3 30. ♖xa3 ♞xa3 31. ♞dc1
 ♞bb3 32. ♚d7+ ♙c7 33. ♚c5)
 30. ♖xa3 ♞axa3.

29...♚xc3 30. ♖xa3 ♞xa3
 31. ♞dc1 ♚b5 32. ♚xf7 ♞xe3
 33. ♚e5 ♙c7 34. g4 ♚xd4 35. ♞d2
 ♚e2 36. ♞e1 ♚c3 37. ♞c1 [0:1]

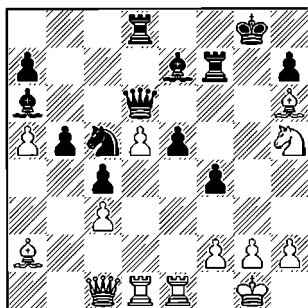
98. RATNER - BOTVINNIK, 1945

(*diagram № 181*) Have you no-
 ticed that White's too brave dark-
 squared bishop could fall in danger?
 If so, then it is easy to find a scheme

to capture the bishop: ♙f6-e7, f5-
 f4 and ♖c7-d6 (2 points).

22...♙e7! 23. ♖c1 f4 24. ♚h5
 ♖d6.

№ 205



25. ♙g7 (one has to trade
 two pieces for a rook) 25...♞xg7
 26. ♚xg7 ♙xg7 27. ♙b1 ♙c8
 28. ♖c2 ♞h8 29. ♖e2 ♙f6 30. ♖h5
 ♙d7 31. ♙c2 e4! (overtaking the
 initiative) 32. ♙xe4 ♖e5 33. ♖f3
 ♞e8 34. ♙d3 ♖xe1+ 35. ♞xe1
 ♞xe1+ 36. ♙f1 ♚e4 37. ♖:f4 ♚xc3
 38. ♖g3+ ♙f7 [0:1]

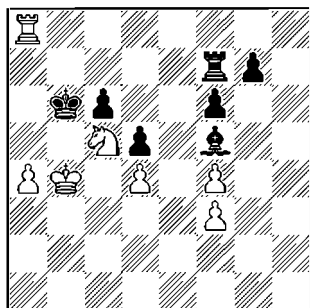
99. BOTVINNIK - KOTTNAUER, 1946

(*diagram № 182*) This is yet an-
 other example on the topic: "A knight
 against a "bad" bishop". White's
 task is to create a passed pawn on
 the queenside and penetrate the en-
 emy camp with the white rook. The
 scheme: a3-a4, the king on c3, the
 rook breaks into Black's rear ranks ei-
 ther on the line "h", or on the line "b"
 (after b3-b4). The mark - 3 points.

48. a4! ♔e7 49. ♖h1 ♔d6
50. ♖h8 ♕f5 51. ♖e8 ♔c7 52. ♔c3
♕b6 53. b4 ab+ 54. ♕xb4 ♖f7
55. ♖a8.

♖a7 39. ♕f1 a4! leads to creation of yet another weakness in White's camp.

№ 206



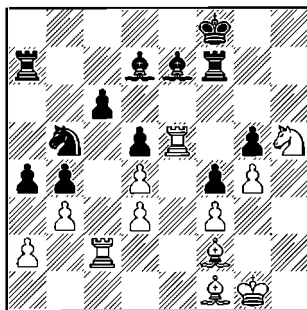
Black resigned, since in response to 55...♕g6 follows 56.f5 ♕h5 57.a5+ ♔c7 58.♖a7+ ♔b8 59.♖xf7 ♕xf7 60.♖e6 g5 61.♔c5 ♕e8 62.♕b6 ♕d7 63.a6. [1:0]

100. LUNDIN – BOTVINNIK, 1946

(diagram № 183) Black has a winning position due to weakness of the central pawns and a passive arrangement of white pieces. One should sketch a plan to realise the advantage. The plan is to advance b5-b4 and then to transfer the knight to b5 or to c3, opening up the line «a» by way of a5–a4. The mark – 3 points.

30...b4! 31. ♖e1 ♖c7 32. ♖e5 ♖b5 33. ♕h2 ♕c8 34. h4 h6 35. hg hg 36. ♕g1 ♕d7 (the bishop moved to d7 to free the rook for actions on the line «a») 37. ♖ce2 ♕f8 38. ♖c2

№ 207



40. ba ♖xa4 41. ♖b2 ♖c3 42. ♖e1 ♖h7 43. ♖a1 ♕f7 44. ♕e1 ♖b5 45. ♕e2 ♖:d4 46. ♕d1 c5! (a brilliant sacrifice, leading to a quick win) 47. ♕xa4 ♖xf3+! 48. ♕f2 ♕xg4 49. ♕d1 ♖e5 50. ♕xg4 ♖xg4+ 51. ♕g1 ♖xh5 52. ♖g2 ♕f6! [0:1]

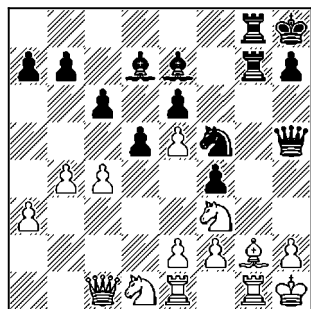
101. STEINER – BOTVINNIK, 1946

(diagram № 184) Black has an opportunity for a systematic preparation of attacking actions on the kingside. The scheme of the concentration of forces: ♕g8-h8, ♕c8-d7, ♖e8-g7-f5, the rooks are doubled on the line «g». The mark – 2 points.

17...♕h8 18. ♕h1. White is forced to adhere to a passive tactics. If, for example, 18.e3, then 18...♖g8 19.♕h1 ♖xg2 20.♕xg2 ♖g4+ with an immediate win.

18...♘g7 19. ♚c1 ♙d7 20. a3
 ♖f7 21. b4 ♖g8 22. ♖g1 ♘f5
 23. ♘d1 ♖fg7!

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The concentration of forces is finished. It is very hard for White to find the moves that allow him to hold the position. White's choice, to take the pawn f4, leads to a forced defeat.

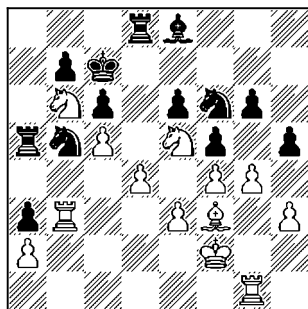
24. ♚xf4 ♖g4 25. ♚d2 ♘h4!
 26. ♘e3 ♘xf3 27. e4 ♖h4 28. ♘f1
 ♙g5. In response to the queen's retreat, one should play 29...♙f4.
 [0:1]

102. BOTVINNIK – GEREKEN, 1952

(*diagram No 185*) White's big advantage can be seen with the naked eye. The plan of strengthening the position is to transfer the knight b4 to e5 and to prepare and carry on a breakthrough on the kingside by way of h2–h3, ♖g1–f2, ♙g2–f3, ♖c1–g1 and g3–g4. The mark – 2 points.

31. ♘d3 ♖d8 32. ♘e5 ♙e8
 33. h3 h5 34. ♚f2 ♖a6 35. ♙f3 ♖a5
 36. ♖g1 g6 37. g4.

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37...hg 38. hg fg 39. ♘xg4
 ♘xg4+ 40. ♖xg4 ♙f7 41. ♘c4 ♖a4.
 Black resigned, in view of 42. ♘e5
 ♙e8 43. ♙e4, and the pawn g6 is lost. [1:0]

103. BOTVINNIK – KERESZ, 1952

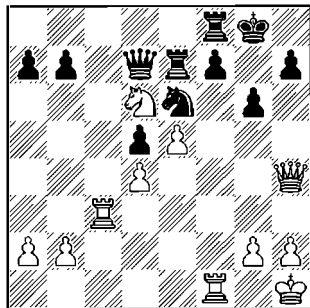
(*diagram No 186*) It was a pattern for Euwe (see example No 88) and many other chessplayers who studied this game and applied Botvinnik's plan. The plan is to play e4–e5, ♘c3–e4–d6 and to transfer the rook on the third rank, and the queen through the square h4 to the kingside. The mark – 3 points, plus 1 point for erudition if you know this game.

22. e5! ♘d5 23. ♘e4 ♘f8
 24. ♘d6 ♚c7 25. ♙e4 ♘e6. In such positions, one should decide on the exchange sacrifice on d6 with the

hope to hold the position. Certainly, it is mentally hard to deprive oneself of any chance to win but, with tight lips, to fight for a draw. Delaying or refusing this decision leads to an almost certain sorry result.

26. ♖h4 g6 27. ♕xd5! cd
28. ♖c1! (depriving Black of the opportunity for an exchange sacrifice)
28... ♗d7 29. ♖c3 ♖f8.

№ 210



30. ♗f5! ♖fe8, hoping to give up the exchange in a much worse way now. But White is relentless.

31. ♗h6+! ♗f8 32. ♗f6 ♗g7 33. ♖cf3 ♖c8 (a spectacular 34. ♗xf7+! was threatening) 34. ♗xf7 ♖e6 35. ♗g5 ♗f5 36. ♗h6 ♗g7 37. g4 [1:0]

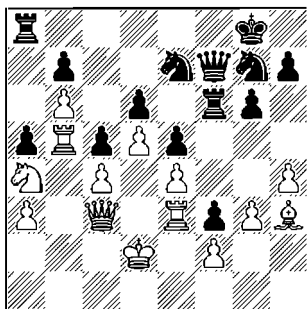
104. BOTVINNIK – SMYSLOV, 1957

(diagram № 187) White's winning plan in this position is to move b5–b6, creating the opponent's second weakness, and to do the rear-

range ment : ♖e3, ♖b5, ♗a4, ♗c3, with one of the black pawns lost. The mark – 4 points.

25. b6! ♗e8 26. ♖e1 ♗g7
27. ♖e3 ♗f8 28. ♖b5 ♖a8 29. ♗a4 ♗f7 30. ♗c3.

№ 211



Material losses are inevitable.

30...h5 31. ♖xa5 ♖b8 32. ♗b2 ♗h7 33. ♗b3 ♗g8 34. ♗d3 ♗h6 35. ♖e1 ♗g4 36. ♗a4 ♗e7 37. ♗c2 ♖f8 38. ♖a7 ♗e8 39. ♕xg4 hg 40. ♗b5 ♗f6 41. a4 ♗g8 42. ♗a5!, a strong preventive move repelling the hidden threat 42... ♗h7 followed by g6–g5 and an attack by the pawn e4. But now, in response to 42... ♗h7 there will follow 43. ♗d2.

42... ♗d8 43. ♗b2 ♗d7 44. ♗d1 ♗f6 (if 44... ♗xb6, then 45. ♗xb6 ♗xb6 46. ♗e3 or 44... ♗xb6 45. ♗e3 with transition to a winning end-game) 45. ♗b5 ♗e7 46. a5 ♗h7 47. ♗d3 ♖f7 48. ♗b2 ♗h5 49. ♖g1 g5 50. hg ♖b8 51. ♗d2 ♖f4 52. ♗c3 ♗xg3 53. ♖xg3 ♗h2 54. ♗e1, pre-

venting the last threat — 54... ♖xg3.
[1:0]

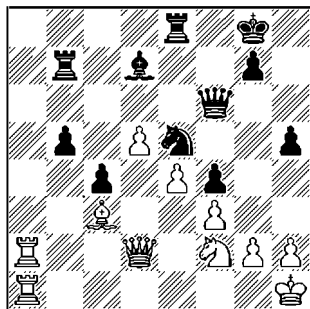
38. ♔d4 ♜eb8 39. ♘c3 ♜b3 40. h4
♜8b7 41. ♜a8+. “Game in the style of
Capablanca”, - M. Botvinnik. [1:0]

105. BOTVINNIK – SMYSLOV, 1957

(*diagram № 188*) White’s plan is to provoke the move c5–c4. This is done by way of 26. ♘f2 with the threat 27. ♘d3. Then one should blockade black pawns with the move ♔c3, followed by doubling the rooks on the line “a” and creating threats on the big diagonal. The mark – 5 points.

26. ♘f2! c4 (in response to 26... ♖d6 White would play 27. ♜fc1 with the idea to play 28. ♜xc4!+- after 27... ♘c4) 27. ab ab 28. ♖d2 ♜ac8 29. ♜fc1 ♜e8 30. ♔c3 ♜c7 31. ♖h1 ♜b7 32. ♜a2 h5 33. ♜ca1.

№ 212



White is prepared to play 34. ♜a8 with decisive threats on the big diagonal, so Black is trying to complicate the struggle.

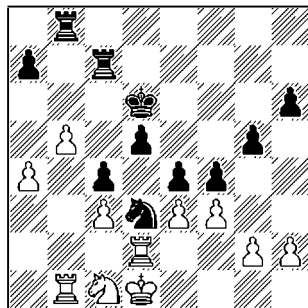
33...b4 34. ♔xb4 ♖b6 35. ♔c3 ♖e3 36. ♘d1 ♖xd2 37. ♜xd2 ♘d3

106. AARON – BOTVINNIK, 1960

(*diagram № 189*) The square d3 is the only weakness in White’s position, but it seems that all the approaches to this square are reliably sealed off. If you can see an opportunity for the knight to get to this key square (♘a4–c5–d3) and you know what to do next (to organize a pawn offensive in the centre and on the kingside), you get 4 points.

27... ♘c5! 28. ♖e2 (it appears that the black knight is invulnerable – White loses an important pawn after 28. bc ♜xc5) 28... ♘d3 29. ♜b1 ♖d6 30. a4 g5 31. ♜d2 ♜bc8 32. b5 ♜b8 33. ♘b3 (White repeats the trick performed by Black, but Black is in time to strengthen the knight, making the exchange disadvantageous) 33...e5 34. ♘c1 e4! 35. ♖d1 f4!

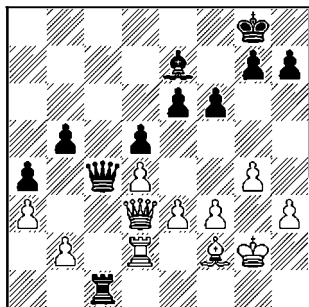
№ 213



The position is exceedingly similar to example № 68, white pieces become cramped.

36. ♖e2 g4! 37. f3! 38. ♖a2 de (the pawn storm brought excellent results – the space advantage became overwhelming) 39. g3 ♔c5 40. ♗xd3+ (it was impossible to tolerate the knight any longer, but the two protected passed pawns formed as a result of the exchange quickly decide the outcome of the fight) 40...ed 41. ♖ab2 ♖cb7 42. ♔e1 a6 43. ♖a1 ab 44. a5 ♖a7 45. a6 ♖b6 46. ♖ba2 ♖e6 47. ♔f2 h5 48. h4 gh 49. ♖h1 ♖axa6 50. ♖xa6 ♖xa6 51. ♖xh3 ♖h6 52. ♔xf3 b4 53. cb+ ♔xb4 54. e4 c3 [0:1]

№ 214



29. ab ♔xb4 30. ed ed 31. ♖e3 ♖c2. White resigned, since he loses either the pawn b2, or a piece in the variation 32. ♖e8+ ♔f7 33. ♖a8 ♔e1. [0:1]

107. TARNOWSKI – BOTVINNIK, 1960

(diagram № 190) Black's task is to take hold of the open line and penetrate White's camp. This is achieved by the manoeuvre ...♖c4, ♗a5–b6–c6, ♖c4–c1(c2), ♗c6–c4. It would be also useful to advance the pawn "a" up to the square a4 to pin white pawns. The mark – 2 points.

19...♖c4 20. ♖d1 ♗b6 21. ♖d2 ♗c6 22. e3 a5 23. ♔g3 ♖c1 24. f3 f6 25. ♔f2 ♗c4 26. ♗d3 (in case of the capture on c4, both 26...dc and 26...bc would be sound) 26...a4.

(See diagram 214)

27. e4 ♗xd3 28. ♖xd3 b4! is a timely move. 28...♖c2 was weaker in view of 29.b4.

108. BOTVINNIK – TAL, 1961

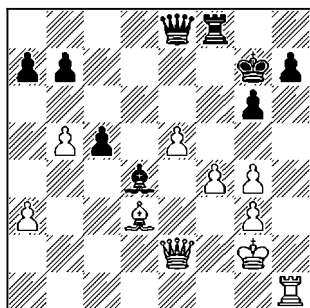
(diagram № 191) The position of the bishop on d5 is spectacular but inefficient. The bishop on d3 would be much more useful. After this transfer, one should play f2–f4, ♖f1–h1 and e4–e5. The mark – 4 points.

35. ♔c4! c5 36. b5 ♔f6 37. f4 d3 (no attempt to activate the bishop can help) 38. ♖xd3 ♖xd3 39. ♔xd3 ♔d4 40. e5 g6 41. ♖h1 ♔g7.

(See diagram 215)

42. ♗e4 b6 43. ♔c4. Black resigned. In response to 43...♗d7, decides 44. ♗c6, but in case of 43...♗e7, a beautiful variation is possible: 44.g5 ♖c8 45.f5 gf 46. ♖xh7+! ♔xh7 47. ♗h4+ ♔g7 48. ♗h6# [1:0]

№ 215

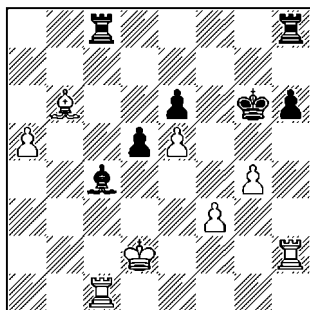


109. BOTVINNIK – TAL, 1961

(*diagram № 192*) White's plan: play h4–h5, e4–e5, exchange on f6 and, advancing the pawns "f" and "g", either create a passed pawn, or penetrate the enemy camp with the rooks along the opened lines.

30. h5 ♖bc8 31. e5 g6 (leads to creation of a weakness on h6) 32. hg+ ♔xg6 33. ♖3c2 fe 34. de ♜h8 35. ♜h2 ♝cc8 36. ♔d2, vacating the square e3 for the bishop.

№ 216



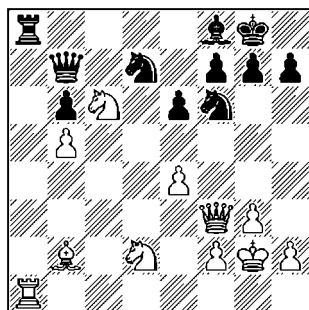
36...♙b3 37. a6 ♙c4 38. a7 ♜h7 39. ♜a1 ♜a8 40. ♙e3 (White has two winning threats: ♜a1–b1–b8 and ♜a1–h1) 40...♜b7 41. ♜xh6+ ♔g7 42. ♜ah1 ♜b2+ [1:0]

110. BOTVINNIK – DONNER, 1963

(*diagram № 193*) White's plan is to create an outpost on c6 by way of e2–e4, driving away the centralized opponent's knight, then b4–b5 and ♜d4–c6. The knight on c6 will help to organize a decisive offensive.

19. e4 ♜5f6 20. b5! a6 21. ♜c6 ♙f8 22. a4 ab 23. ab ♜xa1 24. ♜xa1 ♜a8.

№ 217



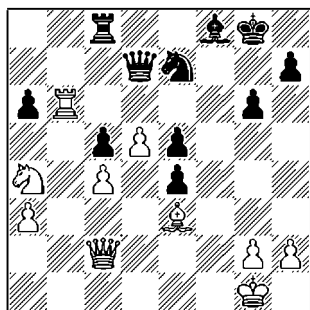
25. ♜d1! (the main events will develop in the centre) 25...♜e8 26. ♜c4 ♜c5 27. e5! ♜c8 (in response to 27...♜c7, with the idea to transfer the knight to d5, Botvinnik prepared 28. ♜d7! ♜xd7 29. ♜e7+!, winning the queen) 28. ♜a1 ♜c7 29. ♜a7 (a winning move) 29...♜xa7 30. ♜xa7 ♜xa7 31. ♜xb6 [1:0]

111. BOTVINNIK – CZERNIAK, 1967

(*diagram № 194*) The pawn c5 is a convenient target for attack. The scheme: ♖c2, ♘a4, the rook on b6. The mark – 2 points.

20. ♖c2 f5 21. ♘a4 ♖d6 22. ♖ab1 fe 23. ♖xf8+ ♙xf8 24. ♖b6 ♖d7.

№ 218



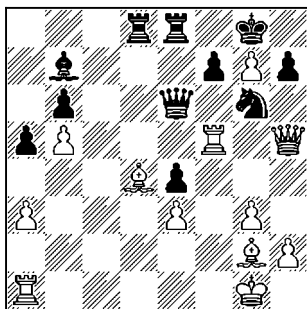
25. ♘xc5 ♖xc5 (if 25... ♖d8, then 26. ♘e6 ♖xd5 27. cd ♖xc2 28. d6 ♘c6 29. d7 ♙e7 30. ♙f1! with a win) 26. ♙xc5 ♖c7 27. ♖f2 ♘f5 28. ♖c6 ♖b7 29. ♙xf8 e3 30. ♖e1 ♘d4 31. ♙c5 [1:0]

112. BOTVINNIK – PADEVSKY, 1968

(*diagram № 195*) This is a combinational scheme in the style of Capablanca (see example № 36). After 25. ♖f5 the knight is forced to retreat to g6, then fg and ♖h7+! – 2 points.

25. ♖f5 ♘g6 (in case 25... ♘f3+, 26. ♙xf3 ef 27. ♖g5 was winning) 26. fg ♖ad8.

№ 219



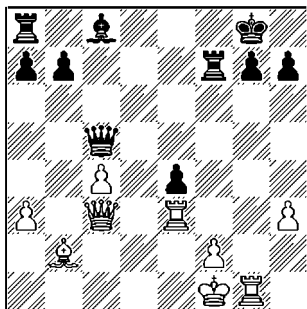
27. ♖xh7+! [1:0]

113. BOTVINNIK – AVERBAKH, 1956

(*diagram № 196*) White's plan is connected to the attack on the point g7 – the bishop b2 is very strong. With this goal in mind, he has to play h2-h3, g2-g4, ♖h1-g1, ♙e1-e3-g3 and g4xf5. The mark – 4 points.

17. h3 ♖c5 18. g4 ♘e4 19. ♘xc6 ♖xc6 20. ♖g1! ♖f7 21. ♖e3 ♖c5 22. gf ef 23. ♙xe4 fe 24. ♖c3.

№ 220



Point g7 cannot be defended. Black resigned. [1:0]

Vasily Smyslov

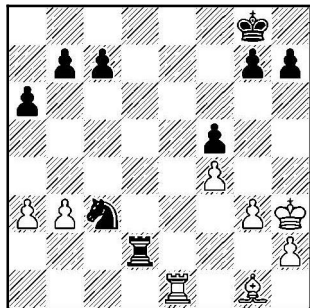
(born 24. 03. 1921)



INSTANCES OF THINKING IN SCHEMES IN THE GAMES OF VASILY SMYSLOV

114. RAGOZIN – SMYSLOV, 1943

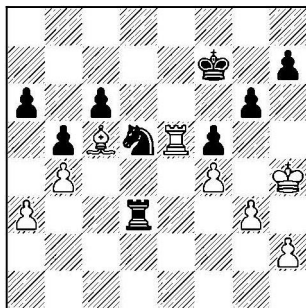
№ 221



A scheme by Capablanca is good for realization of an extra pawn: the king on f7, the knight on d5, the pawns on b5 and c6, the rook on d3. The mark - 3 points. It is interesting that Ragozin was the loser again.

32...♔f7 33. ♖e5 g6 34. ♕c5
♞d5 35. b4 b5 (pinning a weak
pawn) 36. ♕e3 ♜d1 37. ♜h4 c6
38. ♕c5 ♜d3.

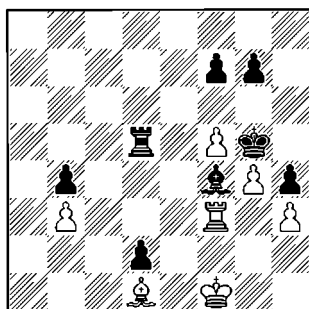
№ 222



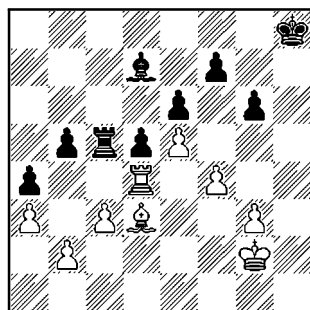
The scheme is set up, further material losses for White are inevitable.

39. g4 fg 40. ♔xg4 ♖xa3 41. f5
 gf+ 42. ♕xf5 ♜h3 43. ♜e2 ♜h5+
 44. ♕g4 ♜f6+ 45. ♕g3 a5 46. ♜e7+
 ♕g6 47. ♜e6 ♕f5 48. ♜xc6 ♜e4+
 (at the cost of a pawn, Black ac-
 tivated his pieces) 49. ♕f3 ♜h3+
 50. ♕g2 ♜c3 51. ♜b6 ♜xc5 52. ba
 (52. ♜xb5 was also losing in view
 of 52...ab) 52...♜b3 53. a6 ♜d7
 54. ♜b7 ♕e6 55. a7 ♜a3 56. ♕f2
 ♕d6 [0:1]

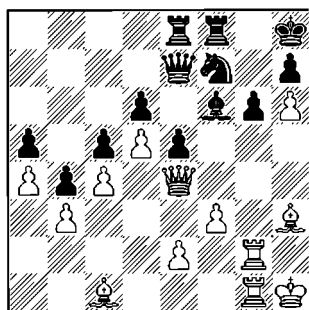
№ 225

*Black to move*

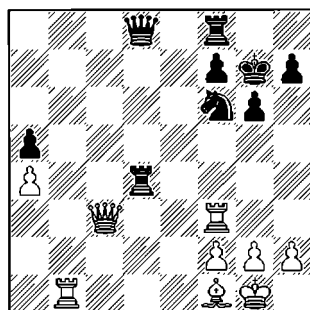
№ 223

*White to move*

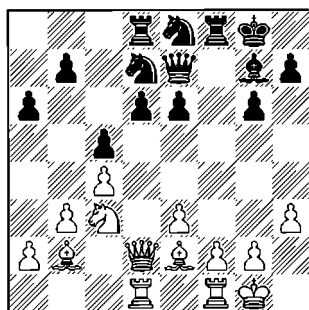
№ 226

*White to move*

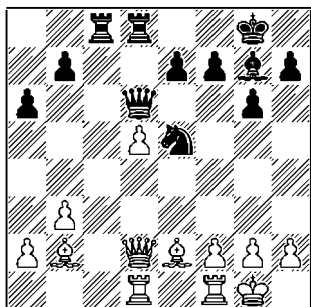
№ 224

*White to move*

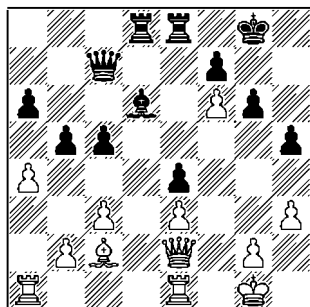
№ 227

*White to move*

№ 231

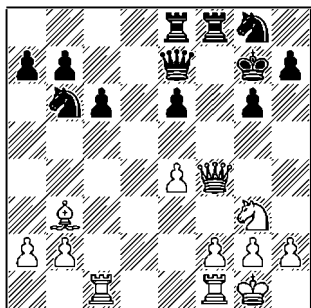


Black to move

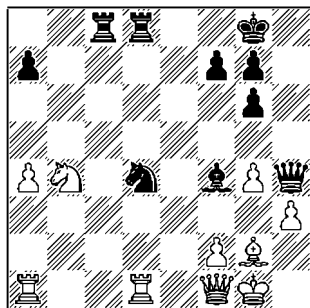


Black to move

№ 232

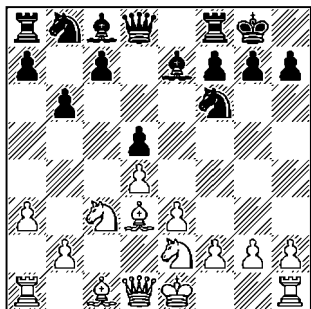


White to move

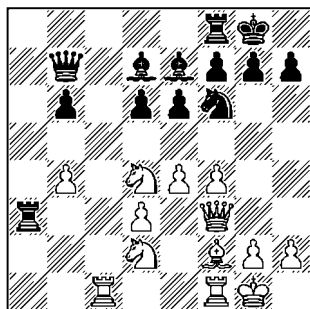


Black to move

№ 233

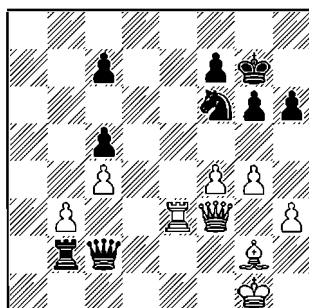


White to move



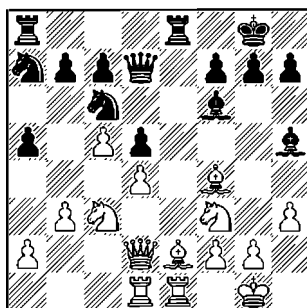
Black to move

№ 234



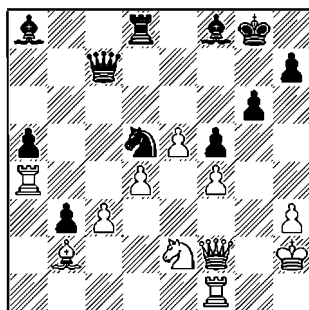
Black to move

№ 237



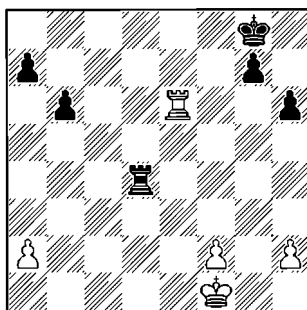
White to move

№ 235



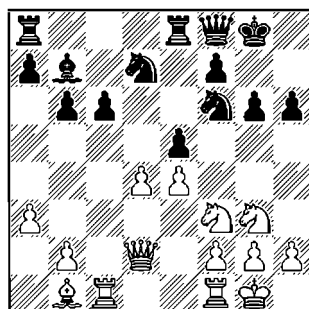
Black to move

№ 238



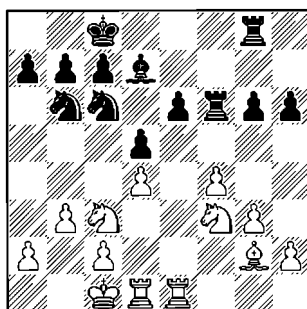
Black to move

№ 236



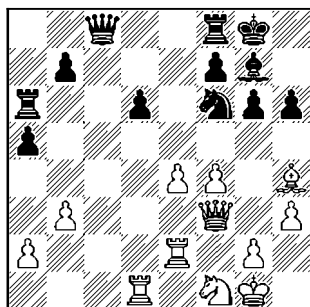
White to move

№ 239

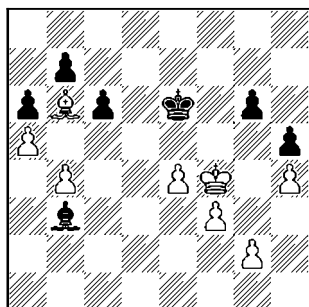


White to move

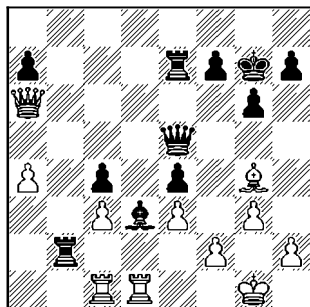
№ 240

*White to move*

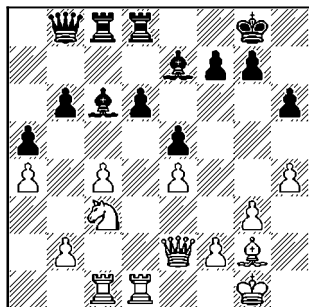
№ 243

*White to move*

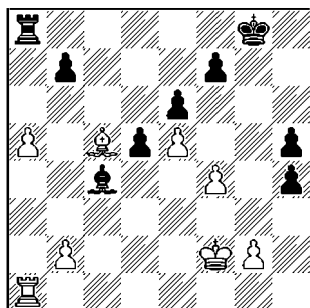
№ 241

*Black to move*

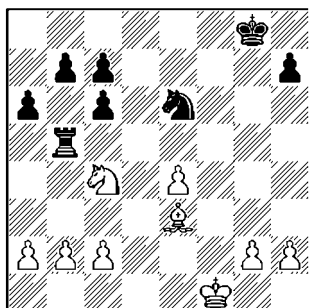
№ 244

*White to move*

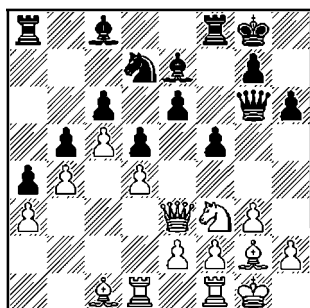
№ 242

*Black to move*

№ 245

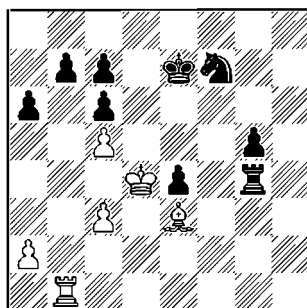
*Black to move*

№ 246



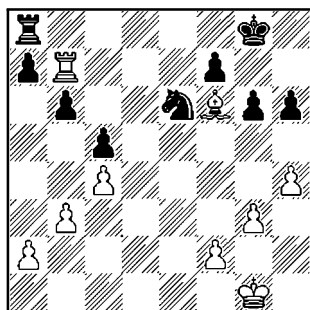
White to move

№ 249



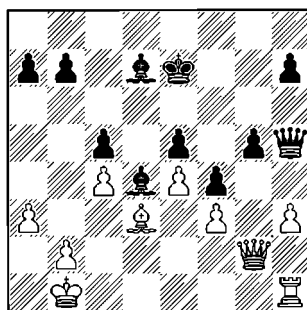
Black to move

№ 247



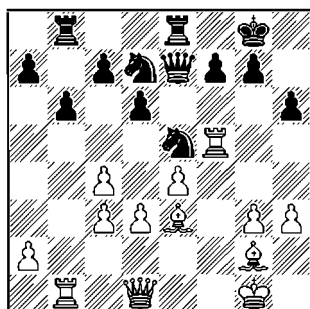
White to move

№ 250



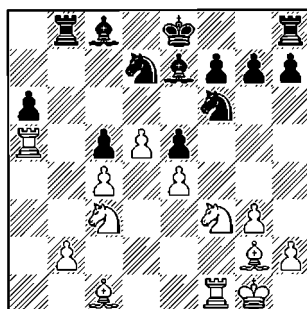
Black to move

№ 248



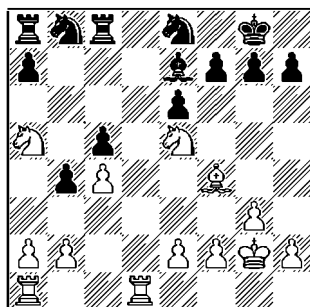
White to move

№ 251

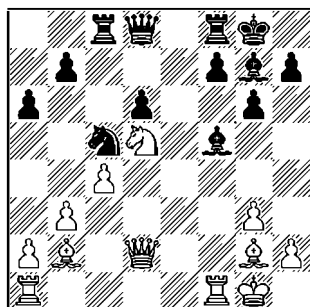


White to move

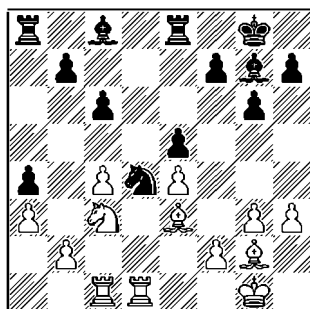
№ 252

*White to move*

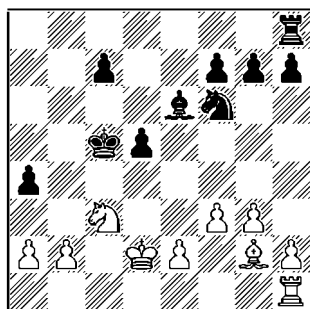
№ 255

*White to move*

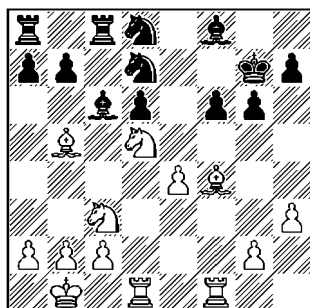
№ 253

*Black to move*

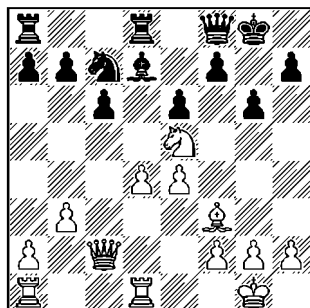
№ 256

*Black to move*

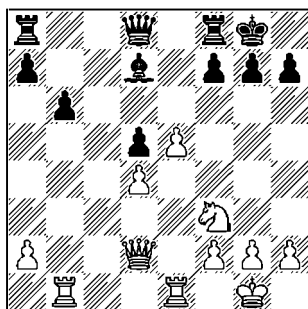
№ 254

*White to move*

№ 257

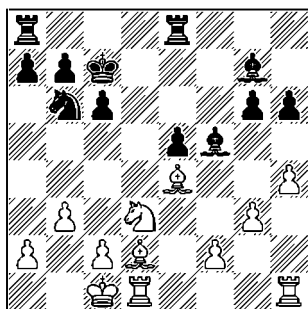
*White to move*

№ 258



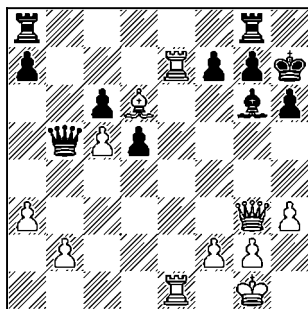
White to move

№ 261



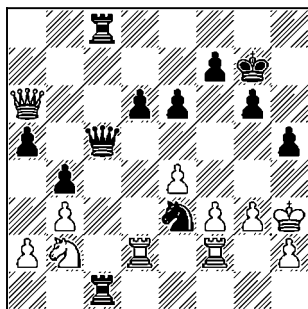
White to move

№ 259



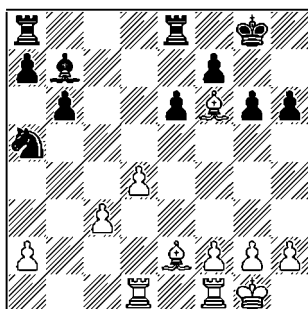
White to move

№ 262



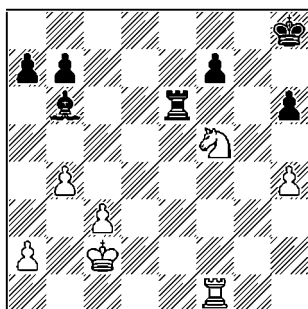
Black to move

№ 260



White to move

№ 263



White to move

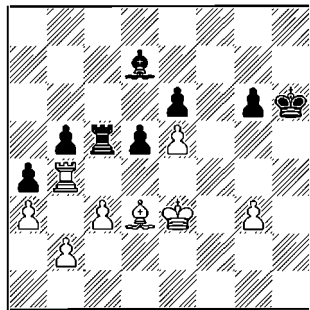
LEARNING FROM VASILY SMYSLOV

115. SMYSLOV – KAN, 1945

(*diagram № 223*) This is a typical French endgame where Black has a “bad” light-squared bishop. White’s plan is to activate the king by way of ♔g2–f3–e3, then ♙d4–b4 and ♔e3–d4, winning a pawn. The mark – 2 points.

36. ♔f3 ♔g7 37. ♔e3 f6 (otherwise Black will give up without struggle) 38. ♙b4 fe 39. fe ♔h6.

№ 264



40. ♙f4! The position has changed and White redirects the attack. The straightforward 40. ♔d4 ♙c8 41. ♙xb5 was weaker in view of 41... ♙xb5 42. ♙xb5 ♙c4+ 43. ♔e3 ♔g5 with counterplay.

40... ♙c8 41. ♙f7 ♙d8 42. ♔f4 ♙e8 43. ♙e7 (beside threatening the pawn e6, White intends to play 43.g3–g4, so Black is not in time to play d5–d4, and the outcome of the game

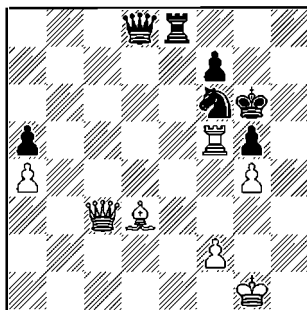
becomes clear) 43...g5+ 44. ♔f3 ♙h5+ 45. ♔e3 g4 46. ♙xe6+ ♔g5 47. ♙d6 ♙f8 48. ♙f6 [1:0]

116. SMYSLOV–ALATORTSEV, 1946

(*diagram № 224*) In this position, one should start from a short tactical prelude ♙b8! (1 point), which allows White to organize a “dead” bind on the big diagonal. The subsequent scheme of strengthening the position: g2–g4, in response to the forced h7–h6 follows h2–h4, forcing g6–g5, then h4:g5, h6:g5, followed by ♙f3–f5, ♔g7–g6, ♙f1–d3. The mark – 3 points.

28. ♙b8! ♙xb8 29. ♙xd4 ♙d8 30. ♙c3 ♙e8 31. g4! h6 32. h4 g5 33. hg hg 34. ♙f5 ♔g6 35. ♙d3.

№ 265



35... ♙e4. All Black’s moves were forced. He is in dire straits.

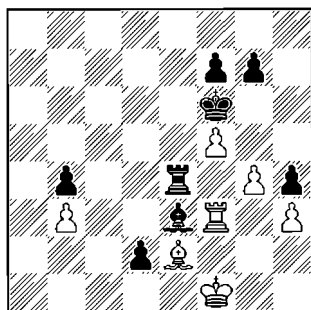
36. ♙c4 ♙d6 37. ♙xf7+ [1:0]

117. PETROSIAN – SMYSLOV, 1949

(diagram № 225) Black has a neat rearrangement of pieces leading to a quick win: ♖d5–e5–e4, ♙f4–e3 and then the king marches to the square c3. Those who found this plan are awarded with 3 points.

43...♖e5 44. ♙e2 ♙e3! 45. ♙d1 ♙f6 46. ♙e2 ♖e4.

№ 266



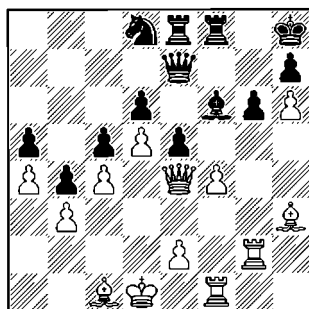
[0:1]

118. SMYSLOV – LIUBLINSKY, 1950

(diagram № 226) White's plan is to transfer the king to the queenside, opening the play in the centre. The planned moves are: ♖g2–g4, ♙h1–g2–f1–e1–d1, ♖g1–f1, f3–f4. The mark – 5 points.

33. ♖g4 ♘d8 34. ♙g2! ♙g8 35. ♙f1 ♙h8 36. ♙e1 ♖f7 37. ♙d1 ♖ff8 38. ♖4g2 ♖f7 39. ♖f1 ♖ff8 (Black has no opportunity to change the situation) 40. f4!

№ 267



After opening the lines, the active white pieces enter the play with big force.

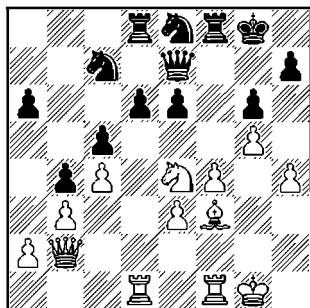
40...e4 41. ♙xe7 ♖xe7 42. ♖xf4 ♖ee8 43. ♖g7. Black resigned, since after 43...♙e7 44. ♙b2+ ♙g8 45. ♙g7 ♖xf4 46. ♖xf4 there is no defence against 47. ♙d7. [1:0]

119. SMYSLOV – SIMAGIN, 1951

(diagram № 227) The scheme devised by the 7th World Champion in this game, – f2–f4, g2–g4–g5, ♙e2–f3, ♘c3–e4, exchanging the dark-square bishops – allowed White to take control over the centre and created good conditions for active actions on the kingside. The mark – 4 points.

18. f4! ♘df6 19. ♙f3 ♘c7 20. g4! (capture of the pawn 20. ♙xb7 gave Black counter-chances after 20...d5) 20...b5 21. g5 ♘fe8 22. h4 b4 23. ♘e4 ♙xb2 24. ♙xb2.

№ 268



White has a strong attacking position.

24...d525. ♖f2! ♗g726. ♗xg7+ ♖xg7 27. ♖g4 ♖f5 28. ♗f2 (exchanging the queens would scarcely simplify Black's position) **28...dc.** 28...♖xh4 29.♖f6+ ♗g7 30.♖h1 was bad, but if 28...d4, then 29.e4 ♖d6 30.♗g3 with the ensuing attack on the line "h".

29. bc a5 30. ♖f6+! ♗g7 31. ♖d7 ♖f7 32. ♖xc5 ♖xd1 33. ♖xd1 ♖xh4 34. ♖d7! ♖xf3 35. ♗xf3 ♖d5 36. ♖c5! (White cannot accept transition into a rook ending) **36...♖c7 37. ♗e4!** the white king is about to penetrate the enemy camp. 37...♖f5 is prohibited now in view of 38. ♖d7+ ♖f7 39. ♖xc7 ♖xc7 40. ♖xe6+.

37...h6 38. ♖d6 hg 39. fg ♗f8 40. ♖c6 ♗e8 41. ♗e5! ♗d8 42. ♖b6! (the king's invasion onto d6, which would be inefficient just a moment before, is now in preparation: 42. ♗d6 ♖e8+ 43. ♗e6 ♖e7+ and 44...

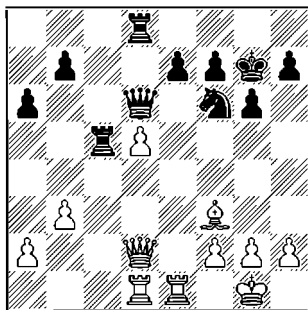
♖xe3) **42...♗c8** (42...♖f5+ 43. ♗d6 ♖e8+ 44. ♗c6 ♗e7 45. ♖b7+ ♗f8 46. ♖xe6+ ♗g8 47. ♖e7+- or 42... ♗e7 43.e4 ♖f2 44. ♖b7 ♗d8 45. ♗d6 ♖d2+ 46. ♗c6+-) **43. ♗d6 ♖f2 44. ♗c6! ♖c2 45. ♖b7 ♖e8 46. ♖a7 ♗b8 47. ♖e7 [1:0]**

120. EVANS – SMYSLOV, 1952

(diagram № 228) Black's task is to exchange the active dark-square white bishop and to encircle the weak central pawn d5. The scheme: ♖e5–d7, the bishops exchange, ♖c8–c5, ♖d7–f6 – 3 points.

24...♖d7 25. ♖xg7 ♗xg7 26. ♖g4 ♖c5 27. ♖fe1 ♖f6 28. ♖f3.

№ 269



28...e6! The pawn d5 is lost. 29. ♗b2 ed 30. b4 ♖b5 31. ♖d4 was a better way out for White.

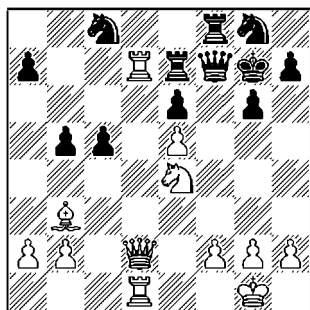
29. ♗b4 ed 30. ♗xb7? ♖c7! Though White won back a pawn, but at a high cost – the queen was caught in a trap. [0:1]

121. SMYSLOV – RABAR, 1952

(*diagram No 229*) White's scheme: ♖f4–e5–a5, e4–e5, the rook on the line "d", ♘g3–e4. The mark - 5 points.

21. ♖e5+ ♖f6 22. ♖a5! An excellent position for the queen in such situations: let's recall, for example, the 34th game of the match Alekhine – Capablanca.

22... ♘c8 (Black would not accept the variation **22... ♖xb2 23. ♖b1 ♖d4 24. ♖xa7±**) **23. e5 ♖f4 24. ♖c4 ♖f7 25. ♖d4 b6 26. ♖d2 c5 27. ♖d7 ♖e7 28. ♖d1 b5 29. ♘e4.**

No 270

White's major pieces seized the open line, the knight dominates in the centre. Black's position is critical.

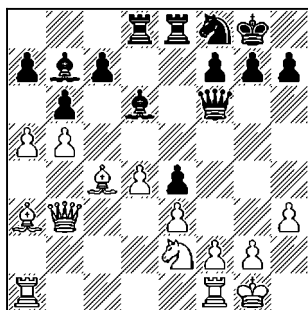
29... ♘b6 30. ♖d6 c4 31. ♖c2 h6 32. ♖d4 ♘d5? And the oversight caps it all. In case **32... ♖h7** it could be **33. h4 ♘d5 34. h5 ♘f4 35. hg+ ♘g6 36. ♖e1** followed by **37. ♖e3.**

33. ♖xd5. Black resigned. [1:0]

122. SMYSLOV – KERESZ, 1952

(*diagram No 230*) White's plan is connected to the pawn offensive on the queenside. The plan includes the moves **b2–b4–b5**, ♖d1–b3, a3–a4, ♖c1–a3, a4–a5. The mark – 3 points.

9. b4 ♘bd7 10. ♖b3 ♖b7 11. 0-0 ♖e8 12. b5! ♖d6 13. h3 (eliminating an opportunity for the known combination with a sacrifice of the bishop on h2) **13... ♘f8 14. a4 ♘e4 15. ♘xe4 de 16. ♖c4 ♖f6 17. ♖a3 ♖ad8 18. a5!**

No 271

On implementing his plan, White gained an evident advantage on the queenside.

18... ♘g6 19. ab ab 20. ♖xd6 cd 21. ♖d5! ♖xd5 22. ♖xd5 ♖e6 23. ♘c3 ♘f8 (23... ♖c8 24. ♖xe6 ♖xe6 25. ♘d5 ♖b8 26. ♖a6 lead to a pawn loss) **24. ♖xe6 fe** (24... ♖xe6 25. ♘d5 ♘d7 26. ♖fc1±) **25. ♘xe4 d5 26. ♘g5 e5 27. de d4 28. ed ♖xd4 29. ♖a7!** (29.f4 was prohibited in view of 29...h6) **29... ♖d5 30. f4 ♖xb5 31. ♘e4 ♖b8 32. ♘d6 ♖a5 33. ♖xa5 ba 34. f5! ♘d7 35. e6 ♘f6 36. g4 h6**

37. ♖a1 ♜d8 38. ♜c4 ♜c8 39. ♜e5 ♜c5 40. ♜g6 ♜b5 41. ♜c1 ♜b8 42. ♜c4 ♖a8 43. ♖a4 ♜d5 44. ♜e5 ♜c3 45. ♜c4 ♜b5 46. ♜d7 ♜d6 47. ♖a4 ♜e8. A picturesque position.

Now the white king enters the play.

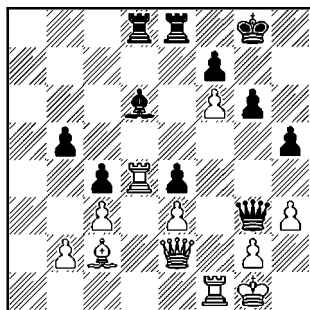
48. ♜f2 ♜f6 49. ♜e5 ♜f8 50. ♜f3 ♜d5 51. ♜c6 g6 52. ♜d4 ♜c8 53. ♜xd5 ♜xc6 54. ♜xa5 g7 55. g7 ♜e7 56. ♖a7+ [1:0]

123. MILEV – SMYSLOV, 1953

(*diagram № 231*) The assessment of the position clearly favours Black. White has weak black squares on the kingside, a passive bishop, and the weak pawn f6. The move 26... c5–c4 gives Black more space and prepares a base for the manoeuvres ♜c7–c5–e5 or ♜c7–c5–g5–g3. 3 points for the correct answer.

26...c4! 27. ab ab 28. ♜ad1 ♜c5 29. ♜f1 ♜g5! 30. ♜d4 (if 30. ♜f2, then 30...h4 31. ♜d4 ♜c5 32. ♜xd8 ♜xd8 33. ♜e1 ♜e8 with the idea 34... ♜e6) 30...♜g3!

№ 272



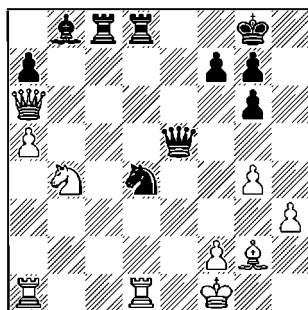
31. ♜xe4 (White has no satisfactory defence yet) 31...♜h2+ 32. ♜f2 ♜g3+ 33. ♜f3 ♜e5 34. ♜f2 ♜e6 35. ♜xe5 ♜xe5 36. ♜e2 ♜ed6 [0:1]

124. TAIMANOV – SMYSLOV, 1953

(*diagram № 232*) Black pieces are actively arranged. Besides, White has hopelessly weak black squares on the kingside. V.Smyslov neatly uses this occasion with the ensuing regrouping of pieces: ♜h4–g5, ♜f4–b8, ♜g5–e5. The finders of this regrouping get 3 points.

28...♜g5! 29. a5 ♜b8 30. ♜a6 ♜e5 31. ♜f1.

№ 273



31...♜b3! (a vigorous completion of the attack) 32. ♜d5 (if 32. ♜c6, then 32...♜d2+ 33. ♜xd2 ♜xa1+ and wins) 32...♜d2+ 33. ♜xd2 ♜xa1+ 34. ♜e2 ♜e5+ 35. ♜d1 ♜a1+ 36. ♜e2 ♜e8+ 37. ♜e3 ♜c1 (Black has both the exchange and the opportunity for an attack) 38. ♜d5 ♜e1+ 39. ♜f3

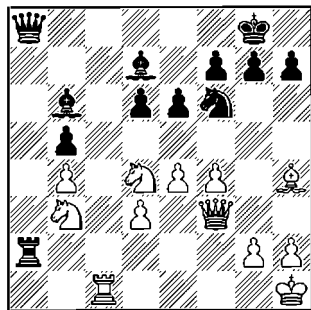
♔e5 40. ♖f1 ♔f4+ 41. ♔g2 ♖xf1
42. ♖e2 ♖xe2 43. ♔xe2 ♖c1 44.
♔e8+ ♔h7 45. ♖xf7 ♔h2+ [0:1]

125. KERESZ – SMYSLOV, 1959

(*diagram № 233*) In this position, the 7th World Champion found a scheme for strengthening his pieces: b6–b5, ♖f8–c8, ♖e7–d8–b6. If you have found this plan too, you get 3 points.

23...b5! (this small move has many benefits: the pawn b4 is pinned, the square c4 is taken under control, there is enough space for the bishop's manoeuvre) 24. ♖c2 ♖a2 25. ♖b3 ♖c8 26. ♖cd4 ♖d8! 27. ♖xc8 ♖xc8 28. ♖c1 ♖d7 29. ♔h1 ♔a8 30. ♖h4 ♖b6.

№ 274



Black has a big advantage as a result of these ace-high manoeuvres.

31. ♔d1 (31. ♖xf6 gf is harmless for Black) 31...♔a4 32. ♖e1 h6 33. ♖c3 e5! (opening attack) 34. fe (if 34. ♖f5, then 34...♖xf5

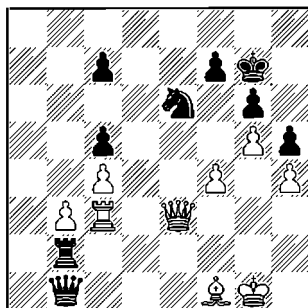
35. ef ♖d5, threatening with 36... ♖e3) 34...♖g4 35. ♖e1 de 36. ♖f5 ♖:f5 37. ef ♖xg2! (here is the final blow) 38. ♖c8+ ♔h7 39. d4 ♖xh2+ 40. ♔g1 ♖xd4+ [0:1]

126. OLAFSSON – SMYSLOV, 1959

(*diagram № 234*) The advantage of Black, who commands the second rank, is almost winning. He should find a manoeuvre to strengthen his position: h6–h5, forcing a weakening move g4–g5, and then transferring the knight ♖f6–h7–f8–e6–d4 – let's recall example № 4! The mark – 5 points.

