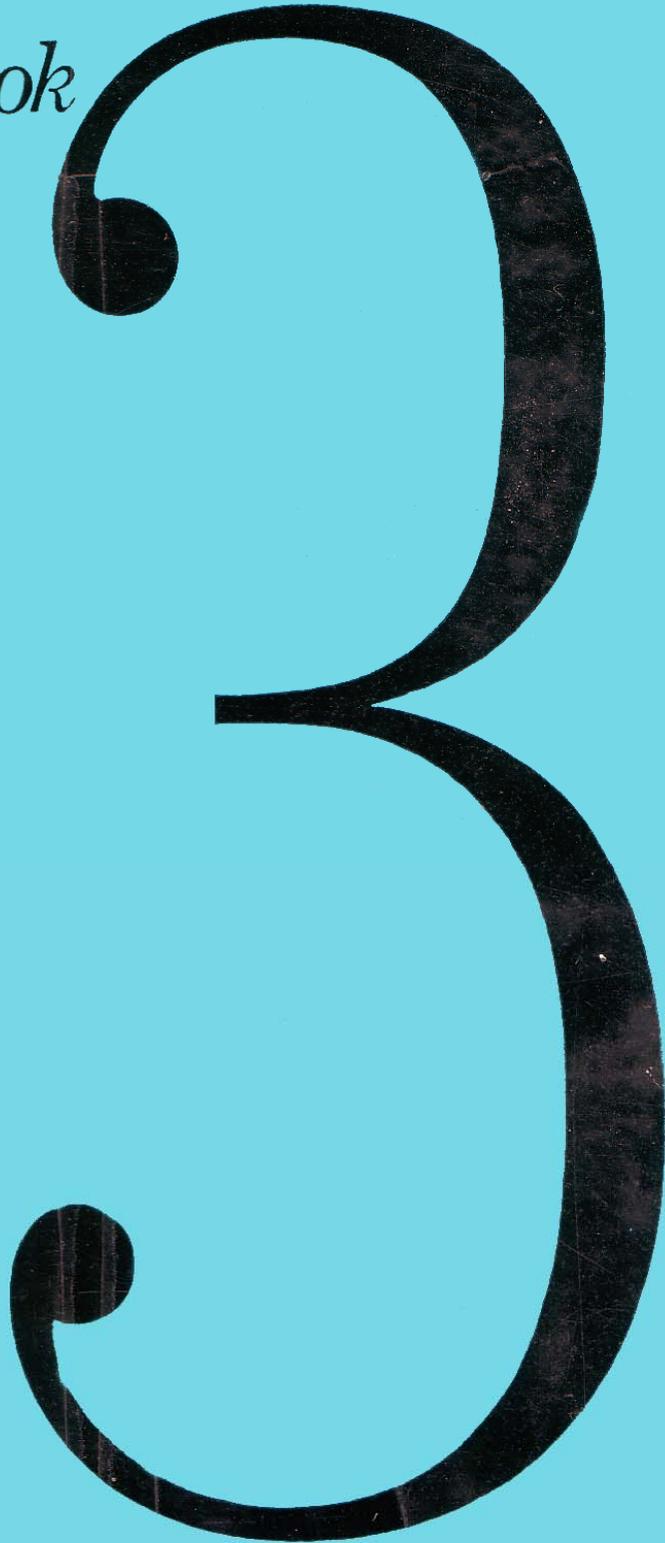


W. H. Cozens

*Lessons in
chess strategy*

Book



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LESSONS IN CHESS
STRATEGY

by
W. H. COZENS



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Introduction

How many moves ahead can you see?

This question is frequently put to chessmasters. Réti's famous reply 'Usually not one!' is often regarded as a witticism, but after a little thought about the complex structure of chess one may perhaps conclude that he was speaking something alarmingly near to literal truth.

Suppose, for example, that at a certain stage in a game you have a choice of four feasible moves and that to each of these your opponent has four feasible replies. This already gives sixteen positions to be visualised when it is your turn to move again. If, for the sake of argument, you then have four continuations in each position and your opponent again has four replies to each, there are over 250 hypothetical positions involved in the problem of seeing a mere *two* moves ahead; a similar choice at your third move would bring up the thousand.

Of course, the expert thins out this multiplicity of positions enormously by instantly rejecting the majority of them as unplayable and most of the rest as undesirable. Nevertheless, he is left with a formidable profusion of possibilities—and for this we may be thankful, since it means not only that chess is humanly inexhaustible but also that it can never even remotely approach monotony. Even Cleopatra's infinite variety, which custom could not stale, yields place to the perennial newness of chess.

Admittedly, there are positions where sequences of moves

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are forced, particularly in mating combinations and in some endgames. But the fact that once in a while a player may truthfully claim to have seen a dozen or so moves ahead does not invalidate the answer to our first question. How many moves ahead can you see? Very, very few!

How many moves ahead do you look?

This is an entirely different question, and the whole subject matter of this book is involved in it. The complete beginner, having learnt the moves, conducts his first few games one move at a time and with no aim beyond attacking an enemy piece or, better still, giving check. Very quickly he learns to improve on this, acquiring an eye for forks and pins, and various two-move and three-move strategems to bring about the opponent's downfall. This is the stage of tactics, and every player has to equip himself as thoroughly as possible in this field.

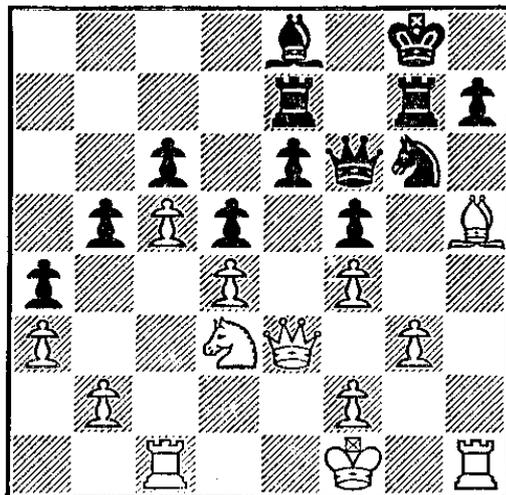
It may be a new idea to many learners, however, that the thought processes of the chessmaster are concerned only in a minor way with these tactical devices. They are second nature to him. He gives them no more thought than the expert pianist gives to his fingering or the accomplished writer to the analysis of his sentences. They are only the vehicle of his ideas. What, then, are the ideas themselves? To give, on an elementary level, some answers to that question, illustrating them from the play of the masters, is the aim of this little book.

Though impenetrable complexity nearly always makes it out of the question to analyse in detail a dozen moves ahead at the chessboard, it is perfectly feasible to *look* a dozen moves ahead and visualise the *kind* of position one is aiming for, the *kind* of pawn structure one can try to build, the *kind* of advantages one may seek to acquire, and the *kind* of difficulties one may create for the opponent. This is strategy. The idea of taking control of a certain file, for example, doubling one's Rooks on it and then penetrating to the seventh rank, is a strategic aim which may take many moves to accomplish, with numerous tactical hurdles to be sur-

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mounted *en route*. It may even prove in the end to be impossible, but the opponent, in preventing it, may have to create a weakness elsewhere which will then provide a new strategic target.

As an example of strategic thinking by a grandmaster consider the diagrammed position, which arose after Black's 34th move in the game Alekhine–Chajes, Carlsbad, 1923. Alekhine was not only a great player (World Champion 1927–35 and again from 1937 to his death in 1946) but also a very lucid writer. We summarise his thought processes at this stage from his own explanation given in his book *My Best Games of Chess, 1908–1923*.



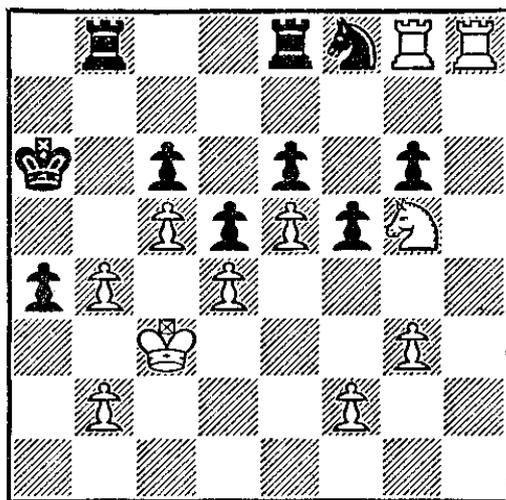
How should White proceed?

Material is equal. First he observes that he cannot get a mating attack by doubling or even trebling his heavy pieces on the KR file at present, for Black's defensive resources are adequate. He therefore decides to bring his King towards the centre of the board with the strategic threat of exchanging off the Queens and Rooks on the KR file and then winning the endgame by penetrating into Black's game with his King via QR5. Black, no doubt, will react by centralising his King also. Alekhine then proposed to decoy the remaining pieces one by one away from the K side by means of tactical threats. (To anyone not possessed of the technique of an Alekhine this part of the plan would be much more easily said than done!) Finally, when the black

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pieces were well away on the Q side, he would exchange Queens and invade with his Rooks, the KR file being after all the avenue to victory.