34...h5! 35. g5 (35...hg 36. hg ♖xg4 was threatening) 35...♖h7 36. ♖c3 ♔b1+ 37. ♖f1 (37. ♔f1 is prohibited in view of 37...♖xg2+! 38. ♔xg2 ♔b2, winning a rook) 37... ♖f8! 38. ♔e3 ♖e6 39. h4.

№ 275



39...♔d1 (White cannot avoid big material losses) 40. ♔e5+ ♔h7 41. f5 ♖b1. White resigned due to varia-

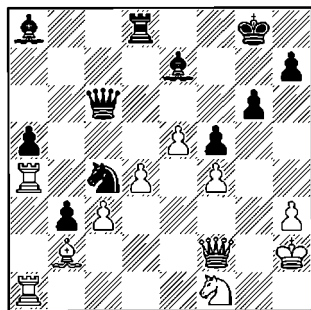
tion 42.fg+ fg 43. ♖f6 ♗g4+ 44. ♔h1
 ♗xh4+ 45. ♔g1 ♗xg5+. [0:1]

127. GLIGORIC – SMYSLOV, 1959

(diagram № 235) The rearrangement of black pieces for an attack along the weakened big diagonal begins from a spectacular blow ♖d5–e3, then ♖e3–c4 and ♗c7–c6. The mark – 3 points.

34... ♖e3! (such strategically sound moves with tactical “filling” adorn chess games) 35. ♖fa1 (certainly, 35. ♗xe3 ♗c6 36.d5 ♖xd5! is harmful for White) 35... ♖c4 36. ♖g3 (to 36. ♖xc4 ♗xc4 37. ♖xa5 Black has a strong rejoinder: 37... ♗e7! with the idea 38... ♗h4) 36... ♗e7 37. ♖f1?! (White cannot find a better defence: 37. ♗e2! ♗d5 38. ♖f1 ♖a8 39. ♖e3 ♖xe3 40. ♗xe3 ♗c6 41.c4 ♗xa4 42. ♖xa4 ♗c6 43. ♗xb3 ♗e4 with mutual opportunities) 37... ♗c6.

№ 276



There is no defence.

38. ♖xc4 ♗h1+! 39. ♔g3 h5
 [0:1]

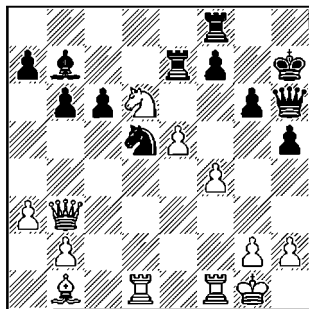
128. SMYSLOV – HORT, 1960

(diagram № 236) White's scheme is to organise an outpost on d6 after the double exchange on e5, then f2–f4, e4–e5, ♖g3–e4–d6. The mark – 2 points.

19. de ♖xe5 20. ♖xe5 ♖xe5
 21. f4 ♖e7 22. e5 ♖d8 23. ♗c3 ♖d5
 24. ♗b3. If now 24...f5, preventing the knight's manoeuvre, then, as V.Smyslov pointed out, 25.ef ♗xf6 26. ♗d3 c5 27. ♗xg6+ ♗xg6 28. ♗xg6 ♖e3 29. ♖fe1 ♖d2 30. ♖c2 ♖xc2 (30... ♖xc2 31. ♖xe7 ♖xg2+ 32. ♖f1 ♗f3 33.f5!) 31. ♗xc2 ♖f8 32. ♖e2+.

24...h5 25. ♖e4 ♗h6 26. ♖cd1 ♖f8 27. ♖d6! ♖h7. 27...♖xf4 is prohibited in view of 28. ♗e3 g5 29. ♖f5.

№ 277



The knight reached the destination point and White immediately begins to storm the opponent's kingside.

28. f5! ♖a6. 28... ♜e3+ is also futile, for example 29. ♜xe3 ♜xe3 30. fg+ fg (30... ♜g7 31. ♜d3 ♜xf1 32. ♜f5+ ♜xg6 33. ♜xe7+ ♜g5 34. h4++-) 31. ♜xf8 ♜xd1 32. ♜f6.

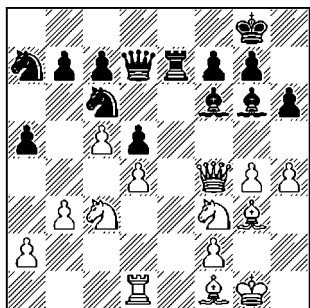
29. ♜fe1 ♜f4 30. ♜f3 ♜d8 31. ♜xf7! (the final blow) **31... ♜xd1 32. ♜xd1 ♖e2 33. fg+ ♜xg6 34. ♜xh6 ♖xf3 35. gf ♜xh6 36. ♜d6 [1:0]**

129. SMYSLOV – SPASSKI, 1960

(*diagram № 237*) White concentrates powerful forces for an attack on the kingside according to the scheme: g2–g4, ♖f4–g3, ♜d2–f4 and h3–h4. The mark – 4 points.

18. g4! ♖g6 19. ♖g3 h6 20. ♜f4 (the queen is transferred with tempo to the attacking position) **20... ♜e7 21. ♖f1!** (easing the opponent's pressure along the open line) **21... ♜ae8 22. ♜xe7 ♜xe7 23. h4!**

№ 278



23... ♜e4 (Black sacrifices exchange, since, for example, 23... ♖e4 24. g5 ♖xf3 25. gf ♖xd1 26. fe

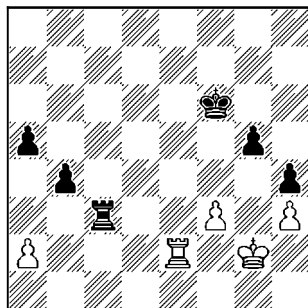
♖h5 27. ♜xd5! would be dull) **24. ♜xe4 de 25. h5 ♖h7 26. g5 hg 27. ♜xg5 ♖xg5** (if 27... ♜xd4, then 28. ♜xh7 ♜f3+ 29. ♜xf3!) **28. ♜xg5 f6** (but here the capture of a pawn 28... ♜xd4 is impossible in view of 29. ♜e3 ♜ac6 30. ♖b5) **29. ♖c4+ [1:0]**

130. PETROSIAN – SMYSLOV, 1961

(*diagram № 238*) This is a technical position to test yourself. The scheme of realization of an extra pawn: ♜d4–a4–a3, the king goes to the centre, pawns are advancing g7–g5, h6–h5, b6–b5–b4, a7–a5, then the rook is transferred to b5, supporting the creation of a passed pawn. The mark – 3 points.

31... ♜a4 32. ♜e2 ♖f7 33. f3 b5 34. ♖f2 ♖f6 35. ♖g3 g5 36. h3 h5 37. ♖g2 h4 38. ♖f2 ♜a3 39. ♖g2 b4 40. ♖f2 a5 41. ♖g2 ♜c3.

№ 279

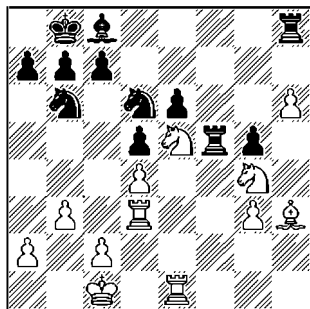


White resigned without waiting for ♜c3–c5–b5, etc. **[0:1]**

131. SMYSLOV – HAAG, 1963

(*diagram № 239*) In Black's position, the point e5, the pawn e6 and the kingside pawns are weak. White must prevent the move g6–g5 and strengthen pressure on the opponent's weaknesses. The scheme: h2–h4, ♖g2–h3, the rooks on the line "e", ♖c3–d1–e3(f2)–g4. The mark 4 points.

18. h4! ♔b8 19. ♖h3 ♖c8 20. ♖d3! (doubling of the rooks is in preparation and the square d1 is vacated to allow for the knight's manoeuvre) **20... ♖e7 21. ♖d1 ♖f5 22. ♖e5 g5** (this advancement brings no relief to Black – the opponent creates a passed pawn on the line "h") **23. fg hg 24. h5! ♖d6 25. ♖e3 ♖h8 26. ♖3g4 ♖f5 27. h6.**

№ 280

An accurately implemented plan allowed White to achieve a decisive advantage.

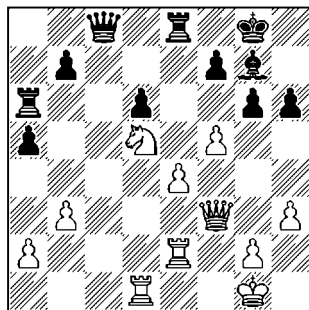
27... ♖e4 28. ♖g2 ♖f2 29. ♖d2 ♖xg4 30. ♖xg4 ♖d7 31. ♖f1! (again an excellent manoeuvre – the

bishop is transferred to d3 to support the pawn "h") **31... ♖f3 32. ♖g2 ♖e8 33. ♖d3 ♖c8 34. h7 ♖d6 35. ♖xe6 ♖d7 36. ♖e5 ♖f1+ (36... ♖xd3 37. ♖xd7+ ♔c8 38. cd+-) 37. ♖xf1 ♖xe6 38. ♖d3 ♖e4 39. ♖xe4 de 40. ♖h2** (the following is simple) **40... ♖f5 41. ♖d2 c5 42. dc ♖c7 43. ♖e3 ♖xh7 44. ♖xh7+ ♖xh7 45. ♖f7 ♖g6 46. ♖xg5 ♖c6 47. ♖xe4 ♖d5 48. c4+ ♖e5 49. ♖d2 ♖e8 50. g4 a5 51. ♖f3+ ♖f6 52. ♖f4 a4 53. g5+ ♖e7 54. ♖d4 ♖g6 55. ba ♖d3 56. c6 bc 57. c5 [1:0]**

132. SMYSLOV – PACHMAN, 1967

(*diagram № 240*) White's plan: seize the point d5 and organise an attack on the kingside. The scheme: ♖h4xf6, ♖f1–e3–d5, f4–f5. The mark – 3 points.

26. ♖e3 ♖e8 27. ♖xf6! ♖xf6 28. ♖d5 ♖g7 29. f5!

№ 281

As a result, White has an excellent attacking position. By the way, the pin ♖d5 and the pawn f5 are part of

the known formation by Capablanca ($\text{f}4\text{d}4$ – the pawns $\text{b}4$ and $\text{f}4$) aimed at controlling the maximal number of squares in the enemy camp.

29...♙e5 30. ♖f1 gf 31. ef ♖h7 32. ♖h1 ♜c6 33. ♜h5 ♜f8 34. ♜e1 ♜d8. In response to **34...♜c5** V.Smyslov points out this beautiful variation: **35. ♜xe5! de 36. ♖f6+ ♖g7 37. ♖g4 ♜h8 38. f6+ ♖f8 39. ♖xe5 ♜c7 40. ♜d1 ♖e8 41. ♖xf7! ♜xf7 42. ♜xe5+ ♖f8 43. ♜c5+! ♜c5 44. ♜d8#.**

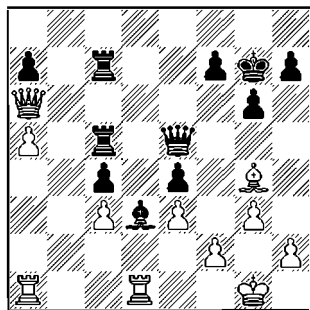
35. f6 ♜c5 36. ♜e4! Black resigned, since after **36...♜xd5** follows **37. ♜h4 ♜xf6 38. ♜xf6**. [1:0]

133. BILEK – SMYSLOV, 1968

(*diagram № 241*) The white queen is in a dangerous situation. Black's task is to weave a net to capture the opponent's most powerful piece. The scheme: ♜e7–c7, forcing $\text{a}4\text{--a}5$, then ♜b2–b5, ♜b5–c5 and ♜c5–c6.

36...♜c7 37. a5 ♜b5 38. ♜a1 ♜bc5.

№ 282



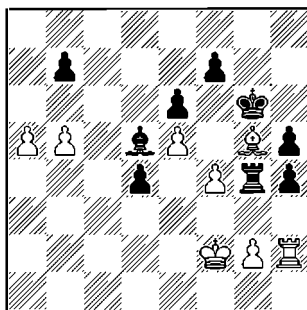
The trap has snapped. White resigns. [0:1]

134. HUEBNER – SMYSLOV, 1969

(*diagram № 242*) In this ending, Black has an opportunity to strengthen the position of his pieces according to the scheme: ♖g8–h7, ♜a8–g8–g4, $\text{d}5\text{--d}4$, ♙c4–d5, possibly ♖h7–g6–f5. The mark – 4 points.

33...♖h7! 34. b4 ♜g8 35. ♙e7 ♜g4 36. ♙g5 d4 37. ♜h1 ♙d5 38. ♜h2 ♖g6 39. b5.

№ 283



As a result of a fine play the black rook and the white bishop are now “off-side” and cannot defend the queenside pawns.

39...♜g3 (the rook starts hunting for white pawns) **40. ♙xh4 ♜b3 41. ♖e2 ♙c4+ 42. ♖d1 ♜xb5** (the pawn $\text{a}5$ is now to move) **43. ♙e1 ♜b1+ 44. ♖d2 ♜a1 45. f5+** disentangling the rook. But now enters the black king, joining the attack on his white colleague.

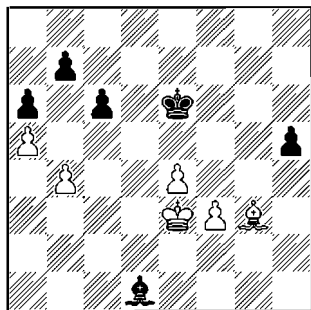
45... ♖xf5 46. ♜xh5+ ♔e4 47. ♜h7 ♜xa5 48. ♜xf7 ♜a2+ 49. ♔c1 b5 50. ♕d2 ♔d3 51. ♜f2 ♕d5 52. g4 b4 53. g5 ♜c2+ [0:1]

135. SMYSLOV – STEIN, 1969

(*diagram № 243*) White has a winning endgame. One should find the most accurate and technical way of achieving a win. This way is in creating a pair of connected passed pawns in the centre. The scheme: g2–g4, after the forced hg, the king captures on g4, the bishop is transferred to the diagonal h2–b8 and the way for white pawns is cleared with the move h4–h5. The mark – 4 points.

42. g4 hg 43. ♔xg4! ♕d1 44. ♔f4 ♔f7 45. ♕d4 ♔f8 46. ♔e3 ♔f7 47. ♕e5 ♔e6 48. ♕g3! ♔f6 (in case 48... ♔d7 White won after 49.h5! gh 50.f4 c5 51.bc ♔c6 52. ♔d4 ♔b5 53.f5) 49. ♕f4 ♔e6 50. h5! gh 51. ♕g3.

№ 284



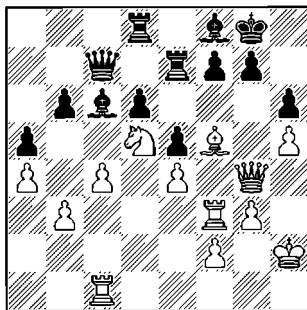
White pawns have an open way to queening. Black resigned. [1:0]

136. SMYSLOV – RESHEVSKY, 1970

(*diagram № 244*) This is a typical position which can come of the Sicilian Defence and “an iron hand” positions of the English Opening. So, if you cannot devise the required scheme accurately, try to understand and remember the actions of an outstanding master of positional play, the 7th World Champion V.Smyslov. So, White’s plan is to strengthen his position, to pressure on the weak pawn d6 and to prepare active actions on the kingside. The moves ♕g2–h3–f5, b2–b3, h4–h5, ♜e2–g4, ♜d1–d3–f3 serve this goal, and finally, ♖c3–d5. The mark 7 points.

23. ♕h3 ♜c7 24. ♜d3 ♕b7 25. b3 ♕c6 26. ♜cd1 ♕f8 27. ♜e3 ♜b7 28. ♔h2 ♔h8 29. h5! (one of the key moves of the plan, which allows white pieces to take hold of active positions) 29... ♔g8 30. ♕f5 ♜b8 31. ♜f3 ♜e7 32. ♜g4 ♜c7 33. ♜f3 ♜ee8 34. ♜c1 ♜e7 35. ♖d5!

№ 285



The invasion, having been prepared so carefully and for so long time, comes to life at the required moment. Black has been forced to exchange on d5, and now White has an opportunity to attack on the diagonal b1–h7. But before removing the white knight from the board, look at the position once again. We see a variation of Capablanca's scheme!

35...♙xd5 36. ed e4 (an almost forced sacrifice) 37. ♙xe4 ♖e5 38. ♙d3 ♖de8 39. ♖g2 ♖e7 (an attempt to win back a pawn by way of 39...♖g5 would lead to disaster after 40. ♖h3 ♖ee5 41. ♙f5 ♖xd5 42. cd ♖xc1 43. ♙e6!) 40. ♖f5 ♖e1 41. ♖xe1 ♖xe1 42. ♖f3! (vacating the square f5 for the queen) 42... ♖e7 43. ♖f5 g6 44. hg f6 45. ♖xf6 ♙g7 46. ♖f7+ ♙h8 47. ♖xe7 ♖xe7 48. ♖f4 ♙g8 49. ♖h4 ♖e5 50. ♙f3 h5 51. ♖f4 ♖e8 52. ♙f5 ♙f6 53. ♙d7 ♖f8 54. ♖f5 h4 55. gh ♙xh4. Find a winning scheme for 2 points. The answer: the bishop is transferred to f7, the rook retreats to f3, and the king goes to e6.

56. ♙e6+ ♙g7 57. ♙f7 ♖h8 58. ♙g4 ♙f6 59. ♖f3! ♖h1 60. ♙f5 ♖e1 61. ♖e3 ♖f1 62. ♙e6 ♙d4 63. ♙xd6 [1:0]

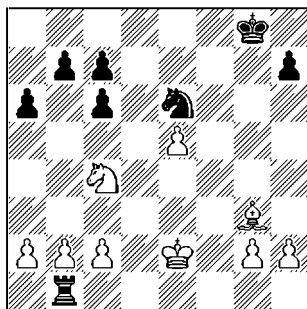
137. HUEBNER – SMYSLOV, 1970

(diagram № 245) Black should activate the rook to realise the exchange. This is done with a precisely calculated manoeuvre: ♖e6–c5,

forcing e4–e5, then back ♖c5–e6 and, finally, ♖b5–d5–d1. The mark - 5 points.

25...♖c5! 26. e5 (26. ♖a3 is not allowed, since after 26...♖xb2 27. ♙xc5 ♖xa2 28. ♖e2 b6 29. ♙e7 ♖f7, the knight is lost) 26...♖e6 27. ♙f2 ♖d5 28. ♙g3 (28...b5 was threatening) 28...♖d1+ 29. ♙e2 ♖b1.

№ 286



White cannot avoid material losses. The remaining is easy.

30. b3 b5 31. ♖a5 c5 32. ♖c6 ♖a1 33. ♖d2 ♖xa2 34. ♙f2 ♖f7 35. ♖c1 ♖a1+ 36. ♖b2 ♖h1 37. ♙g3 ♖g1 38. ♖b8 a5 39. ♖c6 ♖xg2 40. ♖xa5 ♖d4 41. ♖c3 ♖e2+ [0:1]

138. SMYSLOV – KURAJICA, 1970

(diagram № 246) 7 points is the award for the plan carried out by White. It is connected to an attack on the kingside and includes the moves: ♖g1–h1, h2–h4, ♙g2–h3, ♖f1–g1–g2, ♖d1–g1 and g3–g4.

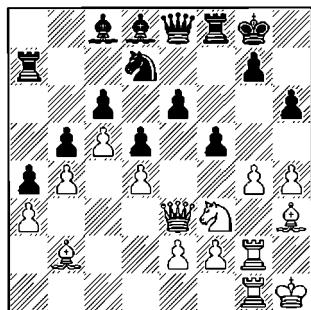
18. ♔h1! ♚f7 19. h4 ♙d8 20. ♙h3 ♙c7 21. ♚g1! ♚e7 22. ♙b2. Preparing for active actions, White does not forget about preventive measures (e6–e5 was threatening).

22... ♙d8 23. ♚g2 ♚a7 24. ♚dg1 ♚e8 25. g4!

ideal positions. The white king's march ♔g2–f3–e4–d5 ends the struggle, then ♙f6–e5–b8 with material gains. You have certainly found this manoeuvre and get 3 points.

31. ♔g2 ♔f8 32. ♔f3 ♔g7 33. ♔e4 ♔e8 34. ♙e5.

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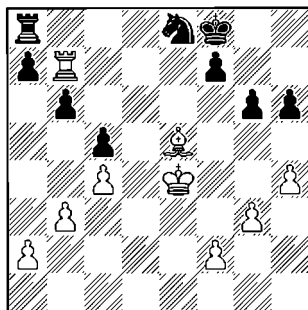


25...f4 (not allowing for a disastrous opening of the file "g") 26. ♚d3 g5 27. hg hg 28. ♚h2! (beginning a new regrouping of forces directed to the seizure of the line "h") 28... ♔g7 29. ♙f1 ♚g6 30. ♚xg6+ ♔xg6 31. ♔g2 ♚g8 32. ♚gh1 ♔f7 33. ♚h7+ ♔g7 34. ♚h8 ♔e7 (if 34... ♚g8, then 35. ♚h7+ ♔f8 36. ♔e5 ♔xe5 37. ♚xg8+ with a win) 35. e3! (the bishop should take his place on d3) 35... fe 36. fe ♚c7 37. ♙d3 e5 38. de ♔f8 39. e6! ♔e8 40. ♙xg7 ♚xg7 41. ♔d4 ♙f6 42. ♚f1 [1:0]

139. SMYSLOV – DAMJANOVIC, 1973

(diagram № 247) White has a winning position. His pieces are in

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34...a5 without waiting for the planned finish, but White is on alert.

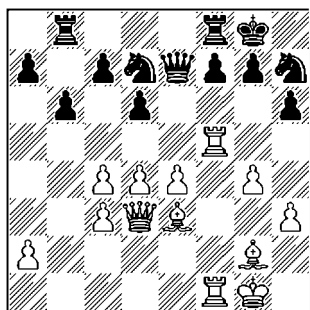
35. ♚xb6 a4 36. ♔d5 ab 37. ab ♚a2 38. ♚b8 [1:0]

140. SMYSLOV – PEEV, 1973

(diagram № 248) In this position, White has many benefits: two bishops, a strong pawn centre, and the open file "f". His task is to arrange his forces correctly to exploit these benefits. The scheme: ♚d1–f1, d3–d4, ♚f1–d3, ♚b1–f1, g3–g4 with the ensuing preparation and carrying out g4–g5. The mark – 3 points.

20. ♚f1! ♔f8 21. d4 ♔ed7 22. ♚d3 ♔h7 23. ♚bf1 ♚f8 24. g4.

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White pieces are ready for decisive actions.

24...♖be8 25. ♔d2 ♜g5 26. h4! ♜h7 (it is clear that capture on e4 is impossible) **27. ♜g3 ♜e6 28. e5! ♜xc4** (28...de is bad in view of 29. ♔d5 ♜d6 30. ♜xf7 ♔h8 31. g5! hg 32. hg ♜g6 33. ♜h3 c6 34. ♔e6!) **29. ed c6 30. g5 hg 31. hg ♔e2 32. ♜f2 ♜xf2 33. ♜xf2 ♔e8 34. ♜f3 ♜hf8** (34...♜b8 35. d5 ♜xd5 36. ♜xd5 cd 37. ♔xd5 ♜f8 38. ♔e2 ♜d8 39. g6 ♜f6 40. ♔xf7+ ♔f8 41. ♔f4 ♜bd7 42. ♜h2 was useless, and White wins) **35. ♜xc6 ♜d3 36. ♜f3 ♜g6 37. ♔h3 ♜b1+ 38. ♔f1 ♜xa2 39. c4.** If 39... f6, then 40. ♜d5+ ♜e6 41. gf. [1:0]

141. GHEORGHIU – SMYSLOV, 1973

(*diagram № 249*) You are to realise material advantage. Are you up to this task? If you find the scheme: ♔e6 and ♜f5 followed by e4–e3, then you are, and you will get 3 points.

37...♔e6 38. ♜xb7 ♜h6!, the power of a knight shows itself in such

unexpected moves. White's defence breaks down.

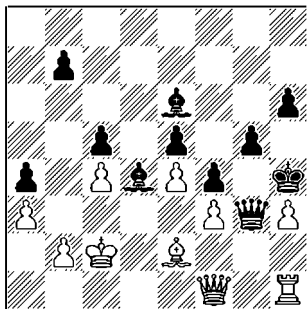
39. ♔c4 ♜f5 40. ♔d4 e3 41. ♔d3 ♜g2 42. ♜b1 ♜d2+ [0:1]

142. SOLMUNDARSON – SMYSLOV, 1974

(*diagram № 250*) Black's position is strategically winning. Since the opponent has no counterplay, Black can build up his advantage throughout the chessboard. But while his plan on the queenside is evident – a7–a5–a4, on the kingside, the manoeuvre ♜h5–h4–g3 and transferring the king to h4 requires both mastery and self-reliance. The mark – 4 points.

32...♜h4! 33. ♔e2 a5 34. ♔a2 ♔e6 35. ♔b1 ♔f6 36. ♔c2 h6 37. ♔b1 ♔f7 38. ♜d1 ♔h5 39. ♔f1 ♔f7 40. ♔e2 ♔e6 41. ♜h1 a4 42. ♔c2 ♔g6! 43. ♔b1 (if 43.b3, then 43... ♜g3 44. ♜xg3 fg 45. ♔f1 ab+ 46. ♔xb3 b5 47. a4 g2 48. ♔xg2 ♔xc4+ 49. ♔c2 ba, and Black wins) **43... ♜g3 44. ♜f1 ♔h5 45. ♔c2 ♔h4.**

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46. b3 (trying to counterplay, but in vain) **46...b5** **47. ba** (47.cb ab+ **48. ♖b1** **c4** **49. ♔xc4 ♔xc4** **50. ♗xc4 ♗g2+**) **47...ba** **48. ♔d3 h5** **49. ♖b1 ♗f2** **50. ♗xf2+ ♔xf2** **51. ♖h2 ♖g3 [0:1]**

143. SMYSLOV – MATANOVIC, 1976

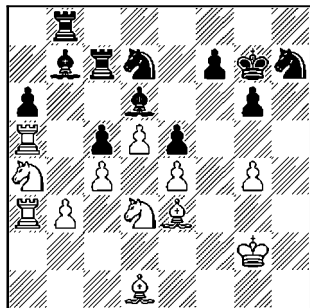
(*diagram № 251*) Black has weak pawns a6 and c5. The planned scheme to attack the weaknesses: the rook on a5, the knights on a4 and d3, the bishop on e3. The mark – 3 points. By the way, this arrangement of white pieces is very similar to that in example № 43 Capablanca–Thomas.

18. ♖a3 is a temporary retreat. The move **b2–b3**, strengthening white pawns, is in preparation.

18...♔d6 **19. ♖e1 h5** **20. h3 0-0** **21. ♖d3 ♖b6** **22. b3 ♔b7** **23. ♔e3 ♖fc8** **24. ♖a5 ♖bd7** **25. ♖fa1 ♔c7** **26. ♖5a2 ♔d6** **27. ♔f3 ♖c7** **28. ♖a5 ♔c8** **29. ♔d1 g6** **30. ♖g2 ♖g7** **31. ♖1a3 ♔b7** **32. g4!**, playing all over the chessboard. It threatens **33. g4–g5**.

32...hg **33. hg ♖h7** **34. ♖a4.**

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The scheme is set up. Black pieces are pinned down defending his weaknesses, but White has resources to increase pressure.

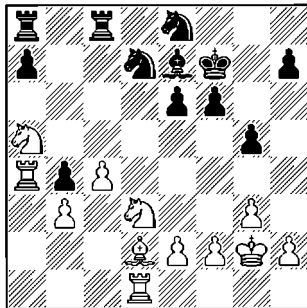
34...♖bc8 **35. ♖a2** (this rook can be used to prepare for **b3–b4** as well as for actions on the kingside) **35...♔e7** **36. ♖b2 ♖hf8** **37. ♔f3 ♖h7** **38. ♖f1! f5** **39. gf gf** **40. ♖g2+ ♖f6** **41. ♔h5! fe** **42. ♖f2 ♖df8** **43. ♖xe4+**. Matanovic gave up due to mate in three after **43...♖f5** **44. ♖f2+ ♖xe4** **45. ♖e2** and **46. ♖c3# [1:0]**

144. SMYSLOV – LARSEN, 1979

(*diagram № 252*) The target of attack by white pieces is the weakness on b4, which appeared after **a2–a3** and **a3xb4**. The continuation of the scheme: the rook on a4, the bishop on d2, the knight on d3, the pawn on b3. The mark – 3 points.

15. a3! f6 **16. ♖d3 ♖f7** (if there was an exchange on a3, then it would be hard to defend the pawn on c5 after transferring the rook to b5) **17. ab cb** **18. ♖a4 ♖d7** **19. b3 g5** **20. ♔d2.**

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The pawn b4 is doomed, but realisation of the advantage is not easy.

20...♖ab8 21. ♔xb4 ♔xb4 (in response to 21...♗b6, White prepared 22.♖a2 ♗xc4 23.♔xe7 ♗xa5 24.♖xa5 ♖e7 25.♗c5! with advantage) 22. ♖xb4 ♖b6 23. ♖a4 e5 24. b4 e4 25. c5! ♖b5 26. ♗c1 ♗e5 27. ♗a2 f5 28. ♗c3 ♖bb8 29. ♖d5! ♖f6 30. ♗b3 ♗c7 31. ♖d6+ ♖f7 32. ♗d4. Now, evidently, Black is in dire straits.

32...e3 33. ♗xf5 ef 34. ♖xf2 a6 35. ♗e4 ♖e8 36. ♗xg5+ ♖g8 37. e4 a5 38. ♖xa5 ♖xb4. 38...♗c4 is impossible due to 39.♖d7 ♗xa5 40.♗h6+ with mate.

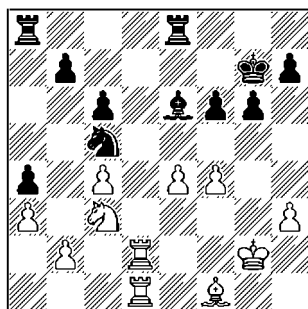
39. ♖a2 ♖c4 40. ♗h6+ ♖g7 41. ♖a7! ♖c2+ 42. ♖f1 ♖xc5 (42...♖c8 43. ♖xc7+ ♖xc7 44.♗f5+ ♖f8 45.♖d8# was also losing) 43. ♗e6+ ♖xe6 44. ♖xe6 ♗f7 45. ♖e7 [1:0]

145. BUKAL – SMYSLOV, 1980

(*diagram № 253*) This is a typical King's Indian endgame. The weakness on d4 determines Black's advantage. His further actions: ♗d4–b3, ♔c8–e6, ♔g7–f8–c5, exchanging the bishops and taking the full control over the centre. The mark – 2 points.

24...♗b3 25. ♖c2 ♔e6 26. ♔f1 ♔f8 27. f4 f6 28. ♖g2 ♖g7 29. ♖f2 ef 30. gf ♔c5 31. ♔xc5 ♗xc5 32. ♖f2.

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32...g5! (weakening Black's squares) 33. ♖g3 ♔f7 34. ♖e1 ♔g6! 35. fg fg 36. e5 ♖e7 (now the target of attack becomes the pawn e5) 37. h4 gh+ 38. ♖xh4 ♖ae8 39. e6, hoping to find a safe harbour in a "bishop against knight" endgame. If 39.♖de2, then 39...♖f8 40.♖g3 ♔d3 41.♖f2 ♖xf2 42.♖xf2 ♖f7+ 43.♖g1 ♖xf1+ 44.♖xf1 ♔xf1 45.♖xf1 ♖g6 –+.

39...♖xe6 40. ♖xe6 ♖xe6 41. ♔e2 ♖e3 42. ♔d1 ♔f5 43. ♖g5 ♖xc3 44. bc ♗e4+ 45. ♖xf5 ♗xd2 46. ♔xa4 (46.c5 was more tenacious, although in this case, too, Black wins after 46...♗b3 47.♖e5 ♗xc5) 46...♗xc4 47. ♖e6 ♗xa3 48. ♖d6 (48.♗d7 ♗b5 49.c4 ♗c3 50.♔c2 h5 51.♖c7 h4 52.♔f5 ♖f6 53.♔h3 b5! is also futile) 48...♗b5+ 49. ♖d7 ♗xc3 50. ♔c2 h5 [0:1]

146. SMYSLOV – LANGEWEG, 1981

(*diagram № 254*) It is possible to find the required arrangement of

white pieces, if you correctly recognise a soft spot in the enemy camp – the pawn f6. The scheme: b2–b3, ♟f4–c1–b2, the rook on the line “f”, g2–g4–g5. The mark – 5 points.

30. ♟c1! (a brilliant manoeuvre!) 30... ♟f7 31. b3 ♖ab8 32. ♟b2 ♟fe5 33. a4 a6 34. ♟e2 ♖f7 (34...b5 35.ab ab 36. ♟b4 ♟a8 37. ♟cd5 was somewhat more tenacious, with a big advantage for White) 35. g4 ♖g7 36. a5 ♖d8 37. ♖f2 ♖bc8 38. ♖df1. The pawn f6 is lost for nothing. [1:0]

147. SMYSLOV – TIMMAN, 1981

(diagram № 255) This is a revision example. The scheme of attack: ♟xg7, ♖d4, forcing f7–f6, followed by g2–g4–g5 – is known from example № 39 Capablanca–Yates. The mark – 2 points.

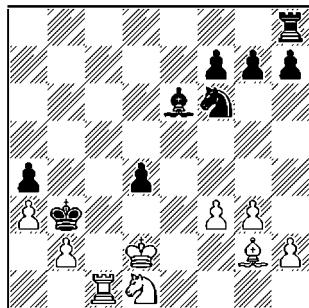
20. ♟xg7 ♖xg7 21. ♖d4+ f6 22. g4! ♟e6 23. ♟xf6! ♖xf6 24. g5 (Black's defeat is inevitable) 24... ♟f5 25. ♖ad1 b5 26. cb ab 27. gf+ ♖xf6 28. ♖xf6+ ♖xf6 29. ♖xd6+ ♟e6 30. ♖b6 ♖c5 31. ♖e1 [1:0]

148. BROWNE – SMYSLOV, 1982

(diagram № 256) This is an interesting situation where the active black king plays the main role, though there are many pieces on the chessboard. The scheme of strengthening the position: ♖c5–b4, c7–c5, d5–d4, attacking the pawn a2, and, after a2–a3, the black king will break to b3. The mark – 5 points.

21... ♖b4! 22. ♖c1 c5! (22...d4 was worse in view of 23.a3+ ♖b3 24. ♟b5) 23. e3 d4 24. ed cd 25. a3+ (if 25. ♟e2, then 25... ♖d8 26. ♖a1 ♟d5 with advantage) 25... ♖b3 26. ♟d1.

№ 294



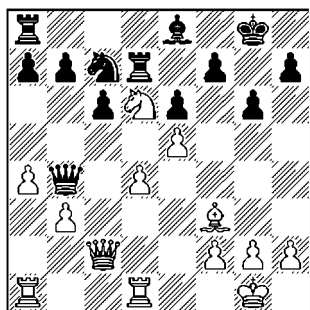
26... ♟c4 (with the intention to break through to the second rank after ♖h8–e8–e2) 27. ♟f2 ♟d5! (here 27... ♖e8 was weaker due to variation 28. ♟f1 ♟xf1 29. ♖xf1 ♖xb2 30. ♟d3+ ♖xa3 31. ♖a1+ ♖b3 32. ♖b1+) 28. ♟e4 ♟e3 29. ♟c5+ ♖a2! 30. ♟h3 ♟b3 31. ♟d7 ♟c4+ 32. ♖d3. White exceeded the time-limit, but after 32... ♟e5+ 33. ♖xd4 ♟xd7 34. ♟xd7 ♖d8 35. ♖c7 ♟e6 he would lose a piece. [0:1]

149. SMYSLOV – VAN DER WIEL, 1986

(diagram № 257) The weakness of point d6 in Black's camp is evident. Finding the plan ♟e5–c4, e4–e5 and ♟c4–d6 should not be complicated – 2 points.

21. ♖c4 ♙e8 22. e5 ♜d7 23. a4
♚b4 24. ♖d6.

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24...♜xd6. This is a manly decision. Black could have possibly escaped, if he had another opponent in this game. The realization stage is very instructive.

25. ed ♚xd6 26. ♚c5! ♚xc5
27. dc ♙f8 28. ♙e2 ♙e7 29. ♙c4
♜d5 30. ♜d4 (preparing the king-
side pawn offensive) 30...♜f6
31. a5! (not allowing for 31...♜d7
32. b4 a5) 31...a6 32. ♜e1 ♜d8
33. ♜xd8 ♙xd8 34. f4 ♙e7 35. ♙f2
♜d7 36. b4 ♜f6 37. ♙f3 h5 38. g3!
♜d5 39. h3 ♙d7 40. g4 hg+ 41. hg
♙c7 42. ♙xd5 cd 43. f5! (the rook
needs open lines) 43...gf 44. gf ♙d7
45. f6 ♙a4 46. ♙f4? (losing the
opportunity 46.♜xe6!) 46...♙d7
47. ♙e5 ♙c2 48. ♜g1 ♙c6 (if
48...♙g6, then 49.♜xg6 fg 50.b5!)
49. ♜g7 d4 50. ♙xd4 e5+ 51. ♙c3
[1:0]

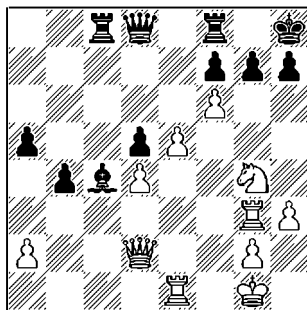
150. SMYSLOV - ERNST, 1987

(diagram № 258) This is a typical situation. The analysis of similar positions is very useful. The white knight is stronger than the black bishop, but will it be sufficient to win? It is clear that in this game Black played not in the best way and allowed the opponent to carry on his plan - to organise attack on the kingside - without any trouble. The scheme: h2-h3, ♜f3-h2-g4, the rook is transferred to g3 along the third rank, f2-f4-f5-f6. The mark - 4 points.

17. h3! ♜c8 18. ♜h2 ♙a4?!
18...♜c4 was clearly stronger. But in no case the bishop should have been withdrawn from the kingside. In this case, the right plan for White was to transfer the knight to e3.

19. ♜bc1 ♙b5 20. ♜g4 ♙c4
21. ♜c3 b5 22. ♜g3 ♙h8 23. f4
a5 (if 23...♚h4, then 24.♙h2 h5
25.♜e3 ♚xf4 26.♜xc4, and White
wins) 24. f5 b4 25. f6!

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25...♖g8 (White's threats are already irrefutable) 26. ♜f4! ♕xa2 (if 26...g6, then 27. ♘h6, and in response to 26...♖c7 follows 27.e6 fe 28.♖xe6 with the attack) 27. e6 fe 28. ♘e5 [1:0]

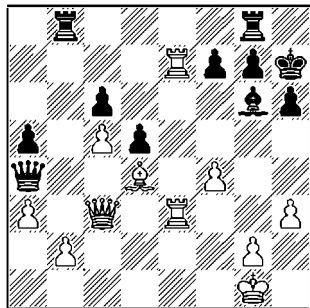
151. SMYSLOV – IVANCHUK, 1988 (diagram № 259)

White has positional advantage. His plan is to exert oblique pressure after transferring the queen to c3, a bishop to d4 and further f2–f4–f5. The mark – 4 points.

29. ♜c3! (preventing 29... d4) 29...♜a4 30. ♕e5!, the bishop trades a beautiful position for a more useful one. One can recall a similar situation from example № 108 Botvinnik–Tal, where the bishop was transferred from d5 to d3.

30...♖ae8 31. ♕d4 ♖b8 32. ♖1e3! a5 33. f4!

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White is ready for an offensive. It threatens 34.f5.

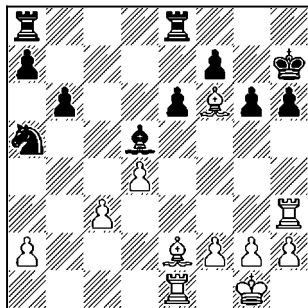
33...♜d1+ 34. ♖e1 ♜a4 35. ♜d2 ♖b3 36. ♕c3 ♜c4 37. ♜f2 ♕e4 38. ♖xf7! (the sacrifice exchange gives White an opportunity for a stronger attack) 38...d4 39. ♜xd4 ♜xf7 40. ♜xe4+ ♖h8 41. f5! ♜d5 42. ♜xd5 cd 43. ♖e6! (the queens exchange did not improve Black's position) 43...♖d8 (if 43...♖h7, then 44.♖d6, but in response to 43... ♖xc3 44.bc ♖c8 follows 45.c6 with a win) 44. ♖xh6+ ♖g8 45. ♖h4 ♖c8 46. ♖g4 ♖xc5 47. ♖xg7+ ♖f8 48. f6 ♖cxc3 49. bc ♖xc3 50. ♖d7 ♖xa3 51. ♖xd5 ♖f7 52. ♖d6 [1:0]

152. SMYSLOV – MARTINOVIC, 1989 (diagram № 260)

Despite the absence of the queens on the board, White has a forceful attack according to the scheme: ♖d1–d3–h3, ♕e2–d3, ♖f1–e1–e3. If you identified the same plan, then you get 2 points.

21. ♖d3 ♕d5 (21...♕a6 is bad in view of 22.♖h3) 22. ♖h3 ♖h7 23. ♖e1.

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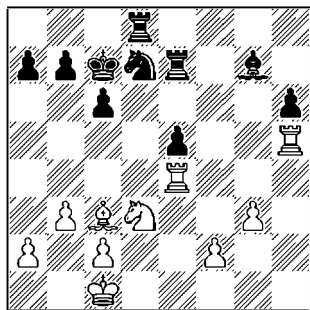
23...e5 (a desperate try to change situation) **24. de ♖c4** **25. ♙xc4 ♙xc4**. Black resigned without waiting for **26. ♖e4** followed by **27. ♖xh6+**. [1:0]

153. SMYSLOV – OLL, 1993

(*diagram № 261*) There is a weakness in Black's position – the isolated pawn e5. The pawn should be blocked and then attacked. The scheme: **♖d1–e1, ♙d2–c3, h4–h5**. The mark – 2 points.

18. ♖de1 ♖ad8 19. ♙c3 ♘d7 20. ♖e2 ♖e7 21. h5! (forcing a weakening of white squares and a favourable exchange of bishops) **21...♙xe4 22. ♖xe4 gh** (if **22...g5**, then **23.f4 gf 24.gf ♖de8 25. ♖he1 ♙d6 26.fe+ ♙xe5 27. ♘xe5 ♘xe5 28. ♙d2 ♖e6 29. ♙f4+–**) **23. ♖xh5**.

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White increased his advantage with seemingly simple moves.

23...♖de8 24. ♖h1 ♙f6 25. ♙d1! ♙g5 26. ♙e2 ♙d6 27. ♖d1 ♙e6

(**27...♙c7** was more prudent) **28. f4! ♙f5** (in response to **28...♙f6**, it was expected **29.fe ♙f5 30. ♖f1+ ♙xe4 31.ef ♖f7 32. ♘b4**) **29. g4+!**, building up a mate-threatening scheme. If you find out the conception of the Ex-champion of the World, you will get additional 2 points.

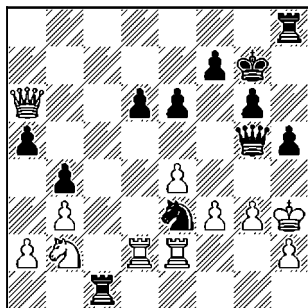
29...♙xe4 30. ♘f2+ ♙xf4 31. ♖g1! It threatens **32. ♙d2#**, but in response to **31...e4** follows **32. ♘h3#**. [1:0]

154. LEHMANN – SMYSLOV, 1967

(*diagram № 262*) The white king is in a dangerous position. Black finds a beautiful scheme of a mate-threatening attack: **♖c8–h8, ♙c5–g5–g4!** The mark – 4 points.

44...♖h8! 45. ♖fe2 (in response to **45.f4**, it was prepared **45...g5 46. ♙xd6 ♙f5+! 47.ef g4+ 48. ♙h4 ♘xf5+ 49. ♙g5 f6#**) **45...♙g5**.

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46. ♖xe3 (saves from a mate, but cannot change the outcome) **46...**

♔xe3 47. ♖xd6 ♖xf3 48. ♖e5+ ♖f6 49. ♖xf6+ ♔xf6 50. ♘c4 ♖xc4! is a technically advanced solution. The endgame is easily won.

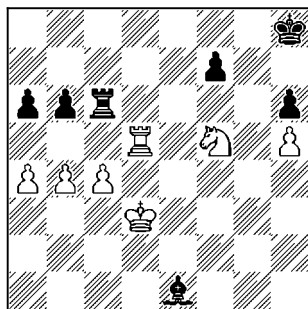
51. bc ♖c8 52. ♖f2+ ♔e7 53. ♖c2 ♔d6 54. g4 hg+ 55. ♔xg4 ♔c5 56. ♔f4 a4 57. ♔e3 b3 58. ♖f2 ♖b8 [0:1]

155. SMYSLOV – RUDNEV, 1938

(diagram № 263) Black has weak kingside pawns, the white knight takes a dominating position in the centre. White's plan is to take control over the 5th rank by way of transferring the rook on d5 and the pawn on h5. After this, one can start the realization of pawn advantage on the queenside by way of c3–c4, a2–a4, etc.

33. ♖d1 ♖f6 34. ♖d5! ♘f2 35. h5! b6 36. ♔d3 a6 37. c4 ♖c6 38. a4 ♔e1.

№ 301



39. b5! (beautiful scheme!) 39...ab 40. ab ♖e6 41. ♖d6 ♖xd6+ 42. ♘xd6 ♔g7 (in response to 42...f6, 43. ♘f5 ♔h7 44. c5 bc 45. b6 ♔a5 46. b7 ♔c7 47. ♔c4 won) 43. c5 [1:0]

Mikhail Tal

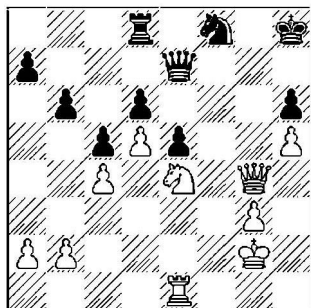
(9. 11. 1936 – 28. 06. 1992)



INSTANCES OF THINKING IN SCHEMES IN THE GAMES OF MIKHAIL TAL

156. TAL – TESCHNER, 1960

№ 302

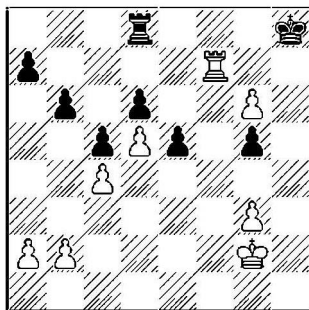


An excellent arrangement of white pieces allows to evaluate this position as winning. The way to a win goes through simplifications and transition to rook endgame. White's moves are: ♖e1–f1, forc-

ing ♜f8–h7, then ♜g4–g6, forcing Black to play ♜e7–g7, and ♜f1–f7. The mark – 3 points.

31. ♜f1 ♜h7 (32. ♜f6 was threatening) 32. ♜g6! ♜g7 33. ♜f7 ♜xg6 34. hg ♜g5 35. ♜xg5 hg.

№ 303



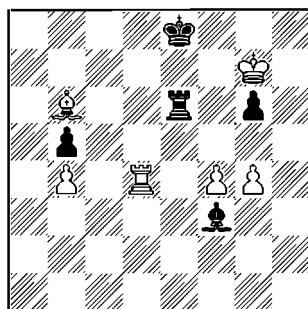
White strived for this position. His king penetrates Black's camp,

and the rook is back just in time to stop the opponent's passed pawn.

36. ♔f3 ♔g8 37. ♔g4! White consistently executes his plan without being distracted by trifles (the pawn a7).

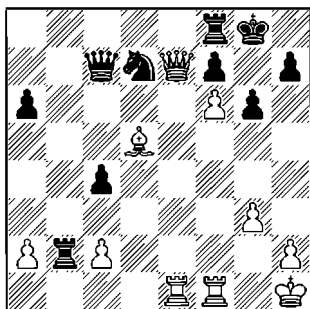
37...♖e8 38. ♔xg5 e4 39. ♔f6 e3 40. ♖g7+ ♔f8 41. ♖h7 ♔g8 42. ♖h1 ♖f8+ 43. ♔e7 ♖f2 44. ♔xd6 ♖d2 45. ♔c7 e2 46. ♖e1 [1:0]

№ 306



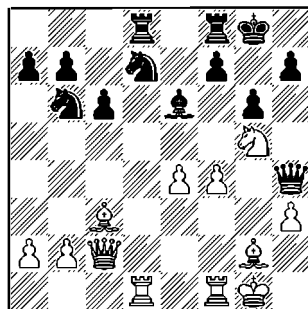
White to move

№ 304



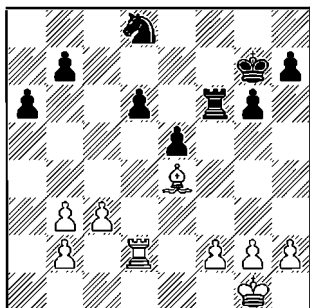
White to move

№ 307



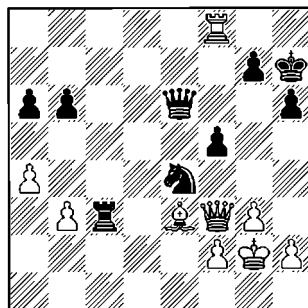
White to move

№ 305



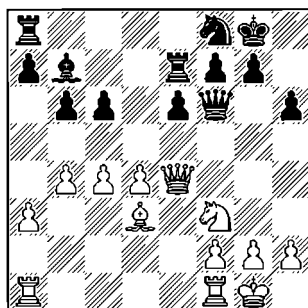
White to move

№ 308

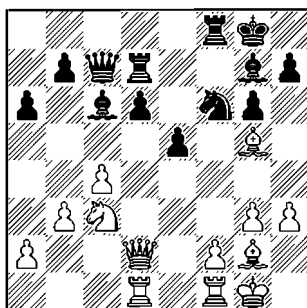


Black to move

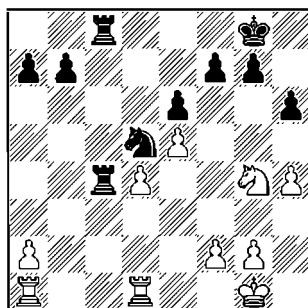
№ 309

*White to move*

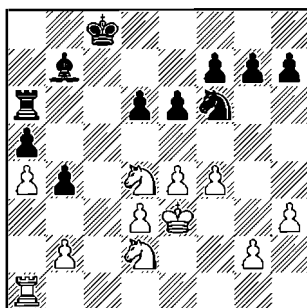
№ 312

*White to move*

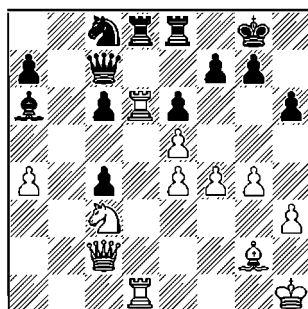
№ 310

*Black to move*

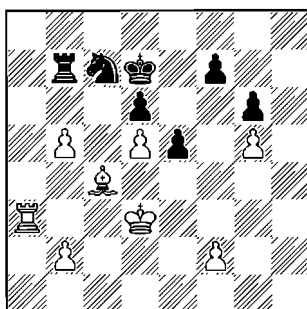
№ 313

*White to move*

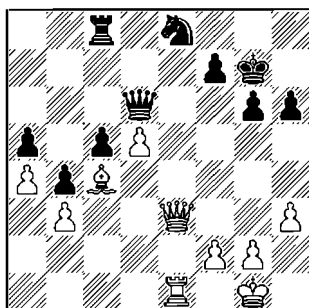
№ 311

*White to move*

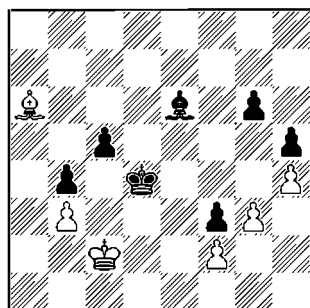
№ 314

*White to move*

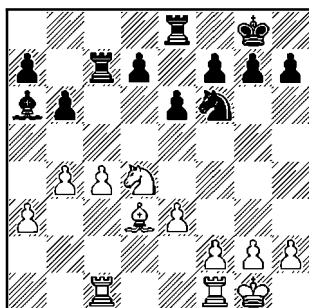
№ 315

*Black to move*

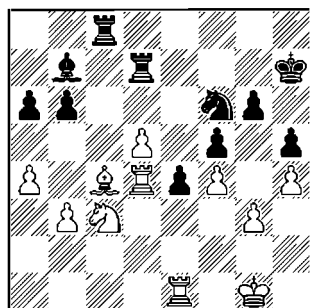
№ 318

*Black to move*

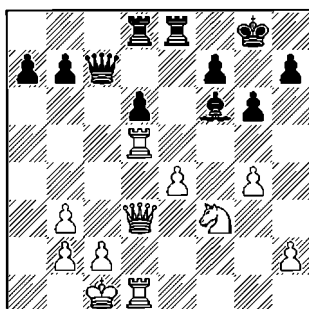
№ 316

*White to move*

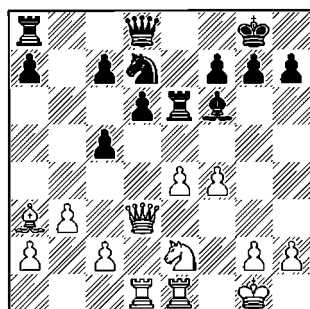
№ 319

*Black to move*

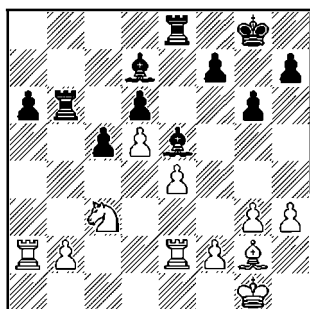
№ 317

*White to move*

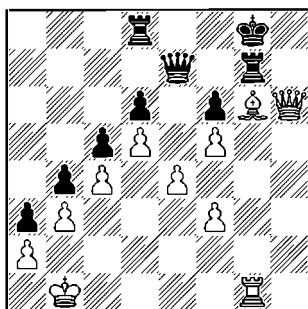
№ 320

*White to move*

№ 321

*Black to move*

№ 322

*White to move*

LEARNING FROM MIKHAIL TAL

157. TAL – DARGA, 1960

(*diagram № 304*) The knight pin on d7 decides. Try to play as Tal did, and you will earn 5 points. White's rearrangement: ♖e1–e6–d6 and ♜f1–d1. Brilliant!

25. ♖e6! ♜bb8. There is no other way in view. If 25... ♜c8, then 26. ♜d6 ♜c5 27. ♜xf7+.

26. ♜d6 ♜bd8 27. ♜d1! [1:0]

158. TAL – NAJDORF, 1961

(*diagram № 305*) This is a typical "Sicilian" endgame. The plan of strengthening the position is in transferring the rook to b6. This is done by way of b3–b4, ♜d1–d5, b4–b5 and after ab – ♜d5xb5–b6. The mark – 4 points.

29. b4! ♜f7 30. ♜d5 ♜e8 31. b5 ab 32. ♜xb5 ♜f7 33. ♜b6 ♜d7

34. ♜d5 ♜f4 35. g3 ♜a4? (making a mistake in a difficult situation) 36. ♜xb7! ♜a1+ 37. ♜g2 ♜c7 38. ♜a6. Black has overlooked this move. Now his pieces are pinned and cannot defend the kingside pawns.

38... ♜b1 39. ♜d5 ♜xb2 40. ♜a7+ ♜b7 41. ♜f3 ♜b8 42. ♜a6 ♜c7 43. ♜a8 ♜c5 44. ♜a7+ (working on the "take your time!" principle) 44... ♜b7 45. h4 ♜b8 46. ♜a6 ♜c7 47. ♜a8 ♜b5 48. c4 ♜b3+ 49. ♜g4! [1:0]

159. TAL – VASIUKOV, 1964

(*diagram № 306*) It is easy to notice the mate-threatening scheme ♜g5–♜d8. One should find the exact order of moves. If you come to grips with this task, you will earn 3 points.

53. ♖d8+! (if there immediately follows 53. ♗d8?, then 53... ♖e4) **53... ♖e7 54. ♖d3 ♗e2 55. ♗d8+ ♖e8 56. ♖d2 ♖e3 57. ♗g5 ♗d3 58. f5! [1:0]**

160. TAL – ZHURAVLEV N., 1965

(*diagram № 307*) Test your attacking abilities. The lack of the dark-squared bishop is fatal for Black. A brilliant master of attack, M. Tal quickly proves this. The scheme: b2–b3, a2–a4–a5, ♗c3–b2 with the idea ♗c2–c3 and f4–f5. The mark – 4 points.

24. b3! ♖fe8 25. a4! ♗h6 (25... f6 is impossible in view of 26. ♗e1 ♗h6 27. ♖xe6 ♖xe6 28. a5 ♖a8 29. ♗c4 ♖c7 30. f5) **26. a5 ♖c8 27. ♗b2 ♗f8**, trying to defend himself with the help of 28... ♗c5+. Find the variation finishing the game, and you will get an additional point.

28. f5! gf 29. ef ♗d5 30. ♗xd5 cd 31. ♗g2! ♗c5+ 32. ♗d4 [1:0]

161. HORT – TAL, 1966

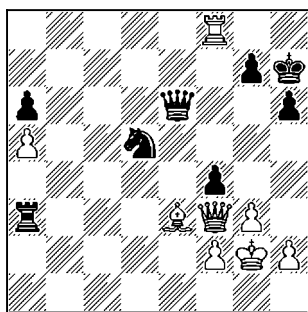
(*diagram № 308*) The scheme of interaction of the knight and the pawn “f” is known. So, finding the correct plan is easy. The knight should be on d5, and the pawn will advance when needed. You get 2 points for the correct solution.

32... ♖f6 33. b4 ♖b3 34. a5 ba 35. ba ♖a3 (by manoeuvring along the third rank and attacking white pawns, Black hopes to deflect the

white rook from the square f8) **36. ♖a8?! 36. ♗a8** was more tenacious, and if 36... ♖xa5, then 37. ♗d4, but in response to 36... ♖d5, it could be 37. ♖h8+ ♖g6 38. ♗e8+ ♗xe8 39. ♖xe8 ♖xa5 40. ♖e5 ♖xe3+ 41. ♖xe3 with a chance for a draw.

36... ♖d5! 37. ♖f8 f4!

№ 323



38. ♖xf4. If 38. gf, then 38... ♖xe3+–+. White's position immediately becomes hopeless.

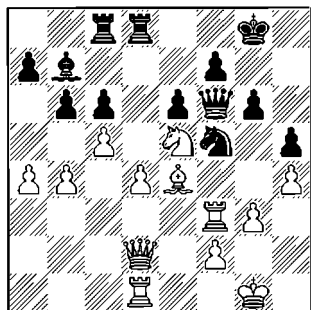
38... ♖xf4+ 39. ♗xf4 ♖xa5 40. h4 ♗d5+ [0:1]

162. TAL – JOHANSSON, 1966

(*diagram № 309*) White has a good plan to restrict the opponent's opportunities. It begins with the move c4–c5, then ♖f3–e5, ♗d3–e4 (after the queen's retreat), then continues with advancing the flank pawns on both flanks with the goal to weaken Black's arrangement, then the rook is transferred to the 3rd rank to attack the point f7. The mark – 5 points.

18. c5! ♖d8 19. ♗e5 g6 20. ♖ad1
 ♗h7 21. ♕e3 ♖g7 22. ♖e4 ♖c8
 23. ♖fe1 ♗f6 24. ♖f3 ♗d5 25. ♕d2
 ♖d8 26. a4 ♖c7 27. h4 h5 28. ♖b1
 ♗e7 29. ♕f4 ♖cc8 30. ♖bd1 ♖a6
 31. ♖e4 ♗d5 32. ♕d2 ♕f6 33. g3
 ♗e7 34. ♖e3 ♗f5 35. ♖f3 ♖b7.

№ 324



Having arranged his pieces into a beautiful and sound formation, White can begin decisive actions. It is interesting that he did not strive to gain a footing on the square d6 – the knight on e5 is placed sufficiently well. Besides, with the knight on d6, Black could carry on the exchange sacrifice. With the knight on e5, he has not got such an opportunity.

36. a5 ba (if 36...b5, then 37.a6!, locking the black bishop out) 37. b5! is a dynamical solution. Black's defence begins to "go to pieces".

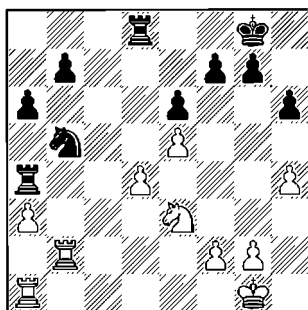
37...cb 38. ♖xb7 ♖xc5 39. ♕e1 ♖c7 40. ♖e4 b4 41. ♗c6 ♖d6 42. ♗xa5 ♖xd4 43. ♗c6 ♖c4 44. ♖xf5 [1:0]

163. BAGIROV – TAL, 1970

(diagram № 310) Black's advantage is evident: he has pawn advantage on the queenside, and white pawns in the centre are blockaded and depreciated. It is evident that the pawn d4 will soon become the target of attack and will be lost. It is important for Black to choose a convenient moment to capture this pawn, thus preventing counterplay. The scheme: the rooks on a4 and d8, the knight on b5, the pawn on a6. The mark – 3 points.

30...♗c3 31. ♗e3 ♖b4 (at this moment, Black could have won the pawn d4 by way of 31...♖xd4 32. ♖xd4 ♗e2+ 33. ♗f1 ♗xd4, but after 34. ♖d1 ♗c6 35. ♖d7 White has counterplay) 32. ♖d2 ♖d8 33. ♖c2 ♗b5 34. a3 ♖a4 (Black has advantage even after 34...♖b3 35. h5 ♗f8 36. ♗f1 ♗e7 37. a4 ♗xd4 38. ♖c7+ ♖d7 39. ♖xd7+ ♗xd7) 35. ♖b2 a6

№ 325



All weaknesses of White are under attack. Defending himself becomes still harder.

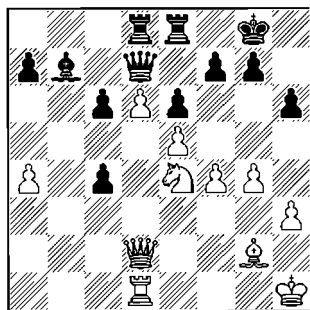
36. ♖c2 h5 37. g3 ♜d7 38. ♜d1
 ♜c4 39. ♖g2 ♖f8 40. ♜d3 ♖e7
 41. ♜d2 ♖d8 42. ♜b4? (the game
 ends after this blunder, while after
 42.f4 White could have tenaciously
 resisted) 42...♜xa3! 43. ♜xc4 ♜xc4
 44. ♜d3 ♜xe5 45. ♜c3 ♜c6 46. ♜c4
 ♜c7 [0:1]

164. TAL – SAIDY, 1971

(*diagram № 311*) The outpost on d6 should be retained at any cost! The rook capture is forced after ♜c2–d2 and then a conversion of advantages takes place: White has time to play e4–e5 and to solidify the powerful pawn wedge, which literally cuts Black's position in two. Then, evidently, ♜c3–e4 followed by ♜e4–c5 or g4–g5. The mark – 3 points.

31. ♜d2! ♜xd6 32. ed ♜d7
 33. e5 ♜b7 34. ♜e4.

№ 326



34...c5! (a better defence)
 35. ♜xc5 ♜xg2+ 36. ♜xg2 ♜c8
 37. ♜e4 ♜d7 38. g5 hg 39. ♜g1

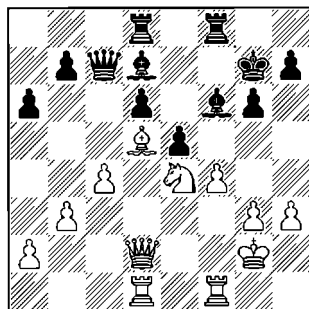
♜b7 40. ♖h2 ♖f8? (40...f5! 41. ef
 ♜b8) 41. ♜xg5 f5 42. ♜h5 ♜b2+
 43. ♖h1 [1:0]

165. TAL – HULAK, 1974

(*diagram № 312*) This is a typical scheme to seize and exploit weak central squares: ♜xf6, ♜d5, ♜e4 and then f2–f4! The mark – 3 points.

22. ♜xf6! ♜xf6 23. ♜d5+! ♖g7
 24. ♜e4 ♜dd8 25. ♖g2 ♜d7 26. f4!

№ 327



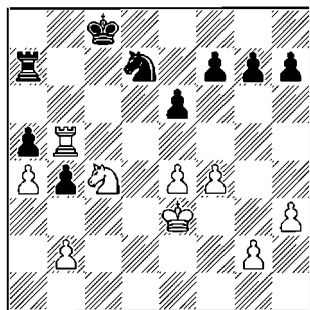
26...ef?! Certainly, it was not worth opening the long diagonal. Now follows a vigorous attack by analogy with examples № 39 Capablanca–Yates and № 147 Smyslov–Timman.

27. ♜xf6 ♜xf6 28. ♜b2 ♜df8
 29. ♜xf4 ♜c6 30. ♜e1 ♜f7 31. ♜xc6
 bc 32. ♜ef1 ♜e6 33. b4! (the transition into a winning pawn endgame is in preparation) 33...g5 34. ♜xf6
 ♜xf6 35. a4 ♖f7 36. ♜xf6+ ♜xf6
 37. ♜xf6+ ♖xf6 38. a5 ♖e6 39. b5
 ♖d7 40. b6 h6 41. ♖f3 [1:0]

166. TAL – KOCHYEV, 1977

(*diagram № 313*) It is easy to feel for and encircle the main weakness in Black's position, the pawn a5, if one remembers example № 35 Capablanca–Germann. The scheme: ♖d4–b3, the move d6–d5 is forced in view of the threat ♖d2–c4, then ♖b3–c5xb7, ♖d2–b3, ♖c1–c5. The mark – 3 points.

23. ♖4b3! d5 24. ♖c5 ♖a7
25. ♖c1 de 26. de ♖b8 27. ♖xb7!
♖xb7 28. ♖c5 ♖d7 29. ♖b5+ ♖c8
30. ♖c4.

№ 328

The outcome is clear.

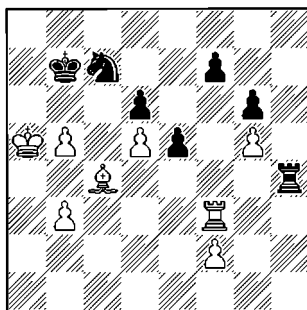
30... ♖c7 31. ♖d4 f6 32. ♖xa5
e5+ 33. fe fe+ 34. ♖xe5 ♖c2
35. ♖xd7 ♖xd7 36. ♖a7+ ♖e6
37. ♖xg7 ♖xb2 38. g4 h5 39. gh b3
40. h6 [1:0]

167. TAL – GLIGORIC, 1978

(*diagram № 314*) Black's position has two weaknesses: the first – the queenside, where White has an ex-

tra pawn, the second – the pawn f7. White's plan is to transfer the king to a5 to support the passed pawn b5, the rook – to f3 to attack the pawn f7. The mark – 2 points.

49. ♖a5 ♖c8 50. ♖c3 ♖b8
51. ♖b4 ♖b7 52. ♖a3 ♖h8 53. ♖f3
♖h7 54. ♖a5 ♖h4 55. b3.

№ 329

55... ♖f4, otherwise 56. b5–b6 with an immediate win. All the same, Black's position is still hopeless.

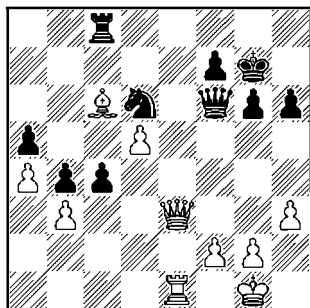
56. ♖xf4 ef57. b6 ♖e8 58. ♖b5
♖g7 59. ♖d7 f3 60. ♖g4 ♖h5
61. ♖xf3 ♖f4 62. ♖g4 ♖d3 63. f3
[1:0]

168. PETROSIAN A. – TAL, 1981

(*diagram № 315*) This is an instance showing the advantage of a knight over a bishop. The scheme: the queen on f6, the knight on d6, and it remains to advance the queenside pawns. The mark – 2 points.

33... ♖f6 34. ♖b5 ♖d6 35. ♖c6
c4.

№ 330



In the ensuing vivid “skirmish”, M. Tal is in his element and does his best.

36. bc ♖xc4 37. ♔c5 ♜e5!
38. ♔xa5 ♔g5! (threatening with 39...♜f3+ or 39...♜xc6) 39. ♔a6 ♜f3+ 40. ♔f1 ♜xe1 41. ♔xc8 ♔c1, confirming the rule – the queen and a knight are stronger than the queen and a bishop. The white king is under a mate-threatening attack.

42. ♔b7 ♜f3+ 43. ♔e2 ♜d4+ 44. ♔d3 ♔c3+ 45. ♔e4 ♜f5! [0:1]

169. TAL – ANDERSSON, 1983

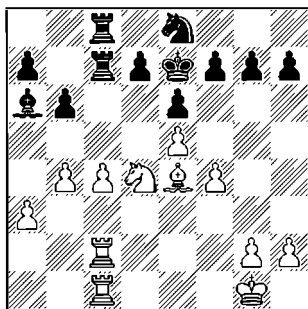
(diagram № 136) White’s plan is to double the rooks on the line “c”, then to advance the pawns “e” and “f” with the goal of increasing space advantage. The mark – 2 points.

20. ♖c2 ♔f8?! (20...d5 was worth attention) 21. ♖fc1 ♔e7 22. e4 ♖ec8 23. e5! ♜e8? is a serious mistake leading Black to a very difficult situation. 23...♜g4 would be correct, for example, 24.f4 f6!

25.e4+ ♜xf6 with good chances for a draw.

24. f4 ♖d8 (possibly, it would be better for Black to play 24...d6!? 25.ed+ ♜xd6 26.c5 ♔xd3 27.cd+ ♔xd6 28.♖xc7 ♖xc7 29.♖d1 with chances for a draw due to a strong bishop) 25. ♔e4 ♖dc8.

№ 331



White pieces are perfectly prepared for the offensive.

26. c5! bc 27. bc f5 28. ♔f3 g6 29. ♔f2 ♖b8 30. c6! d6 31. ed+ ♜xd6 32. ♖e1 ♔c8 33. ♔d5 ♜e4+ 34. ♔xe4 fe 35. ♖xe4 ♔f6 36. ♖e5 a6 37. ♖ec5 ♖b1 38. ♜f3 ♖b3 39. ♖5c3 ♖xc3 40. ♖xc3 ♔e7 41. ♜e5 [1:0]

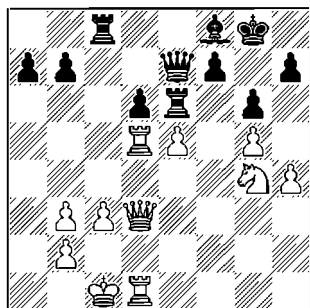
170. TAL – HANSEN K., 1985

(diagram № 317) White’s advantage can be increased by transferring the knight to a more active position. The scheme: g4–g5, ♜f3–h2–g4. After this, the opportunities are open for the advancement e4–e5

and for the knight's thrusts to f6 or h6. The mark – 3 points.

23. g5! ♙e7 24. h4 ♖c8 25. ♘h2! ♙f8 26. ♘g4 ♖e6 27. c3 ♜e7 28. e5.

№ 332



28...♙g7 (28...de 29. ♖d7 ♜b4 30. ♜f3 ♜f4+ 31. ♜xf4 ef 32. ♘f6+ ♙g7 33. ♖xb7) 29. ♘f6+ ♙xf6 30. ef ♜e8 31. ♖xd6 ♖xd6 32. ♜xd6 h5?! 32...♜e3+ would be better. Black's position is now quickly worsening.

33. ♜e7 ♜c6 34. b4 b5 35. ♖d7 ♜c4 36. ♙c2 a6 37. ♜e5 ♖f8 38. ♜d4 ♜e2+ 39. ♙b1 ♜e1+ 40. ♙a2 ♜e6+ 41. ♜d5 [1:0]

171. PINTER – TAL, 1985

(diagram № 318) Only a strong desire to make the king breakthrough to the pawn f2 will help you to find the right breakthrough scheme: c5–c4, after b3: c4, b4–b3 and, in response to winning a pawn or the king's retreat to b2 - a cold-blooded march of the king ♙d4–d3–d2–e1xf2. The bonus for this idea is 5 points.

62...c463. bcb3+!! is a counterintuitive solution, which can be found, perhaps, only by the method of exclusion. If you are convinced that the position must be winning, but all "normal" continuations lead to a draw, then an insight can come to you.

64. ♙b2 (after capture on b3, the pawn "c" was pinned and couldn't have immediately advanced) 64...♙d3 65. c5+ ♙d2 66. c6 ♙e1 67. c7 ♙xf2 (the pawn f2 fell and White should resign) 68. ♙c4 ♙g4 69. ♙d3 ♙g1 70. ♙xg6 f2 71. ♙xh5 f1 ♜ [0:1]

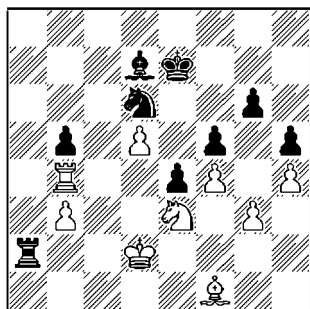
172. ERNST – TAL, 1987

(diagram № 319) It seems that in this position black pieces can take the required squares without any help, but one should not interfere! The knight will move from f6 to d6, the white knight, in response, will move to e3, then the black rooks will double on the line "c", the king will move to e7 in the centre, the line "c" will be open after b6–b5, and the black rook will break into the enemy camp. The mark – 3 points. But what about White? He is forced to wait for the developments passively and rely on the solidity of his position.

39...♘e8 40. ♘d1 ♘d6 41. ♘e3 b5 42. ab ab 43. ♙f1 ♖c5 44. ♙f2 ♖dc7 45. ♖b4 ♙g7 46. ♖d1 ♙f6 47. ♖bd4 ♖c3 48. ♖b4 ♙c8 (the pawn d5 is reliably protected, and the bishop is transferred to d7 to reliably defend weakness on b5) 49. ♖a1 ♙d7

50. ♖e2 ♔e7 51. ♖f1 ♜c1 52. ♜xc1
♜xc1 53. ♚e2 ♞a1 54. ♚d2 ♞a2+.

No 333



Black has executed his plan and achieved a lot. But White could continue defending tenaciously after 55. ♚e1 ♚d8 56. ♜d4 ♜b2 57. b4. The erroneous move in the text leads to an immediate defeat.

55. ♖c2? e3+! 56. ♚d1
(56. ♚d3 ♖e4 57. ♖xe3 ♜d2#;
56. ♚c1 ♖e4 57. ♖xb5 ♖xb5
58. ♜xb5 ♜xc2+ 59. ♚xc2 e2) 56...
♖e4 57. ♖:e3 ♚d6 (57... ♞a1+
58. ♚c2 ♞e1 59. ♚d3 ♖xg3 was also
acceptable) 58. ♜d4 ♚c5 59. ♖c2
♖c3+ [0:1]

173. TAL – PORTISCH, 1988

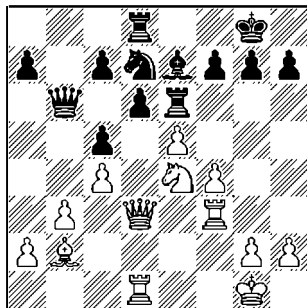
(diagram No 320) White has an opportunity to arrange his pieces perfectly and to completely control the centre with the help of the scheme: e4–e5, c2–c4, ♖a3–b2, ♖e2–g3–e4. The mark – 4 points.

18. e5! ♖h4 19. ♜f1 ♖e7 (19...

♜e8!?) 20. ♖b2 ♖f8 21. ♖g3 ♜b8
22. ♖e4. The move 22.f5 is also
worth attention: it is forcing Black
to sacrifice the exchange after 22...
♜xe5!?, since 22... ♖xe5 is bad in
view of 23.f6! ♖xd3 24.e4+ ♚h8
25. ♜xd3, and White has a winning
position.

22... ♜b6 23. c4 ♖e7 24. ♜f3
♜d8.

No 334



White's perfectly arranged pieces are ready to pounce upon the black king.

25. ed! ♖xd6 (25...cd 26. f5
♖e5 27. fe+–) 26. ♖g5 ♜g6
27. ♜f5 ♖f6 28. ♖xf6 gf 29. ♖e4
♚g7 30. ♜g3 ♖e7 31. ♜xd8 ♖xd8
32. ♜d3 ♜a5 33. ♜d2 ♖e7. What is
the plan for the further attack? You
will get 1 point, if you propose h2–
h4–h5, followed by ♜d2–d3.

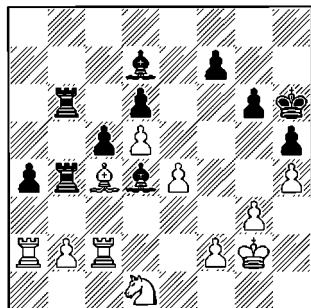
34. h4! h5 35. ♜xh5 f5 36. ♜xf5
♖xh4 37. ♜e5+ ♖f6 38. ♖xf6 ♜xf6
39. ♜d3 ♜b6 40. f5! [1:0]

174. OSNOS – TAL, 1969

(*diagram № 321*) Black's advantage can be increased by arranging pieces according to the scheme: the rooks on b4 and b8, the bishop on d4, the pawn on a4. You earn 3 points for the correct solution.

29...♖e8 30. ♔h2 ♕d4 (not allowing for f2–f4 with a tempo) 31. ♜d2 a5! 32. ♕f1 (32. ♜xa5 ♜xb2 33. ♜xb2 ♜xb2 34. ♜d1 ♜d2 35. ♜e3 ♕xe3 36. fe c4–+) 32...♜b4 33. ♕d3 h5 34. ♔g2 a4 35. ♜c2 ♔g7 36. ♜d1 ♔h6 37. h4 ♜b3 38. ♜d2 ♜3b4 39. ♜c2 ♜8b6 40. ♕c4.

№ 335



40...f5! White resigned. There is no defence in view to counter the numerous threats by Black. An exemplar variation: 41.f3 fe 42.fe ♕g7 43.♕d3 ♜b3 44.♕c4 ♕e5. [0:1]

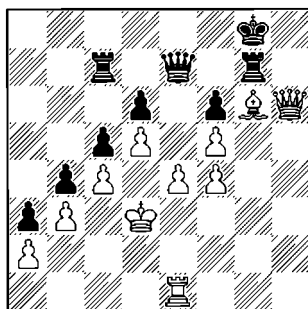
175. TAL – SOLOVIOV, 1970

(*diagram № 322*) To break through the opponent's defence, White should involve the pawn "f". This can be achieved only by forcing through e4–e5. For a successful preparation of the breakthrough, the king should be placed on d3, and the rook – on e1. The mark – 5 points.

45. ♔c1! ♜d7, going to jump out with the queen to e5. Certainly, White does not allow for this.

46. ♜h1! ♔f8 47. f4 ♜c7 48. ♔d2 ♜d7 49. ♔d3 ♜c7 (an unfortunate necessity) 50. ♜e1 ♔g8.

№ 336



All is ready...

51. e5! de 52. fe fe 53. ♜h1. Black resigned expecting 53...♔f8 54.♜h8+ ♜g8 55.f6 ♜d6 56.♜h6+. [1:0]

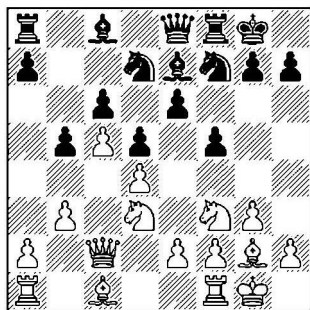
Tigran Petrosian

(17. 06. 1929 – 13. 08. 1984)



INSTANCES OF THINKING IN SCHEMES IN THE GAMES OF TIGRAN PETROSIAN

176. PETROSIAN – BONDAREVSKY, 1950 № 337

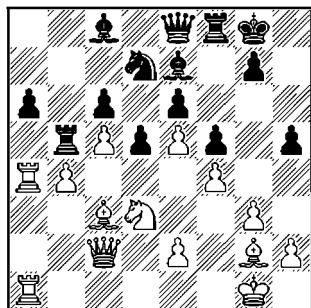


White has a chance to create a weak black pawn with the move a2–

a4, opening the line “a”. Later he, evidently, will double the rooks on the open line and will elicit a7–a6, then e2–e3 followed by ♖g2–f1 will be possible. Those who did not miss this chance, get 2 points.

14. a4! ba 15. ♖xa4 ♕f6 16. ♖b2 a6 (it is safe for White to play 16...e5 17. de ♖fxe5 18. ♖fa1 ♖xd3 19. ed ♖xb2 20. ♖xb2 ♖xc5 21. ♖xa7±, T. Petrosian) 17. ♖fe5 (still preventing Black from playing in the centre, just to be safe) 17...♖fxe5 18. de ♖e7 19. f4 ♖b8 20. ♖fa1 ♖b5 21. b4 h5 22. ♖c3.

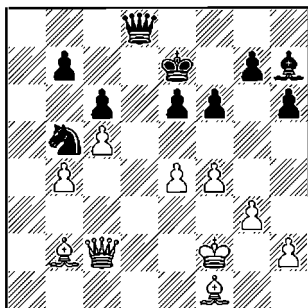
№ 338



Now is the turn for the knight to be transferred to d4 and e2–e3, followed by ♖g2–f1. Black is trying to take at least some counterplay.

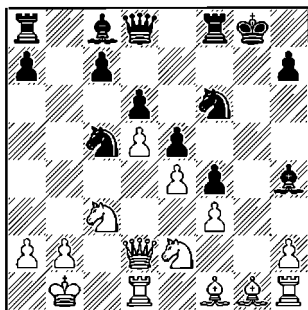
22...h4 23. e3 ♖b8 24. ♖e1 , ♖b7 (24...hg, followed by g7–g5, was better) 25. gh ♖xh4 26. ♖f3 ♖d8 27. h4! ♖h5 28. ♖e1 ♖d7 29. ♖f2 ♖f7? (29...♖c8±) 30. ♖f1 (Black has a lost position after losing the pawn a6) 30...♖h8 31. ♖xa6 ♖xa6 32. ♖xa6 ♖e7 33. ♖a7 ♖hb8 34. ♖xb7 ♖xb7 35. ♖d4 ♖h8 36. ♖g3 ♖b8 37. h5 ♖a7 38. ♖c1 (38. ♖xa7? ♖xa7 39. ♖g6+ ♖f8 40. ♖xe6+ ♖xe6 41. ♖xe6 ♖a1 42. ♖c8+ ♖f7 43. ♖xf5+ ♖g8=) 38...♖g8 39. ♖g6+ ♖f8 40. b5 ♖f7 41. bc ♖c8. Black resigned due to 42. ♖xf7+ ♖xf7 43. ♖b5 ♖a8 44. ♖d6+. [1:0]

№ 339



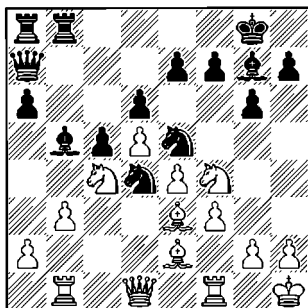
White to move

№ 340



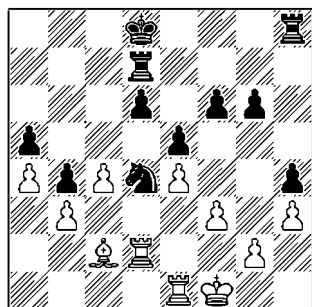
White to move

№ 341

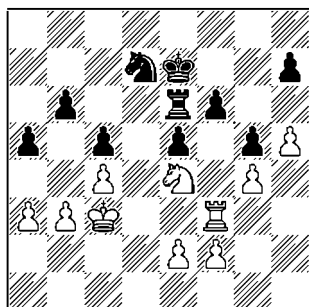


Black to move

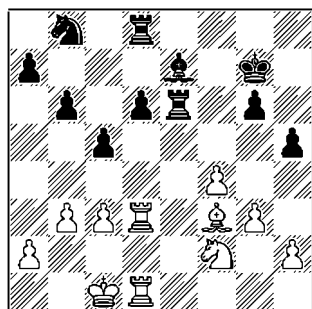
№ 342

*Black to move*

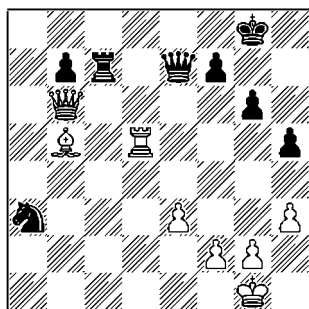
№ 345

*White to move*

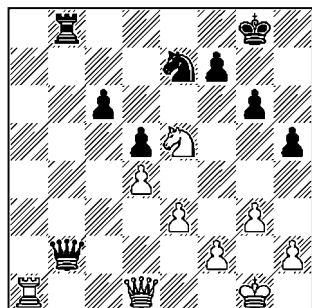
№ 343

*White to move*

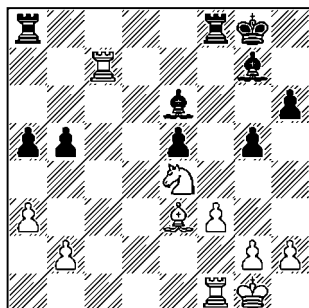
№ 346

*White to move*

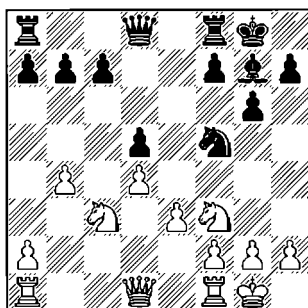
№ 344

*White to move*

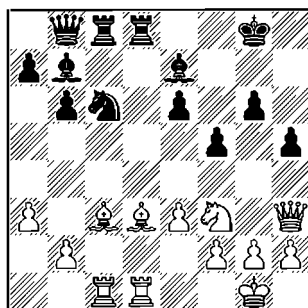
№ 347

*White to move*

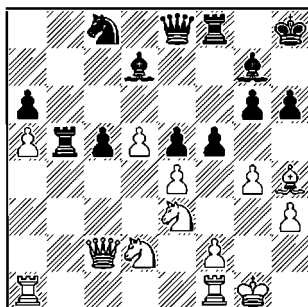
№ 348

*White to move*

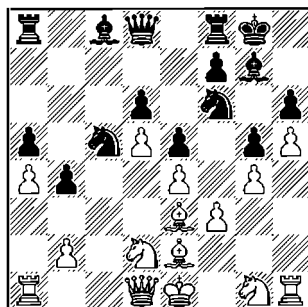
№ 351

*White to move*

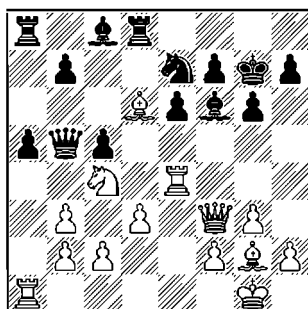
№ 349

*White to move*

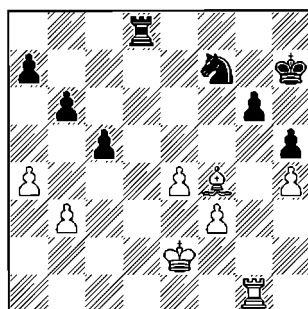
№ 352

*White to move*

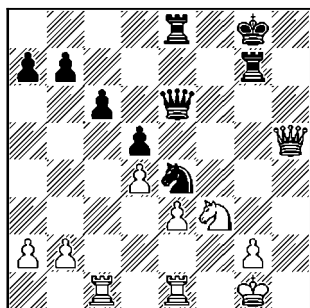
№ 350

*White to move*

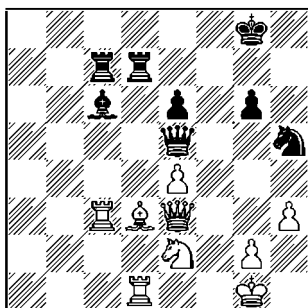
№ 353

*White to move*

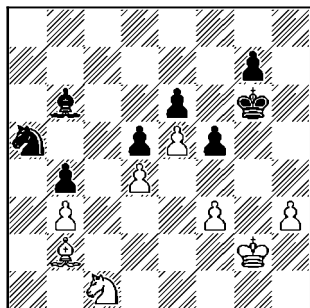
№ 354

*Black to move*

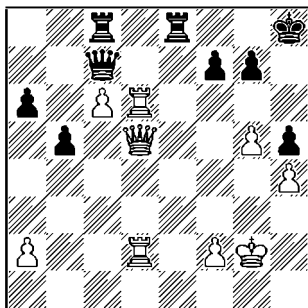
№ 356

*White to move*

№ 355

*Black to move*

№ 357

*White to move*

LEARNING FROM TIGRAN PETROSIAN

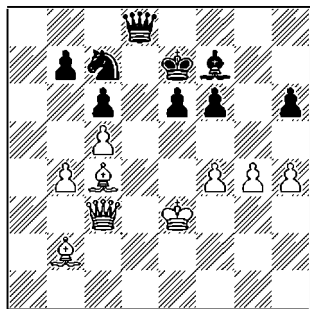
177. PETROSIAN – EUWE, 1953

(diagram № 339) What plan should be carried on by White? The moves ♔f1–c4 and ♕f2–e3 (one point each) are beyond doubt, but what is next? It resembles the arrangement of the kingside black pawns in one of the analysed examples, isn't it? Certainly, this is

position № 3, 109 Botvinnik – Tal. In that position White pinned the pawn f6 with the move g4 and then rammed it by means of e4–e5. Possibly, Botvinnik turned his attention to this plan while analysing the game. So, you have additional 3 points for the moves g3–g4 and e4–e5.

31. ♖c4 ♖g6 32. ♔e3 ♖f7 33. g4 ♜c7 34. e5! ♜d8 35. ef+ gf 36. h4! ♜c7 (36... ♜g8!?) 37. ♜c3±.

No 358

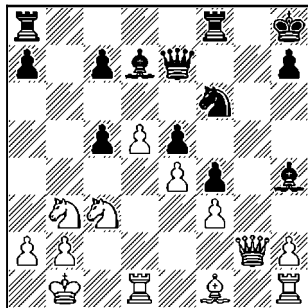


37... ♜d5+ (the opposite-colour bishops cannot save Black, though 37... ♜e8 or 37... ♜h8 would not be better) 38. ♖xd5 ♜xd5 39. ♜xf6+ ♔e8 40. ♜h8+ ♔d7 41. ♜g7+- ♔e8 (41... ♜b3+ 42. ♖c3 ♔e8 43. h5!+-) 42. ♖f6 ♜b3+ 43. ♖c3 (the bishop defends the king from a perpetual check) 43... ♜d1 44. ♜h8+ ♔d7 45. ♜b8 ♜c1+ 46. ♖d2 ♜g1+ 47. ♔d3 ♜f1+ 48. ♔c2 ♜a6 (if 48... ♜c4+, then 49. ♔b2 ♜d4+ 50. ♖c3 ♜f2+ 51. ♔a3) 49. h5! ♜a2+ 50. ♔d3 ♜b1+ 51. ♔e2 ♜e4+ 52. ♔f2 ♜d4+ 53. ♖e3 ♜xb4 54. ♜f8 ♜b2+ 55. ♔g3 ♜f6 56. ♜d6+ ♔c8 57. ♖d4 ♜d8 58. ♜xd8+ ♔xd8 59. ♖g7 ♔c7 60. ♖xh6 b6 61. cb+ ♔xb6 62. ♔h4 [1:0]

the exchange ♖glxc5 (2 points), then you have to foresee a way to attack the newly formed weak pawn. The right plan includes the manoeuvres ♜e2-c1-b3 (1 point) and ♜d2-g2-g1 - 3 points.

20. ♖xc5! dc 21. ♜c1 (but not 21. ♜a4?! ♖f2) 21... ♜e7 22. ♜b3 ♖d7 (not allowing for 23. ♜a4) 23. ♜g2+ ♔h8

No 359



24. ♜g1! ♜e8 (24... ♜ab8 25. ♜xc5 ♜xc5 26. ♜xc5 ♜b6 was better) 25. ♜xc5 ♜d6 26. ♜c1! (capturing the pawn 26. ♜xc7 would give Black a dangerous counterplay after 26... ♜fc8 27. ♜a5 ♖f2) 26... ♖e8 27. ♖h3 a5 28. ♜xa5 ♖f2 29. ♜xf2 ♜xa5 30. ♜hg1 ♖g6 31. ♖f1 ♜b8 32. ♜c2 ♜f7 33. h4 ♜d6 34. ♖d3 ♜b4 35. ♜gc1 ♜d4 36. ♖f1 ♜d8 37. ♜e2? ♜da4? (Black could have a powerful attack after 37... ♜xe4! 38. fe ♜xe4 39. ♜e1 ♜xd5) 38. ♜c3 ♜d4 39. b3 ♜b8 40. h5 ♖xh5 41. ♜h4 [1:0]

178. PETROSIAN - GLIGORIC, 1953

(diagram No 340) If you decided to carry on the plan connected with

179. SLIWA – PETROSIAN, 1955

(*diagram № 341*) If you think in a nonstandard way, then you can find a forcing rearrangement of forces to win a pawn: d4xe2 , a6-a5 and a7-a6 . The mark – 3 points.

22... dxe2! 23. a5! 24. f1c1 (curiously enough, 24... a6 cannot be repelled) **24... a6 25. c2xc4 26. bcxb1 27. xb1xc4 .** The remaining is simple (for Petrosian).

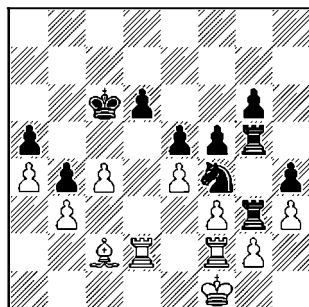
28. c1a4 29. h3a3 30. d3h5 31. b3b2 32. xb2f1+ 33. h2ab 34. xb2xa2 35. b8+ h7h7 36. e5xb2! (36... xe5+?? 37. xe5) [0:1]

180. SEFC – PETROSIAN, 1957

(*diagram № 342*) The scheme of strengthening Black's position: the king on c5, the rooks on g3 and g5, the knight on f4, the pawn on f5. The mark – 5 points.

64... c7c6 65. ed1c6 66. e1c5 67. e3f5 68. f2h5! 69. f1g5 70. f2g3 71. f1f7 72. f2f8 73. f1h8 74. f2h5 75. f1? (75. g1hg5 76. h2 , hoping for defence) **75... hg5 76. f2f2? 76. b1d6 77. ed3f4 78. d5+xd5 79. xd5+ c6c6 80 was more tenacious. d2 . But, by withdrawing the king to c7 and then playing d6-f4 , Black won.**

76... c6c7 77. d2c7 78. f2d6 79. ee2f4 80. d2c6!

№ 360

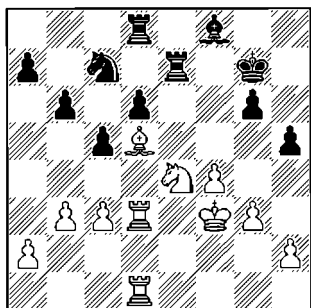
81. ef (a difficult, but forced solution – White has no sound moves) **81... gf 82. d1g7 83. c2g3 84. d3d7 85. c2e6 86. d3g3 87. c2g8 88. d3 (after 88. b1 Black would continue 88... d8 followed by d6-d5 , thus opening the line for the rooks) **88... e4 89. fe xd3 90. xf5 c5f1 91. fd5 xb3 92. xd6+ e7g3 93. d4c3 94. e5b3 95. hx4 c1+ 96. f2b2 [0:1]****

181. PETROSIAN – KOZMA, 1958

(*diagram № 343*) White's task is to exploit pawn advantage on the kingside. To do this, the king is transferred to f3, the bishop to d5, the knight to e4, then playing h2-h3 and g3-g4 . The mark – 7 points.

26. d2! f8f8 27. d5e7 28. e4e4 a6a6 29. e3c7? (29... c4 30. bc c5 31. d4 xe4 would be a better opportunity for Black, with chances for a draw) **30. f3 .**

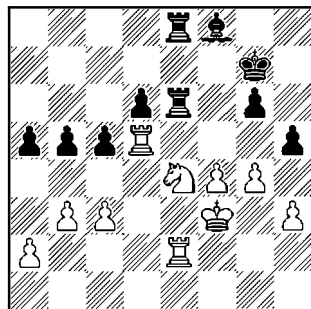
№ 361



White has already done with the required placement of pieces and is now ready to move pawns, but the opponent, with the ensuing erroneous exchange, makes it easier to implement the conceived plan.

30... ♖xd5? 31. ♙xd5+- ♜de8 32. ♜e1 ♜e6 33. ♜e2 b5 34. h3 a5 35. g4.

№ 362



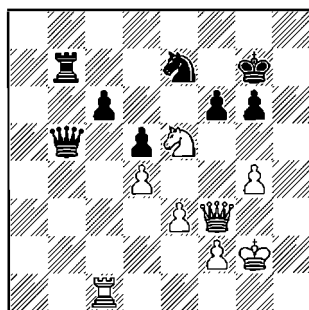
35...hg+ 36. hg ♙e7 37. f5 ♜e5 (37... ♜f8 was more tenacious) 38. ♜xe5 de 39. ♜d2 ♜f8 40. ♜d7 ♜f7 41. ♜xe7! [1:0]

182. PETROSIAN – ROSSETTO, 1958

(diagram № 344) This is a typical position in the Queen's Gambit. To pressure the weak pawn c6 is insufficient. It is necessary to create another weakness on the kingside. This is an exemplary scheme: ♔g2, ♙f3, then h2–h3 and g3–g4. The mark – 3 points.

28. ♜c1 ♜b6 29. h3 ♔g2 30. ♔g2 ♙a3 31. ♜a1 ♙b2 32. g4! hg 33. hg ♜b7 34. ♜c1 ♙b5 (in case 34... ♜b6 White could also play 35. ♙f3, and in case 34... ♜c7 – 35. ♜b1 followed by ♜b8) 35. ♙f3 f6.

№ 363



36. g5! An elegant final blow. There is no defence.

36... ♙f5 37. gf+ ♔xf6 38. ♜xc6+ ♔e7 39. ♙f4 [1:0]

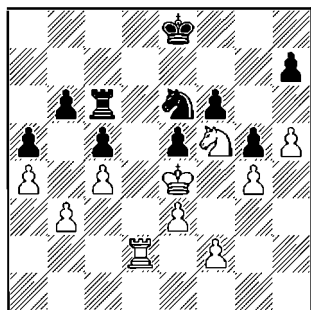
183. PETROSIAN – BANNIK, 1958

(diagram № 345) White can strengthen the position of his pieces in this way: the king on e4, the rook on the line "d", the knight on f5, the pawns

on a4 and e3. The mark – 4 points.

28. ♖d3 ♜c6 29. ♖d5 ♜f8 30. ♜g3 ♜e6 31. ♜f5+ ♜e8 32. e3 ♜c7 (32... ♜d8 was better) 33. ♖d1 ♜e6 34. ♜d3 ♜c7 35. ♜e4 ♜c6 36. ♜d6+ ♜e7 37. ♜f5+ ♜e8 38. ♜d6+ (White can relax now) 38... ♜e7 39. ♜f5+ ♜e8 40. a4 ♜d8 41. ♜h6 ♜e6 42. ♜g8 ♜f8 43. ♖d2! ♜f7 (43... ♜d7 44. ♜f5 ♜d8 45. e4 ♜e8 46. f3 ♜d8 47. ♖xd7+! ♜xd7 48. ♜xf6++-) 44. ♜h6+ ♜e8 45. ♜f5 ♜e6.

№ 364



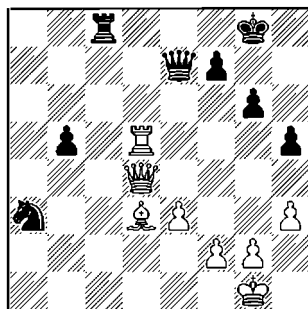
46. ♖d6! (after exchanging the rook, Black cannot prevent the white king from penetrating his camp through the square f5 or d5) 46... ♖xd6 47. ♜xd6+ ♜d7 48. ♜b5 ♜g7 (if 48... ♜f8, then 49. ♜f5 ♜e7 50. ♜c3 ♜d7 51. ♜d5+ ♜f7 52. e4 h6 53. f3!, and Black is in Zugzwang) 49. h6 ♜e8 50. ♜d5 f5 51. ♜xe5 fg 52. ♜c3 ♜e7 53. ♜e4 ♜f7 54. ♜f5 g3 55. fg g4 56. ♜g5+ ♜g8 57. ♜e6 ♜c7+ 58. ♜d7 ♜a6 59. e4 ♜b4 60. e5 ♜d3 61. e6 [1:0]

184. PETROSIAN – GIPSLIS, 1958

(diagram № 346) The black knight is off play, the king's position is weakened. White centralises his pieces: ♖d5, ♜d4, ♜d3 and executes a lightning attack. The quick-witted can add 1 point, since the example is not very complicated.

34. ♜d4! ♜c8 35. ♜d3 b5.

№ 365



In this position Black needs a good advice.

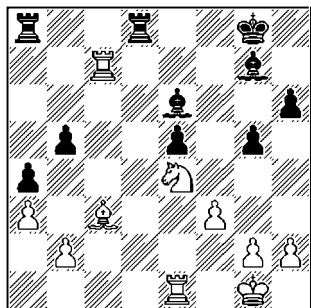
36. ♜xg6! fg 37. ♖d7 ♜f8 38. ♜d5+ ♜h8 39. ♜e5+ ♜g8 40. ♜e6+ ♜h8 (41. ♜:g6+-) [1:0]

185. PETROSIAN – SUETIN, 1958

(diagram № 347) "White's plan is simple: he strengthens his position by transferring the bishop to c3 and the rook to e1, and then threatens with the unpleasant manoeuvre ♜e4–g3–h5". T. Petrosian. If you have thought in the same way, add extra 2 points.

28. ♜d2! ♖fd8 29. ♜c3 a4 30. ♖e1±.

№ 366

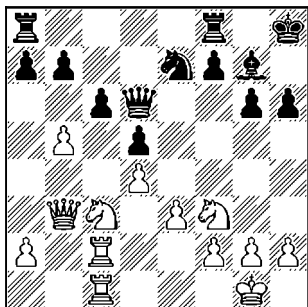


30... ♖ac8 31. ♜b7! (one should not exchange an active rook) 31... ♜d5 (31... ♜b8 32. ♜xg7+ ♜xg7 33. ♜xe5+) 32. ♜b6 ♜f7 (material losses are inevitable: 32... ♜d7 33. ♜xh6!; 32... ♜e8 33. ♜d6) 33. ♜d6 ♜d8 34. ♜f5! (the pawn h6 is more important, since without it the pawn g5 will also be lost) 34... ♜h7 35. ♜b7 ♜8d7 36. ♜xd7 ♜xd7 37. ♜xg7 ♜xg7 38. ♜xe5 ♜g6 39. ♜xb5+ ♜d1+ 40. ♜f2 ♜c1 41. ♜b6+ ♜h7 42. g4! ♜h1 43. h3 ♜d5 (43... ♜xh3? 44. ♜g2 ♜h4 45. ♜e1) 44. ♜d6 ♜d1 45. ♜d7+ ♜g8 46. ♜e3 ♜b3 47. ♜g7+ ♜f8 48. ♜g6 ♜c2 49. ♜xh6 ♜d3+ 50. ♜e2 ♜d5 51. h4 gh 52. ♜xh4 ♜f7 53. f4 ♜d1+ 54. ♜e3 ♜g6 55. g5 ♜h5 56. ♜f6 ♜c5 57. ♜d4 ♜b5 58. ♜e4 ♜d1 59. f5+ ♜f7 60. ♜e5 ♜c2+ 61. ♜f4 [1:0]

b5 and ♜d1–b3, attacking the pawn d5, as well as doubling the rooks on the line "c", with pressure against the pawn c7. The mark – 4 points.

14. b5! ♜d6 15. ♜b3 ♜e7 16. ♜fc1 ♜h8 17. ♜c2 h6 18. ♜ac1 c6.

№ 367



19. ♜a4, beginning the second stage of the plan. The knight strives for c5, the queen – for a4.

19... ♜ab8 20. g3 ♜h7 21. ♜c5 ♜fd8 leads to the loss of a pawn. White would have a big advantage even after 21... b6 22. ♜d3 cb 23. ♜xb5 ♜fc8 24. ♜xc8 ♜xc8 25. ♜xc8 ♜xc8 26. ♜f4.

22. bc bc 23. ♜a4 ♜f6 24. ♜g2 ♜a8 25. ♜b7! ♜e8 26. ♜a5. White pieces act extremely purposefully. The pawn c6 is doomed, and Black has nothing else to do but to rush to a desperate counterattack.

26... g5 27. h3 ♜f5 28. ♜xc6 ♜e4 29. ♜c5 f5 30. ♜c2 ♜xc6 31. ♜xc6 f4 32. ef gf 33. g4 ♜xd4 34. ♜d2 ♜g7 35. ♜e1 ♜a4 36. ♜xd5 ♜xe1 37. ♜xe1 ♜f8 38. ♜f3. All threats

186. PETROSIAN – KROGIUS, 1959

(diagram № 348) The goal of the ensuing rearrangement of white pieces is to elicit the move c7–c6 and make the pawn c6 a target for attack. This is done by means of b4–

to Black have been eliminated. The outcome is clear.

38...♔h8 39. ♖c7 a6 40. ♗b7 ♖g8 41. ♘h4 [1:0]

187. PETROSIAN – LUTIKOV, 1959

(*diagram № 349*) White strengthens his position according to the scheme: f2–f3, ♘d2–c4, ♕h4–e1–c3. The mark – 4 points.

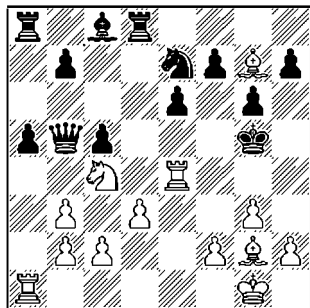
29. f3! ♖f7?! (it was necessary to play 29...h5) 30. ♘dc4 ♖b4?! 31. ♕e1 ♖b7 32. ♕c3 h5 (too late) 33. ef gf 34. gf e4 35. ♖h2 ef 36. ♖xf3 ♕d4 37. ♗d3 ♕f6 38. ♖g1 ♔h7 39. ♕xf6 ♖xf6 40. ♗c3 ♗f8 41. ♖g6 ♖f7 [1:0]

188. PETROSIAN – PACHMAN, 1961

(*diagram № 350*) This example is to develop your imagination. After an unexpected elegant sacrifice there should follow a quiet move, and the black king is caught in a mate-threatening net. The mark – 3 points.

19. ♗xf6+ ♔xf6 20. ♕e5+ ♔g5 21. ♕g7.

№ 368



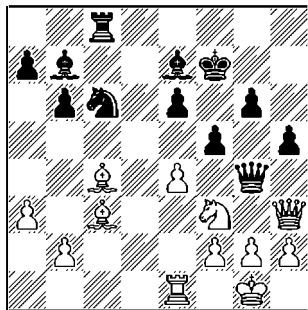
Checkmate is inevitable. [1:0]

189. PETROSIAN – SMYSLOV, 1961

(*diagram № 351*) The position of the black king is shaky. The main “object of attention” for white pieces is the point e6. The key moves in White’s attacking scheme are ♕d3–c4, e3–e4 and ♖d1–e1. The mark – 4 points.

22. ♕c4 ♖xd1+ 23. ♖xd1 ♔f7 24. e4 ♗f4 25. ♖e1! ♗g4.

№ 369



26. ef (play is opened up and Black’s position breaks down) 26... ♗xc4 27. fg+ ♔e8 (27... ♗xg6 28. ♖xe6+ ♔f7 29. ♖xc6+–) 28. g7 e5 29. ♗xh5+ ♔d7 30. ♖d1+ ♕d6 31. ♕xe5 ♘d4 32. ♘xd4 [1:0]

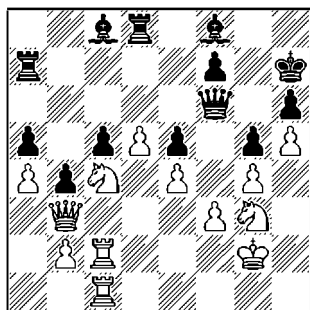
190. PETROSIAN – SCHWEBER, 1962

(*diagram № 352*) This is a textbook example on the topic “Blockade”. After the exchange ♕xc5, the queenside black pawns are blocked with the move ♘c4, and the black

knight cannot reach the square d6, since the square e8 is raked by the white bishop from b5. What else one can foresee? Evidently, the second knight should be kept on g3, and the rooks should be doubled on the line "c". The mark – 3 points.

17. ♖xc5! dc 18. ♖b5! ♖b7 19. ♜e2 ♜e8 20. ♖xe8! ♜xe8 21. ♜c4 ♖a6 22. ♜b3 ♜f6? (22... f6 and 23... ♖f8 was more tenacious) 23. ♜c1 ♖f8 24. ♜g3 ♖c8 (24... ♜f4 25. ♜f2 ♖xc4 26. ♜xc4 ♜d2+? 27. ♜e2+-) 25. 0-0 ♜d8 26. ♜g2 ♜a7 27. ♜f2 ♜h7 28. ♜fc2.

№ 370



28... ♜a6? Certainly, White has a winning position, but why to blunder away a pawn? The remaining needs no explanation.

29. ♜xe5 ♜c7 30. ♜c4 ♖g7 31. ♜d3 ♜g8 32. ♜d2 ♜e7 33. e5 ♖xe5 34. ♜xe5 ♜xe5 35. ♜xa6 ♖xa6 36. ♜xc5 ♖c8 37. ♜xa5 f5 38. g4 ♖xf5 39. ♜xf5 ♜xf5 40. ♜b5 ♜df8 41. d6 ♜xb5 42. ab ♜f7 43. d7

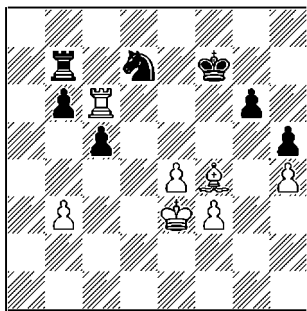
(43... ♜d8 44. b6 ♜e7 45. b7 b3 46. ♜g3+-) [1:0]

191. PETROSIAN – BOTVINNIK, 1963

(diagram № 353) White's task is to activate the rook and break through into the enemy camp. The scheme: a4–a5xb6 and the manoeuvre ♜g1–a1–a8–c8–c6. The mark – 3 points.