The actual moves needed to carry out this plan were probably only sketchily foreseen by Alekhine, but the measure of his success may be judged from the second diagram...



All aims accomplished

... which shows the same game twenty-six moves later. All the strategic aims have been fully achieved and Black is helpless. He was, in fact, faced with mate four moves later.

After which profound and perhaps rather daunting example we had better go back and begin at the beginning.

1 Attacking the Un-castled King

The most primitive way of winning a game of chess—and to some bloodthirsty temperaments the most satisfying—is to open an assault on the enemy King at the earliest moment, catch him before he can castle, and finish him off there and then. Chances of achieving this against a reasonably prudent opponent are slight, but they do occur—even at international level, as the following examples show.

1

International Team Tournament, Munich, 1936

White: Wojciechowski (Poland) Black: Weiss (Austria)

French Defence

1 P-K4	P-K3
2 P-Q4	P-Q4
3 Kt-QB3	B-Kt5
4 Kt-K2	

Here White is deliberately tempting Black to take a pawn and defend it at the expense of time which he cannot afford.

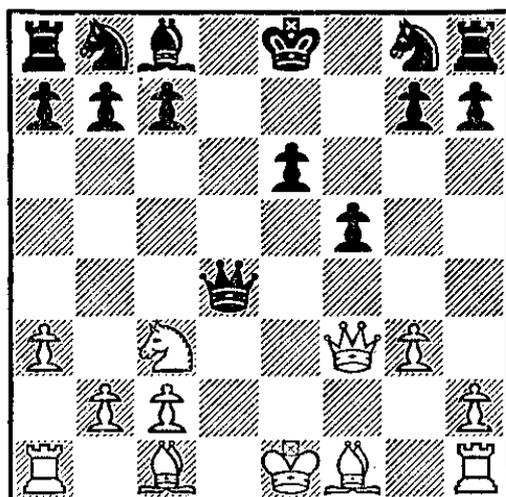
4 ...	P×P
5 P-QR3	B×Kt ch
6 Kt×B	P-KB4

There was no harm in taking the pawn on the 4th move. The bad move is this one, which not only wastes time that

Attacking the Un-castled King

could have been used in bringing out a piece (6 ..., Kt-QB3!) but also seriously weakens the position of the black King. White is happy.

7 P-B3!	P×P
8 Q×P	Q-R5 ch
9 P-Kt3	Q×QP



*Black has gained material
but lost time*

White is two pawns down, but Black has no piece in play except his Queen, on whose safety, moreover, he will have to spend still more moves. This is the kind of situation in which White can have legitimate hopes of a quick win. He has an overwhelming weight of pieces available for the attack; Black has just as many on the board, but it is likely that some of them will never see the light of day. For the time being the absence of the two lost pawns is a positive advantage, giving a clear run to the strafing Rooks and Bishops. Black's inability to match man for man at the vital part of his barricades will cost him the game.

10 B-K3	Q-KKt5
11 Q-Kt2	Kt-KB3
12 B-K2	Q-Kt3
13 O-O-O	Kt-B3

Here Black *could* have castled, and probably he should have done so, for he is not given another chance; but he was

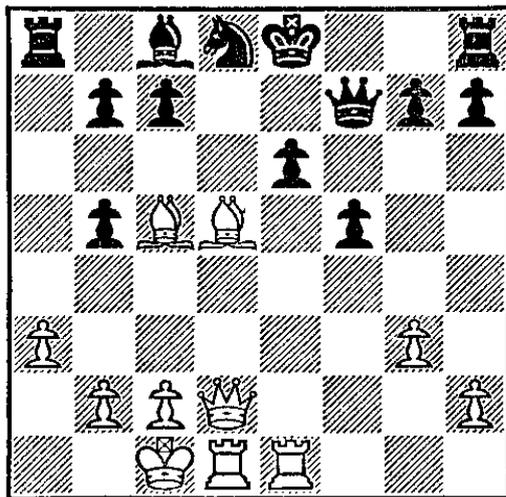
Attacking the Un-castled King

in a dilemma, for he urgently needed this Knight in play. In any case, White's attack would have remained very strong.

14 Kt-Kt5 Q-B2
15 B-B5!

Now castling is prevented and Black's fate is sealed.

15 ... P-QR3
16 B-B3 Kt-Q1
17 Q-Q2 Kt-Q4
18 B×Kt P×Kt
19 KR-K1



*White's two Rooks are
deadly*

Black would have been even worse off if he had taken the Bishop instead of the Knight. But two Rooks on the centre files are nearly always too much for a King which cannot castle.

19 ... B-Q2
20 P-KKt4 Kt-B3
21 P×P Q×P
22 B×P B×B
23 Q-Q7 mate

This kind of win is as old as chess itself—and as new as last week's club-night.

The next game shows something very similar happening nearly a hundred years earlier between two of the brilliant

Attacking the Un-castled King

constellation of German masters now remembered as The Pleiades.

2

Friendly Game, Berlin, 1839

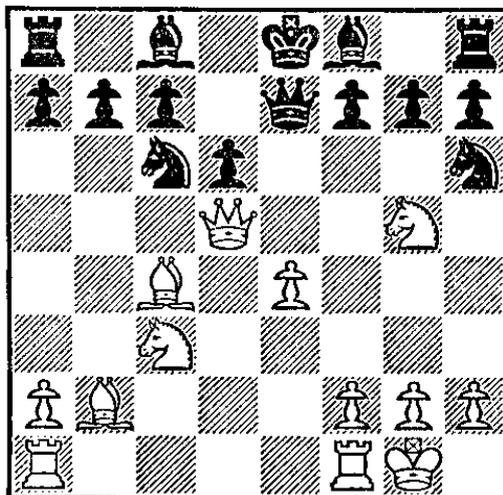
White: von Bilguer Black: Schorn

Scotch Gambit

1 P-K4	P-K4
2 Kt-KB3	Kt-QB3
3 P-Q4	P×P
4 B-QB4	B-Kt5 ch
5 P-B3	P×P
6 O-O	P×P
7 B×P	B-B1

In order to save his King's Rook Black has to un-develop his Bishop; other methods (7 ... , K-B1 or 7 ... , P-B3) seem even worse. But now the situation is strategically similar to that in Game 1. Black has gained two pawns at the cost of valuable time; or, to put it another way, White has gained time by sacrificing material. With all these open files and diagonals, the attacking moves are easy to find—very much easier than the correct defences.

8 Q-Q5	Kt-R3
9 Kt-Kt5	Q-K2
10 Kt-QB3	P-Q3



Black is cramped and seriously underdeveloped

Attacking the Un-castled King

The King's Bishop, which has already been out and back, is now well and truly bottled, and K-side castling is out of the question; while to castle on the other side, in front of all the open files, would offer no salvation.

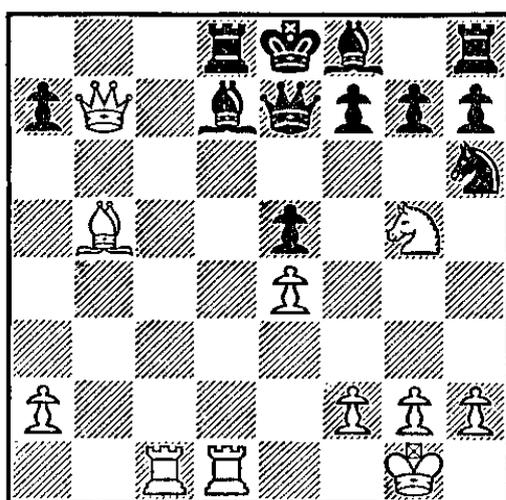
11 Kt-Kt5	Kt-K4
12 B×Kt	P×B
13 Kt×P ch!	

White, with his great superiority of available pieces, can well afford the luxury of this sort of move. He vacates the checking square for his Bishop, at the same time destroying the pawn which could have been interposed.

13 ...	Q×Kt
14 QR-B1!	

By reserving the check and making this veiled threat against the black Queen, White powerfully reinforces his attack and gains still more time.

14 ...	Q-K2
15 B-Kt5 ch	B-Q2
16 Q×KtP	R-Q1
17 KR-Q1	



Again the white Rooks spell disaster for Black

Black's last few moves have been forced. But now the white Rooks stand side by side, as in the previous game,

Attacking the Un-castled King

between them sweeping a quarter of the board. The game is over.

17 ...	B×B
18 Q×B ch	R-Q2
19 R-B8 ch	Q-Q1
20 Q×R mate	

Among the many beautiful wins of this sort on record, two outstanding ones deserve mention: Anderssen's win from Dufresne in Berlin in 1852 (an Evans Gambit remembered as 'The Evergreen Game') and Morphy's famous brilliancy won from his distinguished hosts in a Paris Opera box in 1858. These games have been so often anthologised that it is unnecessary to repeat them here, but though hackneyed, they remain unsurpassed gems of chess artistry, and the player who has yet to discover them has a great thrill in store.