39. a5! ♜d7 (39...b5 is impossible, because a pawn will be lost after 40. ♜c1 ♜c8 41. ♖e3) 40. ab ab 41. ♜a1 ♜g7 42. ♜a6 ♜b7 43. ♜a8 ♜f6 44. ♜c8 ♜e5 45. ♜e3 ♜d7 46. ♜c6+ ♜f7.

№ 371



White pieces are now showing their full power. This is the right moment for decisive actions.

47. e5 ♜f8 48. ♜f6+! (not allowing the black knight to get to e6) 48... ♜g7 49. ♜e4 b5 50. ♜c6 ♜f7 51. ♜xc5 ♜e6 52. ♜d5 ♜e7 53. ♖e3 ♜b8 54. ♜d6 b4 55. ♜a6

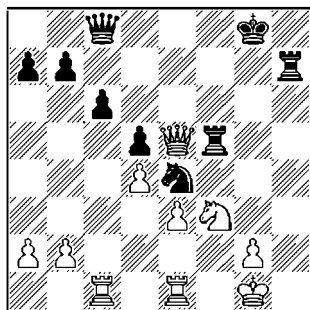
♖b5 56. ♖a7+ ♔e8 57. f4 ♔f8 58. f5 [1:0]

192. BOBOTSOV – PETROSIAN, 1968

(*diagram № 354*) Black pieces dominate the centre and the king-side, and the mobility of the white queen is limited. Upon a closer view, it turns out that the mobility is limited to such an extent that it is now possible to catch the most powerful white piece. The mark – 3 points.

38... ♖h7 39. ♖e5 ♖c8! 40. ♖f4 ♖f8 41. ♖e5 ♖f5.

№ 372



This is a unique position: The white queen has been caught in the centre of the board! [0:1]

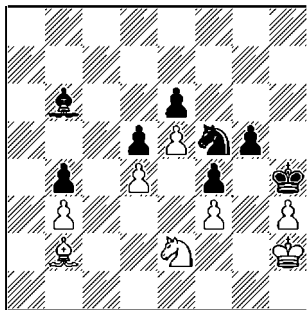
193. LANGEWEG – PETROSIAN, 1973

(*diagram № 355*) This position is characteristic for the French Defence. White has a “bad” bishop and

evident weaknesses on b3 and d4. The winning arrangement of black pieces: the king on h4, the knight on f5, the pawns on f4 and g5. After this, White is in *Zugzwang*. 5 points to those who found the solution.

41... ♖g5 42. ♖g3 f4+ 43. ♖g2 ♖h4 44. ♖h2 g5 45. ♖g2 ♖h5 46. ♖h2 ♖c6 47. ♖e2 ♖e7 48. ♖g2 ♖f5 49. ♖h2 ♖h4.

№ 373



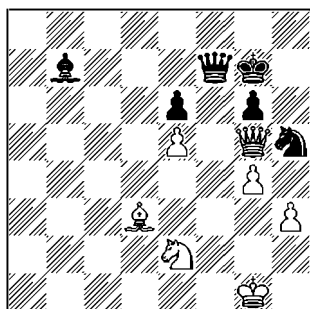
50. ♖g2 (or 50. ♖a1 ♖e3 51. ♖b2 ♖c2, and we arrive at the real-game position) 50... ♖e3+ 51. ♖h2 ♖c2 [0:1]

194. PETROSIAN – BELIAVSKY, 1975

(*diagram № 356*) White’s winning scheme becomes clear after a sequence of preliminary exchanges. The mark – 3 points.

35. ♖dc1 ♖b7 (if 35... ♖d6, then 36. e5 ♖d5 37. ♖e4+) 36. ♖xc7 ♖xc7 37. ♖xc7 ♖xc7 38. e5 ♖g7 39. ♖g5 ♖f7 40. g4.

№ 374



The scheme is set up. Black is in a hopeless position.

40... ♖f3 41. ♗xg6+ ♔f8 42. gh [1:0]

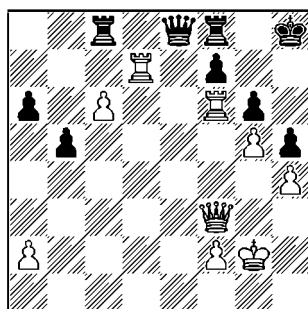
195. PETROSIAN – KORCHNOI, 1977

(diagram № 357) The scheme for a decisive blow emerges after the move ♗f3, forcing g7–g6, then one

white rook will take the square f6 and the other – d7. The mark – 3 points.

32. ♗f3! g6 33. ♖d5 (threatening with 34. ♖d7) 33... ♖f8 34. ♖f6 ♗e7 35. ♖d7 ♗e8

№ 375



All is ready for a decisive blow.

36. ♖xg6! ♗e5 37. ♗xh5# [1:0]

Boris Spasski

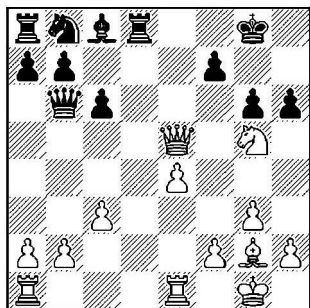
(born 30. 01. 1937)



INSTANCES OF THINKING IN SCHEMES IN THE GAMES OF BORIS SPASSKI

196. SPASSKI – BRONSTEIN, 1961

№ 376



In many cases, it is useful and desirable to think in schemes even

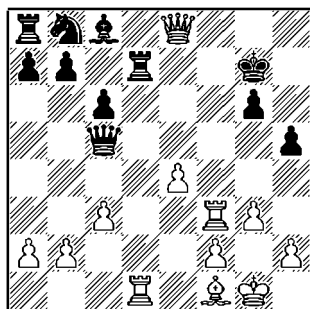
while calculating combinations. One such example is presented here. Beginning the attack with sacrificing a knight, B. Spasski clearly saw the routes for white pieces to join the attack on the black king: ♖e1–e3–f3, ♙a1–d1, ♗g2–f1–c4. If you were able to devise the same scheme of attack, add 5 points.

20. ♘xf7! ♚xf7 (the black king cannot stand, almost alone, against overwhelming forces of the enemy arriving at the battle-field on schedule) 21. ♖e3 ♛g8 22. ♗f1! An excellent manoeuvre! The bishop not only threatens to enter the play, but

also defends the white king from mate on the first rank and allows a stronger piece – the rook a1 – to join the attack with a decisive effect.

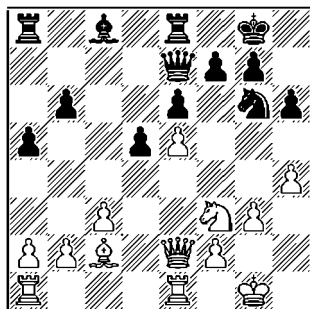
22... ♖d7 23. ♜e8+ ♔g7 24. ♖f3
 ♜c5 25. ♖d1! h5.

№ 377



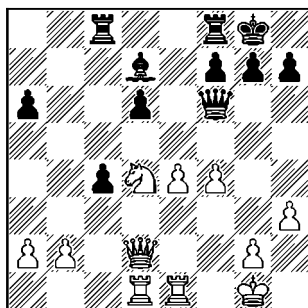
26. ♖xd7+ ♘xd7 27. ♖f7+ ♔h6
 28. ♜h8+ ♔g5 29. h4+ [1:0]

№ 378



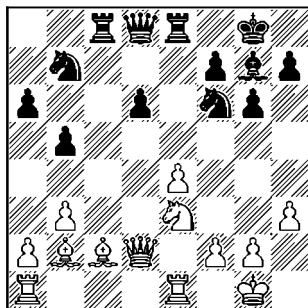
White to move

№ 379



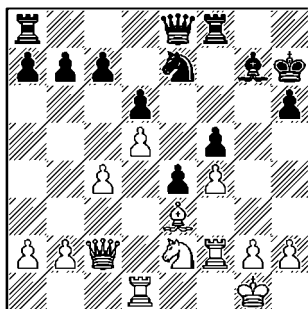
White to move

№ 380



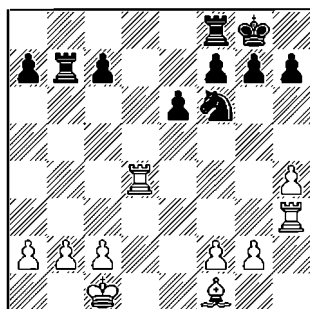
White to move

№ 381

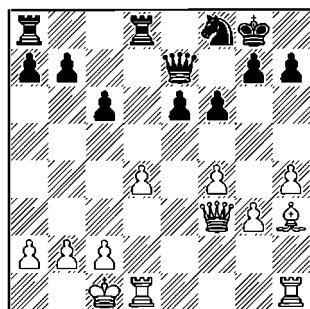


White to move

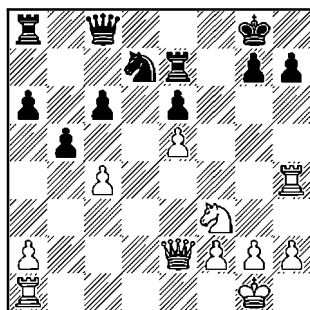
№ 382

*White to move*

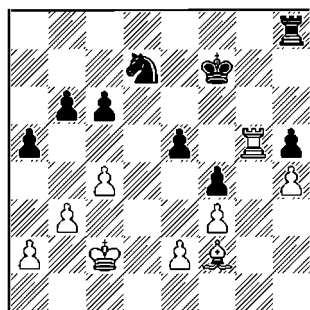
№ 385

*White to move*

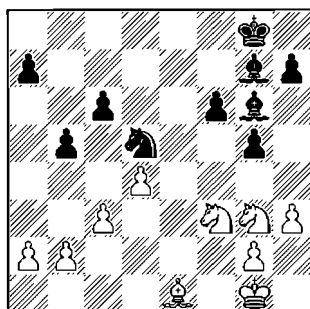
№ 383

*White to move*

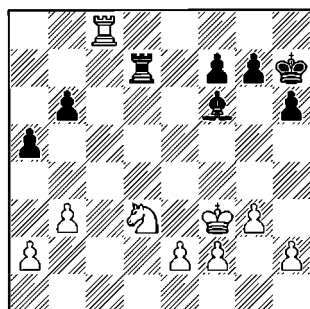
№ 386

*White to move*

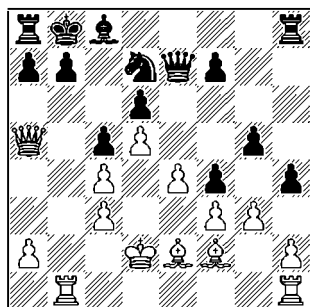
№ 384

*Black to move*

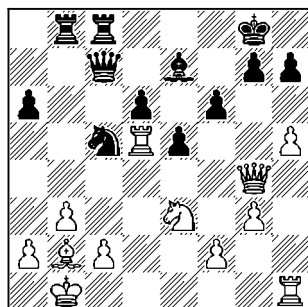
№ 387

*White to move*

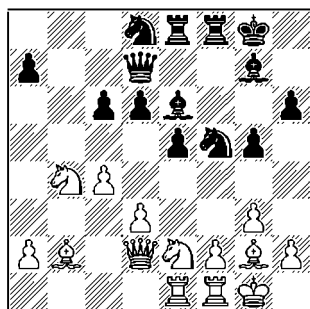
№ 388

*Black to move*

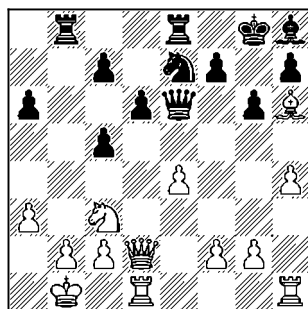
№ 391

*White to move*

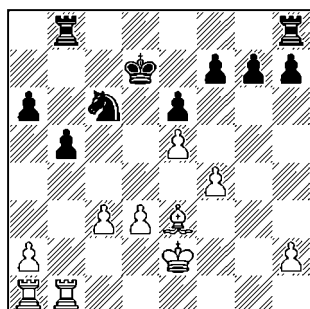
№ 389

*Black to move*

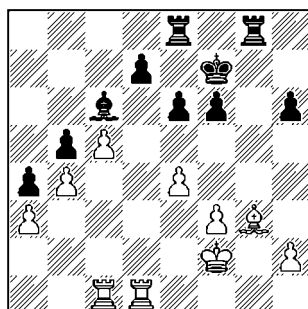
№ 392

*Black to move*

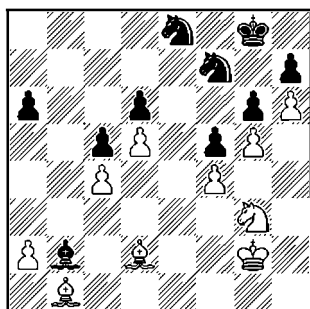
№ 390

*White to move*

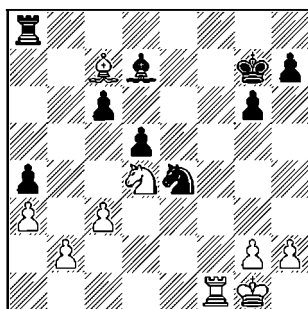
№ 393

*White to move*

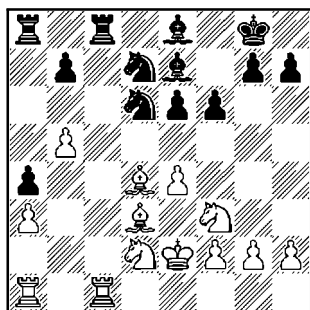
№ 394

*White to move*

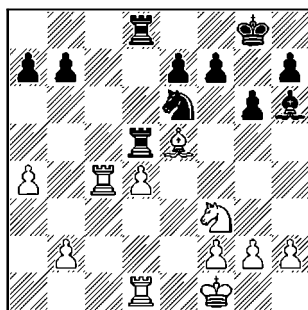
№ 396

*Black to move*

№ 395

*Black to move*

№ 397

*Black to move*

LEARNING FROM BORIS SPASSKI

197. SPASSKI – MATANOVIC, 1962

(diagram № 378) This is a typical “French” position where White has a big space advantage and Black has a “bad” bishop. White pieces can easily find the most comfortable positions: the knight on d4, the pawn on f4, g4 and h5, the king on h2, the

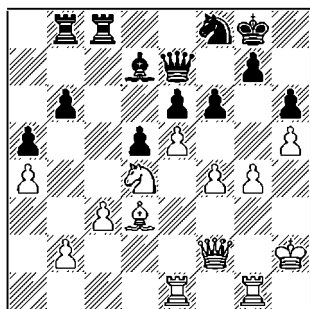
queen on f2, the rooks on g1 and f1. The mark – 4 points.

20. ♖d4 ♙d7 21. ♙d3 ♖ab8 22. a4! This is an important moment. Before regrouping his forces on the kingside, White took preventive measures on the other side with the goal to deprive the oppo-

nent of every possible counterplay.

22...♖f8 23. f4 ♜ec8 24. ♔h2
♜e8 25. g4 ♘g6 26. ♜f2 ♜e7
27. h5 ♘f8 28. ♜g1 f6 29. ♜ae1!

№ 398



Now there is no need to pay attention to the pawn a4 – White is ready to attack.

29...♔xa4 30. ♜g3 ♔e8 31. ef
♜xf6 32. ♜e5 ♜f7 33. g5! ♜xh5+
34. ♔g2 hg (was forced due to the
threats 35.g6 and 35.♜h1) 35. fg ♜f7
36. ♜f1 ♜e7 (36...♜h5 37. g6 ♜h6
38. ♜g5 and 39.♜h1+–) 37. g6 ♜c4
38. ♜h5 ♜xd4 39. ♜xf8+! [1:0]

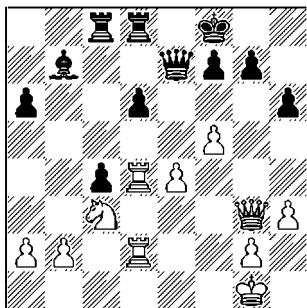
198. SPASSKI – AVERBAKH, 1963

(diagram № 379) This is a typical “Spanish” position. Black has three weak pawns and he lacks any counterplay opportunity; all this determines White’s advantage. The main blow is aimed at the pawn d6. The plan of rearrangement for the attack has three stages: 1) transfer the knight to c3; 2) double the rooks on

the line “d”; 3) transfer the queen to g3 and then play f4–f5. The mark – 5 points.

25. ♘e2! ♔a4 26. ♜c1 ♜fd8
27. ♘c3 ♔c6 28. ♜cd1 h6 29. ♜e3
♜b8 30. ♜e2 ♜bc8 31. ♜d4! (the
rook is perfectly placed for both the
attack and the defence) 31...♔b7
32. ♜ed2 ♜e7 33. ♜g3 ♔f8 34. f5.

№ 399



Everything was done without a hitch. The pawn d6 cannot be defended. The game proceeds to the realisation stage, which White executes confidently and accurately. Train yourself in guessing the moves by the Ex–Champion of the World and test your techniques.

34.. ♜e8 35. ♜xd6 ♜e5 36. ♜xe5
♜xe5 37. ♜d4 a5 38. ♜b6 ♔a8 39.
♜a6 ♔e8 40. ♔f2 ♔f8 41. ♔e3 ♜ec5
42. ♜d7 ♔c6 43. ♜da7 a4 44. ♔d4
♔e8 45. ♜b6 h5 46. g4 h4 47. ♜bb7
♜5c6 48. ♘d5 (White’s domination
is overwhelming) 48...♜d8 49. g5
♜cd6 50. ♔xc4 ♜c6+ 51. ♔d4 ♜c2

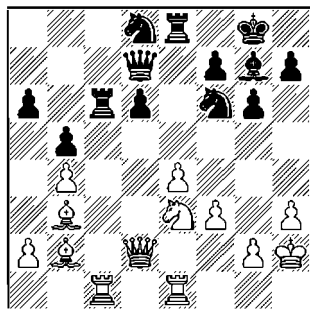
52. ♖e5 ♜c4 53. g6 f6+ 54. ♜xf6! gf+ 55. ♖xf6 ♜c6+ 56. ♖g5 [1:0]

199. SPASSKI – KERESZ, 1965

(*diagram № 380*) Once again we have a «Spanish» position. This is a pawn structure similar to that from the example Spasski – Averbakh. But there are too many pieces on the chessboard. White's task is to immobilise black pieces, to pin the weakness on d6 and to seize both the point d5 and the line «c». The first move of the plan is b3-b4! – “patented” by M.Chigorin, then follow the moves f2-f3, ♔c2-b3, the rook on the line «c» or «d». The mark – 5 points.

23. b4! ♜e7 24. f3 (relieving the bishop from the defence by the pawn e4) 24... ♜f8 25. ♔b3 ♜d8 26. ♜ad1 ♜c6 27. ♜c1 (the variation 27. ♜h2 ♜e6 28. ♜d5 ♜d7 29. ♜c1 ♜ec8 30. ♔xg7 ♜xg7 31. ♜b2+ ♜g8 32. ♜xc6 ♜xc6 33. ♜c1, invading the enemy camp, was also worth attention) 27... ♜e7 28. ♜h2 ♜d7.

№ 400



29. ♜d5 (29. ♔d5 would do as well) 29... ♜xd5 30. ♔xd5 ♜xc1 31. ♜xc1 ♜e7 32. ♔xg7 ♜xg7 33. ♜c3+ (more accurately: 33. ♜d4+ ♜g8 34. ♜c8 ♜e6 35. ♔xe6 ♜xe6 36. ♜xe8+ ♜xe8 37. ♜xd6, with a winning ending) 33... ♜g8 34. f4 ♜e6 35. g3 ♜g7?! (35... ♜a7 was more tenacious) 36. ♜c7 ♜f6 (36... ♜h5 37. ♜b6 ♜f6 38. ♜c2+-) 37. ♜c2 ♜f8 38. ♜b6 g5 39. fg ♜xg5 40. ♜xa6 ♜e5 41. ♜xb5 ♜e6 42. ♜f1 ♜g7 43. ♜f5 ♜xf5 [1:0]

200. SPASSKI – PARMA, 1966

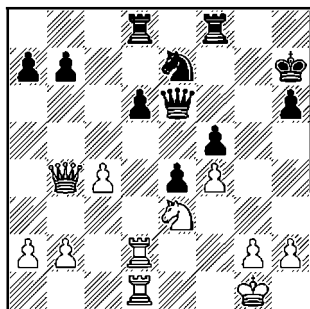
(*diagram № 381*) This is a pawn structure known from the King's Indian Defence. This game is one of the patterns showing how to play such positions for White. The plan is to regroup his forces according to the scheme: the bishop on d4, the knight on e3, followed by preparation for g2-g4. The mark – 3 points. 21. ♔d4 c5 (this pseudo-active move creates a weakness on d6 for Black, and White changes the direction of attack, rearranging for an attack on the emerged target) 22. dc ♔xd4 23. ♜xd4 ♜xc6 24. ♜c3 ♜e7 25. ♜c2! (the knight moves along the same route) 25... ♜ad8 26. ♜fd2 ♜e6 27. ♜e3 ♜e7 28. ♜b4!

(*See diagram 401*)

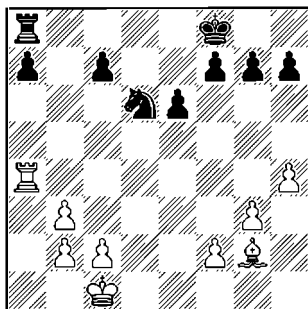
After a loss of the pawn d6, the fight quickly ends.

28... ♜g6 29. ♜xd6 ♜e7 30. g3 ♜f6 31. c5 ♜fxd6 32. ♜xd6 [1:0]

№ 401



№ 402

**201. SPASSKI – PETROSIAN, 1966**

(*diagram № 382*) A strong bishop and shattered queenside pawns allow to evaluate this ending as lost for Black. The most exact way to a win is in exchanging a pair of rooks, which takes from Black every chance to counterplay, and indeed it will be harder to defend his weak pawns. Then White, having developed the bishop on the long diagonal, will make it impossible to defend the pawn a7 and will capture it. (3 points).

18. ♖b3! ♜xb3 19. a4 ♖a8 20. ♜c4! ♜e8 (if 20... ♜d5, then 21. ♜c5) 21. ♖a4 ♜d6 22. g3! ♜f8 (22... a5 23. b4; 22... ♜c8 23. ♜c4) 23. ♙g2.

(*See diagram 402*)

It remains for White merely to demonstrate his techniques.

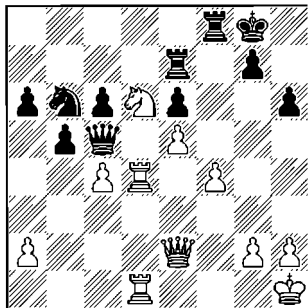
23... ♜c8 24. ♜xa7 ♜e7 25. ♜d2 h6 26. c4 g5 27. hg hg 28. ♜c3 ♜d7 29. b4 ♜h8 30. b5 ♜h2 31. ♙c6+ ♜d8. White wins after 32.c5, but not after 32.b6? in view of 32...cb 33. ♜d7+ ♜c8 34. ♜xd6 ♜c7. [1:0]

202. SPASSKI – DONNER, 1966

(*diagram № 383*) This is the scheme preparing White for an offensive: transfer the knight to d6, double the rooks on the line «d», strengthen the pawn e5 with the move f2-f4. The mark – 5 points.

23. ♜g5 h6 24. ♜e4 ♜c7 (the pawn e5 was certainly immune) 25. ♜d6 ♜d8 26. ♜d1 ♜b6 27. ♜hd4 ♜f8 28. ♜h1 ♜c5 29. f4 ♜b6.

№ 403



From this position, white pieces are easily transferred to the kingside,

where the black king is anxiously waiting for them.

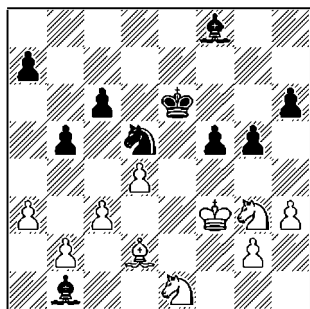
30. ♖e4 ♔a3 31. ♔g4 bc (31... ♖xc4 leads to the same result, but against 31... ♔h7 it would be stronger to play 32. ♖d8) 32. ♖f6+! ♔h8 33. ♖d8 ♔c7 34. ♔g6! gf 35. ♔xf6+ [1:0]

203. KUIPERS – SPASSKI, 1967

(*diagram № 384*) There is a familiar outline of Capablanca's scheme on the chessboard. Black's plan is to centralise the king, to blockade the queen-side pawns (♖g6-b1, a7-a5-a4) and to launch attack of the pawn majority on the kingside (h7-h6 and f6-f5-f4).

25... ♔f7 26. ♖d2 ♔e6 27. ♔f2 ♖b1! (forcing a weakening move a2-a3 and lifting the bishop to an active position before advancing the king-side pawns) 28. a3 h6! 29. ♖e1 ♖f8 30. ♔f3 f5.

№ 404



This is Capablanca's scheme in its pure form! The base for the following is created. The king is transferred

to d5, the knight to b3, the bishop to d6, the pawn «f» moves forward.

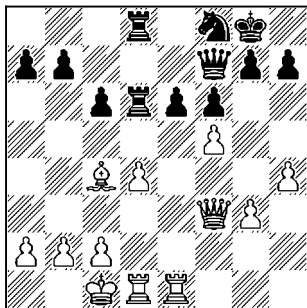
31. ♖c1 ♖b6 32. ♖h1 It is hard to comment on White's actions – his pieces are severely limited in their movements. Now he is trying to break through with the knight to b4 or e5. 32... ♖c4 33. ♖f2 ♖a5 34. ♖fd3 ♖b3 35. ♖e3 a5 But b4 is already taboo! 36. g3 ♔d5 37. ♖e5 ♖e4+ 38. ♔f2 ♖d6 39. ♖f7 ♖c7 40. ♖f3 losing a piece, but White's position is hopeless. 40... f4 [0:1]

204. SPASSKI – DONNER, 1970

(*diagram № 385*) Black has a hopelessly weak pawn e6. The 10th World Champion needed just four moves to capture the pawn: ♔h1-e1, ♖h3-f1-c4 and f4-f5. How many moves do you need? If you need the same number of moves, then you will get additional 4 points.

20. ♔he1 ♔f7 21. ♖f1! (remember this manoeuvre) 21... ♖d6 22. ♖c4 ♖ad8 23. f5.

№ 405



23... ♖xd4 24. fe ♖xd1+?! (24... ♖e7 25. ♖a3 ♖xd1+ 26. ♖xd1 ♖xd1+ 27. ♖xd1 c5 28. ♖xa7 ♖xe6 29. ♖b6 ♖f7 30. ♖c1 h6 31. ♖xe6+ ♖xe6 32. ♖xb7+±) 25. ♖xd1 ♖xd1+ 26. ♖xd1. Black resigned – against 26... ♖e7 decides 27. ♖d8. [1:0]

39... ♖d8 40. fe ♖f6+ 41. ♖c2 [1:0]

205. SPASSKI – GHEORGHIU, 1970

(*diagram № 386*) The pawn e5 should be the target of White's attack. The bishop will take his place on the diagonal a1-h8, the king will strive for e4, but there is a need for an additional resource to undermine f3-f4. Therefore, one should begin with the move e2-e3. We value White's plan at 3 points.

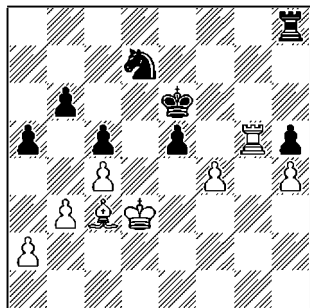
31. e3! fe32. ♖xe3 ♖h7 33. ♖d3c5 34. ♖d2! ♖f6 35. ♖c3 ♖e6 36. ♖e3! ♖h8 (36... ♖h6 was more tenacious, though after 37.f4 ef+ 38. ♖xf4 White has a significant advantage) 37. ♖e4! (37.f4? ef+ 38. ♖xf4 ♖f8+ 39. ♖e4 ♖f2 was erroneous, and Black is safe) 37... ♖f6+ 38. ♖d3 ♖d7 39. f4.

206. SPASSKI – YANOFSKY, 1970

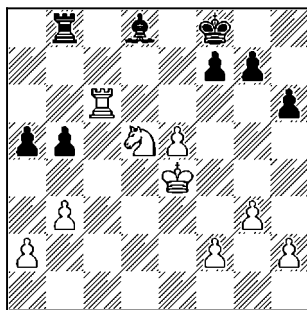
(*diagram № 387*) This is a lesson on the technique. Train yourself in realisation of an extra pawn. Try to do this in the same persuasive way as the 10th World Champion did. To begin with, one should create a «striking juggernaut» in the centre. The scheme: ♖c6, ♖d5, ♖e4, the pawn on e5. The mark – 2 points.

32. ♖c6 ♖b7 33. ♖f4 b5 34. ♖d5 ♖d8 35. e4 ♖b8 36. e5 ♖g8 37. ♖e4 ♖f8.

№ 406



№ 407



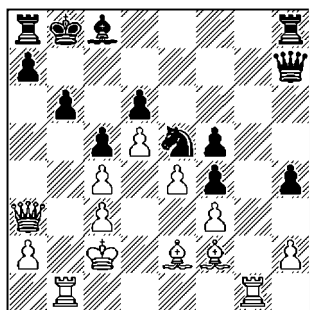
Then the pawn “f” moves forward, the rook is transferred to the 7th rank, and the pawns make a breakthrough. Spasski used his advantage in a similar way in the game against Averbakh (example № 198).

38. f4 ♖e8 39. f5 ♖d7 40. ♖a6 a4 41. e6+ ♖e8 42. ♖a7 [1:0]

207. BOEHM – SPASSKI, 1975

(*diagram № 388*) The Ex-Champion of the World needed just a few moves to break down a seemingly firm position of White. The key moves were ♞d7-e5 , f7-f5 and ♞e7-h7 . The mark - 3 points.

22... ♞e5 23. gf gf 24. ♞hg1 f5!
25. ♙c2 b6 26. ♞a3 ♞h7 .

№ 408

The point e4 cannot be held. White has nothing else to do, except to give an attempt at complicating the game, but Black plays accurately and in cold blood.

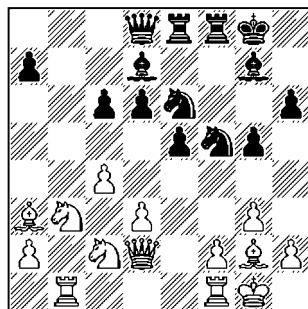
27. ♙xc5 dc 28. ♞xc5 fe 29. ♞d6+ ♞c7 30. ♞f6 ♞e8 31. ♞g7 ♙d7 32. fe f3 33. ♙f1 ♙b7 (it is interesting to observe how Black, while repelling threats, was finishing his development) 34. c5 ♞xc5 35. ♙b5 ♞ad8 36. ♙xd7 ♞xd7 37. ♞xd7+ ♞xd7 38. ♞f7 ♞e7 [0:1]

208. HUEBNER – SPASSKI, 1979

(*diagram № 389*) Question: What

is the best way for Black to regroup his forces to activate the knight d8? Answer: ♞d7-c7 , ♙e6-d7 , ♞d8-e6 . The mark - 3 points.

18... ♞c7 19. ♞c1 ♙d7 20. ♞b3 ♞e6 21. ♞c2 ♞b6 22. ♙a3 ♞d8 23. ♞b1 (23. $\text{h3!?$).

№ 409

23... g4! 24. ♞a5 c5 25. ♞c6 ♞f6 26. ♞b7 ♙c8 27. ♞xa7 (White won a pawn, but Black was able to transfer pieces to the kingside) 27... ♞g5 28. ♞e2 ♙h8 29. ♙c1 ♞h3+! 30. ♙xh3 (30. ♙h1 ♞d4 31. ♞6xd4 cd 32. f4!) 30... gh 31. ♞f3?! (31. ♞h5 was better) 31... ♞f7 32. ♞e3 ♞f8 33. ♞d5 ♞g6 34. ♞xf7 ♞xf7 35. ♙e3? (35. ♞e4! was the only opportunity) 35... ♞e8! 36. ♞a7 ♞d4 37. ♞d1 ♞f3+ 38. ♙h1 ♙g4 39. ♞c1 ♞f7! 40. ♞b5 ♞d2! (a winning move) 41. f4 ♞xf1 42. ♞xf1 ♞h5 43. ♞dc3 ef 44. ♙xf4 ♞e8 45. ♙d2 ♙e2 [0:1]

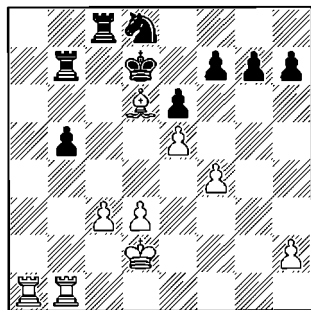
209. SPASSKI – LJUBOJEVIC, 1979

(*diagram № 390*) In this seem-

ingly equalised ending, White overtakes the initiative by transferring the bishop to d6, weakening the pawn b5, and opening the line «a» after a2-a4 and a4xb5. The mark – 3 points.

22. ♖c5! ♜hc8 23. ♖d6 ♜b7
24. a4! ♜d8 25. ab ab 26. ♔d2.

№ 410



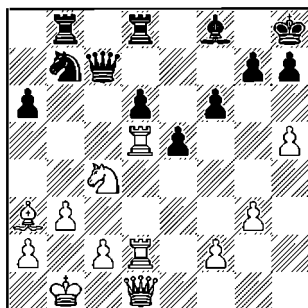
26...f6 27. d4 ♜f7 28. ♖b4 fe
29. fe ♜h6 30. ♖a5 ♜f5 (now the
white king moves forward) 31. ♔d3
g6 32. ♖c5 ♜cb8 33. ♖a6 ♜c8
34. ♔e4 ♜cc7 35. ♔f4 h6 36. ♔e4
g5 37. ♜ba1 ♜c8 38. ♜xe6! (conclu-
sively ruining Black's defence) 38...
♜xc5 39. ♔xf5 ♜xc3 40. ♜xh6 ♔c7
41. ♜h7+ ♔b6 42. ♜xb7+ ♔xb7 43.
e6 ♔c7 44. ♖a7+ ♔b6 45. ♖a8 [1:0]

210. SPASSKI – LUTIKOV, 1979

(diagram № 391) In a typical position with a «hole» at d5, the attack by the pawn d6 decides according to the simple scheme: ♖a3, ♜c4, major pieces on the line «d». The mark – 2 points.

27. ♖a3 ♜b7 28. ♜hd1 ♖f8
29. ♜d2 ♔h8 (still, 29...a5 and 30...
a4 was better, hoping for a chance)
30. ♜c4 ♜d8 31. ♜d1.

№ 411



The arrangement of white pieces is impressive. Poor little black pawn!

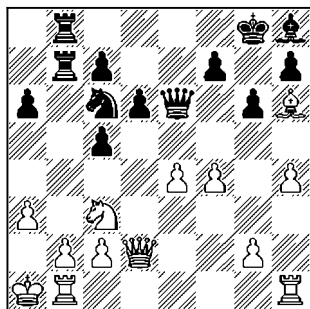
31...♜bc8 32. ♜xd6 ♜xd6
33. ♖xd6 ♖xd6 34. ♜xd6 ♜xd6
35. ♜xd6 h6 36. ♜xa6 ♜d8 37. ♜f3
♜c8 38. ♜d3 ♜d8 39. ♜e4 f5 (39...
♜c3 40. ♖a8+-) 40. ♜xf5 ♜c3
41. ♜xh6+! gh 42. ♜f6+ ♔h7
43. ♜e7+ [1:0]

211. TIMMAN – SPASSKI, 1983

(diagram № 392) The open file “b”, the bishop on the big diagonal, the queen on e6... All this is so familiar from the example Nimzowitsch–Capablanca. The scheme is easy to compose: double the rooks on the line “b” and transfer the knight to c4. The mark – 2 points.

18...♜b7 19. ♔a1 ♜eb8 20. ♜b1
♜c6 21. f4.

№ 412



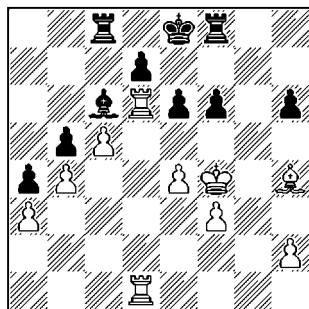
21...♙d4 (21...♘a5 22. f5 ♜e5 23. fg hg 24. ♜d3 ♜xb2 25. ♜xb2 ♜xc3 26. ♙c1 ♘b3+ 27. ♙b1 ♘d2+ 28. ♙a1 ♜xd3 29. cd ♙xb2+ was worth attention) 22. ♜d3 a5 (Black prepares another, also very forceful, scheme of attack) 23. ♜h3 f5 24. ♜he1 ♘b4! (a beautiful knock-out blow) 25. ab ab 26. ♘a4 ♜a7 27. ♜b3 c4 28. ♜a2 ♜ba8 29. ef ♜xa4 [0:1]

212. SPASSKI – GREENFELD, 1988

(diagram № 393) Despite the material balance and availability of opposite-coloured bishops on the chessboard, Black's position is lost. His pieces have been forced to take passive defensive positions, the sacrifice exchange on d7 or c6 is constantly threatening. White's scheme - the rooks on d2 and d6, the bishop on h4, the king on f4 - puts Black into the position which is close to *Zugzwang*. Those who found this arrangement, get 3 points.

30. ♜d2 ♜c8 31. ♜cd1 ♙e8
32. ♙h4 ♜f8 33. ♙e3 ♜a8 34. ♜d6
♜c8 35. ♙f4.

№ 413



If now one plays 35...♜c7, then 36. ♜d2 ♜c8 37. ♜g1+.

35...f5 36. ♙e5 (the noose is tightening) 36...fe 37. fe ♜g8 38. h3! ♜g7 39. ♜f1 ♜f7 40. ♙f6 ♜h7 41. ♜d3 ♜f7 42. ♜g1+ d5 43. cd ♙d7 44. ♜c3 [1:0]

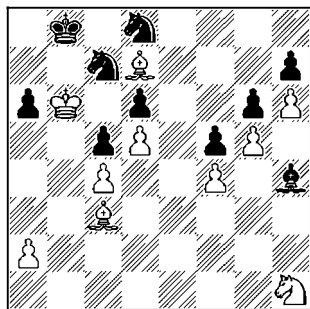
213. SPASSKI – FISCHER, 1992

(diagram № 394) Black is in a very difficult position: White has space advantage and two bishops. The winning plan is to execute a long king's march to the pawn a6. It should be supported by the light-squared bishop (♙b1-c2-a4-d7). The mark - 3 points.

36. ♙f3 ♙f8 37. ♙e2 ♘h8 (37... ♙e7 could not be done in view of 38. ♘xf5+ gf 39. ♙xf5) 38. ♙d1 ♙e7 39. ♙c2 ♙d4 40. ♙b3 ♙f2 (40... ♙d7 41. ♙c3 ♙xc3 42. ♙xc3 ♙e7

43. ♖xf5+ gf 44. ♙xf5+-) 41. ♖h1
 ♙h4 (41...♙d4 42. ♙c3+-) 42.
 ♙a4 ♖c7 43. ♙a5 ♙d7 44. ♙b6
 ♙c8 45. ♙c2 ♖f7 46. ♙a4 ♙b8 47.
 ♙d7 ♖d8 48. ♙c3!

№ 414



Black is in *Zugzwang*, his defeat is inevitable.

48...♖a8+ 49. ♙xa6 ♖c7+ 50.
 ♙b6 ♖a8+ 51. ♙a5 ♙b7 52. ♙b5
 ♖c7+ 53. ♙a4 ♖a8 54. ♙b3 (the
 king accomplished a successful «ex-
 cursion» and safely returned «home»)
 54...♙c7 55. ♙e8 ♙c8 56. ♙f6 ♖c7
 57. ♙xg6! hg 58. ♙xd8 [1:0]

214. GURGENIDZE - SPASSKI, 1975

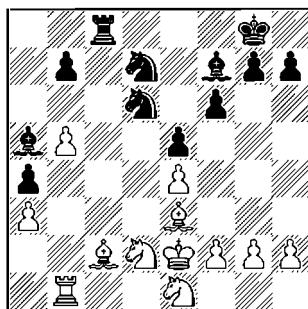
(*diagram № 395*) In this position, Black has many small advantages: pawn advantage in the centre, more fortunate arrangement of minor pieces, in particular, the knights; the pawns a3 and b5 can turn weak. The plan for strengthening the position is

to secure the control over the centre by means of e6-e5 and to activate the bishops ♙e8-f7 and ♙e7-d8-a5. The mark – 5 points.

19...e5 20. ♙e3 ♙f7 21. ♖e1
 ♙d8! 22. ♖ab1 ♙a5! This is significantly stronger than 22...♙b6. By exchanging the knight, Black consolidates at the point b3 and cuts off the pawn b5.

23. ♖xc8+ ♖xc8 24. ♙c2.

№ 415



24...♙xd2! 25. ♙xd2 ♖c5 26. f3
 ♙c4+ 27. ♖f2 ♙b3. Black's plan has completely succeeded. White loses an important pawn.

28. ♙xb3+ ♖xb3 29. ♙b4
 ♖xb5 30. ♖d1 ♖3d4 31. g3 g5 32.
 f4 gf 33. gf ef 34. ♖d2 ♖c6 35. ♙f3
 ♖xb4 36. ab a3 37. ♖a2 ♖c1
 38. ♖c2 ♖xc2! [0:1]

215. GLIGORIC - SPASSKI, 1964

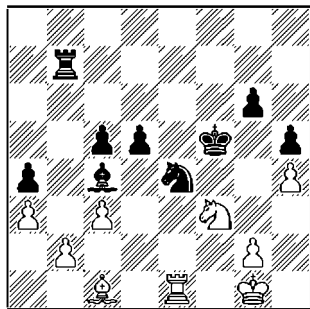
(*diagram № 396*) In this approximately equal situation, Black

strengthens his position according to the scheme: c6–c5, ♔d7–b5–c4, ♔g7–f6–f5, ♔a8–b8. The mark – 4 points.

24...c5 25. ♔f3 White cannot unravel the opponent's intentions. Otherwise, he would have moved the knight back to c2 with the idea to transfer him to e3.

25...♔b5 26. ♔d1 ♔c4 27. f4?! (27. ♔e5 was better) 27...♔f6 28. h4 (28. ♔d2) 28...♔f5 29. ♔c1 ♔b8 30. ♔e1 h6 31. ♔h2 h5 32. ♔f3 ♔b7.

№ 416



33. ♔g5. Black pieces took very strong positions. Exchanging the knights is also to Black's benefit. As a matter of fact, he has an extra pawn. The opposite-coloured bishops cannot help in this situation.

33...♔xg5 34. hg d4 35. cd cd 36. ♔f2 ♔f7 37. ♔g3 ♔b7 38. ♔e8 ♔e6 39. ♔f3 ♔d5+ 40. ♔f2 ♔c7 41. ♔d2 ♔c2 (after the invasion to the second rank, the game is de-

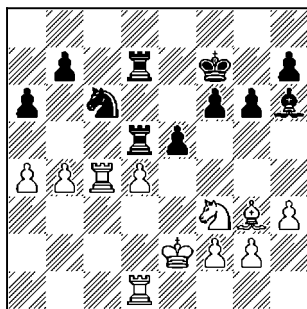
cided) 42. ♔e2 ♔c4+ 43. ♔d1 ♔xb2 44. ♔f8+ ♔e4 45. ♔f4+ ♔d5 46. ♔f6 ♔d3 47. g3 ♔a2 48. ♔c1 ♔f5 (the last preparations before the offensive) 49. ♔b6 ♔g2 50. ♔f4 ♔e4 51. ♔d6 d3 52. ♔b4+ ♔d5 53. ♔f4 ♔g4+ 54. ♔c1 ♔c2+ 55. ♔b1 ♔f5 56. ♔b5+ ♔e4 57. ♔d6 ♔f3 [0:1]

216. KORCHNOI – SPASSKI, 1999

(diagram № 397) This is an excellent example of the theme: "Weakness of an isolated pawn in endgame". Black's plan - f7–f6, ♔g8–f7, ♔d8–d7, ♔e6–d8–c6 and e7–e5 – brought him a victory, and those who planned the same rearrangement get 4 points.

22...f6 23. ♔g3 ♔f7 24. h3 a6 (a useful move in such positions) 25. ♔b4 ♔d7 26. ♔e2 ♔d8! 27. ♔c4 ♔c6 28. b4 e5.

№ 417



Black's plan has completely succeeded – the pawn d4 is encircled and will be lost.

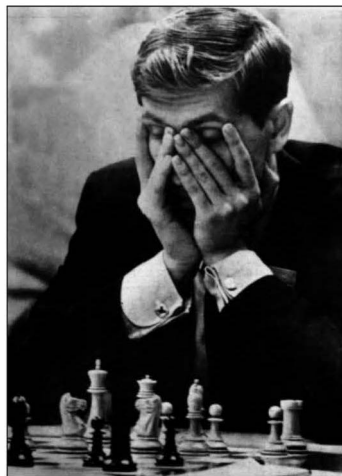
29. b5 ♖a5! This is stronger than 29...ab 30. ab ♖xb5 (30...♗xd4+) 31. de ♖xd1 32. ♕xd1 fe.

30. ♖b4 e4 31. ♗e1 ♕f8 32. ♖bb1 ♖xd4 (Black has an extra pawn and a better position). **33. ♖xd4 ♖xd4 34. ba ba 35. ♖b6 ♗c4!** (the white king is now in a dangerous situ-

ation) **36. ♖xa6 ♖d2+ 37. ♕f1 ♖a2 38. ♖c6 ♗d2+ 39. ♕g1** (39. ♕e2 ♗b3+ 40. ♕f1 ♖xa4 41. ♖c7+ ♕g8 42. ♖c8 ♕g7 43. ♖c7+ ♕h6 44. ♖f7 ♕g7+) **39...♖a1-- 40. f4 ef 41. ♖c2 ♕b4!** (wins a piece) **42. ♕f2 ♗e4+ 43. ♕e3 ♗xg3 44. ♖c7+ ♕e6 45. ♗c2 ♕d6 [0:1]**

Robert Fisher

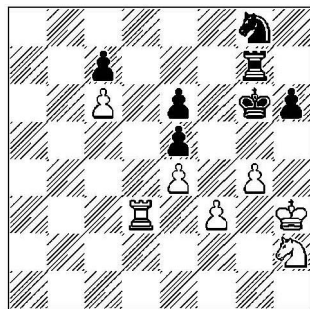
(9. 03. 1943 – 17.01.2008)



INSTANCES OF THINKING IN SCHEMES IN THE GAMES OF ROBERT FISCHER

217. FISCHER – OLAFSSON, 1959

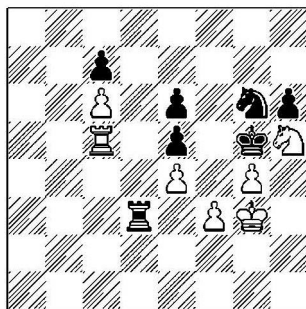
№ 418



It is important to observe that the pawn e5 is the most vulnerable weakness in Black's position. Then one can find the scheme: ♖c5, ♘h5. The mark – 4 points.

64. ♖c3! ♘e7 65. ♘f1 ♜g8
66. ♘g3 ♔g5?! (only 66...♔f7 could give a chance for a successful defence) 67. ♘h5! ♜d8 68. ♖c5
♘g6 69. ♔g3 ♜d3.

№ 419



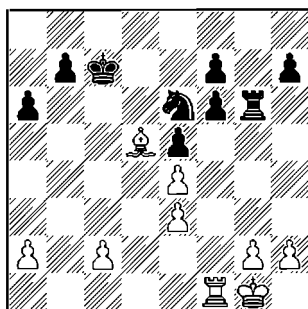
This is the only move, since otherwise there would follow 70.f3–f4.

But now White has an opportunity for a cavalry raid into the enemy rear ranks to catch the pawn c7.

70. ♖g7! ♔f6 71. ♖e8+ ♔e7 72. ♖xc7. After losing the pawn c7, the resistance is futile. Fisher quickly drives the game to a win.

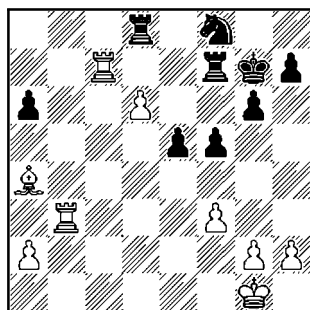
72...♔d6 73. ♖a6 ♖e7 74. c7 ♖c8 75. ♖c1 ♖d2 76. ♖h1 ♖a2 77. ♖d1+ ♔e7 78. ♖b4 [1:0]

№ 422



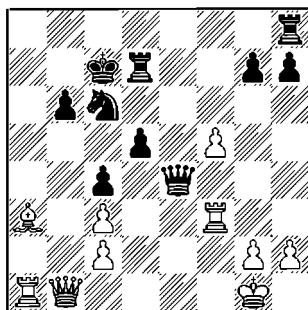
White to move

№ 420



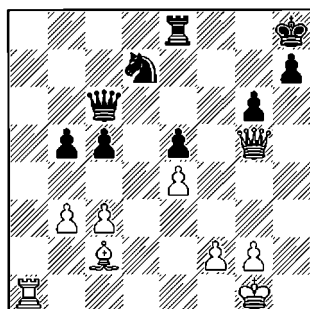
White to move

№ 423



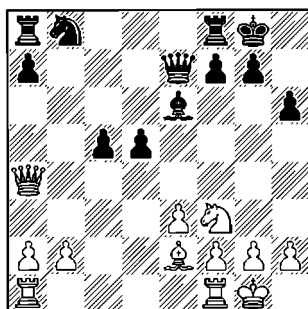
White to move

№ 421



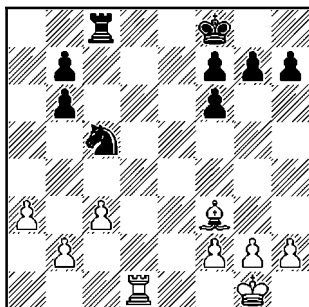
White to move

№ 424

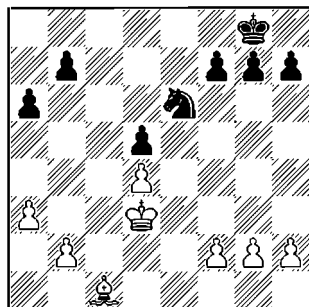


Black to move

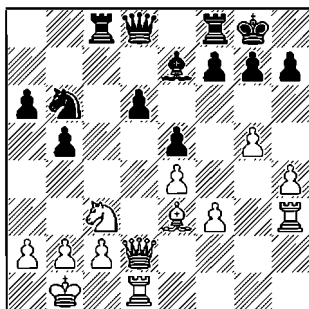
№ 425

*White to move*

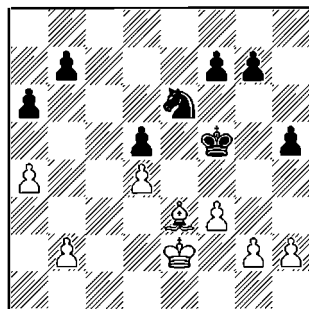
№ 428

*Black to move*

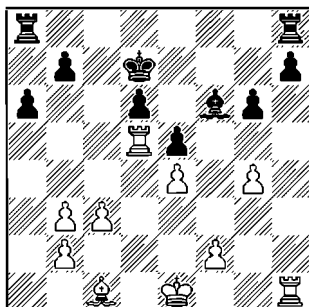
№ 426

*White to move*

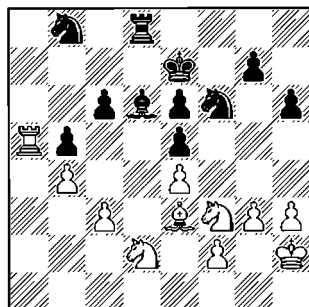
№ 429

*Black to move*

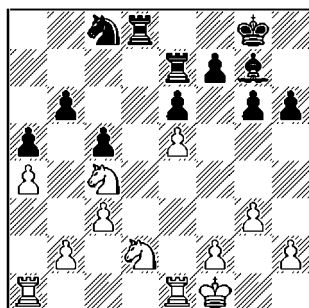
№ 427

*White to move*

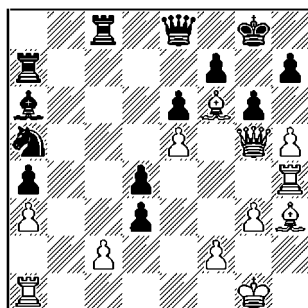
№ 430

*White to move*

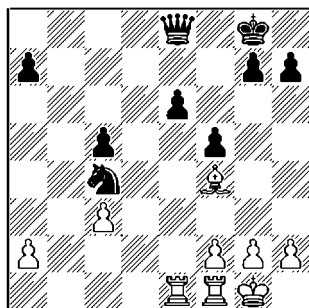
№ 431

*White to move*

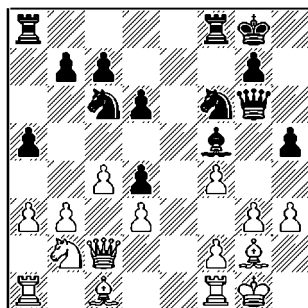
№ 434

*White to move*

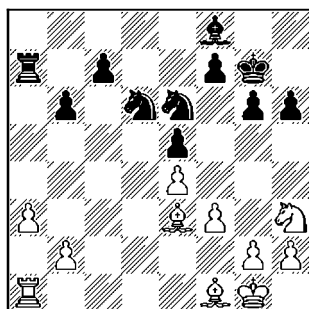
№ 432

*Black to move*

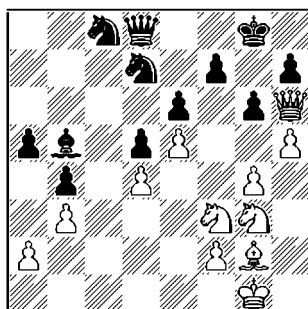
№ 435

*Black to move*

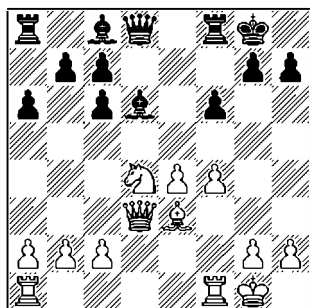
№ 433

*Black to move*

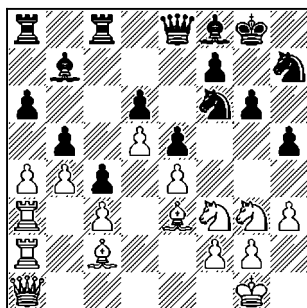
№ 436

*White to move*

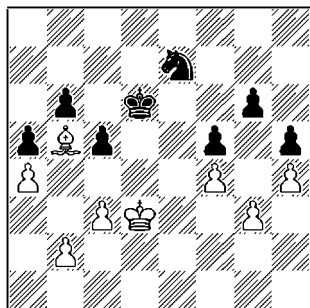
№ 437

*White to move*

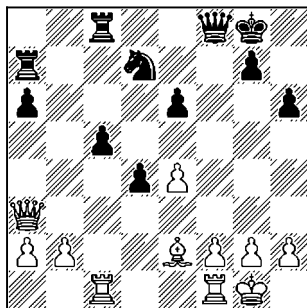
№ 439

*White to move*

№ 438

*White to move*

№ 440

*White to move*

LEARNING FROM ROBERT FISCHER

218. FISCHER – ROSSETTO, 1959

(*diagram № 420*) White has a big advantage. He can drive Black into *Zugzwang*. If you find this opportunity, then you will get 3 points.

31. ♖bb7 ♜xc7 32. dc ♜c8
33. ♙b3! Black can move only pawns, but these moves are quickly exhausted...