In both the games given so far the big guns fired down the open centre files. Another line which it can be fatally dangerous to open before castling is the short diagonal leading to the King through KKt3 and KB2. The shortest possible 'game' of chess is 1 P-KB3 (or KB4), P-K4 (or K3); 2 P-KKt4, Q-R5 mate—the so-called Fool's Mate. In the Southampton League about 1930 the following actually happened: 1 P-KB4, P-K3; 2 P-KR3??, and Black mated in two.

Here is a game in which *both* players open this dangerous diagonal before castling. Reshevsky, the winner, had been an infant prodigy, giving public simultaneous exhibitions at the age of seven. He then disappeared from the scene for some years. When he played this game he was twenty-two and just beginning to establish himself as an international master.

3

Syracuse, New York, 1934

White: Reshevsky Black: Denker

Queen's Pawn, Budapest Defence

6

Attacking the Un-castled King

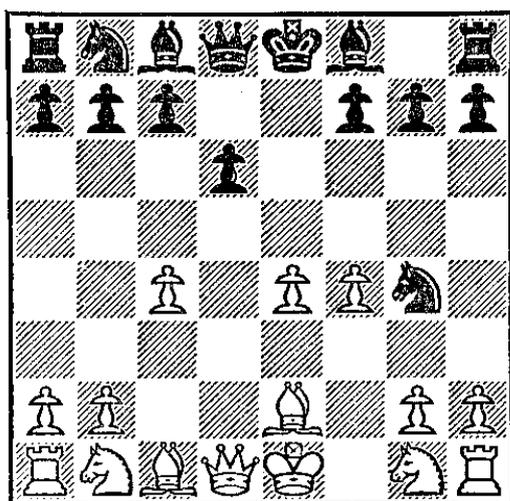
1 P-Q4	Kt-KB3
2 P-QB4	P-K4
3 P×P	Kt-Kt5
4 P-K4	P-Q3
5 B-K2	

White is developing pieces rather than trying to hold on to the gambit pawn by 5 P×P etc. This is the right spirit and the surest guarantee against an opening débâcle.

5 ...	Kt×KP
6 P-B4	

The dangerous diagonal is opened.

6 ...	Kt-Kt5
-------	--------



A trap based on the Fool's Mate diagonal

Black thinks he can make something out of the exposure of the white King. If now 7 B×Kt, Black will reply 7 ... , Q-R5 ch and regain the piece. But this is no more than a trap, and the Knight will have to retreat with serious loss of time.

7 Kt-KB3	Kt-QB3
8 O-O	B-Q2
9 Kt-B3	B-K2
10 P-KR3	Kt-B3
11 P-K5	P×P
12 P×P	Kt-KKt1

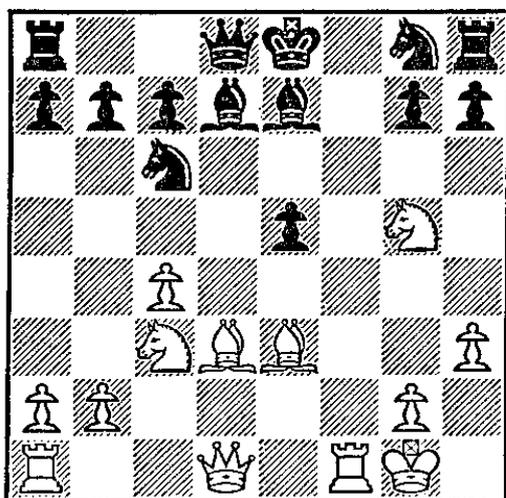
Attacking the Un-castled King

After making six moves the Knight is back where it began. The squandering of time on this reckless scale is bound to have serious consequences.

13 B-K3 P-B3?

Black wants to castle, of course. He proposes to eliminate the troublesome KP, enabling his King's Knight to be developed again. Then he will castle and be safe. But he has opened his Fool's Mate diagonal.

14 B-Q3 P×P
15 Kt-KKt5!



White uses the Fool's Mate diagonal to force a win

Compare the position after Black's 6th move. As before, if 15 ... , B×Kt, the answer is 16 Q-R5 ch, and this would lead not merely to the recovery of the piece but to mate. However, the real point of the combination is White's reply to the next move.

15 ... Kt-B3
16 R×Kt!

Thus White forces an entry for his Queen. This type of exchange sacrifice is not uncommon (Lasker-Pirc, Moscow, 1935, is a famous example) and should be in every player's repertoire.

Attacking the Un-castled King

16 ...	B×R
17 Q-R5 ch	P-Kt3
18 B×P ch	P×B
19 Q×P ch	K-K2
20 B-B5 mate	

For further examples of a King caught un-castled see Games 22 and 23.

2 *Attacking the Castled King with Pieces*

In view of the foregoing it is not surprising that the experienced player takes care to castle early as a matter of course in nearly every game. As soon as one's opponent castles, however, he has 'given his address', and if his defences are at all defective, an immediate training of one's guns on the new targets may be decisive. In particular, it is just as dangerous to waste time after early castling as with the King in the centre. The point is vividly illustrated by the following first-rate example of a quick mate made possible simply by the fact that White has more pieces available than Black. The castled King proves just as vulnerable as the uncastled one.

4

French Women's Championship, Paris, 1931
White: Mme Pape Black: Mme Freeman
Queen's Pawn Opening

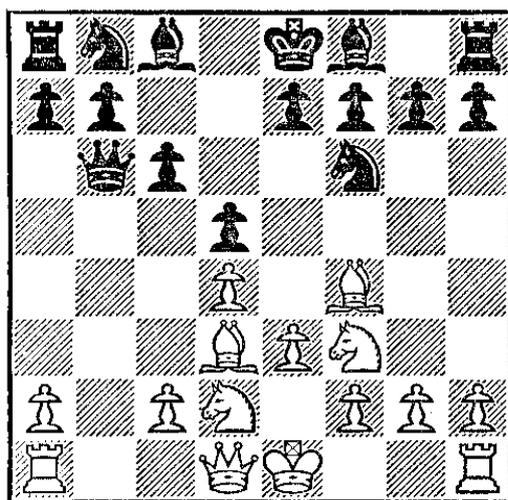
1 P-Q4	Kt-KB3
2 Kt-KB3	P-Q4
3 B-B4	P-B3
4 P-K3	Q-Kt3

Striking at the QKtP like this is one of the stock replies to early development of the Queen's Bishop. But the history of

Attacking the Castled King with Pieces

chess is littered with examples of players who took the pawn and then lost the game because of their lag in development. Some players—even great ones—have from time to time snatched the pawn and escaped alive, but it is a dangerous game to play.

5 B-Q3	Q×KtP
6 QKt-Q2	Q-Kt3



Black has paid dearly for the QKtP

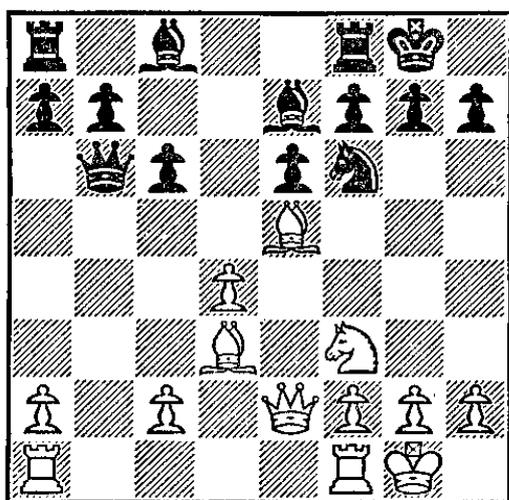
The difference in the positions is most striking. White has four pieces in play and is ready to castle; the half-open QKt file is also available for the Rook. Black, on the other hand, has only two pieces off the back rank and is still at least three moves short of castling. The pawn was not worth the trouble.

7 O-O	P-K3
8 P-K4!	P×P
9 Kt×P	Kt×Kt
10 B×KKt	

Black, about to make her 10th move, has nothing in play but the Queen.

10 ...	Kt-Q2
11 Q-K2	Kt-B3
12 B-Q3	B-K2
13 B-K5	O-O

Attacking the Castled King with Pieces



Castling offers the black King no salvation

14 Kt-Kt5

Against White's massed battalions Black cannot hope to hold out long. Disaster is already threatened by 15 B×Kt, B×B; 16 B×P ch, K-R1; 17 Q-R5.

14 ... P-Kt3
15 Q-B3

The Queen heads for the KR file, gaining time meanwhile by attacking the Knight, whose position has been undermined by the move of the KKtP.

15 ... Q-Q1
16 Q-R3

Again White threatens B×Kt.

16 ... P-KR4
17 P-Kt4! Kt×P
18 Q×P!! Resigns

To the double threat of mate by Q-R7 or Q-R8 Black's only reply is 18 ..., P×Q, but then comes 19 B-R7 mate. It is amusing to note that even after the Queen sacrifice White still has the superiority of pieces in active play. It is no surprise to learn that Mme Pape won the title.

Attacking the Castled King with Pieces

A similar accumulation of force crushes Black in the next game. This time he has not indulged in pawn hunting but has been gravely negligent in leaving White in control of the central squares, which are main communication routes. It is hardly possible to exaggerate the importance of the centre. The writings and annotations of Nimzovitch in particular return again and again to this subject, which he endued with an almost mystical significance. Since his day at least four books, in Danish, Dutch, German and Russian, have been wholly devoted to the management of the central terrain.

In this game, from an exhibition in Switzerland, Koltanowski was able to demolish his opponent with the greatest of ease once he had obtained control of the centre, in spite of the fact that he was playing ten games simultaneously blindfold. This same cardinal neglect of the centre probably provides him with two or three wins in every exhibition he plays.

5

St Gallen, 1936

White: Koltanowski Black: N.N.

Queen's Gambit Accepted

1 P-Q4	P-Q4
2 P-QB4	P-K3
3 Kt-QB3	P×P

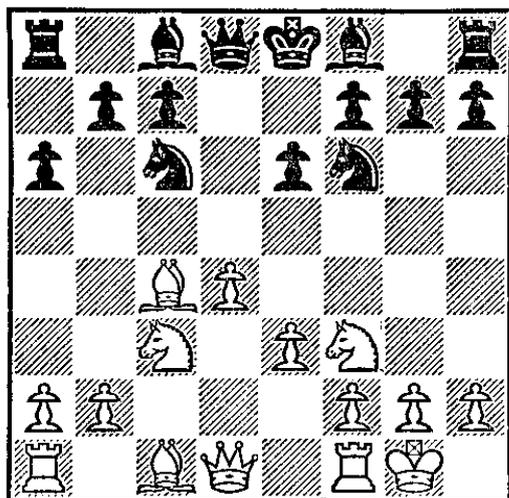
This deferred acceptance of the gambit is perfectly playable, but as Black has voluntarily relaxed his hold on the centre, it is vital for him to challenge the white centre pawns as quickly as possible by the counter advance . . . , P-QB4.

4 P-K3	Kt-KB3
5 B×P	Kt-B3

Black not only neglects his proper counterplay but positively hinders it. Now White quickly consolidates his gains in the vital sector.

Attacking the Castled King with Pieces

6 Kt-B3 P-QR3
7 O-O



White will have a free hand in the centre

7 ... B-Kt5

It was not a very good idea to play this piece away from the K side, where it would have had considerable defensive value.

8 P-QR3 B × Kt
9 P × B O-O
10 B-Q3 Kt-K2
11 P-K4

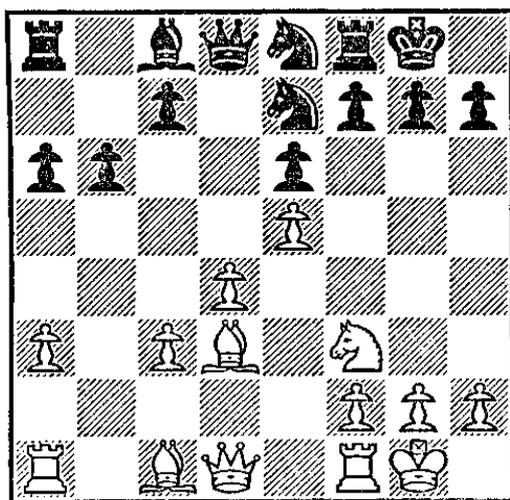
These centre pawns, now unchallengeable, cripple the black forces.

11 ... P-QKt3
12 P-K5

The best defensive piece for a castled position is a Knight on B3, where it guards the RP and prevents the opponent from playing Q-Kt4 or Q-R5. To drive this Knight away is a major success—often, as here, immediately decisive.

12 ... Kt-K1

Attacking the Castled King with Pieces



*White can destroy
Black's castled position*

13 B×P ch

Of all the sacrifices known to chessplayers this is the most familiar. Examples from recorded play exist in hundreds. The idea is to bring both Knight and Queen into action without loss of time. If Black takes the Bishop, White continues 14 Kt-Kt5 ch. Then 14 . . . , K-Kt1 is met by 15 Q-R5, while 14 . . . , K-Kt3 leads to 15 Q-Kt4, P-KB4; 16 Q-R4; mate follows in both cases.

13 . . .	K-R1
14 B-K4	Kt-Q4
15 Kt-Kt5	P-Kt3
16 Q-Kt4	Kt-Kt2
17 Q-R4 ch	Kt-R4
18 Kt×P ch	Resigns

With Black's King position riddled, some catastrophe was inevitable. It happens to be the loss of the black Queen, which will be taken either by the Knight or the Queen.

The loser of that game was an ordinary club player and easy meat for Koltanowski, even blindfold. But no player, however strong, can afford to neglect his K-side defences or to allow his opponent too much control of the centre. Najdorf, the Polish-Argentinian grandmaster, himself the hero of many a brilliancy, once had his K-side shot to pieces

Attacking the Castled King with Pieces

inside twenty moves through underestimating the power of a central pawn mass and misjudging the combinative possibilities arising from it.

6

Interzonal Tournament, Saltsjöbaden, 1948

White: Lilienthal Black: Najdorf

Queen's Pawn, Nimzovitch Defence

1 P-Q4	Kt-KB3
2 P-QB4	P-K3
3 Kt-QB3	B-Kt5

The fight for the centre is already in progress. White threatened 4 P-K4, and Black's method of preventing it is to immobilise and, if necessary, to capture White's Queen's Knight. This was the strategy pioneered by Nimzovitch. There is a simple alternative in 3 . . . , P-Q4, reverting to a normal Queen's Gambit.

4 P-QR3

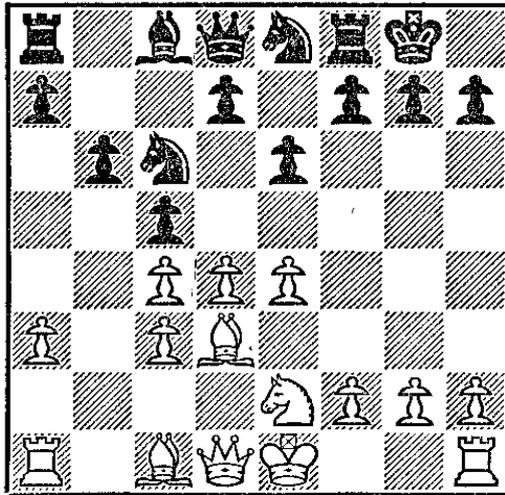
Lilienthal adopts the forthright Sämisch Variation, in which White puts an end to the pin at once—at the cost of a doubled pawn—and then proceeds to play methodically for P-K4.

4 . . .	B×Kt ch
5 P×B	P-B4
6 P-K3	

The pawn advances one square so as to release the Bishop, which will then support its further advance. This idea is also used in the Colle System.

6 . . .	Kt-B3
7 B-Q3	P-QKt3
8 Kt-K2	O-O
9 P-K4	Kt-K1

Attacking the Castled King with Pieces



The King's Knight has withdrawn from the centre

Black's intention here is twofold: he not only wishes to prevent the Knight from being pinned by B-Kt5 but also means to strike at the white centre by a timely ... , P-B4. The scheme is a sound one—provided Black plays accurately.

10 O-O	P-Q3
11 P-K5	

In making this double-edged thrust White introduces the first note of tactics into the struggle.

11 ...	QP×P
12 P×KP	B-Kt2

But not 12 ... , Kt×P?, as White would reply 13 B×P ch, exploiting the fact that the Knight on K1 has severed the black Queen from the King's Rook.

13 B-B4	P-B4
14 P×P e.p.	P-K4

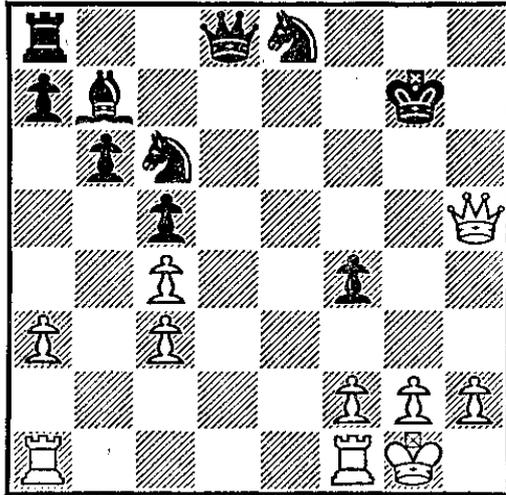
He ought to have played simply 14 ... , Q×P but thought that he could first repulse the Bishop and then recapture the pawn. White, it seems, cannot take on KKt7 without losing two minor pieces for a Rook.