33...a5 34. a4 h6 35. h3 g5 36. g4
fg [1:0]

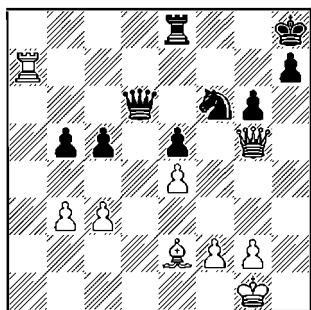
219. FISCHER – UNZICKER, 1959

(*diagram № 421*) The white rook will inevitably break to the 7th rank and will limit Black's ability to manoeuvre. At this moment, the bishop enters the play. So, by combining

♖a7 and ♕e2, White can decisively strengthen his position. The mark – 3 points. Still, you should determine the exact order of moves. Against 33. ♖a7 one has 33... ♗d6, therefore 33. ♕d1!

33. ♕d1! ♜f6 (33... ♗xe4 34. ♕f3 ♗f4 35. ♗xf4 ef 36. ♕c6+-) 34. ♖a7 ♗d6 35. ♕e2!

№ 441



35... ♖e7. Fisher points out the following variations, characteristic to Black's difficulties: 35... b4? 36. ♖a6 ♜xe4 37. ♗h4 ♗d5 38. ♕f3 ♗d3 39. ♖a7; 35... ♜xe4? 36. ♗h6 ♖e7 37. ♗f8#; 35... ♗b6 36. ♖f7 ♜g8 37. ♗h4 h6 38. ♗g4 ♜d8 39. ♕xb5!; 35... ♖b8 36. ♖f7 ♜g8 37. ♜d7 ♗f6 38. ♗e3 ♗c6 39. ♜d5+-.

36. ♖xe7 ♗xe7 37. ♕xb5. A pawn is won, but there is still a long way to the victory. White's task is to create a passed pawn and to prevent perpetual check.

37... ♜g7 38. ♕e2 ♗c7 39. ♗e3 ♗a5 40. g3 ♗a3 (40... ♗c7 was better) 41. ♜g2 ♗a5 (41... ♗xb3 42. ♗xc5

♜xe4 43. ♗xe5+-) 42. ♗d3 ♗b6 43. ♗c4 ♗c6 44. ♕d3 ♗b6 45. b4 cb 46. cb (a passed pawn is now created) 46... ♜g4 47. ♗c5 ♗xc5 48. bc ♜f7 49. f4 ♜e7 50. ♜f3 ♜f6 51. ♕b5 ♜e6 52. ♕c4+ ♜e7 53. c6! ♜e8 (53... ef 54. gf ♜e8 was a better defence, though White would also win in this case: 55. e5 ♜c7 56. ♜e4 ♜e8 57. ♕g8 ♜f8 58. ♕xh7 ♜g7 59. ♕xg6 ♜xg6 60. f5+) 54. fe h6 55. ♜e3 ♜c7 56. ♜d4 h5 57. ♜e3! g5 58. ♕e2 h4 59. gh gh 60. ♕c4 ♜e8 61. ♜f4 ♜d8 62. ♜g4 ♜c7 63. ♕f7 ♜g7 64. ♜xh4 ♜xc6 65. ♜g5 [1:0]

220. FISCHER – ROSSETTO, 1960

(diagram № 422) White has the following plan: by playing h2–h4, elicit the move h7–h5, and then either win the pawn h5, or exchange it, having prepared and played g2–g4. The mark – 3 points.

23. h4! h5 One would rather not play in this way, but one should. Otherwise, White will play h4–h5, either winning a pawn, or isolating the black rook.

24. ♖f5 ♖h6 25. ♖f3 ♖g6 26. ♜f2 b6 27. ♖f5 ♖h6 28. ♕c4! (before transferring the king to h3 and playing g2–g4, White set a cunning trap, with which the opponent is caught) 28... ♜c5 29. ♜f3! ♜b7 30. ♕xf7! ♜d6 31. ♖xh5 ♜xf7 32. ♜g4! (this is the point of White's conception: if the rooks are

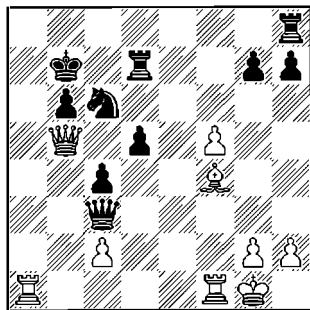
exchanged, the black knight will not be able to stop the passed pawn «h») 32...♖g6+ 33. ♔f5 ♜xg2 34. ♜h7 (the remaining is clear) 34...♜f2+ 35. ♔g6 ♜xc2 36. ♜xf7+ ♔c6 37. a3 ♜g2+ 38. ♔xf6 ♜a2 39. ♔xe5 ♜xa3 40. ♜f6+ ♔c5 41. ♜f1 ♜xe3 42. ♜c1+ ♔b4 43. ♜h1 a5 44. h5 [1:0]

221. FISCHER – DARGA, 1960

(diagram № 423) The rearrangement ♜a3–c1–f4 and ♜b1–b5 decides the outcome of the struggle in this position. The mark – 4 points.

27. ♜c1! ♜e1+ (and against 27...♜e5 White would have played as it was done in the real game) 28. ♜f1 ♜xc3 29. ♜f4+ ♔b7 30. ♜b5!

№ 442



[1:0]

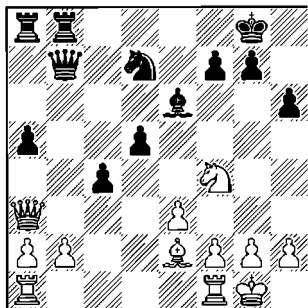
222. BERTOK – FISCHER, 1962

(diagram № 424) This is a typical position with “hanging” pawns. In this case, Black has no problem in

the defence. The task is in determining the initial plan of actions. Fisher solved this problem in the following way: the queen goes to b7, the knight to d7, the king-rook to b8, the pawn a7–a5 and, as chance offers, ♜b7–b4. If you read A. Nimzowitsch, then you will find this plan and get 3 points.

14...♜b7! 15. ♜a3 ♜d7 16. ♜e1 a5 17. ♜d3 c4! (this move, though it weakens the square d4, but it pins the pawn b2 in return, was also recommended by the author of the book “My System”) 18. ♜f4 ♜b8.

№ 443



19. ♜ab1? Black has a better play. Here White should continue with 19. ♜xe6 fe 20. ♜g4! ♜a6 21. b3! cb 22. ab ♜xb3 23. ♜e7, having chances for a successful defence.

19...♜f5! 20. ♜bd1 ♜f6 21. ♜d2 g5! 22. ♜xd5. This is a failed attempt to break free from the clutch. In the case of the submissive 22. ♜h5 ♜e4

23. ♖c2 ♜b4 White has no pieces to move.

22... ♜xd5 23. ♙xc4 ♙e6
24. ♖fd1? ♜xe3! (winning an extra pawn and conclusively taking from White any chance for recovery) 25. ♜xe3 ♙xc4 26. h4 ♖e8
27. ♜g3 ♜e7 28. b3 ♙e6 29. f4 g4
30. h5 ♜c5+ 31. ♖f2 ♙f5 [0:1]

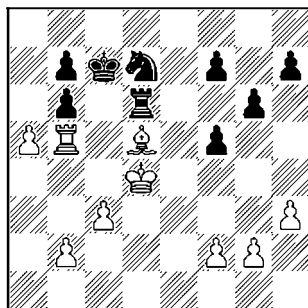
223. FISCHER – BARCZA, 1962

(diagram № 425) Transfer the rook to b5, centralise the king and undermine the moves a3–a4–a5 – these are the stages of the plan exemplarily carried out by the 11th Champion of the World. The finders of this plan get 5 points.

28. ♖d4! (Black has 28... ♜a4 against 28. ♖d6) 28... ♖c7 29. h3 f5. Although this move creates new weaknesses, Black is forced to play actively. In the case of a passive play, White would quickly achieve a decisive advantage: 29... ♜e7 30. ♖b4 ♜d7 31. ♙d5 ♜e8 32. ♜f1 ♜e7 33. ♜e2 ♜e8 34. ♜d2 ♜e7 35. ♖c4 ♜c5 36. b4.

30. ♖b4 ♜d7 31. ♜f1 ♜e7 32. ♜e2 ♜d8 33. ♖b5! g6 34. ♜e3 ♜c8 (while Black was busy with freeing the rook from defending the pawn b7, the white king took a convenient position) 35. ♜d4 ♜b8 36. ♜d5 (36. ♙d5 was more accurate, eliciting the move 36... f6) 36... ♖c6 37. ♜d4 ♖e6 38. a4 ♜c7 39. a5! (clearing up the way to the pawn b7) 39... ♖d6+ 40. ♙d5.

№ 444



White pieces have occupied an ideal position. It is now the turn for material gains.

40... ♜c8 41. ab f6? (41... ♜xb6 42. ♜e5 ♜c7 43. ♖c5+ ♜d7 44. ♙xb7 ♖d2 was more tenacious) 42. ♜e3 ♜xb6 43. ♙g8 ♜c7 (43... h6 44. ♙h7; 43... h5 44. ♙f7) 44. ♖c5+ ♜b8 45. ♙xh7 ♜d5+ 46. ♜f3 ♜e7 47. h4! is just in time. The bishop breaks free from the confinement. The outcome is determined.

47... b6 48. ♖b5 ♜b7 49. h5 ♜a6 50. c4 gh 51. ♙xf5 ♖d4 52. b3 ♜c6 (52... ♜xf5 53. ♖xf5 ♖d3+ 54. ♜e4 ♖xb3 55. ♙xf6 is also losing) 53. ♜e3 ♖d8 54. ♙e4 ♜a5 55. ♙c2 h4 56. ♖h5 ♖e8+ 57. ♜d2 ♖g8 58. ♖xh4 b5 59. ♖f4 bc 60. bc ♖xg2 61. ♖:f6+ ♜a7 62. ♜c3 ♖g4 63. f4 ♜b7 64. ♜b4 [1:0]

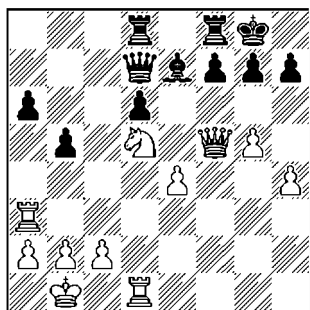
224. FISCHER – BOLBOCHAN, 1962

(diagram № 426) This is a textbook example on the topic: "A permanent knight against a bad bishop". Strong chessplayers automatically win such

positions. Test yourself guessing the moves made by the American champion. The initial scheme consists of the moves: ♖xb6 – eliminating the last defender, ♜d5 – taking the support point, and f3–f4 – vacating the third rank for the rook's manoeuvres. The mark – 2 points.

19. ♖xb6! ♜xb6 20. ♜d5+- ♜d8 21. f4! (certainly, one cannot play 21. ♜xe7+? ♜xe7 22. ♜xd6?? ♜fd8+-) 21...ef 22. ♜xf4 ♜d7 23. ♜f5! (white pieces, one by one, occupy dominating squares in the centre) 23...♞cd8 24. ♞a3!

№ 445



24...♜a7 25. ♞c3. White has a rich choice. He could win in the endgame after 25. ♜xe7+ ♜xe7 26. ♞xa6 ♜fe8 27. a4, but prefers winning in the middlegame.

25...g6 26. ♜g4 ♜d7 27. ♜f3 ♜e6 28. ♞c7 (white pieces rule over the entire chessboard) 28...♞de8 29. ♜f4 ♜e5 30. ♞d5 ♜h8 31. a3!, demonstrating an absolute dominance. White is ready to play 32. ♞c7–

a7, eliminating the queenside pawns. Black is trying to escape...

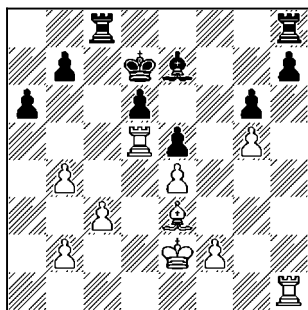
31...h6 32. gh ♜xh6 33. h5 ♜g5 34. hg! fg (34...♜xf4 35. gf+ ♜xf7 36. ♞xf7 ♜xf7 37. ♞h5+-) 35. ♜b3! ♞xf4 (35...♜h8 36. ♜xg6+ ♜xg6 37. ♞xg5 ♜xg5 38. ♜h3+-) 36. ♞e5+ ♜f8 37. ♞e8+ [1:0]

225. FISCHER – RESHEVSKY, 1962

(diagram № 427) This is a typical “Sicilian” endgame with a clear advantage for White. This pawn structure is similar to that from example № 158 Tal– Najdorf. This is White’s plan: g4–g5, ♜e1–e2, ♜c1–e3, c3–c4, b3–b4 followed by b4–b5 or c4–c5. The mark – 3 points.

22. g5 (pinning the pawn h7 and cramping the black bishop) 22...♜e7 23. ♜e2 ♞a8 24. ♜e3 ♞c8 25. b4. This is an important moment. Fisher plays “according to Tal”, but it would be more accurate to play 25.c3–c4!, taking from Black the opportunity that occurred in the game, and only then to continue with b3–b4.

№ 446



25...b5!? 26. ♖dd1. The rook has nothing to do on d5 now. White's plan is to double the rooks on the file "a" or "h".

26...♖e6 27. ♖a1 ♖c6 28. ♖h3 ♖f8 29. ♖ah1 ♖c7 30. ♖h4! (forcing Black to reply) **30...d5 31. ♖a1!** is a fine intermediate move. If there immediately follows 31.ed+ ♖xd5 32.♖d1+ ♖e6 33.♖d8, then 33...♖g7!

31...♖c6 32. ed+! ♖xd5 33. ♖d1+ ♖e6 34. ♖d8 ♖f5 (here 34...♖g7 is already impossible) **35. ♖a8 ♖e6 36. ♖h3! ♖g7** (36...♖g4 37. ♖f3 ♖g7 38. ♖xh8 ♖xh8 39. ♖f8 ♖g7 40. ♖f7+-) **37. ♖xh8 ♖xh8 38. ♖xh7 ♖e8 39. ♖f7+ ♖g4** (39...♖e4 40. f3+ ♖d5 41. ♖d3+-) **40. f3+ ♖g3.** Find the strongest continuation to get an additional point.

41. ♖d3? (41.♖f1, with the idea 42.♖f2+) **41...e4+ 42. fe ♖d8+ 43. ♖d4 ♖g4 44. ♖f1 ♖e5** (44...♖xg5 45. ♖g1+ ♖f4 46. ♖xg6+-) **45. ♖e3 ♖c7 46. ♖g1+ ♖h5 47. ♖f3 ♖d7 48. e5 ♖f7+ 49. ♖e4 ♖f5 50. e6 ♖d8 51. ♖f6 ♖xf6 52. gf ♖xf6 53. ♖e5 ♖f2 54. ♖e1 [1:0]**

226. SAIDY – FISCHER, 1963

(*diagram № 428*) The endgame evaluation is in favour of Black. His knight is stronger than the white bishop cramped by the pawn d4. If you begin to play this ending correctly (h7–h5, ♖g8–h7–g6–f5), then you will get 3 points.

26...h5 27. ♖e3 ♖h7 28. f3 ♖g6 29. a4 ♖f5 30. ♖e2 (*diagram № 429*)

Think about what to do next. The plan - g7–g5, f7–f5–f4 (after the king's retreat and return to f5) and g5–g4 - is worth additional 2 points.

30...g5 31. ♖f2 ♖d8 32. ♖d2 ♖g6 33. ♖e3 ♖e6 34. ♖d3 ♖f5 35. ♖e3 f6 36. ♖e2 ♖g6 37. ♖d3 f5 38. ♖e2 f4 39. ♖f2 ♖g7 40. h3 ♖f5 41. ♖d3 g4!? (and in this version, the breakthrough g5–g4 poses hard problems to White) **42. hg hg 43. fg ♖h6 44. ♖e1?** (only 44. ♖h4 ♖xg4 45. ♖d8 kept a hope for a draw) **44... ♖xg4 45. ♖d2 ♖f5 46. ♖e1 ♖f6 47. ♖h4 ♖h5 48. ♖e1 ♖g4 49. ♖e2 ♖g3+ 50. ♖d3** (White's affairs are not better after 50. ♖f2 ♖f5 51. ♖f3 ♖e4 52. ♖h4 ♖d2+ 53. ♖e2 ♖c4 54. b3 ♖a5 55. b4 ♖c6+-) **50...♖f5 51. ♖f2 ♖h4 52. a5 ♖xg2** (having lost the pawn g2, White is finished) **53. ♖c3 ♖f3 54. ♖g1 ♖e2 55. ♖h2 f3 56. ♖g3 ♖e3 [0:1]**

227. FISCHER – SMYSLOV, 1965

(*diagram № 430*) Transferring the king to e2, the knight to d3, followed by c3–c4, is worth 4 points. If you try to go deeply into the position and find out the idea ♖e3–c1–b2, after c3–c4 b5xc4, ♖d2xc4, then you will get additional 3 points.

32. ♖g2 ♖bd7 33. ♖f1 ♖c8. 33...♖e8 was stronger, with the idea 34...♖c7 and 35...♖a8. Fisher was

going to play 34. ♖b3! ♜c7 35. ♙a7 ♙a8 36. ♜a5 ♜b8 37. ♙xa8 ♜xa8 38. ♙a7 ♜d7 39. ♜b7±.

34. ♜e1! ♜e8 35. ♜d3 ♜c7 36. c4! bc 37. ♜xc4 (White strived for this position: the pawn e5 is under threat) 37... ♜b5 38. ♙a6 ♜f6 (38... ♜b8 39. ♙a8 ♜c7 40. ♜xd6 ♜xd6 41. ♙c5++- is also futile) 39. ♙c1! (yet another highmanoeuvre) 39... ♙b8 40. ♙b2 (the threat f2-f4 forces Black to undertake desperate actions) 40... c5 41. ♜b6! ♜xb6 42. ♙xb6 c4 43. ♜c5 c3. Black resigned due to variation 44. ♙c1 ♜d4 45. ♜d7+ ♜e7 46. ♜xb8 ♜b3 47. ♙b7+ ♜d8 48. ♙d7+ ♜e8 49. ♙xg7! [1:0]

228. FISCHER – DURAO, 1966

(*diagram No 431*) Transferring the rook to b3, the knight to e4, the king to e2, and placing pawns on f4 and g4 gives White an opportunity to significantly strengthen his position, and for you an opportunity to get 4 points.

24. ♙a3! ♙c7 25. ♙b3 ♙c6 26. ♜e4 ♙f8 27. ♜e2 ♙e7 28. f4 ♜f8? the king would rather stay at “home”. The march into the centre gives White additional tactical opportunities.

29. g4! ♜e8 30. ♙f1 ♙d5 31. ♙f3! (yet another resource for strengthening the position) 31... ♙d8 32. ♙h3 ♙f8 33. ♜xa5!, an elegant and unexpected blow. If 33... ba, then 34. ♜f6+ with checkmate.

33... ♙c7 34. ♜c4 ♙a7 35. ♜xb6 ♜xb6 36. ♙xb6 ♙da8 37. ♜f6+

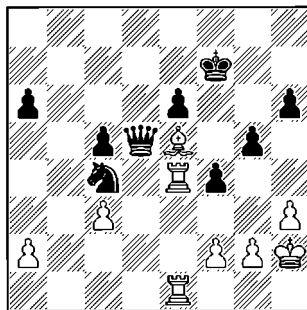
♜d8 38. ♙c6 ♙c7 39. ♙d3+ ♜c8 40. ♙xc7+ ♜xc7 41. ♙d7+ ♜c6 42. ♙xf7 c4 43. ♜d7 ♙c5 44. ♜xc5 ♜xc5 45. ♙c7+ ♜d5 46. b4! Against 46...cb would follow 47. ♜d3. [1:0]

229. PORTISCH – FISCHER, 1966

(*diagram No 432*) This is an example on the topic: “Realisation of material advantage in case of unusual balance of forces”. Black’s plan is to activate the pawn mass on the kingside with the goal to weaken the opponent’s pawn formation and to bind white pieces with the necessity of countering the advancement of black pawns. The scheme: form the pawn-chain h6, g5, f4, move the queen to d5, the knight to c4. The mark - 5 points.

21...h6! 22. ♙e2 (the move 22.h4 weakened the kingside too much and Black could exploit this by means of 22...e5! 23. ♙xe5 ♜xe5 24.f4 ♜f3+! 25.gf ♜a4) 22...g5 23. ♙e5 ♜d8 24. ♙fe1 ♜f7 25. h3 f4 26. ♜h2 a6 27. ♙e4 ♜d5!

No 447



Black strived for exactly this position. White cannot repel Black's numerous threats.

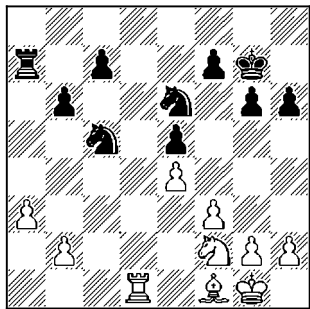
28. h4 (28. ♖e2 f3! 29. gf ♖d2) 28... ♖e3! (winning exchange) 29. ♖1xe3 (29. f3 ♖d2 30. ♖g1 ♖f2—) 29... fe 30. ♖xe3 ♖xa2 31. ♖f3+ ♖e8 32. ♖g7 ♖c4 33. hg hg 34. ♖f8+ ♖d7 35. ♖a8 ♖c6 [0:1]

230. LARSEN – FISCHER, 1967

(*diagram No 433*) “King’s Indian endgame”. M.Euwe and V.Smyslov have already given us lessons on this topic. Therefore, the manoeuvre ♖d6–b7, followed by ♖f8–c5, then by exchanging the bishops and taking control over the key square d4, should not lead to complications (3 points).

25... ♖b7! 26. ♖f2 ♖c5! 27. ♖xc5 ♖bxc5 28. ♖d1.

No 448



28... h5! (cutting the white knight from the point d5) **29. ♖d5** (29. ♖d3 was better) **29... ♖f6 30. h4 ♖e7!** Find why one must not take the pawn

e5, and you will get 1 point. **31. ♖xe5 c6!** and **32... ♖d7**, or **32... f6**.

31. ♖c4 c6 32. ♖d2 ♖d4 33. ♖f1 f5! (having seized the point d4, Black begins an offensive) **34. b4 b5! 35. ♖g8 fe!**, without giving the opponent any breathing spell. The move in the game lead to new weaknesses for White.

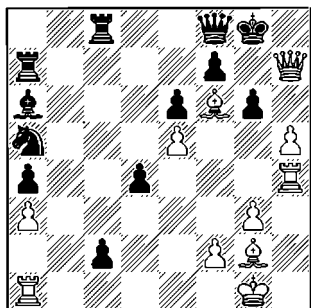
36. fe (36. bc e3 37. ♖d3 ef 38. ♖xf2 ♖a8 39. ♖a2 b4 was for Black's benefit) **36... ♖d7 37. ♖d3 ♖a6! 38. ♖c3 c5! 39. g4?** (but 39. bc b4! was still better) **39... c4—+ 40. gh gh 41. ♖d5 ♖f6 42. ♖g3 ♖xd5 43. ed ♖f6 44. ♖g2 ♖f5 45. ♖h3 ♖g6+ 46. ♖f3 ♖d4+ 47. ♖e3** (47. ♖e4 ♖d6 48. ♖h2 ♖g3) **47... ♖g2 48. ♖h1 ♖d6 49. ♖e4+ ♖xd5 50. ♖c3+ ♖e6 51. ♖c1 ♖h2 52. a4 ♖h3+ 53. ♖f2 ♖b3 54. ♖g2 ♖x: c1 55. ♖xh3 ba 56. ♖xa4 ♖e2 57. b5 c3 58. b6 c2 59. ♖c5+ ♖d5 60. ♖b3** (60. ♖d3 ♖f4+) **60... ♖c6 61. ♖g2 ♖xb6 [0:1]**

231. FISCHER – MYAGMARSUREN, 1967

(*diagram No 434*) The finders of a “scheme-based” combination get 3 points. (The scheme consists of the maneuver ♖h3–g2 coupled with ♖g5–h6xh7).

29. ♖g2! dc (29... ♖f8 30. hg fg 31. ♖e4 dc 32. ♖xg6 c1 ♖+ 33. ♖xc1 ♖xc1+ 34. ♖h2—) **30. ♖h6 ♖f8 31. ♖xh7+!**

№ 449



Black resigned in view of a most convincing variation: 31... ♔xh7 32.hg+ ♔xg6 33.♔e4# [1:0]

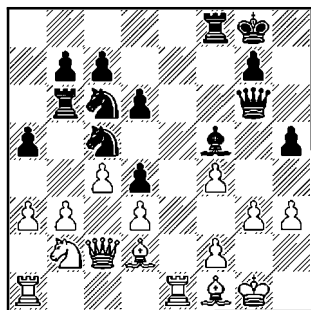
232. SAIDY – FISCHER, 1969

(diagram № 435) The plan of strengthening Black's position is a typical "King's Indian" and it consists of transferring the knight to c5 and the rook to b6. The mark – 3 points.

16... ♖d7! 17. ♜e1 ♗c5 18. ♔f1 ♜a6!, the manoeuvre tried by the American Champion (see example № 228 Fisher – Durao).

19. ♔d2 ♜b6.

№ 450



20. ♔xa5 ♜xb3 21. ♔d2 ♜a8!

(the second rook proceeds along the beaten track) 22. a4 ♜a6 23. a5 ♔h7 24. ♜ed1 b6 25. ♔e1 (25. ab ♜axb6 26. ♜db1 was slightly better) 25...ba 26. ♖a4 ♜xd3! 27. ♔xd3 ♔xd3 (it is evident that this sacrifice exchange is temporary – black pieces are extremely active) 28. ♜a2 ♖b4! 29. ♜a3 ♖c2 30. ♜b2 ♖xa1 31. ♜xa1 ♖xa4 32. ♜xa4 ♜e4 33. ♔xa5 (33. ♔d2 ♜b6; 33. ♜a1 ♔xc4) 33...♜xa5 34. ♜xa5 ♜e1+ 35. ♔h2 ♜xa5 36. ♜:d4 [0:1]

233. FISCHER – PANNO, 1970

(diagram № 436) This is a scheme-based combination. White pieces are consolidated according to the scheme: ♜h6, ♖g5, ♔e4, the pawn h5. The blows are delivered to the points h7 and g6. The mark – 4 points.

27. ♖g5 ♖f8 28. ♔e4! ♜e7 (the bishop is invulnerable) 29. ♖xh7! ♖xh7 30. hgfg 31. ♔xg6 ♖g5 32. ♖h5! ♖f3+ 33. ♔g2 ♖h4+ 34. ♔g3 ♖xg6 35. ♖f6+ ♔f7 36. ♜h7+ [1:0]

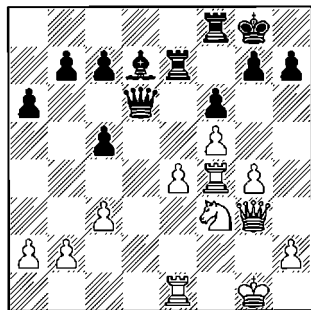
234. FISCHER – UNZICKER, 1970

(diagram № 437) White's plan is to create a powerful attacking formation on the kingside by means of f4–f5, ♔e3–f4, ♜a1–e1, g2–g4, ♜d3–g3, ♖d4–f3. The mark – 4 points.

14. f5! (E.Lasker's idea) 14... ♜e7 (the variation 14... ♔h8 15. ♖f3

b6 16. ♖d4 c5 17. ♖c3 ♖b7 appears to be better) 15. ♖f4! ♖xf4 (15... ♖d7 and 16... ♖ae8 was stronger, continuing struggle for the point e5) 16. ♖xf4 ♖d7 17. ♖e1 ♗c5 18. c3 ♖ae8 19. g4! ♗d6 20. ♗g3 ♖e7 21. ♜f3 c5.

№ 451



All is ready for a breakthrough in the centre.

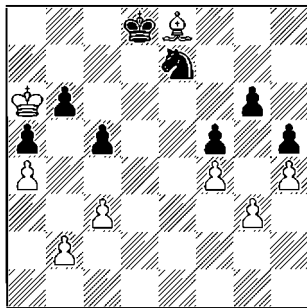
22. e5! fe 23. ♖fe4 ♖c6 24. ♖xe5 ♖fe8 25. ♖xe7 ♖xe7 26. ♜e5! (White's advantage has crystallized: he has an extra pawn along with an active arrangement of pieces) 26...h6 27. h4 ♖d7 28. ♗f4 ♗f6 29. ♖e2! ♖c8 30. ♗c4+ ♖h7 31. ♜g6 ♖xe2 32. ♗xe2 ♖d7 33. ♗e7! (forcing the transition into a winning ending) 33...♗xe7 34. ♜xe7 g5 35. hg hg 36. ♜d5! (an accurately calculated final manoeuvre) 36... ♖c6 37. ♜xc7 ♖f3 38. ♜e8 ♖h6 39. ♜f6 ♖g7 40. ♖f2 ♖d1 41. ♜d7! c4 (41...♖xg4 42. f6+ ♖g8 43. f7+) 42. ♖g3 [1:0]

235. FISCHER – TAIMANOV, 1971

(*diagram № 438*) This is a known position which is presented here merely because it is extremely instructive. The winning method shown by the outstanding chessplayer should be comprehended and added to one's armoury. It consists of transferring the bishop to the diagonal h5–e8, and the king to a6; after that Black is in *Zugzwang*, and then White, sacrificing the bishop on g6 and eliminating the queenside pawns, wins the endgame with pawns against the knight. The mark – 7 points. (2 points for erudition to those who know this example).

46. ♖e8 ♖d5 47. ♖f7+ ♖d6 48. ♖c4 ♖c6 49. ♖e8+ ♖b7 50. ♖b5 ♜c8 51. ♖c6+ ♖c7 52. ♖d5! ♜e7 53. ♖f7 ♖b7 54. ♖b3! (the black king should be dislodged from the big diagonal) 54...♖a7 55. ♖d1 ♖b7 56. ♖f3+ ♖c7 57. ♖a6 (the king has arrived at the destination point) 57...♜g8 58. ♖d5 ♜e7 59. ♖c4 ♜c6 60. ♖f7 ♜e7 61. ♖e8! ♖d8.

№ 452



Now is the time for decisive actions.

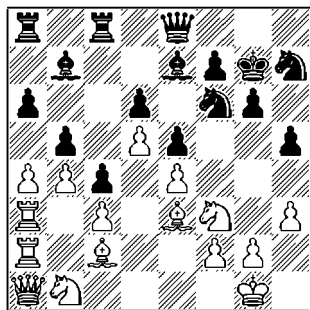
62. ♖xg6! ♜xg6 63. ♔xb6 ♔d7
64. ♜xc5 ♜e7 65. b4 ab 66. cb ♜c8
67. a5 ♜d6 68. b5 ♜e4+ 69. ♔b6
♔c8 70. ♔c6 ♔b8 71. b6 [1:0]

236. FISCHER – SPASSKI, 1992

(*diagram № 439*) Black is in a passive but seemingly firm position. A brilliant idea, conceived by the American Champion, proves that the situation is not so good for Black. The maneuver ♜g3–f1–d2–b1, with the ensuing clearance of the line “a” and then ♜b1–a3, resulted in winning the most important pawn b5. The mark – 10 points.

27. ♜f1! ♜e7 28. ♜d2 ♔g7
29. ♜b1.

№ 453



29...♜xe4! V. Spasski is at his best. He finds an opportunity to make the situation red-hot up to the limit and to take counter-chances.

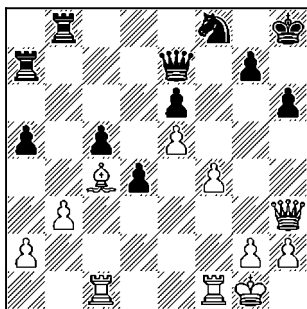
30. ♜xe4 f5 31. ♜c2 ♜xd5
32. ab ab 33. ♜a7! ♔f6 34. ♜bd2
♜xa7 35. ♜xa7 ♜a8 36. g4! (still, White has better chances!) 36...hg
37. hg ♜xa7 38. ♜xa7 f4 39. ♜xf4!
(regaining the piece, White gets a stronger attack) 39...ef 40. ♜h4!
♜f7 41. ♜d4+ ♔e6 42. ♜f5! ♜f8
43. ♜xf4 ♔d7 44. ♜d4 ♜e1+
45. ♔g2 ♜d5+ 46. ♜e4 ♜xe4+
47. ♜xe4 ♜e7 48. ♜xb5 ♜f8
49. ♜bxd6 ♜e6 50. ♜e5 [1:0]

237. FISCHER – SPASSKI, 1972

(*diagram № 440*) White's position is strategically winning. His plan is to place pawns on e5 and f4, the bishop on c4, the queen on h3 and to execute the breakthrough f4–f5. The mark – 4 points.

21. f4! ♜e7 22. e5 ♜b8 23. ♜c4
♔h8 24. ♜h3! ♜f8 25. b3 a5.

№ 454



26. f5! (white pieces are perfectly arranged for an attack) 26...ef 27. ♜xf5 ♜h7 28. ♜cf1 (but, cer-

tainly, not 28. ♖f7? ♘g5+!) 28... ♗d8 29. ♗g3 ♕e7 30. h4! (completely binding the black knight) 30... ♖bb7 31. e6 ♖bc7 32. ♗e5! ♗e8 33. a4 ♗d8 34. ♖1f2 ♗e8 35. ♖2f3 ♗d8. It is the turn for a new, decisive rearrangement (1 point).

36. ♔d3! ♗e8 37. ♗e4! (threatening with 38. ♖f8+!) 37... ♘f6 38. ♖xf6! (a simple but spectacular sacrifice ends the fight) 38... gf 39. ♖xf6 ♔g8 40. ♔c4 ♔h8 41. ♗f4 [1:0]

Anatoly Karpov

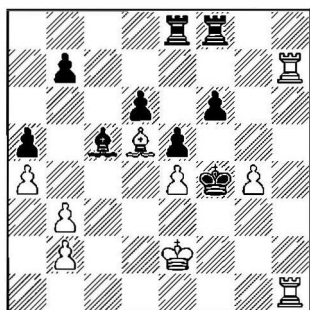
(born 23. 05. 1951)



INSTANCES OF THINKING IN SCHEMES IN THE GAMES OF ANATOLY KARPOV

238. KARPOV – MECKING, 1971

№ 455

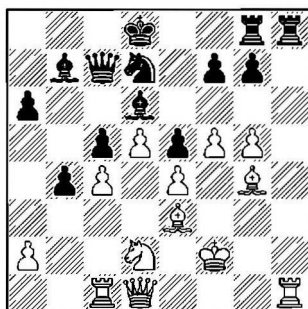


Black is in a lamentable situation. *“At this point, a “deadly” idea came to my mind”,* – A. Karpov. You get 2 points for discovering this idea.

33. ♖h3! ♙d4. Mecking gets no points... All the same, Black would lose even after a better defence: 33... ♙xg4 34. ♖h1 ♜g8 35. ♙xg8 ♜xg8 36. ♖f1.

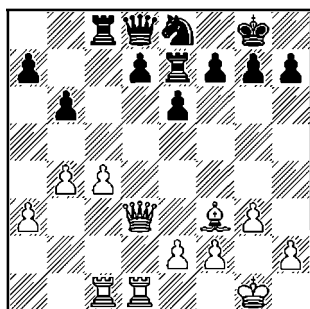
34. ♜g7. Checkmate is inevitable. [1:0]

№ 456



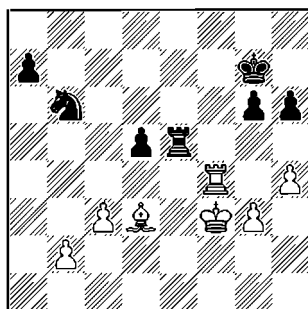
White to move

№ 457



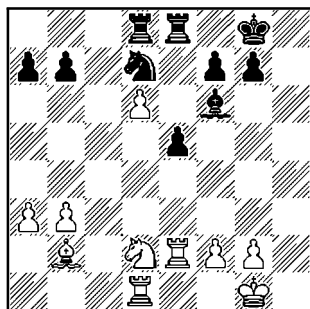
White to move

№ 460



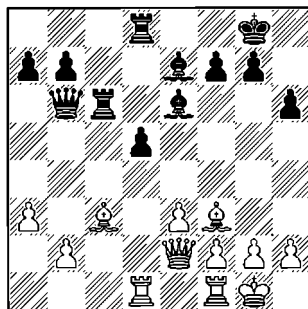
White to move

№ 458



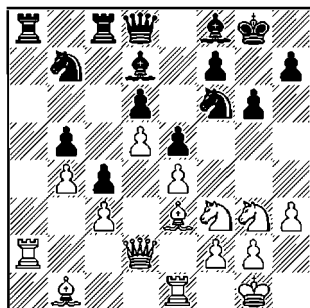
Black to move

№ 461



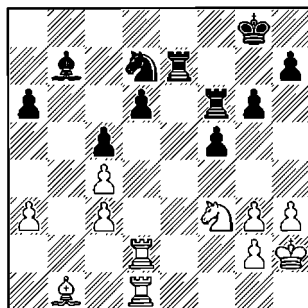
White to move

№ 459



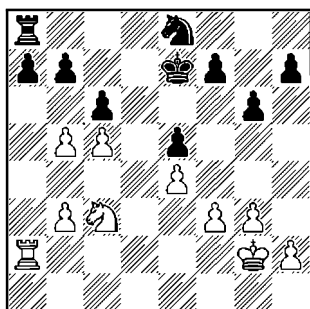
White to move

№ 462

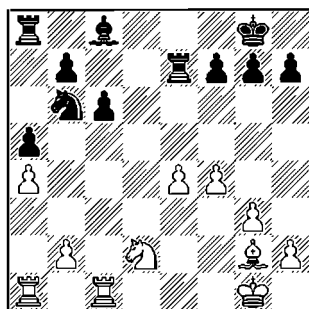


Black to move

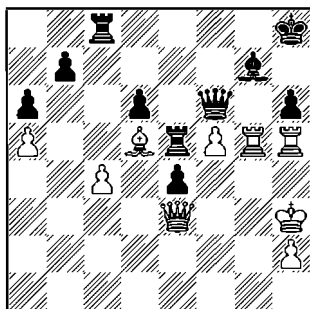
№ 463

*White to move*

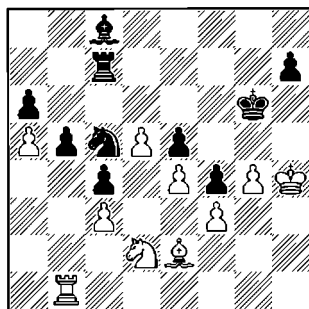
№ 466

*White to move*

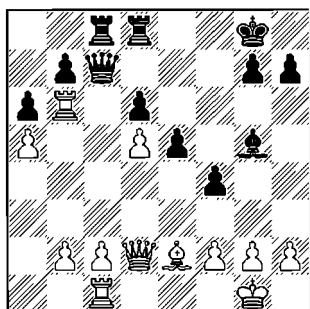
№ 464

*White to move*

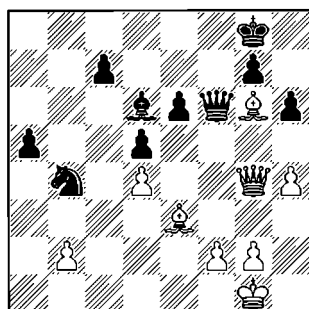
№ 467

*Black to move*

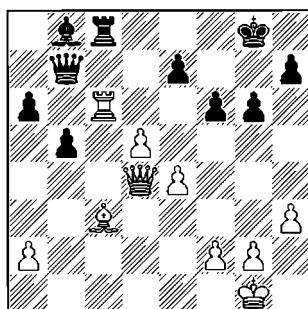
№ 465

*White to move*

№ 468

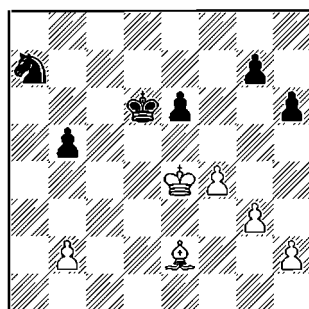
*Black to move*

№ 469



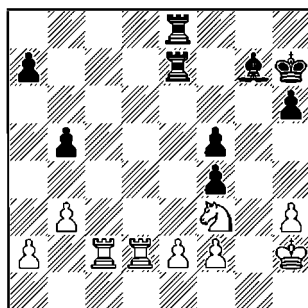
White to move

№ 472



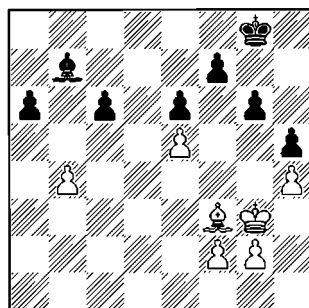
White to move

№ 470



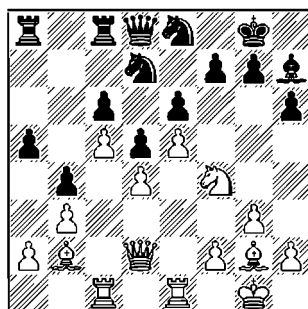
White to move

№ 473



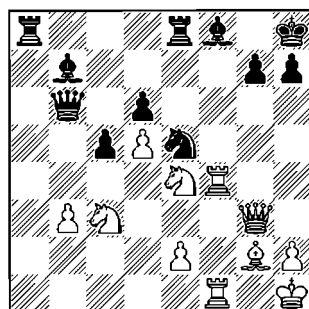
White to move

№ 471



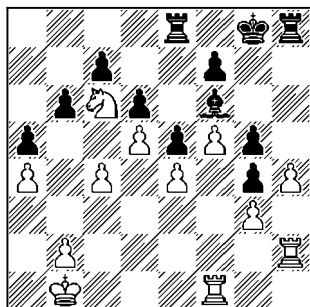
White to move

№ 474

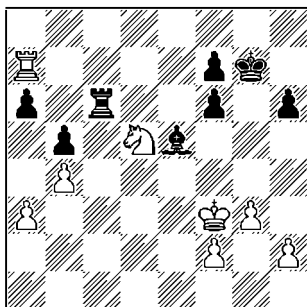


White to move

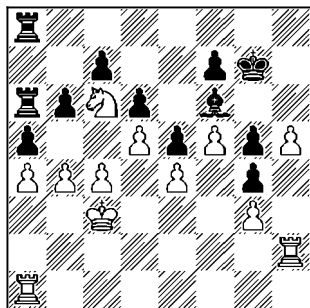
№ 475

*White to move*

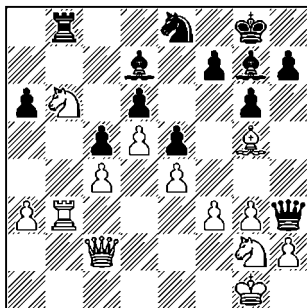
№ 477

*White to move*

№ 476

*What are your actions in the case 44...ab+?*

№ 478

*White to move*

LEARNING FROM ANATOLY KARPOV

239. KARPOV – GLIGORIC, 1972

(diagram № 456) “White has an evident space advantage and the subsequent positional advantages. To increase them, White has to find a clear plan of rearrangement. Here

are the main thoughts about this position: 1) Black has only one obvious weakness – the pawn c5; an attack on the weakness should be organised quickly – this will allow to cramp the opponent’s pieces; 2) the best place

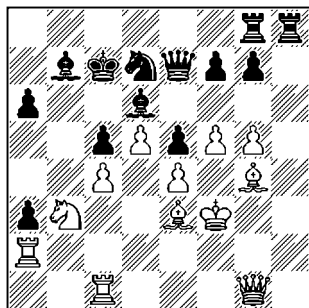
for the king is on f3 – here he will not be checked, he supports the defence of the bishop g4, opens up the diagonal g1–a7 for the queen-bishop battery, and the second rank – for the rooks manoeuvre; 3) White has to struggle for the line “h” and for developing the initiative on the king-side. At a convenient moment, he can undertake actions on the opposite wing and can transfer there the brunt of the struggle, exploiting the better mobility of his forces”, - A. Karpov. The plan is evaluated at 9 points and this value should have possibly been divided into three parts – such a plan can hardly be devised at once by “a mere mortal”!

42. ♖g1! ♜b6 43. ♖h2 ♖e7?

To discern White's conception was beyond the scope of even such an outstanding Grandmaster as S. Gligoric, and he made a mistake. 43...a5, urgently strengthening the queenside, was correct.

44. ♜b3! (taking this opportunity from Black) 44... ♖c7 45. ♖f3! ♜d7 46. a3! ba 47. ♖a2! The main events will develop on the queenside where White will quickly consolidate big forces and will pounce upon the black king.

№ 479



47...♖h4 48. ♖xa3 ♖gh8 49. ♖b1 ♖b8 50. ♖e1! ♖xg4 (50...♖hh8 51. ♖a5+ ♖c8 52. f6! gf 53. ♜xc5+-) 51. ♖xg4 ♜c8 52. ♖a5+ [1:0]

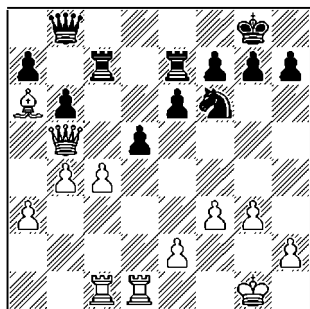
240. KARPOV – ANDERSSON, 1973

(diagram № 457) Black's queen-side is weakened and white pieces are conveniently positioned there for the preparation of a pawn attack. The bishop is transferred to a6, the queen to a4. The mark – 5 points.

19. ♜b7! ♖c7 20. ♜a6 ♖c6 21. ♖b3 ♖b8 22. ♖a4. An important feature of this position is that the black knight, having no strongholds, cannot help to defend other black pieces. If 22...♜c7, then 23. ♖xd7.

22...♖c7 23. ♖b5 ♜f6 24. f3! (not allowing the knight to enter the play) 24...d5.

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Trying to break free, White was ready to play 25.e4.

25. c5! (beginning a decisive offensive with the overwhelming forces) **25...h5** **26. a4** **26...e8** **27. cb ab** **28. a5** **28...xc1** **29. 2xc1** **29...e5** An attempt to counter-attack fails. But also the endgame, after 29...ba 30.2xb8, promised nothing good to Black.

30. 2xb6+ **30...d4** **31. 2h1** **31...e3** **32. 2f1** **32...e5** **33. 2d3** **33...h4** **34. gh** **34...f4** **35. 2g1** **35...xh4** **36. a6** (a victorious pawn march ends the game) **36...g6** **37. a7** **37...g7** **38. 2xg6!** [1:0]

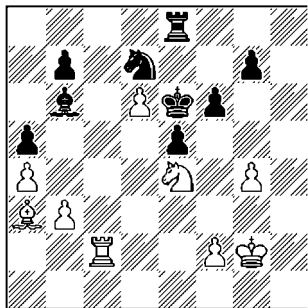
241. SPASSKI - KARPOV, 1974

(diagram № 458) The endgame is in Black's favour due to the weak pawn d6. He finds an excellent rearrangement of forces and increases his advantage: the rook goes to c8, the bishop is transferred to b6 through d8, the pawn to f6, and the king to e6. The mark – 5 points.

26...2c8! **27. 2e4** (the knight e4 is perfectly positioned, but he

alone cannot compensate for the drawbacks in the placement of other white pieces) **27...2d8!** **28. g4!** (trying to support the knight) **28...f6** **29. 2g2** **29...f7** **30. 2c1** **30...2b6** **31. 2ec2** **31...xc2** **32. 2xc2** **32...e6** **33. a4** **33...a5** **34. 2a3.**

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34...2b8!, the rook is the only black piece acting below his capacity. The move played in the game prepares for him an opportunity for activation after the planned b7–b5.

35. 2c4 **35...d4** **36. f4!**, an active defence. Now 36...b5 is not frightening in view of 37.ab 2xb5 38.f5+ 2d5 39.2c3+!

36...g6 **37. 2g3** **37...ef** (it is disadvantageous for Black to allow for 38.f5) **38. 2xd4** **38...fg** **39. 2xg3** **39...2c8** **40. 2d3** **40...g5!**, pinning yet another weak pawn. Black acts according to W.Steinitz's theory by accumulating small advantages.

41. 2b2 **41...b6** **42. 2d4.** **42...2c3!** **42...xc3+** **43. 2xc3** **43...2c5** was worth at-

tention (43...♔xd6 44. b4) 44. ♔f3 ♖xb3 45. d7+.

42...♖c6 43. ♕c3 ♖c5 (43...♔xd6 44. ♖xd6+ ♔xd6 45. b4= was not successful) 44. ♔g2 ♖c8 45. ♔g3 ♖e5 (White has perfectly defended himself and Black tries to use the last chance – transition into a rook ending) 46. ♕xe5 fe 47. b4?, the mistake that lead to a lost game. One should struggle for a draw by means of 47. ♔f3 ♖d8 48. b4.

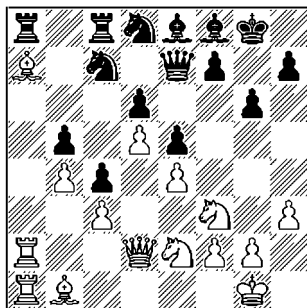
47...e4! (White overlooked this intermediate move) 48. ♖d4 (48. ♖b3 ♔xd6 49. ba ba 50. ♔f2 ♔d5 51. ♔e3 ♖c5 52. ♖a3 ♔e5 53. ♖b3 ♖d5 54. ♖c3 ♖d3+-+) 48...♔e5 49. ♖d1 ab 50. ♖b1 ♖c3+ 51. ♔f2 ♖d3 52. d7 ♖xd7 53. ♖xb4 ♖d6 54. ♔e3 ♖d3+ [0:1]

242. KARPOV – UNZICKER, 1974

(*diagram № 459*) The idea of the plan that was carried out by Karpov in this game (to block the open line with a piece and to regroup his forces under the protection of the piece) we have already seen in a game by E. Lasker (Tartakower – Lasker). The mark – 3 points (1 point for erudition to those who know this example).

24. ♕a7! (to know this move is a point of honour of every learned chessplayer!) 24...♖e8 25. ♕c2 ♖c7 26. ♖ea1 ♖e7 27. ♕b1 ♕e8 28. ♖e2 ♖d8.

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29. ♖h2! A powerful sweeping play all over the board. Now is the turn for actions on the kingside.

29...♕g7 30. f4. Maybe it was worth risking 30...ef, as Black got into such a dreary situation in the game.

30...f6 31. f5 g5 (31...gf? 32. ef ♖f7) 32. ♕c2!, the bishop strives for h5 to challenge his black opponent. In case of the bishops exchange, White would dominate over white squares.

32...♕f7 33. ♖g3 ♖b7 34. ♕d1 h6? (it is incomprehensible, how such a move could be made by the experienced Grandmaster?) 35. ♕h5 ♖e8 36. ♖d1 ♖d8 37. ♖a3 ♖f8 38. ♖1a2 ♖g8 39. ♖g4! ♖f8 40. ♖e3 ♖g8 41. ♕xf7+ ♖xf7 42. ♖h5 ♖d8 (42... ♖h8 43. ♖g4 ♖xh5 44. ♖xh5 ♖f7 45. ♕b6 ♖xa3 46. ♖xa3 ♖a8 47. ♖xa8 ♖xa8 48. ♕d8+-) 43. ♖g6! ♖f8 44. ♖h5 [1:0]

243. KARPOV – DEBARNO, 1977

(*diagram № 460*) This is a rep-

etition of the theme "Weakness of an isolated pawn in endgame". The white rook strives for c6 or a5, and the king for d4. The mark – 3 points.

51. ♖b4! ♚e7 52. ♜b5 ♜c7 (the rook should not be allowed to get to c6, but now the white king has enough room for manoeuvre) **53. ♚e3 ♜f6 54. ♚d4 g5 55. hg+ hg 56. ♜a5 ♚e6 57. b3 ♜f6 58. ♜a1 ♚d7!** (repelling the threat 58. ♜h1 in view of 58... ♚c5, and 59. ♜h6+ ♚e7 60. ♜h7+ ♚d6 61. ♜xc7 ♚e6+ gives nothing to White) **59. ♜a5 ♚b6 60. g4! ♚e6.** Question: What is White's further plan? The answer: To create a passed pawn on the line "c". The mark – 2 points.

61. c4! dc 62. bc ♜d7+ 63. ♚c3 ♜g7 64. ♚f5+ ♚f6 65. ♚d4 ♜e7 66. c5! (the remaining was accurately calculated by the 12th Champion of the World) **66... ♜e5 67. ♚e4 ♚d7 68. ♜a6+ ♜e6 69. ♜xe6+! ♚xe6 70. ♚f5+ ♚e7 71. c6 [1:0]**

244. KARPOV – SPASSKI, 1979

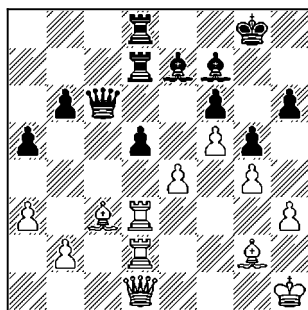
(*diagram № 461*) To find an idea for White's plan in this strategically winning position will be much easier, if you remember the example Botvinnik – Zagorianski. The stages of the plan: doubling or tripling major pieces on the line "d" and starting the kingside pawn offensive aimed at the creation of another weakness. The mark – 3 points.

22. ♜d3! (at the same time preventing possible exchange sacrifice

on c3) **22... ♜cd6 23. ♜fd1 ♜d6 24. ♜1d2 ♜b5 25. ♜d1 b6 26. g3!** (after the bishop retreats to g2, the white queen will have an opportunity to jump out to h5) **26... ♚f8 27. ♚g2 ♚e7 28. ♜h5! a6.** In response to the threat e3–e4, Black weakens the queenside pawns and gives White an opportunity to devise a substitute plan. Which one? The answer is worth 2 points: ♜h5–d1, ♚c3–d4, ♜d3–b3.

29. h3 ♜c6 30. ♚h2 a5 31. f4 (White is still following the original plan) **31... f6** (31... f5 32. ♜g6 ♚f8 33. ♚e5, with the idea g3–g4±) **32. ♜d1 ♜b5** (32... ♜d6 was more tenacious, then White would have combined the threats on both sides to achieve a win) **33. g4 g5 34. ♚h1** (34.f5, but not immediately, in view of 34... ♚f7 35.e4 d4!) **34... ♜c6 35. f5 ♚f7 36. e4.**

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The pawn d5 is lost.

36... ♚g7 37. ed ♜c7 38. ♜e2 b5? (forcing the outcome) **39. ♜xe7!**

♖xe7 40. d6 ♖c4 (40...♖d7 41. de ♖xd3 42. ed♖) 41. b3! (41. ♖d4? ♖e2 42. de ♖xd1+) [1:0]

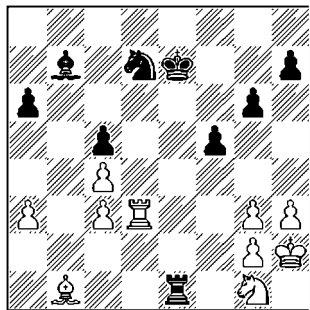
245. SPASSKI – KARPOV, 1979

(*diagram № 462*) This is an instance of the highest mastery. Black literally “drives” the enemy into the conceived scheme with the help of a forced variation. Those who found the arrangement of black pieces – ♖e7, ♖e1(3) with the rooks exchange and a temporary sacrifice of the pawn d6 – will get 5 points. This is an excellent position to test one’s positional insight and calculation techniques.

25...♖e3! 26. ♖g1 (26. ♖xd6 ♖xd6 27. ♖xd6 ♖xf3 28. gf ♖e5 29. f4 ♖f3+ 30. ♖g2 ♖xc3 31. ♖d5 ♖d4 32. ♖xc5 ♖b3 33. ♖d5 ♖b2+–) 26...♖f8! 27. ♖xd6 ♖xd6 28. ♖xd6 ♖e7. Black pieces act in an extremely consistent manner. The white rook doesn’t have any square on the 6th rank and is forced to get out.