15 P×P!	R×B
16 Kt×R	P×Kt
17 B×P ch!!	

Attacking the Castled King with Pieces

This piece of unforeseen generosity wrecks Black's plans. He gets *three* pieces for his Rook, but they cost him the game.

17 ...	K × B
18 Q-R5 ch	K × P



Black's King is defenceless

19 QR-Q1	Q-B3
20 R-Q7 ch	K-B1
21 R × B	Kt-Q1
22 R-Q7	Kt-KB2
23 Q-Q5	R-Kt1
24 R-K1	P-B6
25 R-K3	Resigns

The white Rook cannot be kept from the KB file—with fatal result.

Games 24 and 25 also have an early K-side attack as their theme.

3 *Storming Operations with Pawns*

It has to be admitted that against an experienced opponent such wins as those shown in Chapters 1 and 2 are exceptional. He will not leave his King in the middle; he will not neglect his development to go pawn-hunting; he will not leave you in control of the centre. He is more likely to castle into a stronghold, with a Knight on KB3 and either three unmoved pawns or else a fianchettoed Bishop. Now you are certainly in for a longer game and you will need some new strategical plans to add to your resources.

In games between well-matched players a breakthrough is seldom achieved by the use of pieces alone: a battering ram of pawns is usually required. The method is clearly and boldly shown in the following game.

7

9th Olympiad, Dubrovnik, 1950

White: Lambert (Austria) Black: Puc (Yugoslavia)

Sicilian Defence

1 P-K4

P-QB4

The Sicilian Defence, which has had a great vogue in mid-twentieth century, leads very often to the type of game

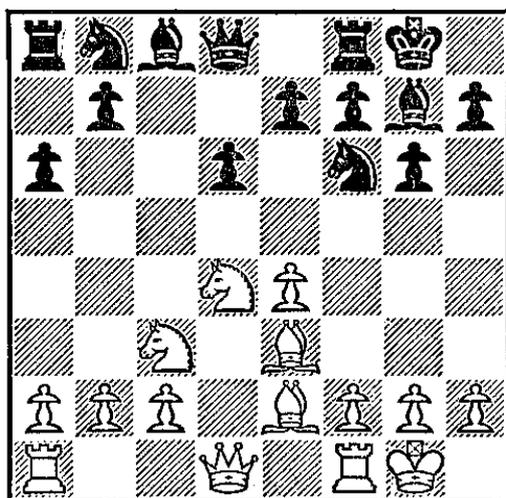
Storming Operations with Pawns

now under discussion, in which White throws up his K-side pawns.

2 Kt-KB3	P-Q3
3 P-Q4	P×P
4 Kt×P	Kt-KB3
5 Kt-QB3	P-KKt3
6 B-K2	B-Kt2

Black has chosen the Dragon Variation. Exactly why it has this romantic name nobody is quite sure, but the Bishop on KKt2 can certainly spit fire in some subsequent lines of play.

7 O-O	O-O
8 B-K3	P-QR3



To get an attack White will have to use his pawns

9 P-B4

There is little hope of overrunning Black's King position with pieces. The fianchetto makes a very strong rampart: the arrowhead of pawns protects the white squares, while the Bishop looks after the black ones. (Once the Bishop is exchanged off, however, the KB3 and KR3 points are often exposed to enemy invasion. Game 9 illustrates this.) In the present situation the white pawns join the attack.

9 ...	Q-B2
10 P-KKt4	

Storming Operations with Pawns

17 ...	P-Kt5
18 QKt-K2	P×B
19 Q×P	

The breakthrough is achieved, and Black's fortress looks more like a prison.

19 ...	QKt-B3
20 R-B4	

If this Rook can get in line behind the Queen, it will be all over.

20 ...	Kt×Kt!
21 Kt×Kt	Kt-Kt3
22 R-B3	P-K4
23 Kt-B5	B×Kt
24 P×B	Kt-B5
25 B×Kt	P×B
26 R-KR3	

Mission accomplished! To the double threat of mate on R7 or R8 there is obviously no direct defence; but—and this might sometimes be fatal—Black can start checking.

26 ...	Q-B4 ch
27 K-B1	Q-B5 ch
28 QR-Q3	Resigns

Black had only two checks after all.

It is important that the very great risks attached to pawn storms should not be underestimated. In the next game the black pieces are in the hands of the great ex-Russian Bogoljubow, and he administers a sharp lesson to his aggressive opponent.

8

West German Championship, Bad Pyrmont, 1949

White: Lohmann Black: Bogoljubow

Sicilian Defence

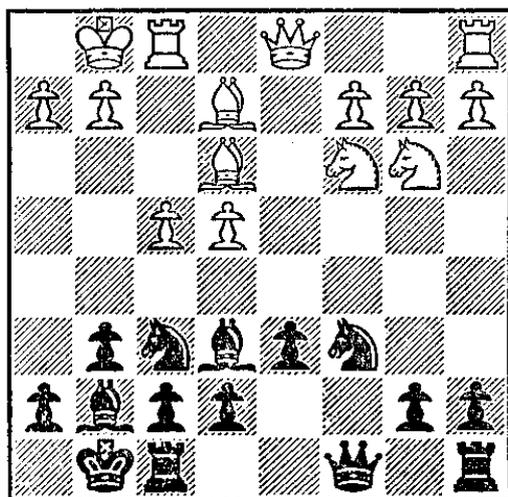
22

Storming Operations with Pawns

1 P-K4	P-QB4
2 Kt-KB3	P-Q3
3 P-Q4	P×P
4 Kt×P	Kt-KB3
5 Kt-QB3	P-KKt3
6 B-K2	B-Kt2
7 O-O	O-O
8 B-K3	

So far everything is identical with the last game. Now Black diverges, hurrying out with his Q-side pieces.

8 ...	Kt-B3
9 Kt-Kt3	B-K3
10 P-B4	Q-B1!



*Black combines defence
with counter-attack*

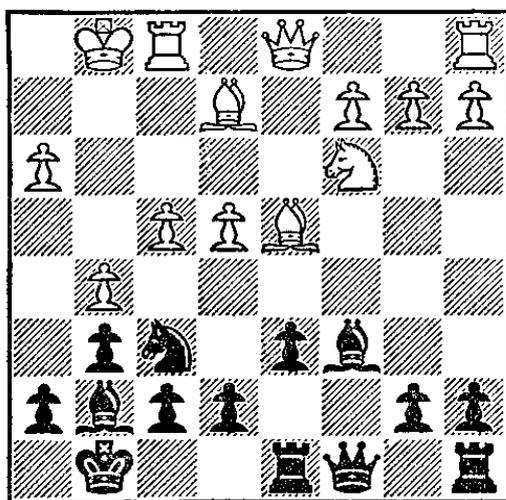
This fine multi-purpose move deters White from playing both P-Kt4 and P-B5 and at the same time applies pressure down the QB file. White now has to be on his guard against a foray by the black Queen along the file or the diagonal.

11 P-KR3	R-Q1
12 Kt-Q4	B-Q2
13 P-KKt4	

White's treatment of the game is substantially the same as Lambert's in Game 7; but small differences can be very significant, and the outcome is by no means the same.

Storming Operations with Pawns

13 ...	Kt × Kt
14 B × Kt	B - B3
15 P - Kt5	



White has over-reached himself

15 ...	Kt × P!
16 B × B	Q × P!

No doubt White was expecting 16 ..., K × B. Then he would have been able to continue 17 Kt × Kt, B × Kt; 18 Q - Q4 ch and 19 Q × B. But now his King is suddenly in urgent need of those pawns which he so cheerfully pushed forward. The danger is deadly: 17 ..., Q - Kt6 ch; 18 K - R1, Kt - B7 mate. White evidently failed to appreciate the full implications of his opponent's excellent 10th move.

17 Kt × Kt	B × Kt
18 K - B2	

White's strategy has been completely refuted. All hope of attack fades away and his King starts on a long journey from which there will be no return. Further comment is unnecessary.

18 ...	P - K4!
19 B - B6	P × P
20 K - K1	Q - Kt6 ch
21 R - B2	R - K1
22 Q - Q4	B - B6

Storming Operations with Pawns

23 K-Q2	R × B ch
24 R × R	B × R
25 K × B	R-K1 ch
26 K-Q2	Q-Kt7 ch
27 K-B3	R-K6 ch
28 K-Kt4	R-K5

White's Queen is lost; he could resign with an easy conscience. Bogoljubow despatches him with merciful speed.

29 R-Q1	Q × BP
30 Q × R	Q × Q ch
31 R-Q4	Q-K8 ch
32 K-R3	P-QR4
33 P-Kt3	P-B6
34 R-QB4	

For one glorious moment White is threatening mate—which, presumably, was why he played on. He is brutally disillusioned.