29. ♖d3 ♖e1.

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The arrangement of pieces sought by Black is reached. White has numerous weaknesses, his pieces occupy miserable positions. He will soon part with some material.

30. ♖a2 (30. ♖c2 ♖e5 31. ♖d2 ♖xc4) 30...♖c1! 31. ♖f3 (31. ♖b3 ♖e5 32. ♖e3 ♖f6–+) 31...♖xf3! (leaving for White only a passive bishop) 32. ♖xf3 ♖e5 33. ♖e3 ♖f6 34. ♖b3 a5 (*Zugzwang*) 35. ♖a4 ♖xc4 36. ♖e8 ♖xc3 37. ♖c8 ♖e3 38. ♖b5 c4 39. ♖g1 ♖c2 40. ♖c6 c3 41. ♖f3 g5 42. g4 f4 [0:1]

246. KARPOV – QUINTEROS, 1980

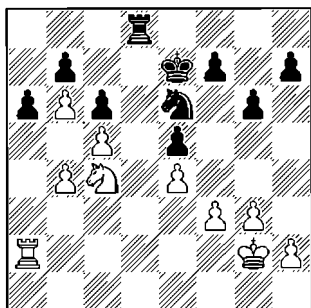
(*diagram № 463*) A “King’s Indian” endgame can favour White too! This is one such case. The black knight is far from the square d4, but the weakness of the square d6 is essential. The scheme: move b5–b6 to pin the weakness of the pawn b7, then transfer the knight to c4, with the prospective routes to a5 or d6. The mark – 4 points.

31. b6! a6 32. ♖b1! (gladly remembering Steinitz and Botvinnik!) 32...♖g7 33. ♖d2 ♖e6 34. b4 ♖d8 35. ♖c4.

(*See diagram 485*)

35...♖d4 (an attempt to break free is refuted) 36. ♖d6 ♖xb4 (36... ♖d8 37. ♖b2) 37. ♖xb7 ♖b5 38. h4 h5 (38...♖xc5 39. ♖xc5 ♖xc5 40. ♖b2+–) 39. ♖f2 ♖d7? (39...f6 was better) 40. ♖d6 ♖xc5 (40...♖b4 41. ♖xf7) 41. ♖b2 [1:0]

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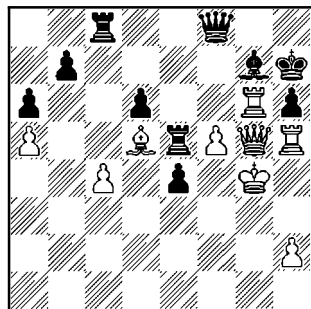


247. KARPOV – NUNN, 1982

(diagram № 464) Rearrangement “under the fire of the enemy”. The scheme: ♖g4, ♜g6, ♞g5. The mark – 5 points.

46. ♖g4! (repelling the threat 46... ♜xd5 47. cd ♜c3, White prepares an irrefutable attack on the king) 46... ♜h7 47. ♜g6 ♞f8 48. ♞g5!

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One can refute the threats 49. ♜h6 only at the cost of material losses.

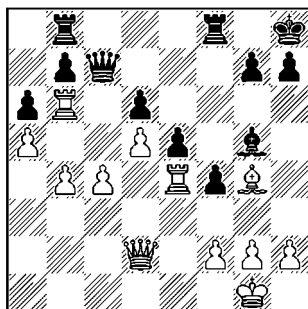
48... ♞xf5+ 49. ♞xf5 ♜xf5 50. ♜xg7+ ♜xg7 51. ♜xf5 [1:0]

248. KARPOV – PORTISCH, 1982

(diagram № 465) White's position is clearly better. His plan is to use the weakening of white squares in the enemy camp and to carry on an offensive on the queenside. The scheme which makes white pieces ready for actions: the bishop on g4, the rook on e4, the pawns on b4 and c4. The mark – 3 points.

23. ♖g4 ♜b8 24. ♜e1 ♞c5 25. ♜e4 ♜f8 26. b4 ♞c7 27. c4 ♜h8.

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28. c5! (a well-prepared and decisive breakthrough) 28... dc 29. d6! ♞d8 30. bc f3 (an attempt to change the dull course of events) 31. ♞d5 fg 32. ♜xe5 ♞f6 33. ♜f5 ♞a1+ 34. ♜xg2 ♖f6 35. d7 ♞xa5 36. ♜xb7 ♜xb7 37. ♞xb7 ♞d8 38. c6+- a5 39. c7 ♞xd7 40. ♜f4 [1:0]

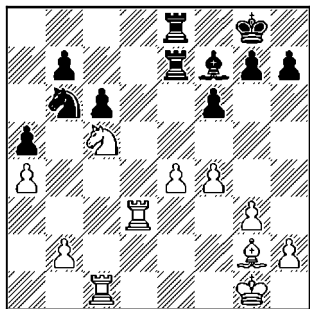
249. KARPOV – ANDERSSON, 1988

(diagram № 466) White has space advantage and an opportunity to place his pieces to active positions. The best square for the knight

is c5, the rook moves from a1 to d3 along the shortest route through a3. The mark – 3 points.

19. ♖b3! f6 20. ♜a3! ♙e6 21. ♜c5 ♙f7 22. ♜d3 ♜ae8.

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23. ♙h3. Yet another white piece improves his position. Black's mischief is that he has no active plan and he has been forced to wait passively for further developments.

23... ♜c8. 23... ♙g6 is bad in view of 24. ♜b3. At the same time, White was going to develop the initiative by means of 24. ♜d4, followed by 25. b4.

24. ♙d7 (preventing the move 24... b6) 24... ♜d8 25. ♜cd1 is the scheme familiar from the game Karpov – Unzicker. White consolidates his forces under the protection of the bishop.

25... ♜b6 (a forced move) 26. ♙g4 ♜xd3 27. ♜xd3 ♙f8 28. ♜d8+ ♜e8 29. ♜d4! (intending to play 30. b2–b4) 29... ♜b8 30. ♜d7! Exquisite! After invading the 7th rank, White's advantage becomes decisive.

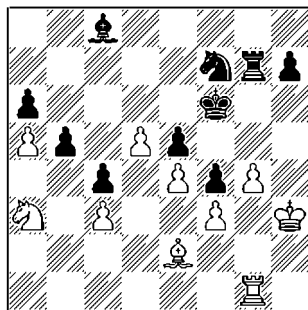
30... h5 31. ♙h3 ♙e8 32. ♜c7 ♜a8 (Black has no stomach to endure the torments and he decides to speed up the events) 33. ♜xb7 ♜xb7 34. ♜xb7 ♜b6 35. ♜d6+! ♙e7 36. ♜xf7 ♜xa4!? (36... ♙xf7 37. b3+–) 37. ♜h8! ♜xb2 38. e5 a4 39. ♜g6+ ♙e8 40. ♙e6 ♜d3 41. ♙g8!+– fe (41... ♜b4 42. e6 ♜d5 43. ♙f7+ ♙d8 44. e7+ ♜xe7 45. ♜x–e7+–) 42. ♜xe5 ♜b4 43. ♜c4 h4 44. ♙h7 hg 45. hg ♙e7 46. ♙e4 ♙f6 47. g4 ♙e6 48. ♙f2 ♜d5 49. ♙f3 ♜b4 50. g5 c5 51. f5+ ♙e7 52. ♙e3 ♙f8 53. ♙d2 ♙e7 54. ♙c3 [1:0]

250. TIMMAN – KARPOV, 1988

(diagram № 467) The white king showed an excessive activity and now is in a dangerous situation. An accurate rearrangement of black pieces – ♙f6, ♜g7, ♜f7 – made his position hopeless. The mark – 3 points.

40... ♜b7! 41. ♜a1 ♜d6 42. ♜b1 ♜g7 43. ♜a3 ♙f6 44. ♜g1 (if 44. ♜c2, then 44... h5 45. gh ♜g2, and Black wins) 44... ♜f7 45. ♙h3.

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45...h5. Material losses are inevitable. White resigned [0:1]

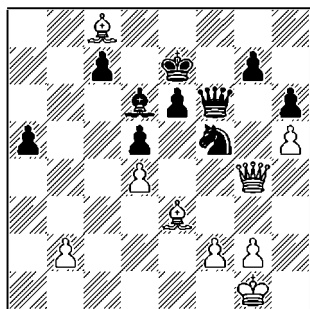
251. TIMMAN – KARPOV, 1990

(*diagram № 468*) Black is going to realise an extra pawn. At the beginning, the knight is transferred to f5 where he occupies an ideal position, protecting the kingside and attacking the weak pawn d4. The king is transferred onto e7 in the centre, where he is positioned actively and sufficiently reliably. The mark – 4 points.

27...♖c6! 28. ♙e8. The bishop endgame after 28. h5 ♖e7 29. b3 ♜xg6 30. hg ♖f5 31. ♖xf5 ef 32. ♙d2 ♙f8! (32...♙b4 33. ♙f4+) 33. ♙xa5 ♙e7 is also for Black's benefit.

28...♖e7 29. ♙d7 ♖f5 30. h5 ♙f7 31. ♙c8 ♙e7.

№ 490



Black increases the pressure and White, succumbing to the pressure, makes a fatal mistake. In case

of more tenacious continuations, Black would have strengthened his position, combining the attack with the central pawn d4 and the threats to the pawn h5 on the kingside.

32. b3? [32. ♖e2; 32. ♖d1] **32...c5!** (it unexpectedly shows that White has a weak first rank) **33. ♖e2 cd 34. ♙d2 d3!** White is in dire straits. The Ex-World Champion vigorously ends the fight.

35. ♖d1. 35. ♖xd3 ♖a1+ 36. ♖f1 ♙h2+; 35. ♖f1 ♜g3! 36. ♖e1 (36. fg ♙c5+) 36...♜e2+ 37. ♙f1 ♖h4 38. f4 ♜g3+; 35. ♖e1 ♜d4 36. ♙a6 ♖h4+.

35...♖h4 36. g3 ♜xg3! If 37. fg, then 37...♖xg3+ 38. ♙f1 ♖h3+ 39. ♙gl ♙c5+ with checkmate. [0:1]

252. KARPOV – KASPAROV, 1990

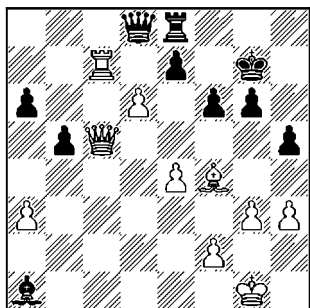
(*diagram № 469*) White, occupying the only open file, has a strategically won position. His plan is to dislodge the black rook from the line "c", the bishop from the diagonal h2–b8, and to execute the advancement d5–d6. The mark – 4 points.

29. ♙a5! ♙d6 30. ♖c3 ♜e8. To exchange on c6 is clearly disadvantageous for Black. For example: 30...♜xc6 31. dc ♖c8 32. c7 ♙f7 33. g3 ♙e8 34. ♖c6+ ♙f8 35. f4 ♙g7 36. ♙g2 ♙f8 37. ♖d5+.

31. a3! (White prepares a decisive rearrangement at a slow pace) **31...♙g7 32. g3 ♙e5 33. ♖c5 h5 34. ♙c7! ♙a1 35. ♙f4** (now all

is simple) 35...♖d7 36. ♜c7 ♖d8 37. d6+-.

№ 491



37...g5 38. d7. White acts in a simple and reliable manner. Grandmaster R. Holmov pointed out a beautiful variation: 38. ♔xg5 fg 39. ♖xg5+ ♕f8 40. d7 ♖xc7 41. ♖h6+ ♔g7 42. ♖xg7+! ♕xg7 43. de♗+!

38...♜f8 39. ♔d2 ♔e5 40. ♜b7 Black resigned: 40...h4 41. ♔a5! ♖xa5 42. ♖xe7+ ♕g6 (42...♜f7 43. ♖xf7+-) 43. ♖h7+! ♕xh7 44. d8♖+-+. [1:0]

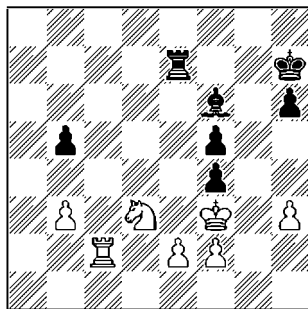
253. KARPOV – GUREVICH M., 1991

(diagram № 470) Black is in a dreary position. His bishop has no target to shoot, and the doubled pawns are weak and will soon become a target for white pieces. White's main idea is to transfer the king to f3 and the knight to d3. The mark – 2 points.

39. ♗h4! ♜e5 40. ♕g2! ♔f6 41. ♗f3 ♜5e6 42. ♗e1! a5 (42...b4 43.

♕f3 ♔c3 44. ♜d7+) 43. ♕f3 (the king is now in his place) 43...a4 44. ♜d7+ ♜8e7 (exchanging the rooks makes it easier for White to realise his advantage, but 44...♕g6 45. ♗d3 is also unacceptable for Black) 45. ♜xe7+ ♜xe7 46. ♗d3 ab 47. ab.

№ 492



Black's decision to quit the game demonstrates the power of White's setup. [1:0]

254. KARPOV – ANDERSSON, 1991

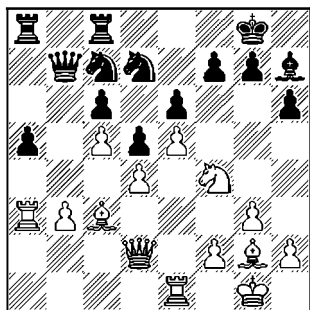
(diagram № 471) White has rich opportunities on the kingside. But before starting pugnacious actions there, it would be useful to seal the queenside, depriving the enemy of every counterplay. White's plan - 31. ♜a1 and 32. a4 - is worth 2 points.

31. ♜a1 ♖c7 32. a4! ba? (the pawn a5 is surely doomed) 33. ♜xa3 ♖b7 34. ♔c3 ♗c7.

(See diagram 493)

35. ♔xa5+- ♗b5 36. ♜a4 [1:0]

№ 493

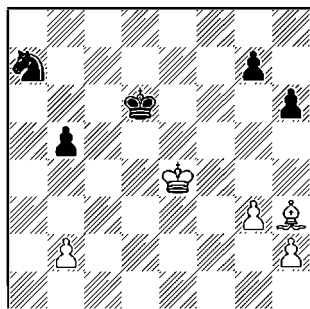


255. KARPOV - POLGAR Z., 1992

(diagram № 472) This position is one of those where a bishop is stronger than a knight: The position has an open character, fighting takes place on both wings. Black's weaknesses aggravate his problems. White's plan is to exchange the weak pawn e6 and to break with the king to one of the flanks. The mark – 3 points.

44. ♖f1! (forcing the black king to retreat) 44...♔d7 45. f5! (just in time: Black cannot move e6–e5 now) 45...♔d6 46. fe ♕xe6 47. ♖h3+ ♕d6 (47...♕e7 48. ♕d5).

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48. ♕f5 g5. If 48...♕e7, then 49. ♕g6 (49. ♕e5?! ♕c6+ 50. ♕d5 ♕b4+ 51. ♕c5 ♕d3+) 49...♕f8 50. ♖f1 b4 51. ♕f5 ♕c6 52. ♕e4.

49. ♕g6 ♕e7 50. ♕xh6 ♕f6 51. ♖d7! ♕e7 (51...b4 52. h4 gh 53. gh ♕e7 54. h5! ♕xd7 55. ♕g7+-) 52. ♖xb5! This is the shortest way to a win. The knight cannot deal with three pawns.

52...♕xb5 53. ♕xg5 ♕f7 54. ♕h6! ♕d4 55. g4 ♕f3 56. h3 ♕f6 57. b4 [1:0]

256. KARPOV - LAUTIER, 1992

(diagram № 473)

This is a textbook position on the topic “Bad bishop”. Here, the black bishop is actually a tall pawn, therefore, White has a winning position despite a one-point material deficiency. The winning plan is to place the king on g5, the bishop on e4, the pawns on f3 and g4. This inevitably leads to the creation of a passed pawn on the line “h” which will decide the outcome of the struggle. The mark – 3 points.

33. ♕f4 ♕f8 34. ♕g5 ♕e7 35. ♖e4 ♖a8 36. f3 ♖b7 (36...c5 37. ♖xa8 cb 38. ♖c6 b3 39. ♖a4 b2 40. ♖c2) 37. g4 ♖a8.

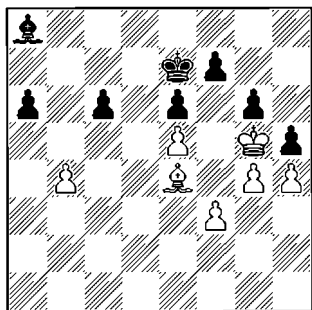
(See diagram 495)

38. gh gh 39. f4 ♖b7 40. ♖f3 ♖a8 41. ♕xh5 [1:0]

257. KARPOV - SALOV, 1993

(diagram № 474) White has a high storm rate on the kingside. The

№ 495

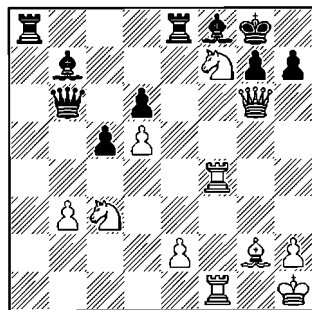


attack develops according to the scheme with the inclusion of pieces ♖e4–g5, ♙g2–e4. 31. ♖g5. Possibly, a “deadly” idea came again to A.Karpov’s mind, as it was in the game with E.Mecking, (4 points).

31...♖g6. Black will also feel bad during other continuations. Here is one such continuation: 31...♙e7 32. ♖f7+ ♖xf7 33. ♙xf7 ♙f8 34. ♙e4 ♙g8 35. ♙xh7+ ♙xh7 36. ♙g1+–.

32. ♖f7+ ♙g8 33. ♙xg6! +–

№ 496



Fantastic!!

Black lays down his arms due to the evident transfer of the rook to the line “h”: 33...hg 34. ♙h4 [1:0]

258. KARPOV – YUSUPOV, 1993

(diagram № 475) The knight’s advantage over a “bad” bishop, an opportunity to create a passed pawn on the kingside (h4–h5) and to open the play on the queenside (♙b1–c2–c3, ♙f1–a1 and b2–b4), all this allows us to evaluate the end-game as won for White. If you think in the same way, you get 3 points.

40. h5!+– 40...♙a8 41. ♙c2 ♙g7 42. ♙c3 ♙a6 43. ♙a1 ♙ha8 44. b4 (diagram № 476).

44...♙f8. What are your actions in case 44...ab+? The answer: 45. ♙xb4, then 46. ♙b3 and the manoeuvre ♖c6–b4–d3–f2xg4 – 1 point.

45. b5! It was also possible to play 45. ba ba 46. ♙b1 ♙c8 (46...♙e8 47. h6) 47. ♙b5 ♙aa8 48. ♙b3.

45...♙6a7 46. h6 ♙h8. The events could have developed in an interesting way after 46...♙g8. The Ex-Champion of the World was going to continue 47.h7+ ♙h8 48. ♙ah1 ♙b7 49. ♙h6! ♙g7 50.f6 ♙xh6 51. ♙xh6 ♙e8 52. ♖e7 ♖xe7 53.fe ♙b8 54.c5!! bc 55.b6cb 56. ♙xd6, and White wins. After 52...♙bb8, there would be “the game with a single goal”: 53. ♖e7–f5, then ♖f5–e3xg4, and the king starts moving to the pawn g5.

47. f6! (opening the line “f”) 47...♙xf6 48. ♙f1 ♙h8 49. ♖xa7

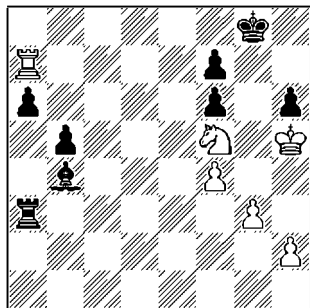
♖xa7 50. ♜h5 ♔e7 51. ♜xg5 ♜a8 52. h7 f6 53. ♜g8 ♜f8 54. c5! (clearing the way into the enemy camp for the white king) **54...dc 55. ♔c4 ♖f7 56. d6 cd 57. ♜xf8+ [1:0]**

259. KARPOV – KRAMNIK, 1996

(*diagram № 477*) In the positions with doubled pawns, a knight is often stronger than a bishop. This is one such case. Exploiting the drawbacks of the opponent's pawn structure, White was able to conveniently position the king on h5, the knight on f5, to place a pawn on f4 and, in concert with the active rook on a7, to organize an attack on the black king, eliminating the kingside pawns on the way. The mark – 7 points.

40. ♖e7!± ♜c3+ (Black cannot prevent the planned rearrangement of white pieces and seeks fortune in a counter-attack) **41. ♖g4 ♜xa3 42. f4 ♙c3 43. ♖h5! ♙xb4 44. ♖f5+ ♖g8.**

№ 497



Black succeeded in implementing his plans and already has two extra pawns. But now is White's turn.

45. ♜a8+ ♖h7 46. ♜a7 (the immediate **46. ♖xh6** was also possible, for example, **46...♜e3 47. ♜xa6 ♜e6 48. ♜a7**, gaining advantage) **46...♖g8 47. ♖xh6+ ♖f8 48. ♜xf7+ ♖e8 49. ♖g6!** (but not **49. ♜xf6? ♙c3!**, with a counterplay) **49...♙c3** (Black would have an unexpected mate after **49...♙e7 50. ♖f5 ♙d8 51. ♖d6#**) **50. ♖f5 b4 51. ♜b7!** (White proceeds with the attack with a great mastery) **51... ♜a2** (the fight would end in a spectacular way after **51...b3 52. ♖d6+ ♖d8 53. ♖f7 b2 54. ♖e6**) **52. h4 a5 53. h5 a4 54. h6** (the white pawn "h" turns out to be more dangerous than doubled black pawns) **54...♜h2 55. h7 ♖d8** (Black would also lose in the variation **55...a3 56. ♖d6+ ♖d8 57. ♖f5 a2 58. ♖e6 ♜e2+ 59. ♖d5 ♜d2+ 60. ♖c6**) **56. ♖h4 f5 57. ♜xb4! ♜h3 58. ♜xa4 ♜xg3+ 59. ♖xf5.** The highest mastery! [1:0]

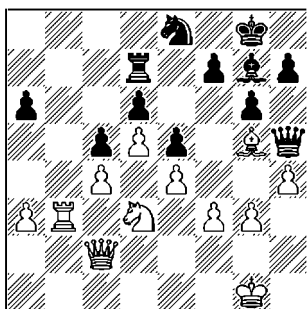
260. KARPOV – ROMANISHIN, 1996

(*diagram № 478*) What is the main feature of this position? The black queen is in a dangerous situation, as was spotted by the 12th World Champion. A trap for the strongest piece of the enemy is prepared with

fine manoeuvres in combination with other threats. The main idea is in the manoeuvre ♖g2–e1–d3–f2, as well as in h2–h4 and g3–g4. The mark – 4 points.

29. ♖e1! ♜b7 (an attempt to help the queen by way of 29... ♗f6 failed in view of 30. ♖xd7 ♜xb3 31. ♖xf6+-) **30. ♖d3 ♜h5** **31. ♖xd7 ♜xd7** (a relatively better way out would be 31... ♜xb3 32. ♜xb3 ♜xg5 33. ♜b8 ♜e7 34. ♜c8 ♗h6 35. ♖b8 ♜f8, although after 36. ♖xa6 White has a clear advantage) **32. h4.**

№ 498



32... ♜xf3 (the last opportunity to save the queen, but not the game, would be 32... f5 33. ♖f2 ♖f6 34. ef gf 35. ♜b8+ ♗f7 36. ♜xf5) **33. ♖f2! [1:0]**

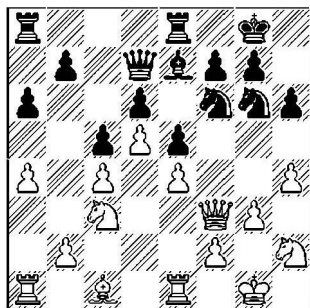
(born 13. 04. 1963)



INSTANCES OF THINKING IN SCHEMES IN THE GAMES OF GARRY KASPAROV

261. KASPAROV – GEORGADZE, 1979

No 499

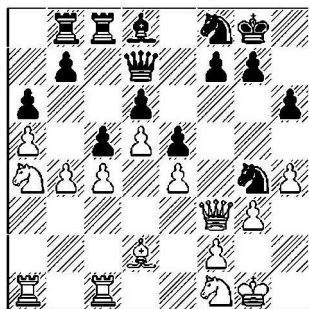


Black pieces are short of space. They are crowded on the kingside. Exploiting this drawback, White starts preparations for an attack on the opposite wing. The scheme: a4-a5, ♖c3-a4, ♙c1-d2, ♖e1-c1

and b2–b4. The mark – 4 points.

24. a5 ♖f8 25. ♔d2 ♔ec8
26. ♖f1 ♖g4?! (now the black queen is immobilised, as it is forced to defend the knight, and this obligation, certainly, makes the defence harder)
27. ♖a4 ♔d8 28. ♔ec1 ♖ab8 29. b4.

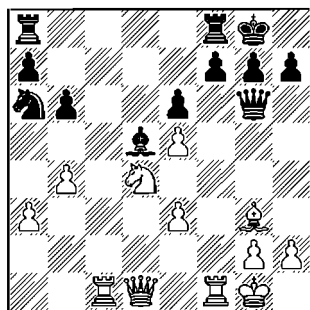
No 500



The decisive offensive.

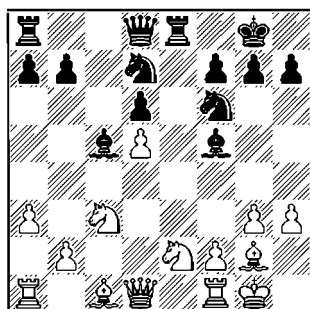
29...cb 30. ♖xb4 h5 (30...b5 31. ab ♖xb6 32. c5 dc 33. ♖xc5 ♖xc5 34. ♖xc5 ♖xc5 35. ♖xc5 ♖b2 36. ♖e3! ♖xf2 37. ♖c2+- was bad) 31. ♖b6 ♖xb6 32. ab (on opening the file "c", the pawn b6 will provide White with the most important outpost on c7) 32... ♖e7 33. ♖a3 ♖d8 (33...♖c5 was more tenacious, although after 34. ♖xc5 dc 35. ♖e3 ♖xe3 36. ♖xe3 ♖d7 37. d6! White had real chances to win) 34. f3 ♖h6 35. c5 dc 36. ♖xc5 ♖f6 37. ♖g2 ♖e8 38. ♖e3 ♖d7 39. ♖ab1 ♖e7 (40. ♖xe7 ♖xe7 41. ♖c7+-) [1:0]

№ 501



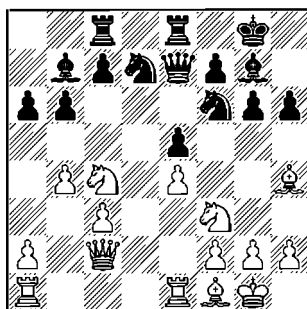
White to move

№ 502



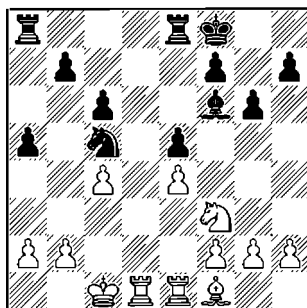
White to move

№ 503



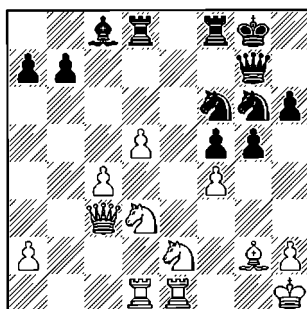
White to move

№ 504



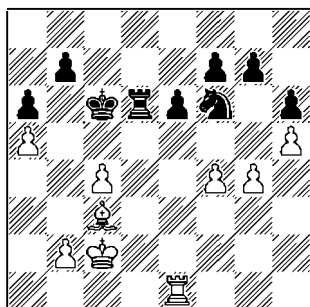
Black to move

№ 505

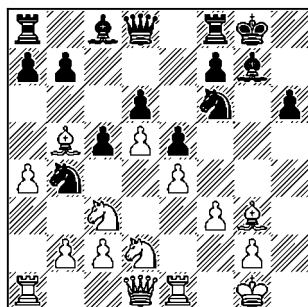


Black to move

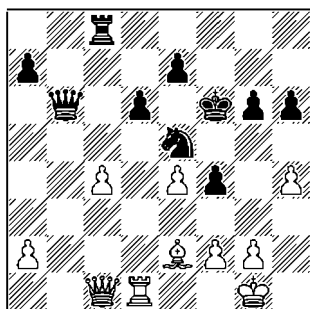
№ 506

*White to move*

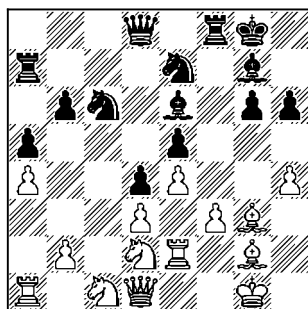
№ 509

*White to move*

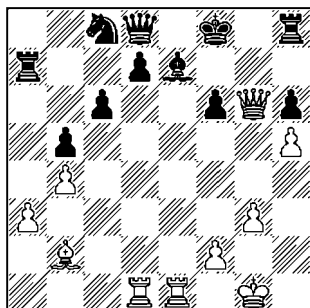
№ 507

*Black to move*

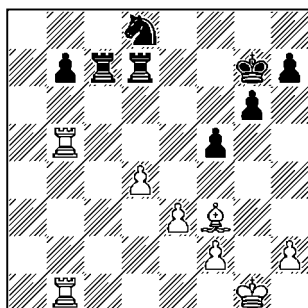
№ 510

*Black to move*

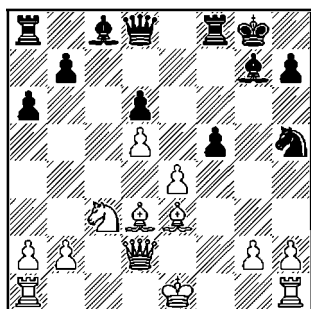
№ 508

*White to move*

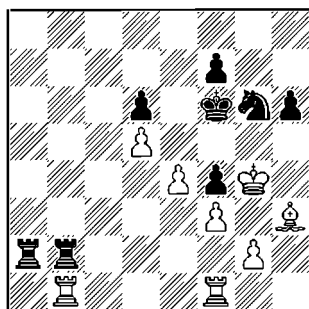
№ 511

*White to move*

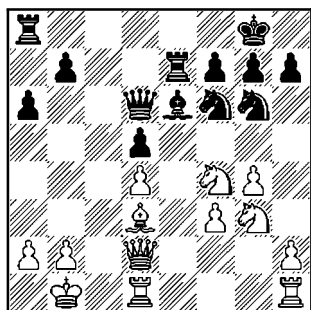
№ 512

*Black to move*

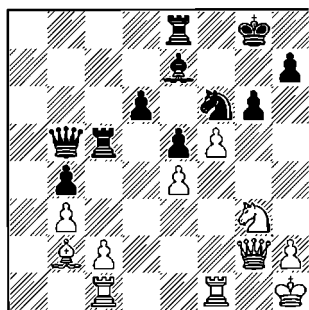
№ 515

*Black to move*

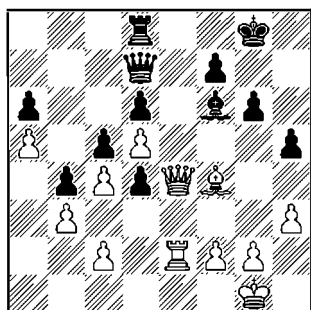
№ 513

*White to move*

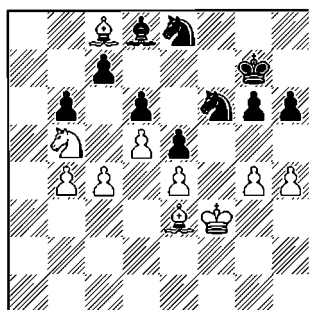
№ 516

*Black to move*

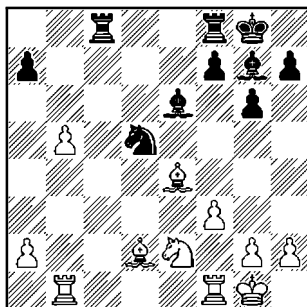
№ 514

*White to move*

№ 517

*White to move*

№ 518



Black to move

LEARNING FROM GARRY KASPAROV

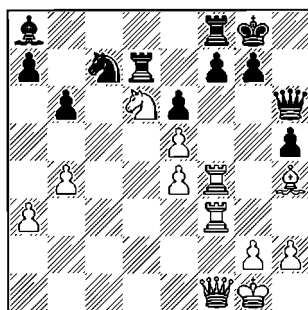
262. KASPAROV – BUTNORIUS,
1979

(*diagram № 501*) 19. ♖f5!, transferring the knight to d6 with a tempo (19...ef20. ♗xd5 is clearly in White's favour). We have observed a similar trick in the game Aaron–Botvinnik. After transferring the knight to d6, White positions the major pieces on the line “f” and will cramp the bishop by way of e3–e4. The mark – 7 points.

19... ♖ae8 20. ♖d6 ♖e7 21. ♖f4! (yet another vigorous move: apart from the consolidation of major pieces on the line “f”, a threat to capture the queen arises after 22. ♖g4 ♗h6 23. ♖f4 ♗h5 24. ♖xg7+) 21... h5 22. e4 ♖a8 23. ♖h4 ♖d7 24. ♖c3! white pieces join the attack one by one. It is hard for Black to find acceptable responses.

24... ♗h6 (24... ♖c7 25. ♖g3 ♗h7 26. ♖g5g6 27. ♗a4b5 28. ♗xa7 ♖d5 29. ♗xd7 ♖xf4 30. ♗xb5+–) 25. ♗f1 ♖c7 26. ♖cf3.

№ 519



26... f5 (if 26... ♗g6, then 27. ♖f6! is the strongest response) 27. e6 ♖xd6 (27... e5 28. ♗c4+ ♖h7 29. fg ef 30. ♖f5 ♖d1+ 31. ♖f1 ♖xf1+ 32. ♖xf1 ♗e6 33. gf ♖+))

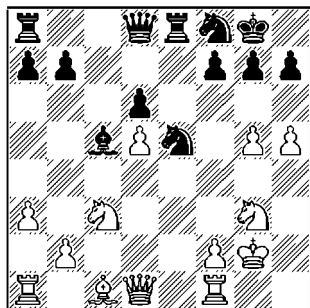
28. f7+ ♔h7 29. ♖e7 e5 30. ♖xf8 ef 31. ♖xd6 ♜xd6 32. ♜d3 ♜e7 33. ♜c4 ♔h6 34. ♜xf4 (it would have been simpler to play 34. f8 ♜ ♜xf8 35. ♜xc7+-) 34... ♖e6 35. ♜c8 ♜d6 36. ♜h8+ ♔g6 37. f8 ♖+ ♖xf8 38. ♜xf8 ♜d1+ 39. ♔f2 ♜d2+ 40. ♔g3 ♜e1+ 41. ♔h3 ♖b7 [1:0]

263. KASPAROV - CSOM, 1980

(*diagram № 502*) Black pieces are cramped and the bishop c5 is cut off on the kingside. This allows White to start a pawn offensive against the black king. The scheme: g3-g4, ♖e2-g3, g4-g5, h3-h4-h5. The mark - 4 points.

14. g4! ♖e4 (in case 14... ♖g6 15. ♖g3 ♖e5 16. g5 ♖fd7 17. ♖ce4 White continues the attack by means of h3-h4-h5) 15. ♖g3 ♖xg2 16. ♔xg2 ♖f8 17. g5 ♖6d7 18. h4 ♖e5 19. h5.

№ 520



19...f6. White has rich opportunities to continue the attack: ♖ce4,

b3, f4, or ♖ce4 and h5-h6. He chose the second variation.

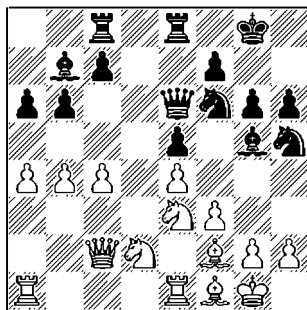
20. ♖ce4 fg (20... ♖fd7 21. f4 ♖f7 22. g6+-) 21. ♖xg5 ♜b6 22. h6 ♖f7 23. hg ♖d7 24. ♖f6+ ♖xf6 25. ♖xf6 ♜b5 (Black was forced to expend time in doing this move due to the threat b2-b4) 26. ♜h1 ♖b6 27. ♜f3 (White's "storm rate" is near 100%) 27... ♖e5 28. ♖f5 ♖f7 29. ♜xh7 ♔xh7 30. ♜h1+ ♔g8 31. ♜h8+ ♖xh8 32. gh ♜+ ♔f7 33. ♜fh5# [1:0]

264. KASPAROV - MARTINOVIC, 1980

(*diagram № 503*) White has a good regrouping plan to start active actions on the queenside: a2-a4, ♖f3-d2, f2-f3, ♖h4-f2, ♖c4-e3, c3-c4. The mark - 5 points.

16. a4 ♜e6 17. ♖fd2 ♖h5 18. f3 ♖f6 (18... ♖f8 was better, allowing to control the queenside) 19. ♖f2 ♖g5 20. ♖e3 ♖df6 21. c4.

№ 521



There appear several threats:

♖d5, a5, c5.

21...c6 22. ♖b3 ♖d7 23. c5!

(such a pawn wedge is very dangerous to Black in “King’s Indian” positions) **23...b5 24. ♖ed1 ♕e7 25. ♖c4!** Let’s recall: “If it’s prohibited, but one is dying for it...” The knight moves onto a stronger position d6.

25...♖c7 26. ♖d6 ♖b8 27. ab cb

28. ♖xb7. A conversion of advantage. The weakness of the pawn a6 decides.

28...♖bxb7. What is the further improvement? The answer: **29. ♖a2** followed by the queens exchange after **30. ♖a5 – 2 points.**

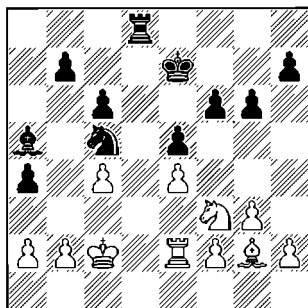
29. ♖a2 ♖b8 30. ♖a5 ♖xa2 31. ♖xa2 ♖a7 32. c6 ♖a8 33. ♖c2 ♖xb4 34. ♖d8+ ♖g7 35. ♖b6 ♖xa5 36. ♖xa5 ♖xc6 37. ♖xb8 ♖xb8 38. ♖xc6 b4 39. ♖c7 [1:0]

265. DANAIOV – KASPAROV, 1980

(*diagram № 504*) We know from the lessons given by Euwe, Smyslov and Fischer how to play similar “King’s Indian” endings, which are beneficial for Black. Practice again. So, Black’s scheme is: a5–a4, ♖f6–d8–a5, ♖a8–d8, f7–f6, ♖f8–e7. The mark – 3 points.

17...♖d8! 18. g3 a4 19. ♖c2 ♖a5 20. ♖e3 ♖ad8 21. ♖xd8 ♖xd8 22. ♖h3 f6 23. ♖e2 ♖e7 24. ♖g2.

№ 522



24...♖d3 Black achieved the required arrangement of pieces without any trouble. His subsequent goal is to elicit weaknesses in White’s camp.

25. a3 (25...♖b4 was threatening) 25...♖c5 26. h4 h5 27. ♖e3 g5! (provides a decisive invasion of black pieces to the file “d”) **28. hg fg 29. ♖e2 ♖b3 30. ♖b1 ♖f6. [0:1]**

266. TEMPONE – KASPAROV, 1980

(*diagram № 505*) Black’s plan is connected with the exchange of the bishop g2 (♖g6–h4), with the destruction of White’s pawn centre (b7–b5) and with the lifting of the bishop to the long diagonal (♖c8–b7). The mark – 5 points.

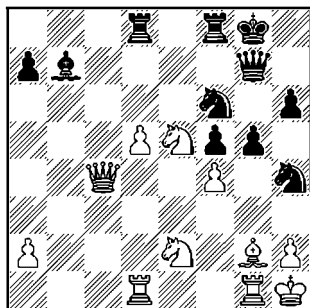
28...♖h4 29. ♖g1 b5 30. ♖e5 bc 31. ♖xc4 ♖b7.

(*See diagram 523*)

Black pieces gained a great power.

32. d6+ ♖h7 33. ♖xb7 ♖xb7+ 34. ♖c6 ♖xc6+ 35. ♖xc6 ♖e4 36. ♖gf1 (in case **36. ♖ge1**, Kasparov

№ 523



pointed out the following winning variation: 36. ♖ge1 ♜c8! 37. d7 ♜xc6 38. d8♘ ♜xd8 39. ♜xd8 ♜c2! 40. ♜d4 ♜g2! 41. ♜xe4 fe) 36... ♜xd6 37. ♜xd6 ♜xd6 38. fg hg 39. ♜d1 ♜e8 40. ♜ed4 ♜e3 41. ♜g1 ♜e4 42. ♜b1 ♜d3 (and the finishing stroke – transfer the rook to the second rank) 43. a4 ♜d2 [0:1]

267. KASPAROV – VUKIC, 1980

(*diagram № 506*) Test your reaction and positional insight. If you immediately find 36. ♜xf6 gf 37. ♜d1! with the transition to a winning pawn endgame, since Black cannot prevent the creation of passed pawns on both wings, then you will get both 3 points and moral satisfaction.

36. ♜xf6 gf 37. ♜d1.

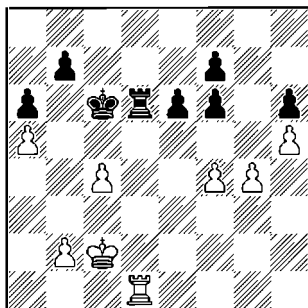
(*See diagram 524*)

[1:0]

268. SPIRIDONOV – KASPAROV, 1980

(*diagram № 507*) The power of minor pieces determines the assess-

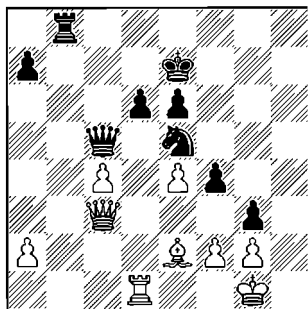
№ 524



ment of the position. Protected by the powerful and invincible knight in the centre, Black can organize a pawn storm against White's castling. He can also profit from the queens exchange, since White has a hopeless endgame. The scheme: g6–g5, e7–e6, ♜f6–e7, g5–g4–g3. The mark - 5 points.

28...g5 29. ♜d5 e6 30. hg+ hg 31. ♜d1 ♜e7 (the most fortunate position for the king) 32. ♜c2 ♜b8 33. ♜a4 g4 34. ♜a3 ♜c5 35. ♜c3 g3.

№ 525



36. ♖f1. It remains to find a winning variation, and Black successfully copes with the task. Now you can test yourself.

36...g6+ 37. ♜xf2 ♜b1+ 38. ♙f1 ♜e3 39. ♜xe3 f6 40. ♜c2 ♜xc4 [0:1]

(a desperate attempt to complicate the play, which is easily countered)

24. ♙xf6+ ♜xf6 25. ♜gf5 ♜h5 26. ♜f2 ♙xf5 27. ♜xf5 ♜f4 28. g3 ♜h3+ 29. ♜e2 ♜xg3 30. ♜xg3 ♜g7 31. ♜g1! ♜g8 32. ♜d2! [1:0]

269. KASPAROV – ANDERSSON, 1981

(*diagram № 508*) The 13th World Champion sacrificed a piece and now attacks the king of the Swedish Grandmaster. Since Black's forces are disengaged, White has an opportunity to execute a systematic attack, gradually involving fresh reserves. The scheme of involving the pieces: ♙b2–c1–h6, ♜d1–d4–g4. The mark – 3 points.

26. ♙c1! d5 27. ♜d4! (this is much stronger than 27. ♙xh6+ ♜xh6 28. ♜xh6+ ♜g8 29. ♜d4 ♙f8!) 27... ♜d6 28. ♜g4 ♜f7 29. ♙xh6+ (here this is timely and decides) 29...♜e8 30. ♙g7. This gives the pawn "h" an opportunity to end the game [1:0]

270. KASPAROV – BELIAVSKY, 1983

(*diagram № 509*) White's plan is to place the knights on e3 and g3, with the ensuing occupation of the point f5 that will give him a decisive advantage. The mark – 3 points.

18. ♙h4! ♜h8 19. ♜e2 ♜g8 20. c3 ♜a6 21. ♜g3 ♜f8 (21...♙f8 22. ♜df1 ♙e7 was slightly more tenacious) 22. ♜df1 ♜h7 23. ♜e3 ♙f6

271. LJUBOJEVIC – KASPAROV, 1983

(*diagram № 510*) Black executes a lightning smashing attack, involving his pieces according to the scheme: g6–g5, ♜e7–g6, ♙g7–h6, ♜a7–g7. Those who found this arrangement get 5 points.

20...g5 21. hg ♜g6! (this trick is worth remembering) 22. gh ♙xh6 23. ♜f1 ♜g7 24. ♜f2 ♙e3 25. b3 ♜f4 (26. ♙xf4 ♙xf2+ 27. ♜xf2 ♙xf4 28. ♜e2 ♜h4+) [0:1]

272. KASPAROV – ANDERSSON, 1985

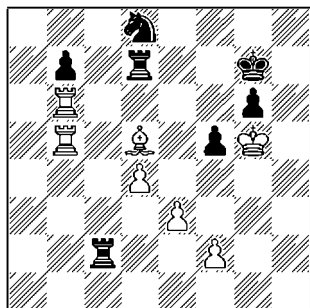
(*diagram № 511*) The weakness on b7 and the advantage of the bishop over the knight determine White's big advantage. He has an opportunity to increase advantage by activating his pieces: the rooks are positioned on b5 and b6, the bishop on d5, the pawn h reaches h5 and creates the weakness on g6, which is the target for the white king. The mark – 5 points.

34. h4! ♜f7 35. h5 ♜g7 36. ♜g2 ♜e7 37. ♜b6 ♜f7 38. ♙d5 ♜fd7 39. ♜b5 ♜e7 40. ♜g3 ♜ed7 41. hg hg 42. ♜f4 ♜c2. An attempt to

counterplay. Otherwise Black would fall without any struggle.

43. ♔g5!

№ 526



White's attack is much more dangerous.

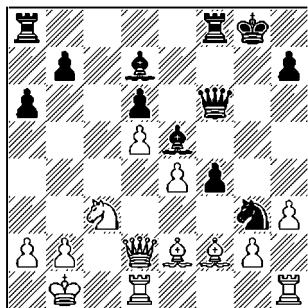
43... ♖xf2 44. ♖xg6+ ♔f8 45. ♖b3 ♜f7+ 46. ♔f6 f4 47. e4 ♖b2 48. e5 f3 49. e6 f2 50. ♖c4 [1:0]

273. GHEORGHIU – KASPAROV, 1988

(diagram № 512) It is appropriate to apply here a known blockading trick. It originated in the game Kottov–Gligoric (Zuerich, 1953). Black plays f5–f4, then the bishop takes the square e5 and creates threats on the long diagonal. At the same time, his pieces develop a great activity, while white pieces, restrained by their own pawn e4, sharply lose power. The mark – 3 points, plus 2 points for the erudites.

17...f4! 18. ♖f2 ♖g4! (forcing the weakening move h2–h3) 19. h3 ♖d7 20. 0-0-0 ♖e5 21. ♔b1 ♜f6 22. ♖e2 ♜g3.

№ 527



23. ♖xg3 (exchanging the dark-squared bishop is a big concession, but White can no longer tolerate the knight g3) 23...f3 24. ♖f3 ♖ac8 25. ♜e2 ♜g6 26. ♖c1 (trying to weaken the forthcoming Black's attack by making exchanges) 26... ♖xc1+ 27. ♜xc1 (27. ♖xc1 was disadvantageous in view of 27... ♖xh3) 27... ♖c8 28. ♜e3 ♜f6 29. ♜d2 ♖c5 30. ♜c1 ♖f4 31. ♜b4 ♖b5. The last black piece joins the attack. Things are really bad for White.

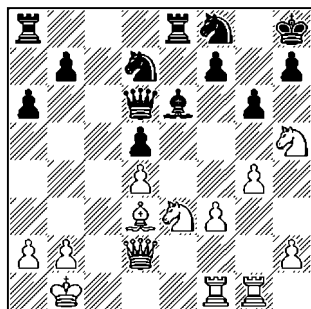
32. ♜b3 ♖d3+ 33. ♔a1 ♖c2 34. ♖b1 (34. ♜d4 ♖d2 35. ♜a4 b5–+) 34... ♖e5 35. ♜c1 ♖xb2+! (and here is the final blow) 36. ♜xb2 ♜xb2+ (37. ♖xb2 ♖xc1+ 38. ♖b1 ♖xb1#). [0:1]

274. KASPAROV – CAMPORA, 1988

(diagram № 513) White identified the plan of a piece-and-pawn attack on the kingside. Its preparation includes the moves ♜f4–g2, ♖h1–g1, ♖d1–f1, ♜g3–h5, f3–f4–f5. The mark – 6 points.

20. ♖g2! (without giving Black exchanges and, at the same time, not allowing for a blockade with the move ♖g6–h4) **20... ♖d7 21. ♖hg1 ♖ee8 22. ♖df1! ♖g8 23. ♖e3** (the immediate **23. ♖h5** was also sound) **23... ♖h8 24. ♖h5 g6.**

№ 528



25. f4! gh 26. f5 h4 27. fe fe 28. g5! ♖e7 (28... ♖g6 **29. ♖xg6 hg 30. ♖f2 ♖e7 31. ♖g4 ♖h7 32. ♖h6 ♖f8 33. ♖c2**) **29. ♖g4 ♖g7 30. ♖h6! ♖b6 31. g6!** (opening new line for an attack) **31... hg** (31... ♖xd4 **32. ♖g4! 32. ♖f7+ ♖g8 33. ♖h6!** This is a mate-threatening scheme in the style of Karpov (see Karpov–Salov).

33... ♖h7 (33... ♖xf7 **34. ♖xg6 ♖xf1+ 35. ♖xf1 ♖f6 36. ♖f7+! 34. ♖xg6+ ♖xg6 35. ♖xg6+ ♖g7 36. ♖h6** [1:0])

275. KASPAROV – SHORT, 1993

(*diagram № 514*) The position of White, who seized the only open file, is better. Following the rules of

chess strategy, he regroupes major pieces according to the scheme: the rook is ahead, the queen is behind, the move g2–g4 weakens the position of the black king and increases White's advantage. If you were going to act in the same way, add 4 points to your total score.

28. ♖f3! ♖g7 29. ♖e4! ♖f8 30. ♖e2 ♖c7 31. ♖g5 ♖c8 32. g4! hg 33. ♖f6?! (33. hg! ♖xa5 34. ♖f6 ♖c7! 35. f3 ♖g7 36. ♖xg7 ♖xg7 37. ♖e7 ♖a5 38. ♖e6 ♖f8 39. ♖xd6 ♖a1+ 40. ♖g2 ♖b2 41. ♖e5+ ♖g8 42. ♖e4± Kasparov) 33... gh 34. ♖g4 ♖a8?! (34... ♖g7! 35. ♖e7 ♖xf6 36. ♖xc7 ♖xc7=) 35. ♖xh3. 35. ♖g5! ♖g7 36. ♖h4 ♖e8 (36... ♖d7 37. ♖xg7 ♖xg7 38. ♖h6+ ♖f6 39. ♖f4+ ♖e5 40. ♖g5+ f5 41. f3!+–) 37. ♖xg7 ♖e1+ 38. ♖h2 ♖xg7 39. ♖h6+ ♖f6 40. ♖f4+ ♖e5 41. ♖f3! f5 42. ♖xg6+– Averbakh.

35... ♖g7 36. ♖xg7 (36. ♖e7! ♖c8 37. ♖xc8+ ♖xc8 38. ♖xg7 ♖xg7 39. ♖d7 ♖e8 40. ♖f1 ♖h8 41. ♖xd6 ♖h1+ 42. ♖e2 ♖c1 43. ♖d2 ♖f1 44. ♖xa6 ♖xf2+ 45. ♖e1! ♖xc2 46. d6 ♖f6 47. ♖a8 ♖e6 48. a6 ♖a2 49. a7 ♖d7 50. ♖f8+– Kasparov) **36... ♖xg7 37. ♖h4 ♖g8! 38. ♖h7+ ♖f8 39. ♖g4?! (39. ♖g2 was better) 39... ♖e8.** Black exceeded the time-limit. [1:0]

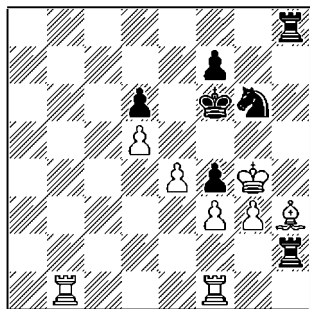
276. KAMSKY – KASPAROV, 1994

(*diagram № 515*) The keen eye of

the 13th World Champion spotted an opportunity to throw a mate-threatening net onto the white king. If you do not miss this opportunity, then you will get 3 points.

33...h5+! 34. ♔xh5 ♖a8!
35. ♖g4 ♜h8 36. g3 ♜h2.

№ 529



37. ♜h1. The events were of a forcing character and lead to a loss of a white piece. The outcome is decided.

37...♜8xh3 38. ♜xh2 ♜xh2 39. gf ♜g2+ 40. ♔h3 ♜xf4+ 41. ♔h4 ♜e5 42. ♜b7 ♔d4 43. ♜xf7 ♔e3. The white king has no chance to break out of the mate-threatening net. [0:1]

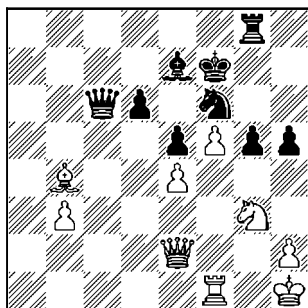
277. ANAND – KASPAROV, 1997

(diagram № 516) Black has a strategically won position after 31...g6–g5. Later he has an opportunity to exert pressure upon the typical for the Sicilian Defence weakness, the pawns c2 and e4, by way of

♜b5–c6, ♔g8–f7, h7–h5–h4. The mark – 4 points.

31...g5! 32. ♜ce1 ♜c6 33. ♜e2 ♔f7 34. ♔c1 ♜g8 35. ♔e3 ♜c3 36. ♔d2 ♜xc2 37. ♔xb4 ♜xe2 38. ♜xe2 h5!

№ 530



The loss of the pawn e4, and therefore White's defeat, is inevitable.

39. ♜xh5 ♜xe4 40. ♜f3 g4 41. ♜g2 ♜h8 [0:1]

278. KASPAROV – MERIBANOV, 1986 (diagram № 517) This "King's Indian" endgame is hard for Black. His pieces are suffocating due to the lack of space. White implements his winning plan without any obstacle: transfer the knight to c6, g4–g5, ♔c8–d7, exchange ♜c6xe7 and c4–c5. The mark – 4 points.

33. ♜a7! ♔e7 34. ♜c6 ♜g8 (the bishop cannot retreat to f8 in view of ♜c6–d8–e6+–) 35. g5! hg 36. hg ♔h7 37. ♔d7 ♜g7 38. ♜xe7!

(a conversion of advantage: the defender of the pawn c7 is eliminated)
38...♖xe7 39. c5 bc 40. bc ♔g8
41. c6. There is no defence against
 ♔e3-a7-b8xc7. [1:0]

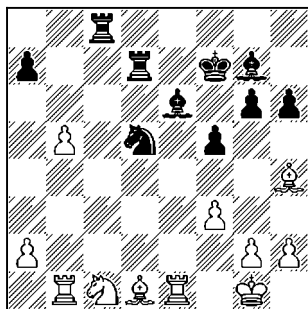
279. TIMMAN - KASPAROV, 1988

(*diagram № 518*) It is evident that Black should play f7-f5 (according to Capablanca), put the rook on the line "d", pull the king closer to the centre (2 points). One should carefully observe how the outstanding modern chessplayer carried on this plan.