34 ...	Q-Kt5 ch!
Resigns	

Black makes a new Queen after either 35 R × Q, P × R ch; 36 K × P, P-B7 or 35 K-Kt2, Q × R; 36 P × Q, P-B7.

These two games, so similar for nearly half their length yet with opposite results, illustrate, on the one hand, the winning possibilities which can be created by throwing up the pawns in front of one's own King and, on the other, the dangers inherent in the system. The respective sides of the coin are seen again in Games 26 and 27 and Game 28.

4 *Castling on Opposite Sides*

The idea discussed in Chapter 3 (advancing a pawn mass against the enemy King, at the same time inevitably exposing one's own) can involve serious risk, as our last game showed. There is one obvious way of attempting to avoid this sort of trouble—namely, to wait for the opponent to castle first and then castle on the other side so as to be able to throw forward one's pawns without jeopardising one's King position.

It sounds very simple, and indeed, it can work most effectively at times. But the hope that it will be a course devoid of danger is far from being fulfilled. The dangers are at least threefold:

(i) Waiting for your opponent to castle is all very well if he promptly obliges. But two can play a waiting game, and it can happen that after passing over several good chances to castle you suddenly find that the last chance has gone; there is your own King stranded in the middle and in for inevitable trouble after the manner of the games in Chapter 1.

(ii) The opponent may fall in with your plan to castle on opposite sides, but before your attack is half developed he is subjecting you to the very same treatment on the other wing. For if one pawn flank is free to roll forward, so, in general, is the other—and he might get there first!

(iii) Possibly the least obvious but probably the most

Castling on Opposite Sides

serious danger of all is that the opponent may take advantage of your preoccupation with the flank to break open the centre and there gain a measure of control which will leave him in command of the board. It was Nimzovitch who laid down the principle that *premature flank attacks should be punished by play in the centre*, though other masters before him had instinctively reacted in this way. The idea of meeting a flank attack by a similar action on the opposite flank he regarded as 'an amateurish conception', but the fact remains that it is still common practice among players of a lively style. The safest plan is to see that the central pawn position is blocked or stabilised before embarking on flank operations.

Here is a model game won by Vera Menchik, who was incomparably the strongest woman player in the world all through the 1930s.

9

London, 1932

White: Miss Menchik Black: Sir George Thomas
Queen's Pawn, King's Indian Defence

1 P-Q4	Kt-KB3
2 P-QB4	P-KKt3
3 Kt-QB3	B-Kt2
4 P-K4	P-Q3

This defence was not nearly so common at that date as it is now, but the system had some vogue in England owing to the virtuosity with which it had been used by F. D. Yates.

5 P-B3

Although at first sight less ambitious than 5 P-B4, this Sämisch Variation is quite troublesome for Black to meet. Friedrich Sämisch never quite reached the top as a practical player, but he was one of the shrewdest strategists of his day. On KB3 the pawn (*a*) strengthens the KP, (*b*) allows White to develop his Queen's Bishop on K3 without having

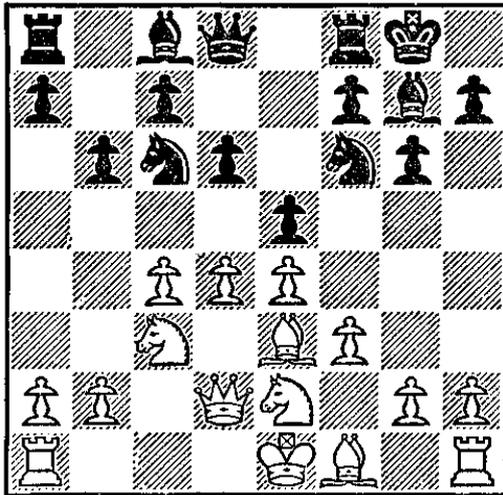
Castling on Opposite Sides

it harried by ..., Kt-KKt5, and (c) prepares the very aggressive move P-KKt4 in the not-too-distant future.

5 ...	O-O
6 B-K3	P-K4
7 KKt-K2	P-Kt3
8 Q-Q2	

Against defences based on a King's fianchetto this is a typical move. It has two objects: to make room for castling Q side and to prepare to eliminate the enemy King's Bishop by B-KR6.

8 ...	Kt-B3
-------	-------



White can close the centre and storm the K side

9 P-Q5!

With the centre blocked in this way, a massed advance on the K side is the best winning procedure and involves very little risk. It is obvious that Black has deliberately provoked P-Q5, as Yates also used to do, but in the present position it must be regarded as a strategic error, for Black's K side will be overrun before he can work up any serious counter-play.

9 ...	Kt-K2
10 P-KKt4	

Correctly played! White will castle on the Q side and have little to fear.

Castling on Opposite Sides

be 18 . . . , B×Kt, making room for the Knight to come back to Q2; but White will win in any case.

18 . . .	Kt×Kt
19 KtP×Kt	P-R6
20 P-B6 ch!	

The black King is neatly enclosed in his prison, for if 20 . . . , K×P, White mates by 21 Q-Kt5 ch, K-Kt2; 22 P-R6 ch, K-Kt1; 23 Q-B6 etc.

20 . . .	K-R1
21 Q-R6	P×P ch

Black also manages to open a file, but it is too late: he is mated.

22 K-Kt1	R-KKt1
23 P×P	P×P
24 Q×P ch!	K×Q
25 R-R1 ch	Resigns

Dozens of games conducted along these lines and often arising from the same opening appear in the chess press every year. We choose instead a game more than two hundred years old—one of the few extant by Philidor, perhaps the very first strategic player. The opening bears not the slightest resemblance to those now in fashion; indeed, it has an alien look to modern eyes. Yet Philidor's fundamental strategy is the same—namely, to stabilise the centre, castle on the opposite side to his opponent and then break through with a pawn advance on the flank. In his day he was able to defeat all-comers, but his teachings were swept away by the masters of the open game—Labourdonnais, MacDonnell, Morphy, Anderssen, Blackburne—whose combinative powers dominated the mid-nineteenth century. Today the spirit of Philidor, though not, of course, his actual opening lines, is again alive in many players, including Petrosian, who won the World Championship in 1963.

Castling on Opposite Sides

10

Played in mid-eighteenth century

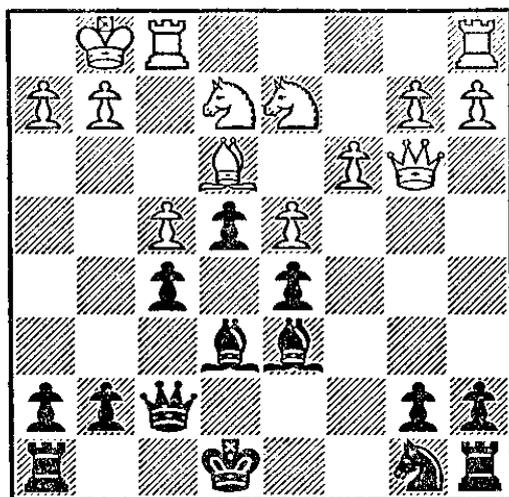
White: N.N. Black: Philidor

King's Pawn Game

1 P-K4	P-K4
2 P-QB3	P-Q4
3 P×P	Q×P
4 P-Q3	P-KB4
5 P-KB4	P-K5
6 P-Q4	

All this seems very quaint. It was typical of the period—and largely because of Philidor's influence—that pawn moves predominated in the opening.

6 ...	Q-B2
7 B-K3	Kt-KB3
8 Kt-Q2	Kt-Q4
9 B-B4	P-B3
10 Q-Kt3	B-K3
11 B×Kt	P×B
12 Kt-K2	B-Q3
13 O-O	



*Now Black will storm
the K side*

13 ... P-KR3

Castling on Opposite Sides

The centre is stable enough, so Black begins operations at once.

14 Q-B2	P-KKt4
15 P-KKt3	P-Kt5!

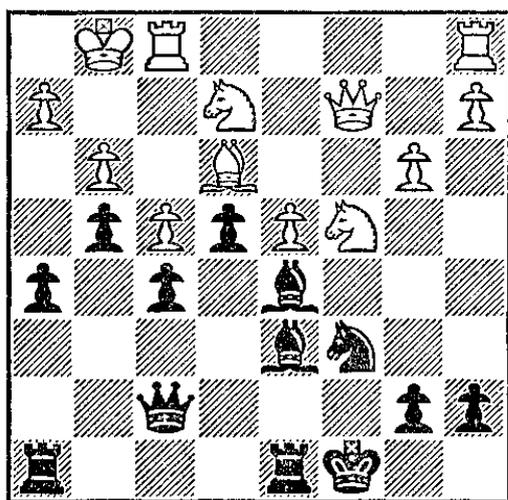
‘This pawn obstructs the enemy game,’ said Philidor. ‘Now Black will always have it in his power to make an opening with the KRP as soon as the pieces are ready to sustain an attack.’ Here Philidor enunciates an important principle which we have not yet mentioned: that the opening of lines should be deferred until one has more pieces available than the opponent. Otherwise, they are merely opened for *him*.