21...f5 22. ♔d3 (it is very hard, psychologically, to decide on the exchange of the bishop, but this was the only chance) **22...♖b6** (the first in a series of seemingly simple but very strong moves facilitating for Black to achieve the required setup) **23. ♖c1.** This ugly move is forced. For example, 23. ♜bc1 ♜cd8 24. ♖f4 ♔f7 25. h4 ♔e5 was also losing.

23...♜fd8 24. ♔g5 ♜d7 25. ♜e1 ♖f7 26. ♔e2 h6 27. ♔h4 ♖d5 (the black knight returns to the centre with a triumph) **28. ♔d1** (28. b6 ab 29. ♔b5 was a better chance).

№ 531



The preceeding seven moves have sharply changed the position. Black achieved the required arrangement of pieces, but White not only failed to improve his position, but on the contrary, his pieces were pushed away to inconvenient positions. No wonder that Black has a forcing way to material gains.

28...♔d4+! 29. ♔f2 (29. ♔h1 g5 30. ♔g3 f4 would not work) **29... ♔xf2+ 30. ♔xf2 ♖c3 31. ♔b3 ♔xb3 32. ♜xb3 ♖d1+ 33. ♜xd1 ♜xd1 34. ♖d3 ♔d2+ 35. ♔e3 ♜xg2.** This is a slight mistake. 35... ♔xa2 36. b6 ab 37 was stronger. ♜xb6 ♜e8+ 38. ♔f4 ♜xg2 39. ♖e5+ ♔g7-+.

36. ♜a3 ♜e8+ 37. ♔d4 ♜e7 38. ♖e5+ ♔f6 39. ♖c6 ♔d7+ 40. ♔c4 ♜c2+ 41. ♔b4 ♜xh2 42. ♜a6 ♔g5 43. a4 h5 44. ♜xa7 ♜xa7 45. ♖xa7. It could be possible to play 45...h4 46. b6 ♜b2+ 47. ♔a5 ♜xb6 48. ♔xb6 h3-+ [0:1]

Alexander Khalifman

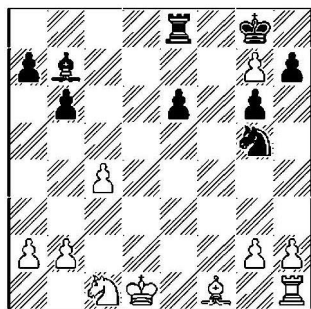
(born 18. 01. 1966.)



INSTANCES OF THINKING IN SCHEMES IN THE GAMES OF ALEXANDER KHALIFMAN

280. ARLANDI – KHALIFMAN, 1985

Nº 532

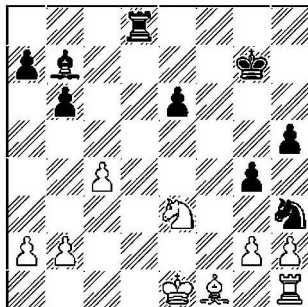


Black finds a wonderful opportunity to immobilise white pieces. The plan ♟g5-h3 , followed by ♞e8-d8 and the pawn advance-

ment on the kingside, is worth 7 points.

21... ♟h3! 22. ♟d3 ♞xg7 23. ♞e1 ♞d8 (preventing 24. ♟f2) 24. ♟e5 g5! 25. ♟g4 h5 26. ♟e3 g4 .

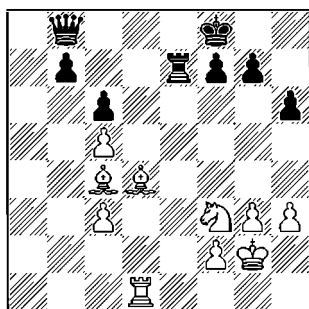
Nº 533



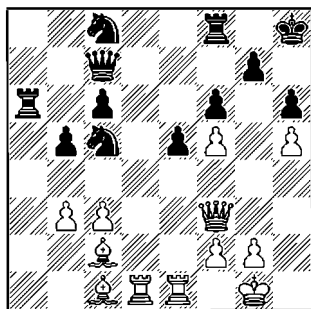
27. ♖e2 ♜f4! (while White is laboriously trying to complete the development, Black consolidates his pieces in the centre) 28. ♖g1 ♜d4! 29. ♖f1 ♜g6 30. ♖e2 ♜f4 31. ♖f1 ♖e4 32. a3 e5! Nimzowitsch would have been glad to look at this position. White is forced to go in for the weakening.

33. g3 ♜d3+ 34. ♖xd3 ♜xd3 35. ♜d1 ♖f3 36. ♜c3 e4 37. ♜d5 e3! What a brilliant ending! [0:1]

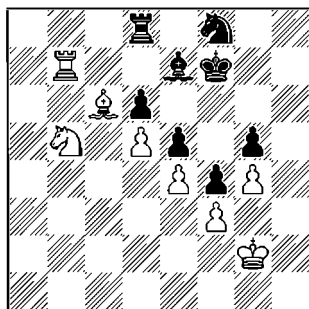
№ 536

*White to move*

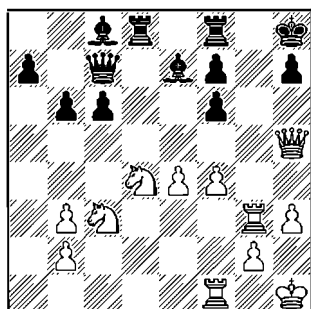
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*White to move*

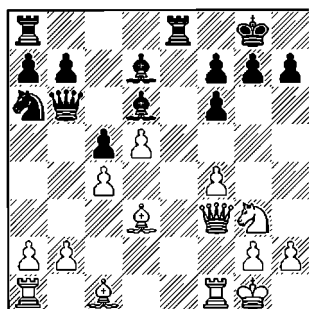
№ 537

*White to move*

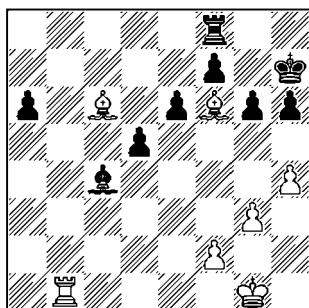
№ 535

*White to move*

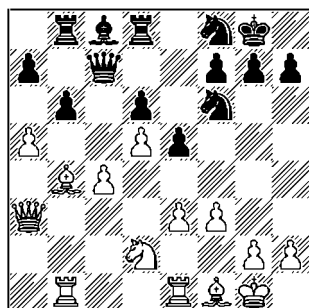
№ 538

*White to move*

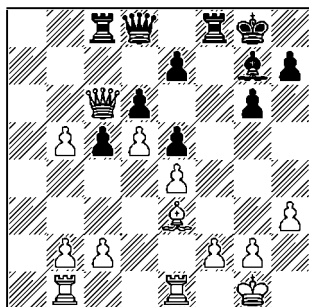
№ 539

*White to move*

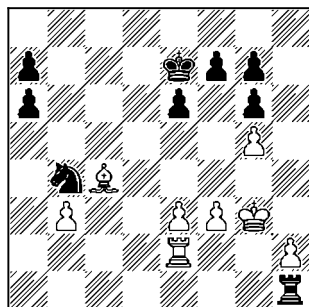
№ 542

*White to move*

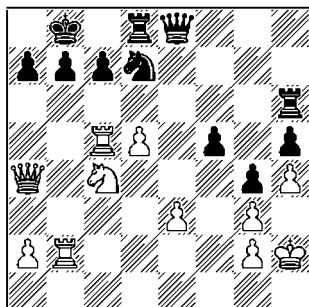
№ 540

*White to move*

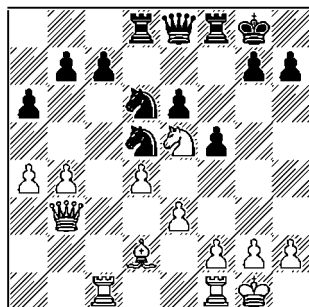
№ 543

*Black to move*

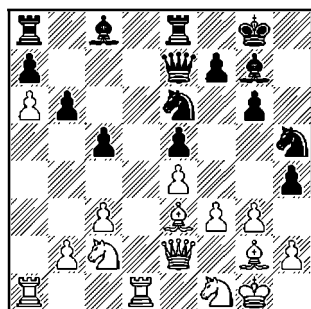
№ 541

*White to move*

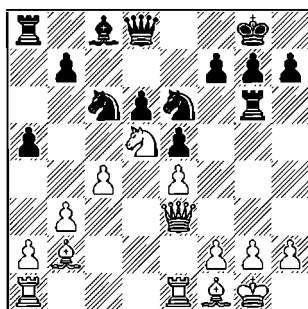
№ 544

*White to move*

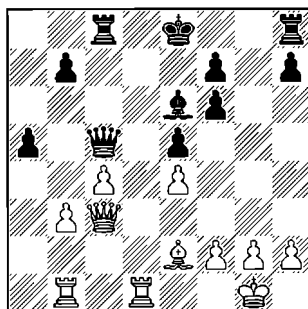
№ 545

*Black to move*

№ 546

*White to move*

№ 547

*White to move*

LEARNING FROM ALEXANDER KHALIFMAN

281. KHALIFMAN – NENASHEV, 1987

(*diagram № 534*) Making use of a convenient moment (the knight on c5 “got hung up”), one can sacrifice on h6 and execute a systematic attack involving the rook (through e3 and g3) and the pawn “h”. The mark – 5 points.

34. ♖xh6! gh 35. ♜e3 ♘d7 35... ♜g7 36. ♜xc5 ♜g8 37. ♖e4+-; 35... ♘b7 36. ♜xh6+ ♜g8 37. ♜e3 ♜f7

(37... ♘e7 38. ♜g3+ ♜f7 39. ♜g7+ ♜e8 40. ♜g6+! ♘xg6 41. ♜xc7+-) 38. ♜g3+ ♜g7 39. ♜xg7+ (39. b4 ♘b6!; 39. ♜dd3 ♜a1+ 40. ♜h2 e4!) 39... ♜xg7 40. ♜xg7+ ♜xg7 41. ♜d7+ ♜h6 42. ♜xb7 ♜a2 43. ♖d3+-; 35... ♜a7 36. ♜xh6+ ♜g8 37. b4!; 35... ♜e7 36. ♜xh6+ ♜g8 37. ♜e3 ♜f7 38. ♜d8+! (pointed out by A. Khalifman). The main theme in all these

complicated concrete variations is the inclusion in the attack of the rook on the third rank.

36. ♖xh6+ ♔g8 37. ♖g6+ ♔h8 38. ♖e3! ♜e7 39. ♖h6+ ♔g8 40. ♖g3+ ♔f7 41. ♖g7+ ♔e8 42. h6!+- ♜f7 43. h7 (the pawn "h" helps to finish the fight victoriously) 43... ♜xg7 44. ♜xg7 [1:0]

283. KHALIFMAN – ROZENTALIS, 1988

(*diagram № 536*) If one transfers the knight to d6 and the rook to f3, then the point f7 will "crackle at the seams". The mark – 3 points.

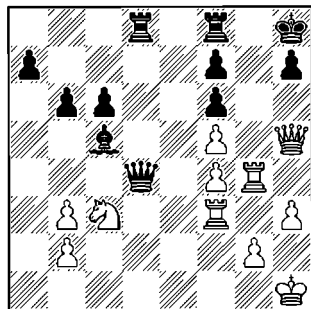
36. ♜h4 ♜c8 37. ♜d3! ♜e4 38. ♜f3+- ♜f6 39. ♜f5 ♜d7 40. ♜d6 ♜e1.

282. KHALIFMAN – KHUZMAN, 1987

(*diagram № 535*) Black's doubled pawns cut off his pieces from the defence of the king. Therefore White can have a great advantage in this part of the chessboard. The decisive blow is against the points h7 and g7. The scheme: ♜f1–f3, ♜d4–f5, ♜g3–g4. The mark – 5 points.

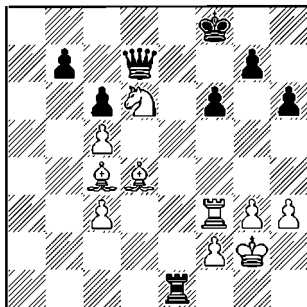
25. ♜f3! ♜d6 (one cannot take the piece: 25... ♜xd4 26. ♖h6 ♜g8 27. ♜xg8+ ♔xg8 28. ♜g3+-) 26. ♜f5 ♜xf5 27. e! ♜d4 28. ♜g4 ♜c5 (28... ♜g8 29. ♖xf7 ♜xg4 30. hg ♜c5 31. ♜e2+-). 29. ♖xh7+! [1:0]

№ 548



29. ♖xh7+! [1:0]

№ 549



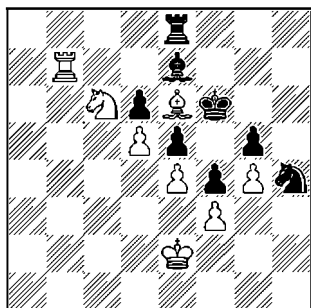
41. ♜xf6! gf 42. ♜xf6+ ♔g7 43. ♜f7+. Still, Black falls at the point f7: 43... ♖xf7 44. ♜xf7 ♜e5 45. c4! [1:0]

284. KHALIFMAN – SPASOV, 1990

(*diagram № 537*) White's task is to penetrate the enemy camp with the bishop, and to transfer the knight to c6. The mark – 3 points.

41. ♜a7! ♔f6 42. ♔f2 ♜g6 (42... ♔f7 43. ♜c7 ♜g6 44. ♜c8 ♔f6 45. ♜d7 ♜f8 46. ♜e6 ♜h4 47. ♜f7+-) 43. ♜d7! ♜h4 44. ♔e2 ♜a8 45. ♜e6 ♜d8 46. ♜c6 ♜e8.

№ 550



A victory is not far away – black pieces are very cramped.

47. ♖d7! ♙f8 48. ♖f7+ ♔g6
49. ♖a7 ♙f6 50. ♙d7+- ♖e7 51.
♘xe7 ♙xe7 52. ♙f2 ♙d8 53. ♖a6
♙e7 54. ♙f5 ♙c7 55. ♙e2 ♘g2
56. ♖a7 ♙d8 57. ♖a8+ ♙e7
58. ♖g8 [1:0]

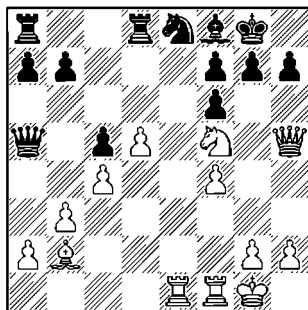
285. KHALIFMAN – SEIRAWAN, 1991

(diagram № 538) White has space advantage, which allows him to concentrate his forces for an attack on the black king according to the scheme: b2–b3, ♙c1–b2, ♙f3–h5, the bishop or the knight on f5, the rook on the line “e”. The mark – 4 points.

15. b3! ♙f8 16. ♙b2 ♘c7
17. ♙f5! (seizing the square f5 for the knight) 17... ♙xf5 18. ♘xf5 ♖ed8
19. ♖ae1 ♘e8 20. ♙h5 ♙a5. White has perfectly positioned his pieces. Black is in a hard position; this is proved by the following variations:

20... ♘d6 21. ♘h6+! gh 22. ♙g4+
♙g7 23. ♙xf6 ♘f5 24. ♙xd8+-;
20... g6 21. ♘h6+ ♙xh6 (21...
♙g7 22. ♙h4+-) 22. ♙xh6 ♘g7
23. f5+-

№ 551



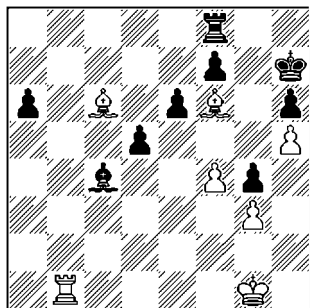
21. ♖xe8! ♖xe8 22. ♘h6+ gh
(in the variation 22... ♙h8 23. ♙xf7
♙e7 24. ♙g8+, White had a beautiful win) 23. ♙g4+ [1:0]

286. KHALIFMAN – TOPALOV, 1994

(diagram № 539) Three pawns for a bishop is an insufficient compensation in this position. The black king is in a cage, the pawns cannot move. White plays for *Zugzwang*. His plan is to conclusively seal the black king and to organize a triumphant march of his king. The mark – 3 points.

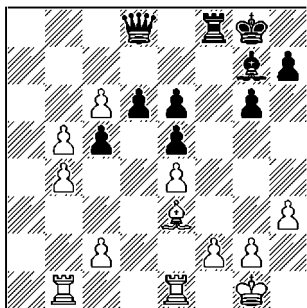
30. f3! g5 31. h5 (the meaning of the move 30.f3 is now elucidated: to protect the pawn h5 from an attack by the black bishop) 31... g4 32. f4.

№ 552



White has several winning plans. The most convincing, perhaps, is to move the king to e7 and the bishop to e8. Black will be forced to play ♔g8, then the white rook goes to the 8th line, and there is no defence against ♕xf7 – additional 2 points. [1:0]

№ 553



26. ♖ed1! (strengthening the position in cold blood) 26... ♗b8 (26...cb 27. b6+-; 26...d5 27. ♕xc5 d4 28. b6+-) 27. bc d5 28. ed ed 29. ♖xd5+- ♗e8 30. c7 ♗f7 31. b6! ♗xd5 32. b7 [1:0]

287. KHALIFMAN – ERMENKOV, 1994

(*diagram № 540*) If you find out the idea connected to the intuitively clear sacrifice of the queen, beginning with the move 24.b4, you will get 10 points. A brilliant conception by a most talented chessplayer!

24. b4!± ♖xc6 25. dc (it is hardly possible to calculate all variations here, one should simply feel that white pawns are unstoppable) **25...e6. 25...cb 26. b6+-; 25... ♗b6 26. c4! (26. bc dc 27. ♖ed1 e6±) 26... ♖a8 27. ♖a1! ♖xa1 28. ♖xa1 e6 29. ♖a6 ♗c7 30. bc dc 31. ♕xc5+-**
A. Khalifman.

288. KHALIFMAN – SERPER, 1994

(*diagram 541*) We suggest you to take pleasure in observing a brilliant combination by the 2nd World Champion (FIDE), and, at the same time, to earn the bonus 5 points.

28. ♖xb7+! ♔xb7 29. ♖xc7+! ♔xc7 30. ♗xa7+ ♔c8 31. d6! This is a fantastic position: Having two extra rooks, Black cannot escape a mate!

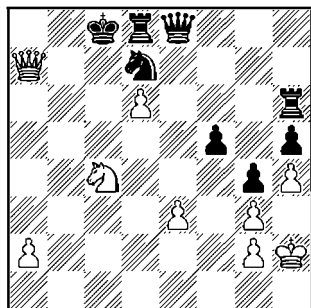
(*See diagram 554*)

[1:0]

289. KHALIFMAN – ROMANISHIN, 1996

(*diagram № 542*) It is high time to carry on the manoeuvre which we have in our armoury. One gets 5

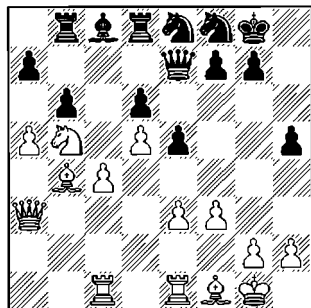
№ 554



points for the plan with the moves ♖b1-c1 and ♘d2-b1-c3-b5 .

24. ♜bc1! h5 25. ♘b1! ♘e8
26. ♘c3 ♕e7 27. ♘b5 .

№ 555



27... a6?! It is hard to tolerate such a strong knight, but one has to. 27... ♙b7 was better. The move in the game seriously weakens the queenside and allows White to carry on the plan with the breakthrough c4-c5 .

28. ♘c3 ba 29. ♕xa5! ♙f5 30. e4 ♙g6 31. c5!dc (31... ♕a7 32. ♘b5+-)
32. ♙xc5 ♕c7 33. ♕a3!+- ♘d7

34. ♙f2 ♘d6? (34... ♕d6 35. ♕x-a6+-) 35. ♘b1 . It is interesting that the knight's return to the square b1 forces Black to give up. [1:0]

290. LPUTIAN – KHALIFMAN, 1990 (diagram № 543)

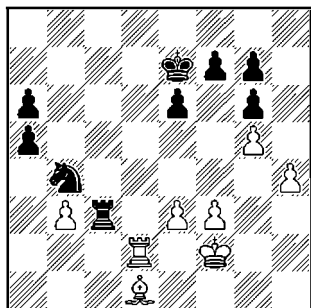
Which piece is stronger in this endgame, the knight or the bishop? Try to prove that in this position the knight is stronger, as was proved by Alexander Khalifman. (5 points). To do this, you have to find out the right pawn arrangement on the queenside (a5 and a6) and the rook transfer to c3, having in view, due to the threat a5-a4 , to force the white bishop to retreat to a passive position.

31... a5! (with the idea to take the opportunity a5-a4) 32. ♜d2 (in case 32. ♙b5 a6 33. ♙a4 ♜d1! , the white bishop would be off play, and Black would freely strengthen his position, transferring the king into the centre) 32... a6! (limiting the opportunities for the bishop) 33. h4 ♜g1+ 34. ♙f2 ♜h1 35. ♙g3 ♜g1+ 36. ♙f2 ♜c1! (the threat a5-a4 becomes urgent) 37. ♙e2 ♜c3 38. ♙d1 . The question of which minor piece is stronger does not pose itself.

(See diagram 556)

38... ♘d5! The following stage of the plan – to force e3-e4 , to pin the central white pawns and to pass into a minor-piece ending, where the black king will be stronger than his white opponent.

№ 556



39.e4 ♖b4 40.♔d4 e5! 41.♔d2 ♔d3! 42.♙e2 (42.♔xd3 ♖xd3+ 43.♙e2 ♖f4+ was even worse) 42... ♔xd2+ 43.♙xd2 ♙d6 44.♙e2 ♙c5 45.♙c4 (against 45.♙c3 Khalifman was going to continue 45... ♖c6! 46.♙c4 ♖d4 47.♙xf7 ♖xf3 48.♙xg6 ♖xh4 49.♙h5 ♖g2 50.♙f3 ♖f4 51.♙g4 ♖g6 52.♙f5 ♖f8 53.g6 ♙b5 with a winning position) 45... a4! 46.♙xf7 a3 47.♙c1 ♖d3+ 48.♙b1 ♖e1 49.♙a2 ♙b4 50.f4 ef 51.♙xg6 (51.e5 f3 52.♙c4 ♙c5, and the pawn "f" decides) 51... ♖f3 52.e5 ♖xe5 53.♙e4 f3 54.h5 f2 55.♙g2 ♖f7 56.h6 ♖xh6! [0:1]

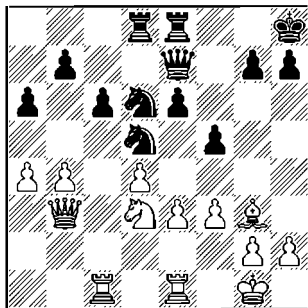
291. KHALIFMAN – BALASHOV, 1990

(diagram № 544) Those who find out the right plan and the most purposeful arrangement of white pieces, will be awarded with 8 points.

21.f3! (a plan with e3–e4 suggests itself, but to instill it with the necessary power, one should transfer

the bishop to g3, the rook to e1, and the knight to d3) 21...c6 22.♙e1! (transferring the bishop is, certainly, the key element of White's plan) 22...♙e7 23.♙f2! (a hasty 23.♙g3 was countered with the blow 23... f4!) 23...♙h8 24.♖d3! (the knight is ready to get across to a stronger position on c5) 24...♙g5 25.♔fe1 ♔fe8 26.♙g3! ♙e7.

№ 557



27.e4! (a perfectly prepared offensive in the centre is timely and powerful enough) 27...fe 28.fe ♖b6 29.♖c5 ♖f7 30.a5 ♖c8 31.d5! (black pieces are repelled to passive positions, so White opens the play, gaining a decisive advantage) 31... cd 32.ed e5 33.♖e6 ♔d7 34.♙xe5 ♖xe5 35.♔xe5+ ♖d6 36.♔ce1 ♙f6 37.♙d3 ♔f7 38.h3 h6 39.♖g5! (forcing a beneficial simplification of the position) 39...♙f2 40.♙h2 hg 41.♔xe8+ ♖xe8 42.♔xe8+ ♔f8 43.♔xf8+ ♙xf8 44.d6 [1:0]

292. RIVAS PASTOR – KHALIFMAN, 1993

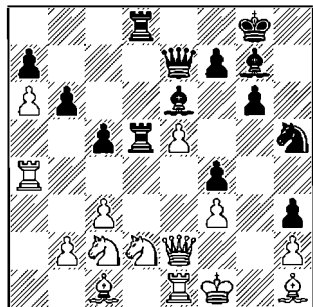
(*diagram № 545*) Black's positional advantage is unquestionable. What sacrifice is typical in similar positions?

20...♖ef4! Those who pointed out this opportunity earn 2 points. But you can earn significantly more, if you show the way of strengthening Black's position after accepting the sacrifice.

21.gfef22.♙c1 h3 23.♙h1 ♙e6! Exactly so! Black rejects the attempts to force the game (for example, with the help of 23...♗g5+) and, using the impotence of white pieces, quietly increases pressure, developing the bishop and doubling the rooks on the line "d" – 6 points.

24.♘d2 ♖ad8 25.♙f1 ♖d7 26.♖e1 ♖ed8 27.e5 ♖d5 28.♖a4. An attempt to show activity meets a tactical refutation.

№ 558



28...♖xd2! 29.♙xd2 ♙b3 30.♖a3 ♙xc2 31.c4 ♙f5 32.♙c1. 32.b4 was more tenacious. Now Black has a decisive advantage.

32...♖e8 33.b4 cb 34.♖b3 ♗c5 35.♙d2 ♖xe5 36.♙xb4 ♗c7 37.♗d1 ♗xc4+ 38.♙g1 ♖d5 [0:1]

293. KHALIFMAN – SCHERBAKOV, 1995

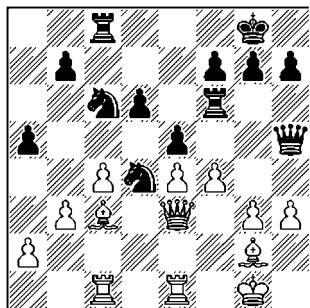
(*diagram № 546*)

To find the correct solution for the given position, one should deeply penetrate into the secret of the current position and find an unobvious solution which is worth a high score – 10 points.

20.♘b6! A few would want to exchange such a handsome knight, but exactly this exchange, depriving Black of any opportunity to counterplay with the help of f7–f5, is the optimal solution. Later, White is going to prepare and open the play by way of f2–f4 (g2–g3, ♙f1–g2) and b3–b4 (♙b2–c3, a2–a3, b3–b4), and to exploit the advantage of two bishops.

20...♖b8 21.♘xc8 ♖xc8 22.♖ac1 ♗h4 23.g3 ♗h5 24.♙g2 ♖h6 25.h3 ♖f6 26.♗e2 ♗h6 (perhaps, it was worth to exchange the queens, though this would not solve all the problems of this position – White could still carry on the intended plan) **27.♙c3 ♘ed4 28.♗e3 ♗h5 29.f4.**

№ 559



29...e7?!, facilitating White's task. 29...Re6 was better, in an effort to preserve the closed character of the position. In this case, White would have undertaken a pawn storm on the kingside.

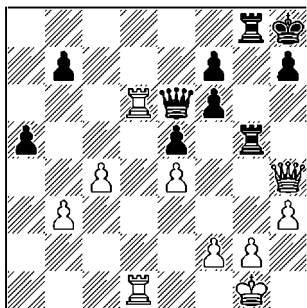
30.gf ♖c5 31.♔h1! (timely preventive measures: 31.♖cd1?! ♘c2!) 31...♗h6 32.f5! ♕e8 33.♙a1 f6 34.♚d3 [1:0]

294. KHALIFMAN – POLGARIO., 1999.

(diagram № 547) Find a precise and clear way of strengthening White's position. The scheme of the strengthening consists of transeferring the queen to h4, exchanging the bishops ♗e2–g4 and doubling the rooks on the file "d". Those who found this arrangement of pieces, get 5 points.

22.h3! 0-0 23.♚g3+ ♔h8 24.♚h4 ♚e7 25.♙g4 ♖g8 (the variation 25...♗cd8 26.♖d5 ♙xd5 27.♙f5 is intriguing, and White wins) 26.♖d3 ♖g5 27.♙xe6 ♚xe6 28.♖bd1 ♖cg8 29.♖d6!

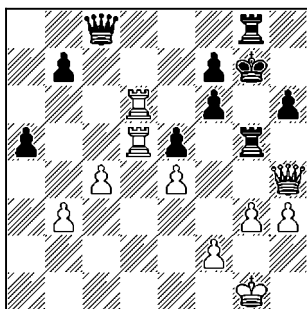
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White has executed his plan. 29... ♖xg2+ 30.♔f1 ♚e7 31.♖d7 ♚f8 32.♖d8 ♚e7 33.♖ld7 ♚e6 34.♖d6 ♚e7 35.♖8d7 ♚f8 36.♚xf6+.

29...♚c8 30.g3 ♔g7 31.♖ld5 h6.

№ 561



32.♖xe5! ♖d8 33.♖ed5 ♖xd6 34.♖xd6 ♖g6 35.♚f4 (White's material and positional advantage allows him to confidently carry on the realization of the achieved advantage) 35...a4 36.ba ♚xc4 37.♖d8 ♚c3 38.♔g2 ♚b4 39.♖a8 h5 40.♚b8 ♚xe4+ 41.♔h2 ♖g5 42.♚h8+ ♔g6 43.♖g8+ ♔f5 44.♚h7+ [1:0]

Vladimir Kramnik

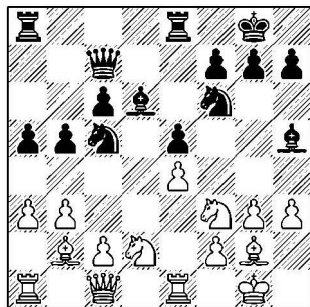
(born 25. 06. 1975.)



INSTANCES OF THINKING IN SCHEMES IN THE GAMES OF VLADIMIR KRAMNIK

295. STURUA – KRAMNIK, 1992

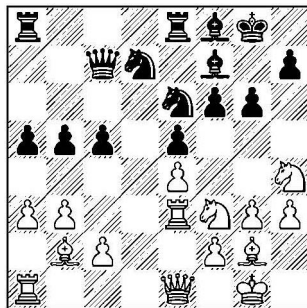
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The optimal regrouping of forces in this position is ♖f6–d7, f7–f6, ♙d6–f8, ♙h5–f7, ♘c5–e6, followed by c6–c5. The mark – 4 points.

16... ♘fd7 17. ♖h4 ♘e6 18. ♘df3 f6 19. ♘f5 ♙f8 20. ♖e3?! ♙f7 (here one could win exchange: 20...g6 21. ♘5h4 ♙h6 22. g4 ♙xe3 23. ♖xe3 g5 24. ♘f5 ♙g6) 21. ♖e1 g6 22. ♘5h4 c5!

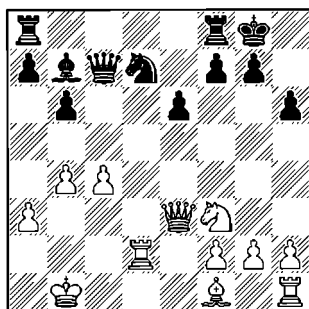
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23. ♔f1. Look again at example № 264 Kasparov – Martinovic. It is similar, isn't it?

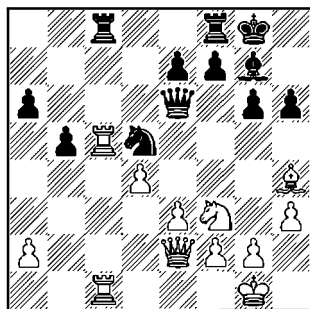
23... ♖d4 24. ♔d1 ♖ad8
25. ♖xd4 cd 26. ♖e1 ♔c6 27. ♖f3
♖c5 28. ♔d3 ♖xd3! (this exchange
leads to the goal in the quickest way)
29. ♔xd3 (29. cd ♔e6 would not
do) 29... a4 30. ♖d2 ♔h6 31. ♔h2
♖c8 32. ♖ac1 ♔c4! (forcingly wins)
33. bc bc 34. ♖xc4 ♔xc1 35. ♖xe5
♔xc2 36. ♔f3 ♔xb2 [0:1]

№ 566



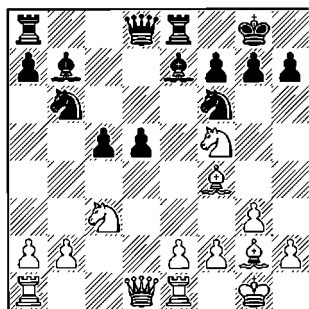
Black to move

№ 564



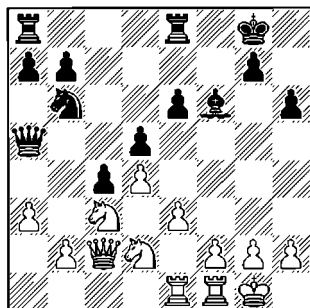
Black to move

№ 567



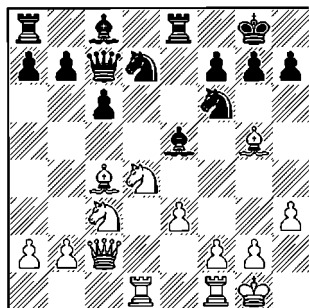
White to move

№ 565



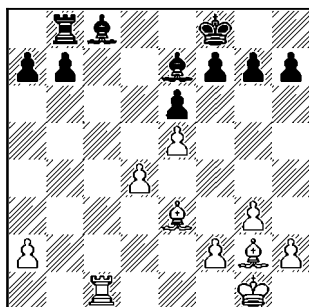
White to move

№ 568

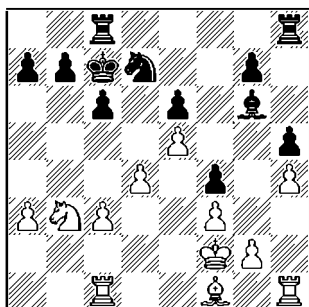


White to move

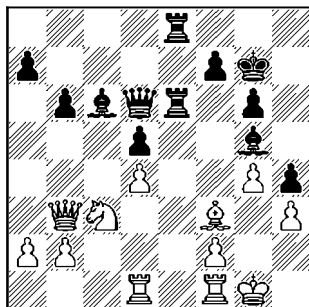
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*White to move*

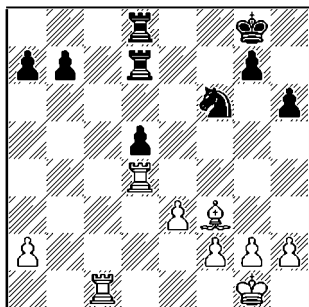
№ 572

*White to move*

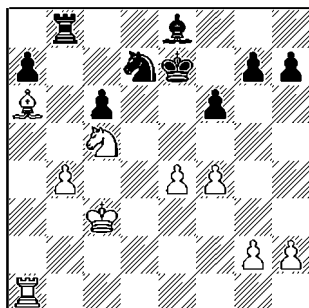
№ 570

*Black to move*

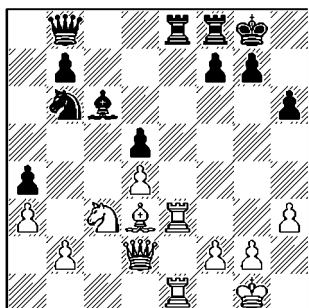
№ 573

*White to move*

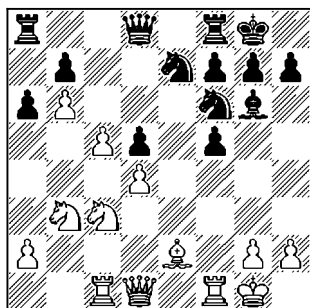
№ 571

*White to move*

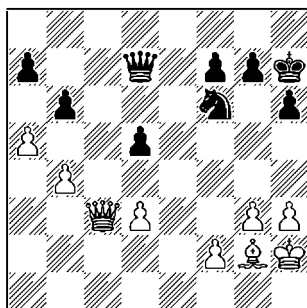
№ 574

*White to move*

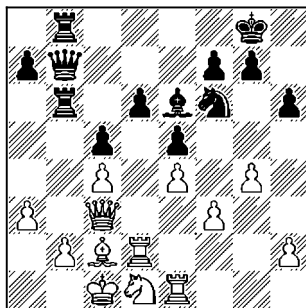
№ 575

*White to move*

№ 576

*White to move*

№ 577

*Black to move*

LEARNING FROM VLADIMIR KRAMNIK

296. PORTISCH – KRAMNIK, 1993

(diagram № 564) To create an outpost on the square c3 (b5–b4), followed by the advancement of the pawn “a” – this is the plan which gives Black a chance to win, and you get 3 bonus points.

24...b4! 25. ♖b2 ♘c3. “The square c3 is an ideal post for the black knight”, – V. Kramnik.

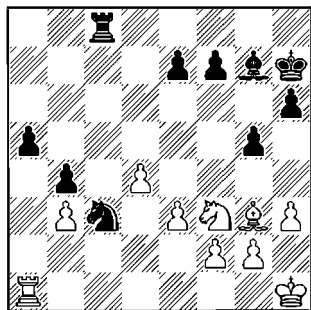
26. ♜xc8 ♜xc8 27. ♔h1 ♔h7! An accurate execution of the plan. It would be weaker to immediately play 27...a5?! 28. a3! ♘a4 29. ♜xc8+

♖xc8 30. ♖b3 ♖c1+ 31. ♔h2
♖xa3 32. ♖d5!, with a counterplay.

28. ♖a1 a5 29. ♖b3? It would be better to play 29. ♖d2, with some opportunities for defence. Now White is in a losing position.

29... ♖xb3 30. ab g5 31. ♔g3.

№ 578



31...a4! This is the completion of an exactly designed and accurately executed plan. The creation of a passed pawn decides.

32. ♖d2 (32. ba b3 33. ♖d2 b2 34. ♖e1 ♖xa4+-) **32...a3 33. ♖c1** (the power of black pawns is demonstrated by the variation 33. ♖c4 ♖xc4! 34. bc a2 35. c5 b3+-) **33...e5!** (activating the bishop) **34. d5** (34. ♔xe5 ♔xe5 35. de ♖d8 36. ♖c4 ♖d1+-) **34...a2 35. ♖a1 e4 36. d6 ♖a8 37. ♖c4 ♖b5 38. ♔e5 ♖xd6!** (the final elegant blow in the style of Capablanca) **39. ♖xa2** (39. ♔xg7 ♖xc4 40. ♔d4 ♖d2+-) **39...♖xa2 40. ♔xd6 ♖xf2 41. ♔xb4 ♖f1+ 42. ♔h2 ♖b1 [0:1]**

297. KRAMNIK – SERPER, 1993

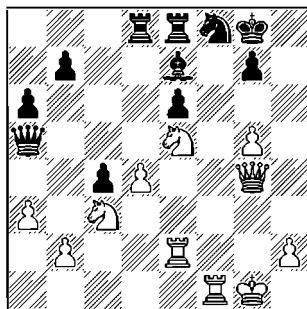
(*diagram № 565*) The position of the black king is weakened and this gives White an opportunity to organize offensive actions with the pawns “f” and “g”, the knight (through f3), the rook (on the second rank) and the queen. The attack in the centre with the help of e3–e4 is also relevant. The mark – 5 points.

18. f4! ♖d7 (in case 18... ♖c8 19. g4 ♖d6, the white queen would take a convenient position on g6) **19. ♖f3 ♖c7.** After 19... ♖f8, White changed the scheme of attack, having in view the advancement e3–e4–e5. For example: 19... ♖f8 20. e4! g6 21. e5 ♔g7 22. ♖h4 ♖f7 23. g4 ♖b6 24. ♖f2.

20. g4 ♖f8 21. g5! (the most energetic continuation) **21... hg 22. fg ♔e7 23. e4!** Not a second for relaxation! White becomes stronger with every move.

23...de 24. ♖xe4 ♖ad8 25. ♖e2 a6 26. ♖g4 ♖a5 27. ♖e5.

№ 579



Black resigned. 27...♖xd4 is refuted with the coldblooded 28.♚h5, and Black has no defence. [1:0]

298. KORCHNOI – KRAMNIK, 1993

(*diagram № 566*) The position of the white king is “open to all winds”. If one opens the line “a”, his situation will be quite disturbing. Therefore, Black’s plan is connected to the seizure of the line “a” (a7–a5xb4), ♖a8–a4, ♜f8–a8. The mark – 2 points. If you foresee the opportunity ♖b7xf3, followed by ♜d7–e5, then you will get an additional point.

21...a5! 22. ♖d3 ab 23. ab ♖a4 24. ♜b2 ♜fa8 25. ♜d1 ♖xf3! (activating the knight) 26. ♚xf3 ♜e5 27. ♚g3 (27. ♚e4 f5 28. ♚e2 ♖a1+ 29. ♚c2 ♜xd1 30. ♚xd1 ♜xc4 31. ♖xc4 ♚xc4+ 32. ♚b1 ♚e4+ 33. ♜c2 ♚xb4+ –+).

Find Black’s move to earn an additional point.

27...♚c6! Unexpectedly, it becomes clear that White lost: (28. ♚xe5 ♖a1+ 29. ♚c2 ♚a4+) [0:1]

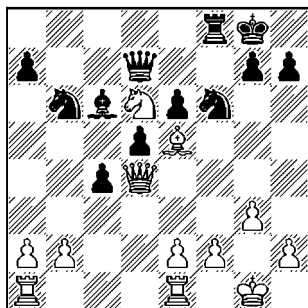
299. KRAMNIK – RIBLI, 1993

(*diagram № 567*) It turns out that one can deal with the classical positions in a new way. The main Black’s weakness in this position is not “hanging” pawns alone, but the square d6, which serves as a target for white pieces. You get 7 points for

a plan connected with the invasion to d6.

14. ♜b5! ♚d7 15. ♜bd6 ♖xd6 16. ♜xd6 ♜e6 (Black decided to do an exchange sacrifice, because other continuations give White a clear advantage) 17. ♖h3 ♖c6 18. ♚c1 c4 (18...♜h5 19. ♖xe6 ♚xe6 20. ♚xc5 ♜xf4 21. gf ♚g4+ 22. ♚h1+–) 19. ♖e5 ♜f8 (there follows a series of magnificent moves, depriving Black of any hope) 20. ♚f4 ♜h5 21. ♖xe6 fe (21...♚xe6 22. ♚f5 ♜d7 23. ♚xe6 fe 24. f4±) 22. ♚d4 ♜f6.

№ 580



Now is the time to follow the classical examples.

23. b3! ♖a8 24. f3!, cramping the knight. (This is example №240 Karpov–Andersson).

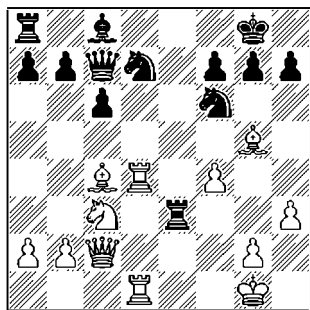
24...♚c6 25. ♜ac1 ♜fd7 (if 25...♜d8, then 26. ♖xf6 gf 27. ♜xc4+–) 26. bc dc 27. ♖xg7 ♜xf3 28. ef ♚xf3 29. ♜e4 ♜d5 [1:0]

300. KRAMNIK – KAMSKY, 1993

(diagram № 568) White pieces are obviously more active than black pieces. But is a temporary attribute. Kramnik finds the plan connected with a pawn sacrifice, according to which the active black bishop gets exchanged, and White can strengthen his position, while the opponent is deprived of this opportunity. The mark – 7 points.

16. f4! ♟xd4 17. ♖xd4 ♜xe3
18. ♖fd1.

№ 581



This is the position sought for by White. The correctness of his plan is proved by the concrete variations: 18...♜e7 19. ♜b5! ♜b6 20. ♜d6+-; 18...a6 19. ♖xd7! ♜xd7 (19...♟xd7 20. ♟xf6 gf 21. ♟xf7+! ♟xf7 22. ♜d5+-) 20. ♟xf7+ ♟xf7 21. ♜d5+- ♜e2 22. ♜xe2 cd 23. ♜e7+ ♟g8 24. ♜e6+ (pointed out by Kramnik).

18...♜f8 19. f5 ♜e7. Desperation. 19...♜e7 20. ♟xf6 gf 21. ♜f2 ♟d7

22. ♜g4+ ♟h8 23. ♜h4 ♜e5 24. ♜h6 ♜e3+ 25. ♜xe3 ♜xe3 26. ♟xf7+-.

20. ♟xe3+- (the remaining is clear without any comments) 20... ♜xe3+ 21. ♜f2 ♜xf2+ 22. ♟xf2 ♟xf5 23. ♜d8 ♜xd8 24. ♜xd8 b5 25. ♟e2 a5 26. ♟f3 ♟d7 27. ♜a8 g5 28. ♜a6 ♜e6 29. ♟xc6 ♟xc6 30. ♜xc6b4 31. ♜e2 a4 32. ♜c4 ♜d5 33. g3 ♟f8 34. ♜d4 ♜ec7 35. ♜c6 b3 36. ab ab 37. ♜b4 ♟e7 38. ♜xd5+ ♜xd5 39. ♜d4 ♟e6 40. ♜d3 h5 41. ♜xb3 f5 42. ♜b8 f4 43. ♜h8 fg+ 44. ♟xg3 ♜f6 45. b4 ♟d5 46. ♜h6 ♜e4+ 47. ♟g2 h4 48. ♟f3 ♜d2+ 49. ♟g4 ♜e4 50. b5 ♜f2+ 51. ♟f5 [1:0]

301. KRAMNIK – LAUTIER, 1995

(diagram № 569) Can you see the opportunity to forcibly create a protected passed pawn? If so, then you get 5 points. The maneuver ♟g2–h3, followed by d4–d5–d6, will be long remembered!

19. ♟h3! (Kramnik also considered the immediate 19.d5 with the variation 19...ed 20. ♟xd5 ♟e6 21. ♟xe6 fe 22. ♜c7 b5 23. ♜xa7 b4, but preferred the continuation in the game) 19...♟e8 20. d5 ♟d7 21. d6 ♟d8 22. ♟g2 b6 23. f4 ♜c8 24. ♟f2 ♜xc1 25. ♟xc1 ♟b5 26. ♟e4 h6 27. ♟e3. Realization of the advantage is not very simple – Black has no weaknesses, the position is well-protected. Now White intends to transfer the king to b4 to create another weakness by playing a4–a5,.

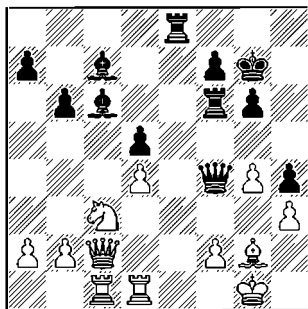
27...♔d7 28. ♖e1 ♙c6 29. ♙d3 ♙d5 30. a3 f6 31. ♖d2 fe 32. fe ♖c6 33. ♖c3 ♙f3 34. ♙c4 ♙d5 35. ♙a6 ♙f3 36. ♖d4, according to the principle "do not hurry". The king will have enough time to get to b4.

36...♙d5 37. a4 ♙b3 38. ♙b5+ ♖b7 39. ♙d7 ♙d5 40. ♖c3 ♙a2 41. ♖b4 ♙d5 42. h4 ♙a2 43. ♙d2 (White strives for the following placement: ♖c3, ♙a3 against ♖b7, ♙d5, Black to move) 43...♙d5 44. ♙c1 ♙a2 45. ♖c3 ♙d5 46. ♙a3. The goal is reached. Now one can execute the manoeuvre ♙e8, d7, ♙f8.

46...♙a2 47. ♙e8 (with the bishop on d5, Black had defence against ♙e8 – ♙c6) 47...♙d5 48. d7 ♙c6 49. ♙f8 (after the kingside pawns are lost, the game is decided) 49...♙xa4 50. ♙xg7 ♖c7 51. ♙xh6 ♙xd7 52. ♙f7 ♖c6 53. h5 ♖d5 54. ♙g7 ♙g5 55. g4 ♖e4 56. h6 ♙xh6 57. ♙xh6 ♖xe5 58. g5 ♖f5 59. g6 ♖f6 60. ♙g5+ ♖g7 61. ♖d4 ♙a4 62. ♖e5 ♙c2 63. ♙f6+ ♖f8 64. ♖f4 [1:0]

ture of the pawn d5 – 30. ♙xd5 ♙xd5 31. ♖xd5 ♖f4 32. ♖g2 ♙c7 33. ♖h1 ♖f6 34. ♖df1 ♖e3!) 30... ♖f4 31. ♖c1 ♙c7 32. ♖fd1 ♖f6 33. ♖c2.

№ 582



Black pieces took a dominating position and gained a great power. There follow most powerful blows, destroying the opponent's defence.

33...♖e3! 34. ♖f1 ♖xc3! White resigned due to variation 35. bc ♙b5+ 36. ♖e1 ♖e6+ [0:1]

303. KRAMNIK – DAMLJANOVIC, 1994

(diagram № 571) To attack Black's pawn weaknesses, White arranges pieces according to the scheme: the knight on d4 (according to Capablanca), the bishop on a4, the rook on a5 (or c5). The mark – 4 points.

33. ♙b3! g6 34. ♙d4 ♙b6 35. ♙c4! ♖b7 36. ♙b3 ♙d7 37. ♖a5! (the rook is perfectly situated: apart

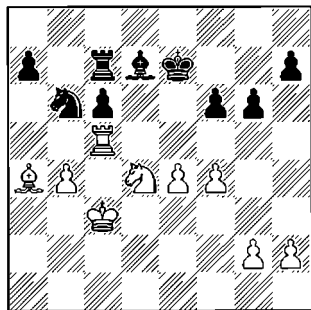
302. BELIAVSKY – KRAMNIK, 1997 (diagram № 570)

Weakening the diagonal h2–b8 is fatal for White. Setting up the battery queen + bishop, supported by the rooks possessing the open file "e", quickly decides the outcome of the fight. The mark – 3 points.

29...♙d8! 30. ♙g2 (Black had a beautiful win in case of the cap-

from other considerations, he supports a possible offensive in the centre e4–e5) 37... ♖a8? (a mistake in time-trouble) 38. ♕a4! ♜c7 (if 38... ♔d6, then 39. e5+ ♔e7 40. ♔e+ ♕c7 41. ♜c5 ♜b6 42. ♕xc6 ♕xc6 43. b5+–) 39. ♜c5 ♔b6.

№ 583



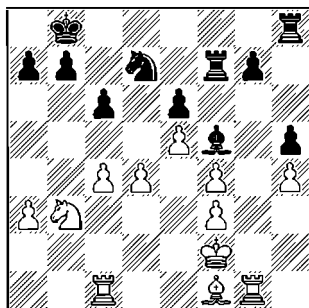
Black exceeded the time, but he is already in a hopeless situation: the pawn c6 is lost. [1:0]

304. KRAMNIK – HERTNECK, 1995

(diagram № 572) White's plan is connected with the pressure on the line "g", after preparatory ♜h1–g1 and g2–g3. Later, it would be possible to transfer the knight to d6 or to break through in the centre c3–c4 and d4–d5. The mark – 3 points.

21. ♜g1! ♜f8 (21... ♕f5 22. g3 ♔g+ 23. ♜xg3 ♜cg8 24. ♕e2 g6 25. ♔d2±) 22. g3 ♕f5 (if 22... ♔g+, then 23. ♜xg3 ♜h6 24. ♕c4+–) 23. ♔f7 24. c4 ♔b8.

№ 584



25. d5! (a timely breakthrough in the centre allows White to take a protected passed pawn) 25... ♔d 26. ♔d ♔b6 (26... ♔d 27. ♔d4 ♔f8 28. ♔xf5 ♜xf5 29. ♕h3+–) 27. d6 ♔d5 28. ♔d4 ♜h8 29. ♔g3! (having protected the pawn f4, White threatens with 30. ♕c4) 29... ♕g4 (against 29... ♔e3, it was good to play 30. ♕c4) 30. ♔g+– ♜xf4 31. ♔xe6 ♜xg4+ 32. ♔h2 ♜xh4+ 33. ♕h3 [1:0]

305. KRAMNIK – SAN SEGUNDO, 1998

(diagram № 573) And again, train yourself in a typical ending. Kramnik needed just a few minutes (the game was played in a blitz match) to play this position exemplarily. How much time do you need?

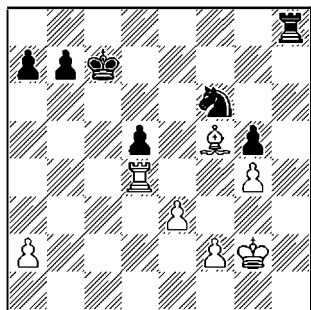
24. h4! White's plan: 1) play h4 and g4, threatening with g4–g5, in order to force Black to play g7–g5; 2) exchange on g5 and create the second weakness for Black; 3) trans-

fer the bishop to f5; 4) prepare and carry on f2–f4 and create a passed pawn on the kingside. The mark – 8 points.

24...♔f7 25.g4 g5 26.hg hg 27.♔g2 ♔e6 28.♗e2! The most important part of the plan. If you found this transfer, then you have become a good chessplayer!

28...♖h8 29.♗d3 ♔d6 30.♗f5 ♖c7 31.♖xc7 ♔xc7.

№ 585



32.f4! We did it! Black's defence breaks down.

32...♗g8 33.♔f3 ♔d6 34.fg ♖xg5 35.♔f4 ♗g8 36.♖d2 ♔c5 37.♖c2+ ♔d6 38.♖h2 [1:0]

306. KRAMNIK – ZVIAGINTSEV, 1998

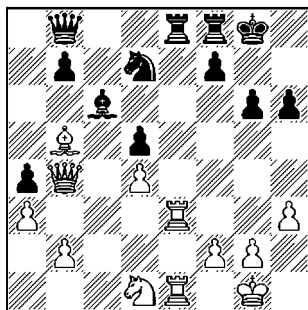
(diagram № 574) Find a plan for strengthening this position and put into your “thriftbox” additional 6 points, plus a moral satisfaction from the fact that you can play like a World Champion!

25.♗d1! This move is aimed at preventing Black to simplify the position, as well as to “jump out” with the queen to b4, probing the stability of the knight b6 and preparing for a possible attack by the pawn a4 (♗d3–b5). Now 25...♖xe3 is disadvantageous in view of 26.♗xe3 followed by ♗e3–f5 or ♗e3–g4.

25...g6?! Black is not at his best. 25...♗d6 was better.

26.♗b4 ♗d7?! (26...♗d8) 27.♗b5! After exchanging the pseudo-bad black bishop, the pawn a4 cannot be protected.

№ 586

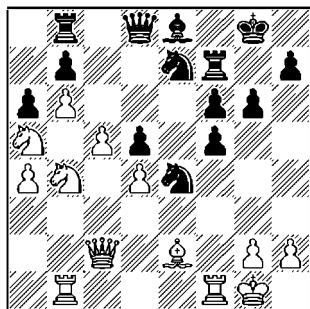


27...♖xe3 28.♗xe3 ♗f6 (28...♗a7 29.♗xd5!; 28...♗b6 29.♗g4!) 29.♗xa4 ♗xa4 30.♗xa4 ♖e8 31.♗d1 ♖e4 32.♗g4 ♗xg4 33.hg ♖f4 34.g3 ♖f6 35.♗b3 (35.♖e5 ♖d6 36.♗e2+ – was more accurate) 35...♗d8 (35...♗c8 was more tenacious) 36.♗xb7 ♖b6 37.♖e8+ ♗xe8 38.♗xb6 ♗e1+ 39.♔g2 ♗e4+ 40.♔h2 ♔g7 41.♗c7 [1:0]

307. KRAMNIK – TOPALOV, 1999

(*diagram № 575*) How to rearrange pieces for a breakthrough on the queenside? The way of strengthening the position is in executing the manoeuvres ♞b3-a5 , a2-a4 , ♞c3-a2-b4 followed by ♞a5xb7 . And white pawns should sweep away everything on their way. Those who found this arrangement of white pieces earn a bonus – 5 points.