It may be worth pointing out to the beginner that White cannot close up the K side at this point by 16 P-KR4, since Black simply captures the pawn *en passant*.

16 P-Kt3	Kt-B3
17 P-B4	O-O-O

It is unusual nowadays for castling to be deferred until as late as the 17th move; but in view of White’s leisurely development there was no hurry.

18 P×P	B×QP
19 Kt-B4	P-KR4!



The breakthrough cannot be prevented

20 Kt×B ch	R×Kt
21 B-B2	

Castling on Opposite Sides

White bolsters up his KKtP and tries to dissuade Black from playing . . . , P–KR5; but it was vital to keep the KP blockaded. The truth is that he has too many weaknesses.

21 . . . P–R5!
22 P–Kt4

Philidor remarks, surely with a chuckle, ‘He means to attack the Knight, *having nothing better to do!*’

22 . . . QR–R3
23 P–Kt5 P–K6!

When each side has one Bishop and they run on opposite-coloured squares it is notoriously difficult to make progress in an endgame. But while there are plenty of other pieces on the board—especially the Queens—these unopposable Bishops strongly favour the attacker. In the position now before us White has no answer at all to the malevolent Bishop on the long white diagonal.

24 B–K1 P×P
25 B×P R×P
26 B×R R×B
27 K×R Q–R4 ch
28 K–Kt1 Q–R8 mate

The display of generosity at the end was made possible simply by having ample forces available before opening the file. This principle is as valid today as when Philidor stated it. So also is the whole middlegame strategy he employed in winning this game.

Philidor’s opponent above was weak, obtaining no attacking chances at all; while in Game 9 Miss Menchik’s attack was always several moves ahead of Black’s. Now, in sharp contrast, here is a more recent game which really is touch-and-go, with the loser coming within one move of winning.

Castling on Opposite Sides

11

13th Olympiad, Munich, 1958

White: Farré (Spain) Black: Gudmundsson (Iceland)

Sicilian Defence

1 P-K4	P-QB4
2 Kt-KB3	P-Q3
3 P-Q4	P×P
4 Kt×P	Kt-KB3
5 Kt-QB3	P-KKt3
6 B-K3	B-Kt2
7 P-B3	

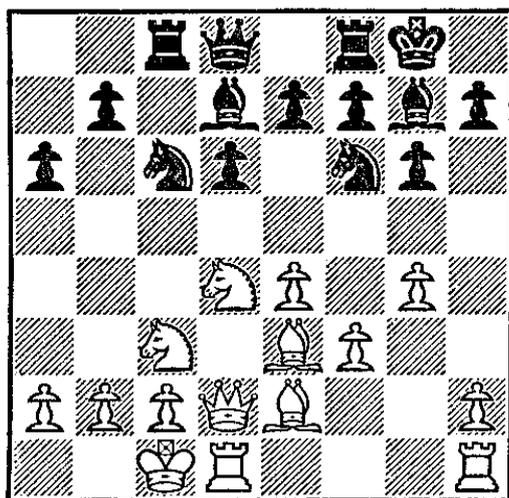
With this move White diverges significantly from the earlier examples of the Dragon Variation (Games 7 and 8) in which White castled K side and played P-KB4. Here Farré intends to castle Q side, keeping this pawn on KB3 as a support for the KP and also, before long, for P-KKt4. The opening is nominally still a Sicilian, but the strategy is precisely that of Game 9, which was a Queen's Pawn, King's Indian Defence.

7 ...	Kt-B3
8 Q-Q2	P-QR3
9 O-O-O	B-Q2
10 P-KKt4	

White starts his pawn storm without even waiting for his opponent to commit himself by castling. Putting himself in Black's place, he sees that the Q-side pawns would furnish a very poor refuge for the King; and if it should stay in the middle, an open file for the Rooks on the K side would still provide an excellent attacking avenue for White.

10 ...	R-QB1
11 B-K2	O-O

Castling on Opposite Sides



Both sides have attacking chances

12 P-KR4

The Kings have now both chosen their retreats, but the prospects remain problematical. White proceeds with his storming operation, but Black already has a file available on the other wing, which permits his Queen and Rooks to come into action against the white King without need for further pawn moves.

12 ...	Kt × Kt
13 B × Kt	Q-R4
14 K-Kt1	

White had visions of his King position being cracked open by ..., R × Kt followed by ..., Q × P. The fact that the RP is not defended by the King is one of the hazards of Q-side castling. Even the most aggressive of players must sometimes make defensive moves, however much it goes against the grain to spare the time for them.

14 ...	P-K4
--------	------

On the face of it this is a dubious move, for it shuts in the Black King's Bishop and leaves the QP in a backward position, where it may become a permanent target for White later in the game. But Black probably knew perfectly what he was doing. He too has very aggressive intentions, and by

Castling on Opposite Sides

this move he shuts out White's Bishop not only from the attack but also from the defence of the Knight on QB3.

15 B-K3	B-K3
16 P-R3	KR-Q1
17 B-KKt5	R-Q2
18 P-R5	KR-B2

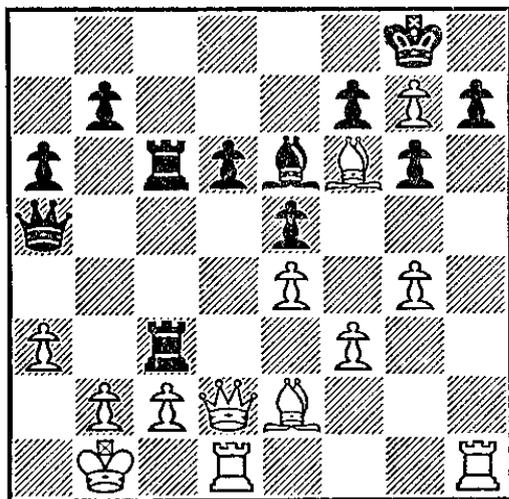
The crisis is approaching for both sides. White's King's Rook has become a powerful piece without having to move; on the other hand, Black has four pieces trained on the white King.

19 P-R6	R×Kt!?
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Black thinks he sees a clear win. However, the move is too hasty, and by 19 ..., B-R1, preserving his Bishop and delaying the opening of a file, he might yet have made time to bring his own attack to a successful conclusion. Now White gets the KR file open.

20 P×B	R(B1)-B3
21 B×Kt	

White is a piece up and threatening to play R×P with inevitable mate. But Black has a deadly-looking move, which he presumes is unanswerable.



Who will be mated?

Castling on Opposite Sides

21 ... R-Kt3

The counter-threat is ..., R×P ch, with mate if White recaptures. But now White plays his ace—a beautiful line-cutting move, such as is common in problems but rare in actual play.

22 B-QKt5!!

The Bishop is *en prise* three ways. It must be taken, as White still threatens R×P. If either 22 ..., Q×B or 22 ..., P×B, the reply is 23 Q×R. Black is left with no alternative.

22 ... R×B
23 Q×P

Now 23 ..., R×P ch would no longer lead to mate, as the white Queen guards QR3; meanwhile, White threatens mate in one by Q-B8 as well as mate in two by Q-Q8 ch.

23 ... R-B1
24 Q-B8 ch! R×Q
25 P×R=Q ch K×Q
26 R×P Resigns

White gets his mate at KR8 after all.

After this thrilling game, which saw White and Black simultaneously playing for mate, we transfer our attention to some very different kinds of strategy. First, however, we draw the reader's notice to another thriller in Game 29.

5 *Other Targets*

All the various attacks shown so far have one very obvious common factor: they all aimed at the opponent's King. In view of the fact that checkmate is the object of the game this may not be surprising. Yet it is by no means essential. In modern master chess playing for a direct mating attack tends to be the exceptional way of conducting the game. It occurs only after certain other objectives have been attained, and frequently these other objectives themselves prove to be decisive and one of the players will resign, his King still undisturbed by attack. If the situation over the whole battlefield is such that the King is ultimately doomed, there is no point in continuing. The following brevity won by F. J. Marshall, who was Champion of the U.S.A. from 1909 to 1936, is a case in point.