21.♞a5 ♜b8 22.a4 ♞e4
23.♞a2! (it was prematurely to play 23.♞xb7 ♜xb7 24.a5 f4 25.♞xa6 ♜b8 26.♞xe4 de 27.c6 ♞xc6 28.♜xc6 f3 , with a counterplay) **23...f6?** (only 23...f4 with the hope for a counterplay allowed Black to maintain resistance) **24.♞b4 ♞e8**
25.♞c2! (25.♞xb7?! ♜xb7 26.♞xa6 ♜xb6! 27.cb ♞xb6 28.♞b5 ♞xb5 29.ab ♞xb5=) **25...g6 26.♜b1 ♜f7.**
 White has everything prepared...

№ 587

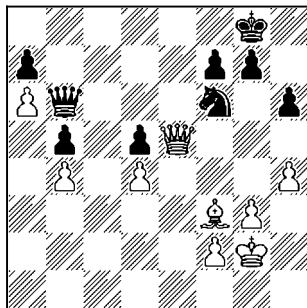
27. ♞xb7! ♜xb7 28.a5! ♞c6 29. ♞xc6 ♞xc6 30.♞xa6 ♜b8 31.♞b5!

♞c8 32.♞xc6 ♞xc6 33.a6 ♞g7 34. ♜b4 ♞d6 35.♞a4 ♞xa4 36.♜xa4 ♞c8 37.♜b4 ♞a7 38.ba ♜a8 39.c6 ♜axa7 40.♜c1 [1:0]

308. KRAMNIK – ADAMS, 2000

(*diagram № 576*) What scheme for the arrangement of white pieces do you propose? The World Champion thinks that the queen should be on e5 – the maximal centralization, the pawn from d3 goes to d4 and pins the weakness on d5, the pawn “a” moves to a6, creating weaknesses on a7 and b7, then ♞g2-f3 , ♞h2-g2 and, finally, h3-h4 followed by g3-g4-g5 , as in the game Kramnik–San Segundo. Those who find this arrangement, will get their due 5 points.

33.♞e5! ♞d8 34.a6! ♞g8 35.d4! b5 36.♞f3! ♞f8 37.♞g2 ♞g8 38.h4! ♞b6, without waiting for g3-g4-g5 . All the same, this continuation is futile.

№ 588

39. ♖xd5 ♜xd5 40. ♜xd5
 ♜xa6 (in this chasing game, White
 is quicker in reaching the goal)
 41. ♜d7 ♜g6 42. ♜e8+ ♔h7 43. d5
 a5 44. ba b4 45. d6 b3 46. d7 ♜c6+
 47. ♔h2 ♜f3 48. ♜e1 ♜d3 49. a6
 [1:0]

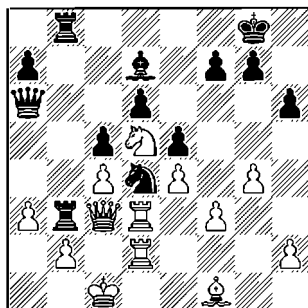
309. ADAMS – KRAMNIK, 2000

(diagram № 577) Find a decisive
 rearrangement of black pieces and
 get 4 points. The knight is trans-
 ferred to d4 along the route ♞f6–
 h7–g5 (f8)–e6–d4, and after that,
 ♚b6–b3 decides.

20... ♞h7! 21. ♚e3 ♜a6 22. ♖d3
 ♖d7!, vacating an important square
 for the knight.

23. ♖f1 ♞g5 24. ♚ed3 ♞e6
 25. ♞e3 ♞d4 26. ♞d5 ♚b3.

№ 589



The queen has been caught.
 White has nothing to do but to sign
 the act of capitulation. [0:1]

Viswanathan Anand

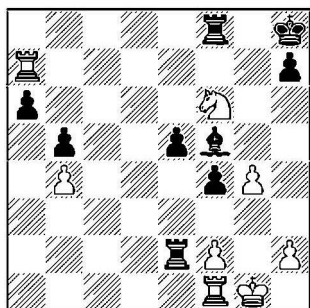
(born 11. 12. 1969.)



INSTANCES OF THINKING IN SCHEMES IN THE GAMES OF VISWANATHAN ANAND

310. ANAND – KAMSKY, 1990

№ 590

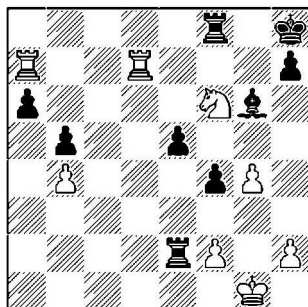


“Nimzowitsch’s apparatus” – a rook and a knight – will show their full power, if one can boost them with an additional impact. Have you spotted this resource? If so, then

3 points are yours. The maneuver ♖f1–d1–d7 immediately decides.

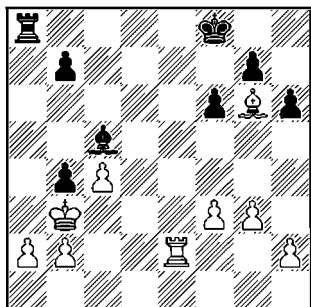
41. ♚d1!!+– ♙g6 (41...♙e4 42. f3 or 42. ♜f1 is futile) 42. ♚dd7.

№ 591

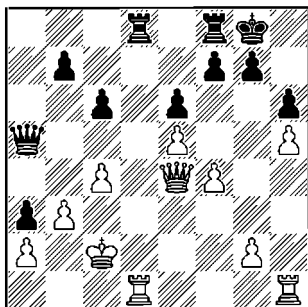


42...♚e1+ (the “terminal” checks) 43. ♙g2 f3+ 44. ♙h3 [1:0]

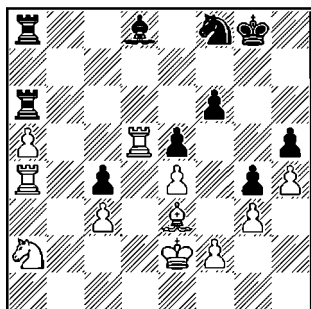
№ 592

*White to move*

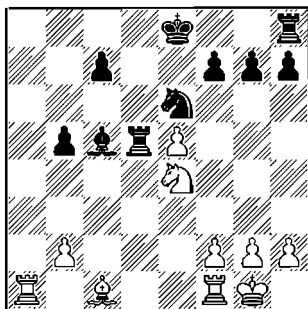
№ 595

*White to move*

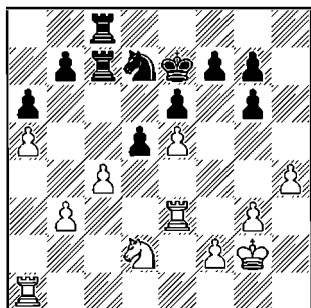
№ 593

*White to move*

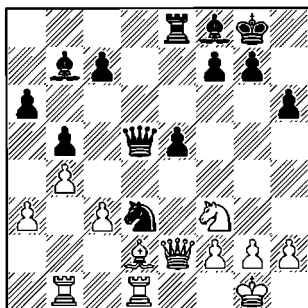
№ 596

*Black to move*

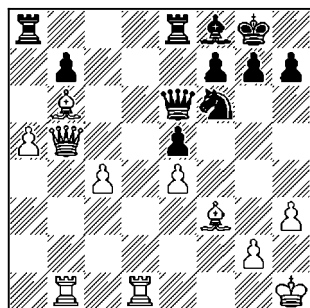
№ 594

*Black to move*

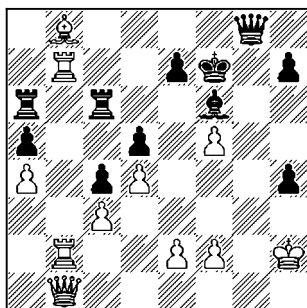
№ 597

*Black to move*

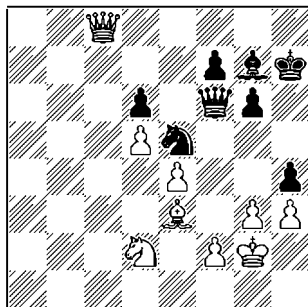
№ 598

*White to move*

№ 599

*White to move*

№ 600

*White to move*

LEARNING FROM VISWANATHAN ANAND

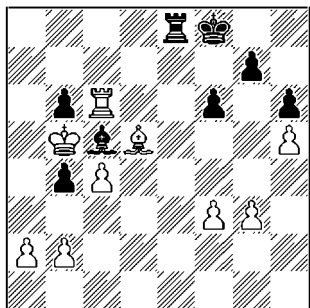
311. ANAND – KHALIFMAN, 1993

(diagram № 592) The Indian Grandmaster outlined the following arrangement of pieces: the pawn on h5, the rook on e6, the bishop on d5, the king on b5. Black would be forced to play b7–b6. After this, White sacrifices exchange on b6 at a convenient

moment and gets a winning endgame with a bishop and two pawns against a rook. The mark –7 points.

45. h4! (with the goal to immobilise the opponent's pawns) **45... ♟d6 46. h5 ♟c5 47. ♖e6! ♚g8 48. ♟e4 ♜b8 49. ♚a4 ♚f7 50. ♟d5 ♜f8 51. ♚b5 b6 52. ♜c6 ♜e8.**

№ 601



A convenient moment has come.

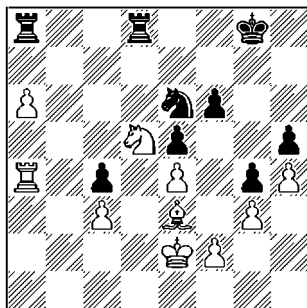
53. ♖xb6!+- ♗xb6 54. ♔xb6 ♕e2 55. c5 ♔e7 56. ♗b3! (56. ♗c4 ♖xb2! 57. c6 ♖c2) **56... ♔d7 57. ♗c4! ♕e5** (57... ♖xb2 58. c6+-) **58. f4** (setting up an outpost on e6) **58... ♕e7 59. f5! ♔c8 60. c6 ♔b8 61. ♗e6 ♖a7 62. a3.** (62... ba 63. ba ♖c7 64. a4 ♖a7 65. a5 ♖c7 66. a6 ♖a7 67. ♗c8 ♖xc8 68. ♔xa7 ♖c7 69. g4+-). Magnificent ending! **[1:0]**

312. ANAND – YUSUPOV, 1994

(*diagram № 593*) It seems that the pawn a5 is lost. But White has a sacrifice exchange, after which the pawn "a", supported by all white pieces, becomes a formidable force and decides the fate of the game. For the plan with ♖xd8, ♖a2-b4-d5 and with the advancement of the pawn a5, is due 5 points.

32. ♖xd8! ♖xd8 33. ♖b4 ♖aa8 34. a6 ♖e6 35. ♖d5.

№ 602



35... ♖xd5 (Black decides to regain the exchange, since if 35... ♔f7, then 36. ♖b6 ♖a7 37. ♖xc4 ♖aa8 38. ♖b6 ♖a7 39. ♖d5 ♖aa8 40. a7 ♖d7 41. ♖a6!) **36. ed ♖c7 37. d6 ♖b5 38. ♖b4 ♖xc3+ 39. ♔d2 ♖d5 40. ♖b7 c3+ 41. ♔c2 ♖xa6 42. ♖b8+.** Black resigned due to variation 42... ♔f7 43. d7 ♖a2+ 44. ♔b1 c2+ 45. ♔xa2 ♖xe3 46. ♔b2+- **[1:0]**

313. ILLESCAS – ANAND, 1994

(*diagram № 594*) The World Champion found a splendid idea: transfer the knight to c6, and the rooks onto the line "d". The mark – 8 points.

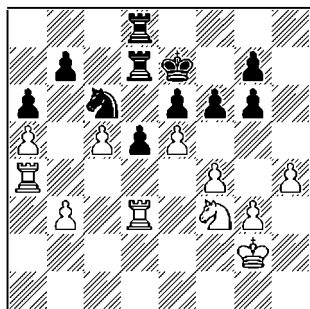
29... ♖b8! 30. ♖a4. 30. cd ed 31. ♖a4 (31. e6 f6) 31... ♖c3!

30... ♖d8! 31. f4 ♖c6 32. ♖d3 ♖cd7 33. c5 f6 34. ♖f3.

(*See diagram 603*)

34... d4! (now due to the threat 35... ♖d5 White has been forced to give up the centre) **35. ef+ g f 36. ♖d2 e5 37. ♖e4** (37. fe? ♖xe5!)

№ 603



37...♖d5! 38. f6 ♜xe5 39. ♘d6 ♜xc5 40. ♘xb7?, a mistake made in dire straits. After 40. ♘c4 the fight would have been continued.

40...♜c2+. After 41...♜b8, the knight is lost. [0:1]

314. ANAND – ADAMS, 1994

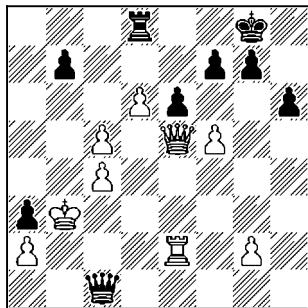
(diagram № 595) White is ready to sacrifice a pawn to create a passed pawn in the centre. Further efforts should be directed to the protection (c4–c5) of the pawn d6. If this plan coincides with yours, you get 3 points.

26. ♜d6! ♜xd6 27. e4 ♜c5 28. ♜d1 ♜xh5 29. ♜d2 ♜d8 30. b4 c5 (Black fights against the opponent's plan) 31. ♜e5 ♜g6+ 32. f5! ♜g4 (a rook endgame promised nothing good for Black: 32... ♜xf5+ 33. ♜xf5 ef 34. bc+-) 33. ♜b3, without deviating from the general plan – the pawn d6 must be protected! 33. ♜xc5 b6! 34 was weaker. ♜b5 ♜e4+ 35. ♜c3

♜e3+, and the white king cannot hide from checks.

33...♜g5 34. ♜e2 ♜c1 35. bc.

№ 604



White has carried out his plan and now has an indisputable advantage.

35...♜b1+ 36. ♜c3 ♜c1+ 37. ♜d3 ♜d1+ 38. ♜e3 ef 39. ♜f2 ♜c1 40. ♜e7 ♜f4+ 41. ♜g1 ♜d4+ 42. ♜h2 ♜d7 43. ♜e8+ ♜h7 44. ♜e5 ♜h4+ 45. ♜g1 ♜g5 46. ♜e3 f6 47. ♜g3+- ♜h5 48. ♜f4 ♜g8 49. ♜xa3 ♜d1+ 50. ♜h2 ♜h5+ 51. ♜h3 ♜g4 52. ♜xg4 fg 53. ♜b3. There is no defence against 54. ♜xb7. [1:0]

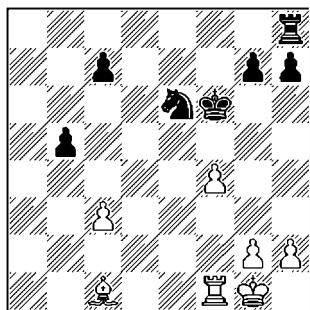
315. ADAMS – ANAND, 1994

(diagram № 596) This is the ending typical for the open variation of the Spanish game. Black plans to have an advantageous endgame with a knight against a bishop. This is done with the help of an almost forced variation; you will get 3 points, if you find it.

19...♔d4! 20. ♖c3 ♕xc3
 21. ♖a8+ ♔d8 22. ♖xd8+ ♔xd8
 23. bc ♔e7 24. f4 f5 25. ef+. From
 Black's point of view, it is a pity that
 there is a capture in passing. Other-
 wise, we would have had a simple
 classical textbook position.

25...♔xf6.

№ 605



The position sought for by Black.
 The knight is clearly stronger than
 the bishop, the pawn c3 is weak. It
 is impossible to say what has been
 won, but White has significant trou-
 bles. Adams was slightly inaccurate
 and Black turns his advantage to a
 win.

26. f5 ♖c5 27. ♔e3 (27. c4 bc
 28. ♔b2+ ♔f7 29. f6 g6 30. ♔e1
 ♔e8 cannot be done) 27...♖e4
 28. ♔d4+ ♔f7 29. ♔e5?! (29. ♔a1!)
 29...♔e8 30. ♔xc7 ♖xc3 31. ♔a5
 ♖d5 32. ♔b1? White defends him-
 self not in the best way. 32. ♔d1 ♔e5
 33. ♔b1 ♖f6 34. ♔f1+ was stronger.
 32...b4! 33. ♔d1 ♔e5 34. g4 ♖e3

35. ♔d7+ ♔e8 36. ♔d8+? (36. ♔d3)
 36...♔e7 37. ♔d3 ♔xa5 38. ♔xe3+
 ♔d6 (Black easily wins the rook
 ending) 39. ♔e6+ ♔c5. 39...♔d5!
 40. ♔b6 (40. ♔e7 b3!) 40...♔c4
 41. ♔b7 b3-+ was more accurate.

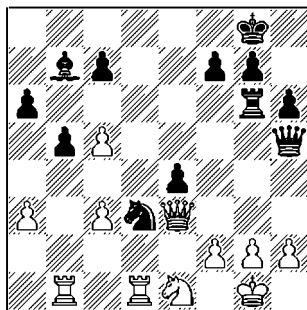
40. ♔e5+ ♔b6 41. ♔e1 ♔b5
 42. ♔f2 b3 43. ♔f3 (43. ♔b1 ♔a5)
 43...b2 44. ♔b1 ♔a5 45. ♔e4 ♔a4
 (46. g5 ♔b3 47. f6 g6-+) [0:1]

316. EHLVEST – ANAND, 1995

(diagram № 597) Black has sacri-
 ficed exchange and, under the
 protection of the powerful knight in
 the centre, can execute a systematic
 attack, activating fresh reserves. The
 scheme: e5–e4, ♔e8–e6–g6, ♔f8–
 d6, ♔d5–h5. The mark – 3 points.

26...e4 27. ♖e1 ♔e6 28. ♔e3
 ♔d6 (28...♔g6 was more accurate,
 for example, 29. ♖c2 ♔d6 or 29. f3
 ♔h5) 29. ♔c5! (White almost rec-
 tifies the position) 29...♔xc5 30. bc
 ♔g6 31. ♔e3 (31. ♖c2? e3 32. f3
 ♖f4! cannot be done) 31...♔h5.

№ 606



Black has a strong attacking position and additional resources connected with f7–f5–f4.

32. c4 bc 33. ♖d2 (if 33. ♖xd3, then 33...ed 34. ♖xb7 ♜d1! 35. ♖b8+ ♜h7 36. ♖e8 d2) **33... ♙c6 34. ♖c2 ♙d5 35. h3 ♜h7 36. ♜h1 f5** (the last wave of attacks) **37. f4 ef 38. ♙xf3 ♖e6 39. ♜d4 ♙xf3 40. gf ♜xh3+ 41. ♖h2 ♜xf3+ 42. ♖g2 ♖g6**. White resigned due to variation 43. ♖g1 ♖g4 44. ♜h2 ♜xg2+. [0:1]

317. ANAND – KASPAROV, 1995

(*diagram № 598*) If you notice an opportunity for exchange sacrifice and evaluate the emerging position as won for White, then you will earn 5 points.

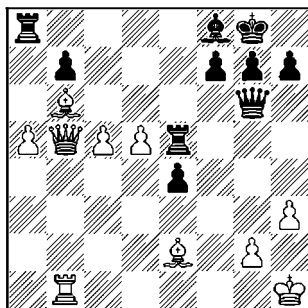
27. ♖d5! ♙xd5? In no case one should accept the sacrifice. **27...h5!** is correct. **28. ed** (strong pawns in the centre, supported by active pieces, determine White's decisive advantage) **28... ♜g6 29. c5 e4 30. ♙e2 ♖e5**. If **30... ♙e7**, then **31. d6 ♙f6 32. d7 ♖f8 33. ♙c7**.

(*See diagram 607*)

31. ♜d7!, an accurately calculated move. The white queen manages to attack (eliminating the pawn b7) and to defend.

31... ♖g5 32. ♖g1 e3 33. d6 ♖g3 34. ♜xb7 ♜e6 35. ♜h2! After this strong move, repelling all the threats, Kasparov resigned. [1:0]

№ 607

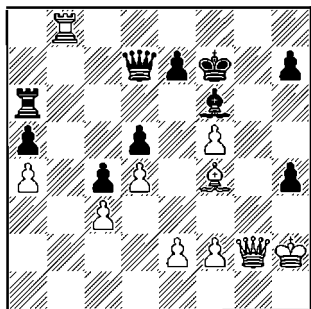


318. ANAND – SHIROV, 1997

(*diagram № 599*) To repel the threats of the desperately resisting opponent, the outstanding tactical player Grandmaster Shirov, a high mastery is required. Easily, without panic, the World Champion conceives and executes a defence-and-counterattack plan. Its essence is in developing the interaction between the queen and the rooks. The scheme: ♜b1–h1–g2, ♙b8–f4, ♖b7–b8, after this the black king gets under a mate-threatening attack. The mark – 7 points.

31. ♜h1! (forcing the black queen to pass over to the defensive) **31... ♜d8 32. ♙f4!** (clearing a way for the rook) **32... ♖cb6 33. ♖b8!+- ♖xb8 34. ♖xb8 ♜d7 35. ♜g2**.

№ 608



It is easy to win after 35...♙g7

36. ♜g4+- [1:0]

319. ANAND - ILLESCAS, 1997

(*diagram № 600*) In reality, Black held this position for five moves. An excellent coordination of white pieces and pawns decided. After the pawn breakthrough f2-f4 and e4-e5, White consolidated his forces and pounced upon the black king with the knight (along the route ♞d2-e4-g5) and the queen (♜c8-g8). The mark – 4 points.

37. f4!+- ♞d3 38. e5! de (38... ♜f5 39. ♜xf5 gf 40. ed) 39. ♞e4 ♜f5 40. ♞g5+ ♔h6 41. ♜g8! ♞xf4+ (41...ef 42. ♜h7+ ♔:g5 43. ♜xh4#) 42. gf ♜c2+ (42...ef 43. ♞xf7+) 43. ♙f2 [1:0]

Ruslan Ponomariov

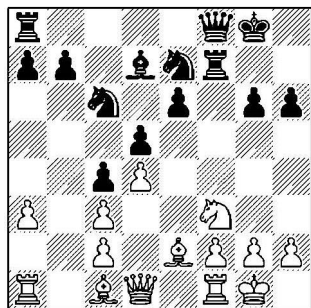
(born 11.10.1983)



INSTANCES OF THINKING IN SCHEMES IN THE GAMES OF RUSLAN PONOMARIOV

320. PONOMARIOV – IVANCHUK, 2002

№ 609



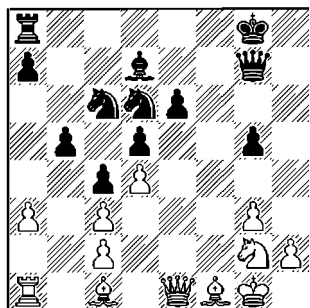
The fights on chessboard squares resemble the fights in the real battlefields. This is, in the first place,

a collision of the arms created by human mind and directed by human will. How many games resulted in a catastrophe for White after the breakthrough e6-e5 executed by Black. Ruslan begins the rearrangement of his pieces which should radically prevent this advancement or make it meaningless. White's manoeuvres are ♖e1, ♜f4, perhaps, after preparatory g2-g3 and ♖e1-g2. Those who find this solution will get 3 points, those who knew of these manoeuvres can add a bonus point for erudition.

17. ♖e1! g5 18. g3 ♜f5 19. ♖g2 ♜g7 20. f4 ♜d6 (with the idea to have a counterplay after ♖e4; 20...

gf 21. ♖xf4) 21. ♚e1 b5 22. fg ♖xf1+
23. ♖xf1 hg.

№ 610

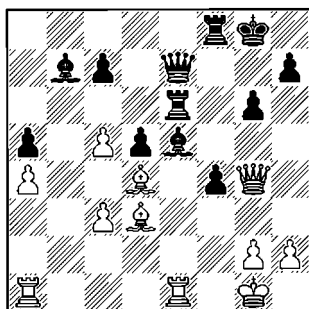


The advancement e6-e5 is again on the agenda. White's disposition – ♖g4, ♚e3, ♖g2(h3), ♖b1, ♖d2, allows him to restrain both attempts by Black to have a counterplay – breakthroughs b5-b4 and e6-e5.

24. ♖e3 ♖f8 25. ♖g2 a5 26. ♖d2 ♚g6 27. ♖g4 ♖f5 28. ♚e3 ♚g7 29. ♖b1 ♚h7. There follows a breakthrough on the queenside and white pieces begin a detour on the left, penetrating the enemy camp.

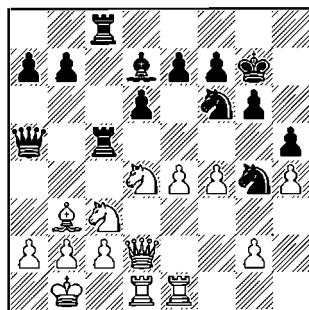
30. a4 ba 31. ♖c1 ♖f7 32. ♖a3 ♚xc2 (32... ♖f5 was more tenacious) 33. ♖c1 ♚f5 34. ♖h3! ♖e4 35. ♖e5! ♚f2+ 36. ♚xf2 ♖xf2 37. ♖xd7 (a short agony follows) 37... ♖a2 38. ♖c5 ♖d2 39. ♖g2 a3 40. ♖f8+ ♚h6 41. ♖e1 e5 42. de g4 43. e6 ♖f3+ 44. ♖xf3 gf 45. ♚f1. [1:0]

№ 611



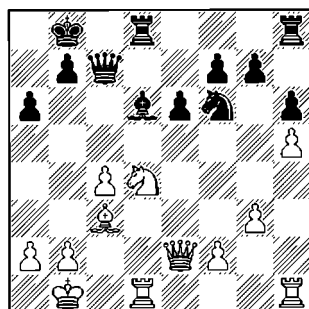
White to move

№ 612



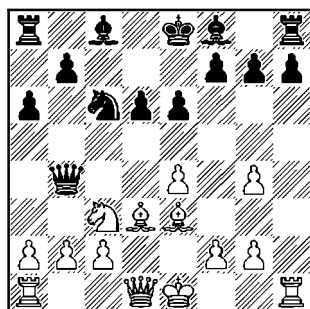
White to move

№ 613

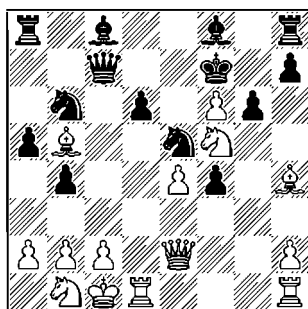


White to move

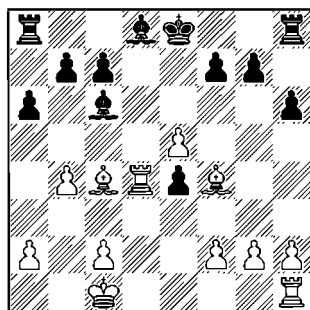
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*White to move*

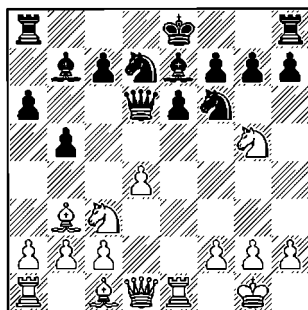
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*White to move*

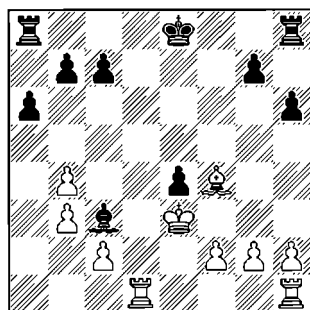
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*White to move*

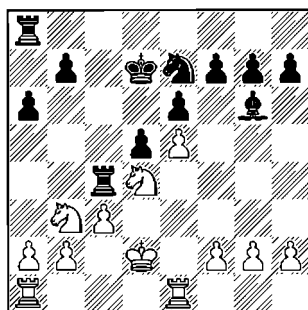
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*White to move*

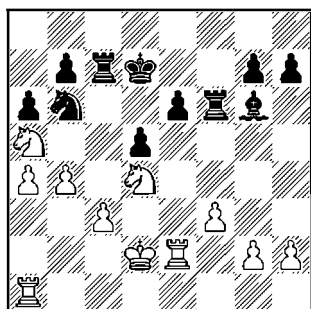
№ 616

*White to move*

№ 619

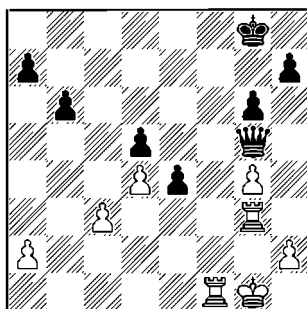
*White to move*

№ 620



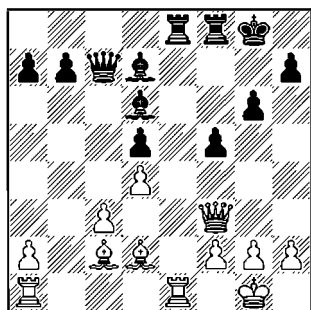
White to move

№ 622



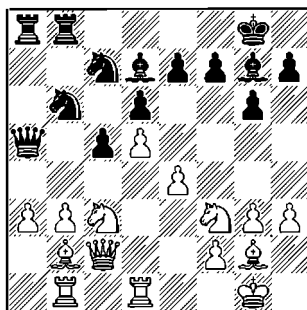
Black to move

№ 621



Black to move

№ 623



Black to move

LEARNING FROM RUSLAN PONOMARIOV

321. PONOMARIOV – BAREEV, 2001

(diagram № 611) Black pieces menacingly stand on the line "e", and the pawn "f" can be turned into a powerful battering ram destroying the protection of the white king. If you are strong in spirit and are ready to decisively cut this "Gordian knot" by means of positional sacrifice of

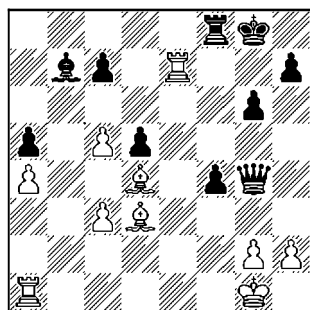
the queen, then add 4 points to your score. The reason to sacrifice the queen – White gets ♖+♙ for ♕, the black bishop will have no good prospects in the nearest future, the penetration of the white rook onto the 7th rank will create a "wind-mill" and the shock troops ♜+2♙ can bring Black too many troubles.

And the psychological impact of the queen sacrifice may be added.

Let's recall a song's lyrics – "Courage can take any fortress..."

26. ♖xe6+ ♜xe6 27. ♚xe5 ♜g4 28. ♚e7.

№ 624



28... ♜f7 29. ♚e8+ ♜f8 30. ♚e7.

The mate-threatening move f4-f3 deprived the leader of the black army of the feeling of danger and of objectivity. White involves his last reserve for decisive actions. Truly, when it is hard to force, it is easier to seduce!..

30... ♜b8?? 31. ♜f1! ♚c6 32. g3!

The minesweepers clear up the way for the rooks which like tanks iron Black's position. A horrible massacre.

32... g5 33. ♜g7+ ♜f8 34. ♜xf4+.

Black resigned. A catastrophe! [1-0]

322. PONOMARIOV – TIVIAKOV, 2001

(diagram № 612) If in this Black's position you feel the entire complex of weaknesses e6, f7, g6

and you determined the rearrangement of white pieces ♖d4-f3-g5, ♜d4 and f4-f5xg6, then you get 3 points.

19. ♖f3! ♚c6 20. ♖g5 ♚e8 21. ♜d4 ♜8c6 22. f5 ♜xc3! (a standard sacrifice with an attempt to have a counterplay; 22... ♖e5 23. fg ♖xg6 24. ♖d5±; 22... gf 23. ef ♜e5 24. ♖ge4±) 23. bc ♖e5 24. fg (24. ♖f3!?!; 24. ♜b4?! ♜c7) 24... ♖xg6 (24... fg catastrophically weakened the square e6) 25. ♖f3 ♜c5! (25... ♜xc3? 26. e5±) 26. ♜e3 ♜c7 27. ♜de1 e5 (White's advancement e4-e5 should not be allowed; 27... a5? 28. e5) 28. ♜d2 a5 29. a4 (29. a3!?) 29... b5 30. ♖g5 (30. ab ♚xb5) 30... ba 31. ♚a2 ♜b6+ 32. ♚a1 a3 33. ♜c1 ♖xh4 34. ♜g3 ♖g6 35. ♜xa3 ♖h7? (35... ♜c6!? 36. ♜f3 h4 37. ♜ef1 ♖xe4 38. ♖xe4 ♜xe4 39. ♚xf7 ♚c6) 36. ♜b1 ♜c7 37. ♖xh7 ♖xh7 38. ♜f3 ♖f4 (38... ♖g7 39. ♜bf1↑) 39. ♜h1 ♖e2? (39... ♜c6 40. ♜e3 f6 41. g3 ♖g2 42. ♜d3 ♜xe4 43. ♜xd6+; 39... ♚c6 40. ♜xh5+ ♖xh5 41. ♜xf7+ ♜xf7 42. ♚xf7±; 39... ♚d7 40. ♚xf7 (40. g3 ♚g4) 40... ♚g4 41. ♜g3 ♜xf7 42. ♜xg4±; 39... ♖g7! 40. g3 ♖e2 41. c4 ♖d4 42. ♜f2 f6.

40. c4 ♖d4 41. ♜f2 ♖g7 42. ♜xh5+ ♖f8 43. ♜g3 ♖e7 44. ♜h7 ♖d8 45. c3 ♜xc4 (it was necessary to play 45... ♖e6, attempting to stabilise the position) 46. cd ♜c1+ 47. ♖b2 ♜d1 48. ♜g5+ ♖c8 49. ♜g4+ ♖b8 50. ♜xd1. [1:0]

323. PONOMARIOV – LI WENLIANG, 2001

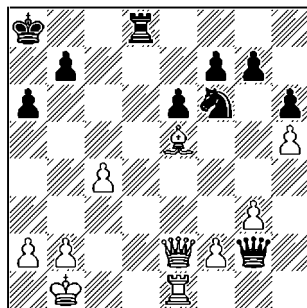
(diagram № 613) This is an interesting position. The knight on d4 looks handsomely, but nothing more. If you felt this and outlined the route ♖d4-f3-e5 followed by the offensive of the kingside white pawns g3-g4, f2-f4 and g4-g5, then you get 2 points. Why so few? The remaining points are bonuses for the subtleties of the positional evaluation and for the correct choice of the continuation. One cannot tolerate the white knight on e5, but the bishop e5 is stronger than the black knight – 1 point.

22. ♖f3! ♙a8 23. ♖e5 ♗xe5 24. ♗xe5 ♜c6 25. ♜xd8+ ♜xd8 26. ♜e1! (White does not need the exchange on e4 yet) **26... ♜g2.** 26... ♜c5 27. g4 (△ f4 and g4-g5) 27... ♜c8 28. b3 ♜d8 29. f4±; 26... ♜d7 27. g4 ♜d2 (27... ♜d3+? 28. ♜xd3 ♜xd3 29. g5! ♖xh5 (29... hg 30. h6!, drawing the line!) 30. ♜h1 f6 31. ♗c7+-) 28. f3 ♜xe2 29. ♜xe2 ♜d3 30. ♜f2 ♖e8 31. ♙c2 ♜d8 32. ♜d2 ♜xd2+ 33. ♙xd2±; 26... ♖e8 was a better defence.

(See diagram 625)

The ability to correctly transform a position from more advantageous to technically won is a sign of the highest mastery. Strengthening of White's position is done according to the scheme – trading the bishop for the knight with creation of weak pawns h6 and f7, f6; ♜e3, ♜c1, a2-a3 (an escape square for

№ 625



safety of the king). The threat of the advancement c4-c5-c6 will force Black to search for an opportunity to exchange the queens with the transition into a rook endgame won for White.

27. ♗xf6 gf28. ♜e3f5 29. a3 ♜d7 (29... ♜c6 30. ♜xh6 ♜xc4 31. ♜e3± – White has a dangerous passed pawn on the line "h") **30. ♙a1 ♜d8** (30... ♜c6 31. ♜xh6 ♜xc4 32. ♜c1±) **31. ♜c1** (△ c5-c6) **31... ♜h8** (31... ♜h2?! 32. c5 ♜xh5 33. c6!) **32. c5! ♜e4** (32... ♜c8 33. ♜d1±) 33. ♜d2 f4? (33... ♜c6 34. ♜d4 ♜c8 35. ♜e3±) **34. gf!** (34. ♜xf4 ♜xf4 35. gf ♜d8) **34... ♜b8 35. ♜d6 ♜c6 36. ♜xc6 bc 37. ♜d1+- ♜g8 38. ♜d7 ♜g1+ 39. ♙a2 ♜h1 40. b4!** (40. ♜xf7 ♜xh5 41. ♜f6 ♜xc5 42. ♜xh6 ♜f5 43. ♜xe6 ♜xf4 44. ♜e2±) **40... ♜xh5** (40... ♜h3 41. ♜xf7 ♜f3 42. ♜f6+-) **41. ♙b3!** (△ ♙a4-a5) **41... ♜h3+.** 41... ♜f5 42. ♙a4! ♜xf4 43. ♙a5 ♙b8 (43... ♜xf2? 44. ♙b6) 44. ♙b6! (an absolute domination!) 44... ♙c8 45. ♙xc6

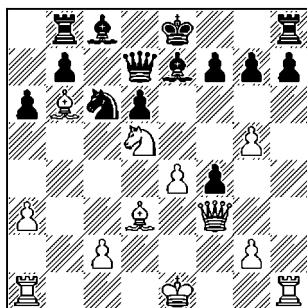
e5 (45...♖xf2 46.♞a7) 46.♞c7+
 ♔d8 (46...♙b8 47.♙b6+-) 47.♞a7
 ♖xf2 48.♙d6+-

42.♙a4! ♙b8 43.♞xf7 ♙c8 44.
 ♙a5! ♙d8 (44...♞xa3+ 45.♙b6+-)
 45.a4 ♞f3 46.♙xa6. [1:0]

324. PONOMARIOV – BAKLAN, 2001

(*diagram № 614*) This is an example from the openings theory for beginners and not very sophisticated amateurs. It can provoke a mere smile on an expert's face. The advantages of the manoeuvre, which gives White an opportunity to bind Black's position on the queenside at the cost of minimal material exchange, are too obvious. Starting with a2-a3, if the queen goes to a5, then b2-b4 and ♖c3-a4-b6. The capture on b2 will allow White to take an additional line to attack Black's queenside – by analogy with the previous variation ♖c3-a4-b6 will allow White to dominate on the queenside, and on occasion f2-f4 and g4-g5 with space advantage on the kingside. But still, 2 points will be a moderate award for the correct solution of the problem. 12.a3 ♙xb2 13.♖a4 ♙f6 14.g5 ♙d8 15.♖b6 ♞b8 16.f4 ♙e7 17.♙f3 e5 (it is the time for White to change the blocker) 18.♖d5 ef 19.♙b6 ♙d7.

№ 626



There follows a blow at the most fortified point. The "penal battalions" are breaking through. Lo and behold – they do not perish at the first series of Black's defence!!

20.g6!! ♙g4 21.♞xh7 ♞xh7
 22.gh ♙h4+ 23.♙d2 ♙xh7 24.♙c7
 (opening the hunting season for rooks) 24...♙h6 25.♙xb8 ♖xb8
 26.♖b6 ♙e6 27.e5! de 28.♙xb7
 ♙d6 29.♖c8 ♙d7 30.♙c3 ♙d8
 31.♖xd6 ♙xd6 32.♙b2 ♙d4+
 33.c3 ♙f2+ 34.♙c2 ♖c6 35.♞d1.
 Black resigned. The game was actually decided in the opening. The remaining is just an illustration of the topic "Realization of the achieved advantage". [1:0]

325. PONOMARIOV – GREENFELD, 2001

(*diagram № 615*) White has advantage in development. The temptation to double the rooks is great, but this solution will not give the required effect. If you found the trans-

fer of the king to e3 (♔c1-d2-e3), followed by ♔d5, taking the pawn e4, – you will get 4 points. On the way, you should specify the subtleties of the possible exchange of the pawn g2 for g7.

14.♔d2! ♕g5 15.♔e3 f6 16.ef.
16.♕xg5 fe (16...hg 17.♔d5 ♕xd5
18.♔xd5 ♔e7 19.ef+ gf 20.♔xe4
♔h4+ 21.♔d3 ♔xb4 22.♔e1+±)
17.♔d2 hg 18.♔d5 a5; 16.e6 ♔e7
17.♔hd1 f5.

16...♕xf6 17.♔dd1 ♕a4 (17...
♕c3 18.a3 ♕b2 19.♕xc7 ♔c8
20.♕b6 ♕xa3 21.♕e6 ♔a8 22.c3±)
18.♕b3! ♕xb3 19.ab± ♕c3 (19...0-
0 20.♔d7 ♔f7 21.♔hd1±). (diagram
№ 616)

It looks like Black jumps off the hook in this position, and there would follow the exchange of the pawn c7 for pawn b4, e4 for f2. But this is just an illusion. If you can discern the scheme "windmill" in this position and can find the exact order of moves, then the correct solution will bring you 3 points. Even if the combination itself cannot be done, it at least yields an easily won endgame. White executes the following manoeuvres: ♕f4xc7-e5, ♔d1-d7, ♔h1-d1, ♔d7xf7 and ♔d1-d7. In the end, Black's active pieces are exchanged, and then the pawn e4 is lost without the exchange for the pawn f2.

20.♕xc7 ♕xb4 21.♕e50-0 (21...
♔c8 22.c3 ♕a5 23.♔xe4±) **22.♔d7**
♔f7 23.♔hd1± ♔e8 24.♔xf7 ♕xf7

25.♔d7+ ♔e7 (25...♔e6 26.♔xb7
♔xe5 27.♔xb4+–) **26.♔xe7+ ♕xe7**
27.♔xe4+– b5 28.♔d5 a5 (28...g6
29.♔c6 ♔e6 30.♕g7 h5 31.♔b6
♔d5 32.♔xa6 ♔c6 33.♕d4+–)
29.♔c6 a4 30.♔xb5 a3 31.♔a4.
Black resigned. [1:0]

326. PONOMARIOV – PELLETIER, 2001

(diagram № 617) If you can catch the core of Black's position, then certainly, you will find the correct solution. The knight e5 is still holding his position and he should be exchanged, and then function the motifs of deflection and overloading of black pieces, which are unable to defend the numerous weaknesses and to block dangerous lines. So, the manoeuvre ♔b1-d2-f3 decides regardless of whether White takes on e5 or Black makes exchange on f3. The mark – 3 points.

22.♔d2!! a4 23.♔b1 a3 24.♔f3
♔xf3 25.♔xf3 ab 26.♔xd6 ♔xd6.
One should have played 26...♕xd6
27.♔b3+ ♔f8 28.♕g5 ♕d7, keep-
ing chances to repel the attack.

27.♔xd6+ ♕xd6 28.e5! ♕e6
29.♔b7+ ♔d7 30.♕c4! draws the line
in this game. Black resigned. [1:0]

327. PONOMARIOV – FRESSINET, 1999

(diagram № 618) The black king is in the centre. The sacrifice of the knight on e6 suggests itself.

The black queen is forcibly driven to a5, but what to do next? Those who found the scheme ♔d2 with a prospective discovery ♜d5 and ♚e2(e1), will get 3 points. This allows White to get a clear compensation for the material loss.

11. ♜xe6!! (11. ♜xf7? ♚xf7 12. ♚xe6 ♚xe6 13. ♔xe6+ ♚xe6 was not so clear) **11...fe** **12. ♚xe6 ♚b4** **13. a3 ♚a5** **14. ♔d2 b4** **15. ab ♚f5** **16. ♚e2 ♜g8** **17. ♚a5! ♚f8** (17...c5 18. dc ♚c8 19. c6+-) **18. ♜d5 ♚d8** (18...♔xd5 19. ♔xd5 ♚b8 20. ♔c6 ♚d8 21. ♚xa6 ♜gf6 22. b5+-) **19. b5 ♔d6**. 19...ab 20. ♚xb5 ♚b8 (20...♔xd5 21. ♚xd5 ♚c8 22. ♚a8+-) 21. ♜xe7 ♜xe7 22. ♔g5+-

20. ba ♔c6 **21. ♜b4**. Black resigned due to 21...♔xb4 22. ♔xb4 ♚xb4? 23. ♚e8#; **21... ♜b8** **22. ♜xc6+** (22. a7 ♔xb4 23. ♔xb4 ♚xb4 24. ♚xc6 ♜xc6 (24... ♚xa5 25. ab ♚+ ♚xb8 26. ♚a6 ♚b5) 25. ♚d5+ ♚c8 26. ♚b5 ♚xa7 27. ♚e6+ ♚d8 28. ♚d5+ ♚d6 29. ♚xd6+ cd 30. ♚xd6+) **22... ♜xc6** **23. ♚e4 ♜ge7** **24. ♔g5 ♚d7** **25. ♔xe7 ♜xe7** **26. ♚xd6+ cd** **27. ♔e6++- [1:0]**

This game clearly demonstrates that the queen is a valuable but vulnerable piece. So, from the practical point of view regarding the struggle for life, Black could easily capture the rook e6 with the queen at the 12th move – nothing could be spoiled. It is clear that Black's position is lost, but all the same, this is

nothing like the execution which he suffered from White.

328. PONOMARIOV – DREEV, 2000

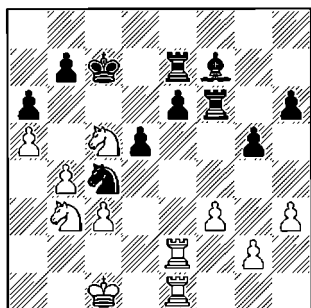
(*diagram № 619*) The white knight on d4 occupies the dominant hill in the centre of the chessboard. The far-ranging black bishop g6 is in a splendid position, but has no target to shoot. White pieces are dancing on black squares. The square e4 is taken under control by the pawn f2-f3 (recall Capablanca's principles). So far, so good, but what to do next? If you can find the rearrangement of white pieces on the queenside – a2-a4, ♜b3-a5, b2-b4, attacking the pawn b7, then you can add 2 points to your score. Black's attempt to counterplay on the line «f» is easily crossed.

18. a4! (while regrouping the pieces, the exact order of moves is required) **18... ♚f8** **19. f3 f6** **20. ♜a5 ♚c7** **21. b4 ♜c8** **22. ♚e2 ♜b6** **23. ef ♚xf6** (*diagram № 620*).

In the resulting position Black has two weak pawns – b7 and e6, but White has only one – c3. How should White place his knights to attack the weak points of the enemy? Those who found the manoeuvres – ♜d4-b3-c5, ♚a1-e1, ♚d2-c1 (preventive), ♜a5-b3, a4-a5 with the idea ♜d4 – get 4 points.

24. ♜db3 ♚c8 **25. ♜c5 ♔f7** **26. ♚a1 ♚e7** **27. ♚c1 g5** **28. h3 h6** **29. ♜ab3 ♜c4** **30. a5! ♚c7**.

№ 627



31. ♖d3! The threat of blockade on black squares forces Black to advance the pawn e6, creating a central phalanx. But the manoeuvre ♖b3-d2 eliminates an important protector of Black, after that the pawn is lost.

31... e5 32. ♖d2 ♖xd2 33. ♙xd2 e4 34. fe de 35. ♖xe4 ♖xe4 36. ♖xe4 ♙d5 37. ♖e2 ♖d6 38. g3! ♙c6 39. ♖e5 ♙g2 40. h4 ♙f1 41. ♖e3 gh 42. gh b6 43. ab ♙xb6 44. ♖f3 ♙g2 45. ♖f4 a5 46. c4! ♖g6 47. h5 ♖g5 48. ♖f6+ ♙c7 49. ♖g6! ab 50. ♖f4! ♖f5 51. ♖xg2 ♖xh5 52. ♖f4 ♖h2+ 53. ♙d3 b3 54. ♙c3 b2 55. ♖d5+ ♙d7 56. ♖b6 h5 57. ♖xb2 ♖h1 58. ♖b6 h4 59. ♖h6 h3 60. ♙d4 h2 61. ♙c5 ♙e8 62. ♖f6+. Black resigned. The manoeuvres of Ruslan's cavalry in this game make a strong impression! The slashers on horseback are still alive! [1:0]

329. SVIDLER – PONOMARIOV,
2001

(diagram № 621) The trick which helps to create the arrangement scheme for black pieces is well known to the experts in T. Petrosian's creative work. The initial arrangement of Black's strike forces – ♖e4, ♙b5, ♙xh2, ♖e4-h4 – cannot be tolerated by White and will bring to its discoverers 3 points. Capturing the offered exchange sacrifice on e4 cannot satisfy White immediately. The role of the rooke4 – through the square f5 to h5, will be played by his comrade in arms.

16... ♖e4! (16... ♙xh2+ 17. ♙h1 ♙d6 18. ♖xd5+ ♙h8 19. ♖f3 ♙c6) 17. g3. 17. ♙xe4 fe 18. ♖e2 ♙xh2+ 19. ♙h1 (19. ♙f1 ♖g3 20. ♙e3 ♙h3!-+) 19... ♖f5 20. ♖ac1 ♖h5-+

17... ♙b5 18. ♙f4. 18. ♙xe4 fe (18... de 19. ♖e3 ♙d3 20. ♖g5±) 19. ♖g4 ♖f5

18... ♙xf4 19. gf ♖d6 (19... ♖xf4 20. ♙xe4 fe 21. ♖xf4 ♖xf4 22. ♖ab1; 19... ♖xf4 20. ♖xd5+ ♖f7 21. ♖xb5 ♖xf2 22. ♖e8+ ♙g7 23. ♙xf2 ♖xh2+ 24. ♙f3+-) 20. ♙xe4 fe 21. ♖g3 (21. ♖e3 ♖xf4→) 21... ♙xf4 22. ♖ab1 ♙d7 23. f3 (23. h3 b5 24. ♖e2 ♖f6+; 23. ♖xb7? ♖g4-+) 23... b6 24. ♖e3 ♖f6?! 24... ef 25. ♙f2 (25. h3 ♖g4-+) 25... ♙f5 26. ♖e8+ ♙f7 27. ♖be1 ♙e4 28. ♖a8.

25. ♖f1? (25. ♙g2 h5!+; 25. h3! ♖xf3 26. ♖xf3 ♖xf3 27. ♖xf3 ef 28. h4 ♙f5 29. ♖b5 ♙e4 30. a4+) 25... ♙g4! 26. ♖xg4 (26. ♖f2 ♙xf3 27. h3 h5

28. ♖f1 g5+; 26. fg ♙xf1+ 27. ♖g2 ♙a1 28. ♙b8+ ♙f8 29. ♙xf8+ ♖xf8 30. ♙e2 ♙c1 31. ♖g3 g5+) 26... ♙xg4+ 27. fg ♙g5 28. ♙g3 (28. ♙e2 ♙xg4+ 29. ♙g2 ♙h5+) (diagram № 622)

Will White be successful in building a fortress? No!! Those who arrived at the same answer and found the right arrangement of Black's battlefield forces get 5 points. Black advances the queenside pawns b6-b5, a7-a5, b5-b4, unpropping the pawn d4, then Black's monarch is drawn closer ♖g8-g7-h6-g5-h4, the pawn d4 is won with the help of a series of checks and with the threat to advance the pawn "e", and the advancement of a pair of pawns "d" and "e" should finally decide the outcome of the game in Black's favour.

28...b5 29. ♙f2 (29. ♙b1 ♙d2 30. ♙xb5? ♙e1+ 31. ♖g2 ♙e2+) 29... ♖g7 30. ♖g2 a5 31. ♙b2 b4 32. cb ab (32... ♙c1 33. ♙f2 ab 34. ♙b3 ♙d1+) 33. h3 ♙c1 34. ♙gb3 ♖h6 35. ♙xb4 ♙d1 36. ♖f2 (36. a4? e3 37. ♙b1 e2+) 36... ♖g5 37. ♙e2 (37. a4 ♖f4 38. ♙4b3 ♙xd4+) 37... ♖f4 38. ♙b3 (38. a4 e3+ 39. ♙xe3 ♙d2+ 40. ♙e2 ♙xb4+) 38... ♙xd4+ 39. ♖g2 ♙c4 40. ♙f2+ ♖g5 41. ♙f7 d4 42. h4+ (42. ♙xh7 ♖f4 43. ♙b2 e3+) 42... ♖xh4 (42... ♖xg4?? 43. ♙g3+ ♖h5 44. ♙xh7#) 43. ♙xh7+ ♖xg4 44. ♙g3+ ♖f5 White resigned. Black's central pair of pawns is unstoppable. [0:1]

330. AVRUKH - PONOMARIOV, 1999

(diagram № 623) White's pawn centre is based on the pawn e4. If one can undermine it and exchange the queens, then White will be incapable to defend his weaknesses. Those who arrived at a similar conclusion and found a way to execute it efficiently get 4 points. Black pieces move according to the following scheme – ♙a5-a6-c8, then f7-f5, ♙c8-f8, f5xe4 and ♙f8-f5.

24... ♙a6 25. ♖f1? ♙c8 26. ♖h2 f5! 27. ♙a1 ♙f8 28. ♙d2 fe 29. ♙xe4 ♙f5! 30. ♙xf5 ♖xf5 31. ♙e1 ♖f8 (31... ♖xc3!? 32. ♖xc3 ♖cxd5 33. ♖b2 ♙a7) 32. ♖g5? 32. ♖b5! ♖xb5 was more tenacious (32... ♖xb2 33. ♖xc7 ♖c3 34. ♖xa8 ♖xd2 35. ♖xd2 ♙xa8 36. a4 ♖xd5 37. ♖g2 e6 38. g4+ ; 32... ♖cxd5 33. ♖xg7+ ♖xg7 34. ♖c7! ♖xc7 35. ♙xe7+) 33. ♖xg7+ ♖xg7 34. ♖xb5 ♙xa3 35. ♙xe7+ ♖f6 36. ♙e3 ♖c8 37. ♖c4 ♖b6.

32...h6 33. ♖ge4 ♖d7 34. b4. 34. ♖c4 ♖e5 35. ♙e3 ♖xc4 36. bc ♙b3!? (36... ♙xb2 37. ♙xb2 ♖xe4 38. ♙xe4 ♖xc3 39. ♙b7 ♖a5!) 37. ♖b5 ♙xe3 38. ♖xc7 ♙xe4 39. ♖xa8 ♖xb2 40. ♙xb2 ♙xc4+

34...cb 35. ab ♙xb4 36. ♖g2 ♖f6 37. ♖xf6 ♖xf6 38. ♙c1? (38. ♖d1 ♖xb2 39. ♖xb2 ♙a2 40. ♙ee2 ♖b5) 38... ♖b5!+ (38... ♖g5 39. f4 ♙xf4) 39. g4 (39. ♖d1 ♙a2+ ; 39. f4 ♙xb2 40. ♙xb2 ♖xc3+ ; 39. ♖xb5 ♖xb2+) 39... ♖g5. [0:1]

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A WORD FROM THE AUTHOR (IN PLACE OF AN AFTERWORD)

Every manuscript has its own fate. Some are lost in time, others - in the fire of conflagrations, or are forgotten in the archives. Those that appeared in print are lucky. I am lucky, too, having the aids who helped this manuscript to see the light of day. I am very grateful to my first coach Konstantin Vinokurov as well as to my colleagues Georgy Sobolev and Artur Gabrielian for their help during the preparation of this book.

**Irina Mikhaylova, International Grandmaster,
Coach of the Highest Qualification, PhD in Education.**



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