12

New York, 1913

White: Marshall Black: Kline

Queen's Gambit Declined, Orthodox Defence

1 P-Q4	P-Q4
2 P-QB4	P-K3
3 Kt-QB3	Kt-KB3
4 B-Kt5	B-K2
5 Kt-B3	QKt-Q2
6 P-K3	O-O
7 R-B1	P-QKt3

38

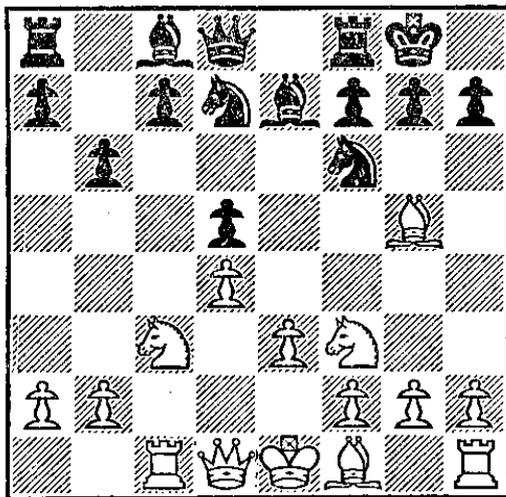
Other Targets

Everything is orthodox up to here, but ..., P-QKt3 is no longer played at this point because, as we shall see, it tends to weaken the white squares in that corner of the board. 7 ..., P-B3 gives a sound structure. This theme of weakness on one colour recurs with great frequency nowadays. The weakness becomes severe if the defender has no Bishop running on the colour in question.

Of course, Black is fretting at the inactivity of his Queen's Bishop. Tartakover showed that ..., P-QKt3 can be played provided it is properly prepared. His method was 5 ..., O-O, 6 ..., P-KR3 and 7 ..., P-QKt3, keeping the Queen's Knight at home for a while to guard the white squares.

8 P×P

P×P



White will invade on the white squares

9 Q-R4!

The Czech grandmaster Oldrich Duras devised this method of getting at the enemy weakness. The purpose of the text move is revealed by White's next.

9 ...

B-Kt2

10 B-QR6!

The exchange of Black's Queen's Bishop will render this whole corner of the board open to penetration by white pieces.

Other Targets

10 ...	B×B
11 Q×B	P-B3
12 O-O	Kt-K5

Black seeks relief by thinning out the material—a familiar recipe.

13 B×B	Q×B
14 Q-Kt7!!	KR-B1
15 Kt×P!	

The harvest begins. 15 ..., P×Kt allows 16 R×R ch.

15 ...	Q-Q3
16 R×P!!	Resigns

Black had lost two pawns already, and if 16 ..., Q×Kt, his Queen went too after 17 R×R ch. 16 ..., Q×R; 17 Kt-K7 ch led to the same result, while if 16 ..., R×R, White could continue 17 Q×R ch, Kt-B1; 18 Q×R! Black was hopelessly outgunned in each case.

This vigorous and decisive game *without a check* will be revolutionary in concept to the player who has not seen any master play. The next is another example of a quick win obtained simply by exploiting weak squares and regions of the board to secure a dominating position.

13

West German Championship, Nuremberg, 1959

White: Unzicker Black: L. Schmid

Alekhine Defence

1 P-K4	Kt-KB3
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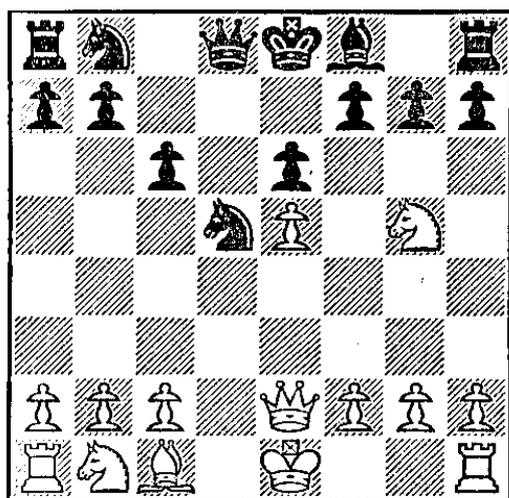
This move, which only a generation ago was revolutionary, is now commonplace. It is the most forthright instance of the idea of seeking to get the better of an opponent by enticing his pawns so far forward that they become weak and may be destroyed.

2 P-K5	Kt-Q4
3 P-Q4	P-Q3

Other Targets

The process of destruction is already beginning.

4 Kt-KB3	B-Kt5
5 B-K2	P-QB3
6 Kt-Kt5	B×B
7 Q×B	P×P
8 P×P	P-K3



Black will have to watch the black squares

Even thus early there is a suspicion of black-square weakness about Black's position. Five of his seven pawns are on white squares. For the time being his Bishop is well able to look after the black squares, but it would be a serious matter if ever it were exchanged off, particularly if it should not take the white Bishop with it. Black's Q3 would then be a very weak square, ready made for an enemy invasion. The theme of this whole game is White's methodical play against the black squares, the Q file and Q6 in particular.

9 O-O	Kt-Q2
10 P-QB4	Kt-K2

Black is cramped—a not unusual state of affairs in the Alekhine Defence if Black is not wholly successful with his strategic aims.

11 Kt-QB3	Q-B2
12 R-K1	Kt-KB4
13 Kt-B3	B-Kt5

Other Targets

Black is of course happy to get his last minor piece into play. But he is setting foot on a dangerous road, for this pinning of the Knight seems to imply a readiness to exchange off his vital Bishop. 13 . . . , B-K2 would have been prudent.

14 B-Q2 P-QR4

Here White no doubt made a mental note of another possible invasion point—QKt6 (a black square, of course).

15 P-QR3 B×Kt
16 B×B

After this exchange White will certainly have the easier game, with more territory at his disposal all the time.

16 . . . O-O
17 KR-Q1

At once White occupies the inviting file.

17 . . . KR-Q1
18 P-KKt4

The short-term effect of this move is that White will now be able to occupy the outpost at Q6; a long-term effect, however, is the permanent weakness of White's own King position. Unzicker has weighed up the good against the bad and decided that he can afford the loosening.

18 . . . Kt-K2
19 R-Q6

Occupation of the furthest available square is a good recipe for domination of an open file. Here White can reinforce it with his other Rook and possibly the Queen. Black therefore immediately ejects the unwelcome Rook, but only at the cost of putting his own Knight back out of play.

19 . . . Kt-QB1
20 R-Q2 Kt-B4

Other Targets

who defeated him in such summary fashion has been Champion of West Germany many times and is recognised as one of the foremost living exponents of position play. The ability to perceive and use the vulnerable points, lines and tracts of territory on the board brings with it a rapid increase in the player's strength. Game 30, where Flohr is seen defeating Euwe without taking any apparent interest in his opponent's King, is another example.

6 *The Queen's-Side Majority*

We now go on to examine a typical winning procedure on the Q side, allowing the method to explain itself as it unfolds in the following games. The first sees Duras defeating Amos Burn, who was sixty-four at the time and playing in his last tournament.

14

Breslau, 1912

White: Burn Black: Duras

Queen's Gambit Declined, Janowski Variation

1 P-Q4	P-Q4
2 P-QB4	P-K3
3 Kt-QB3	P-QR3

In this move—unusual so early—there is already a hint of Q-side intentions if an opportunity arises.

4 P-K3	Kt-KB3
5 Kt-B3	B-K2
6 B-Q3	P×P
7 B×BP	P-QKt4

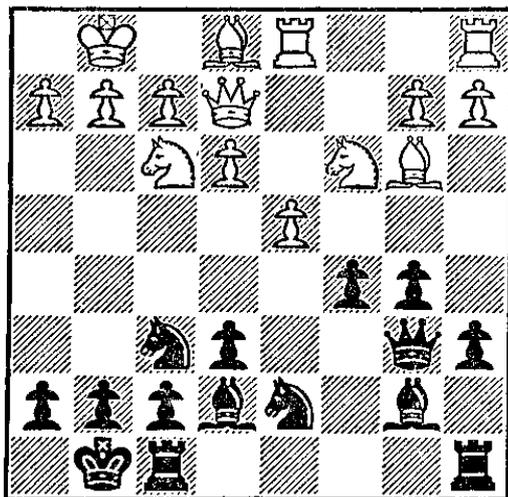
Here and again on the 10th move Q-side expansion is observed in progress.

The Queen's-Side Majority

8 B-Kt3	B-Kt2
9 O-O	QKt-Q2
10 Q-K2	P-B4
11 R-Q1	Q-Kt3

With this dual-purpose move the black Queen avoids the unpleasant attentions of the white Rook and at the same time supports the Q-side advance.

12 B-Q2	O-O
13 B-K1	



Black can create a Q-side majority

13 ...	P-B5!
--------	-------

This is the move which settles the whole future course of the game. Black has established three pawns to two on the Q side. This 'Q-side majority' is a potent chess weapon: the pawns will roll forward and eventually the result will be a dangerous passed pawn for Black. True, White also possesses a majority of five to four on the other wing, but this, for the moment, is much less forceful. To roll the five pawns forward in a mass would be a hopelessly long and cumbersome task, and in the process the white King would be denuded of defence, as happened in Game 8. A considerable percentage of modern master games have their entire strategy dictated by the Q-side majority.

The Queen's-Side Majority

14 B-B2	P-Kt5
15 Kt-Kt1	Q-Kt4
16 QKt-Q2	KR-B1

Black's singleness of purpose is evident. The three Q-side files are his chosen battlefield.

17 Kt-B1	P-QR4
18 Kt-Kt3	

In his prime Burn had won games from every grand-master of the day by building up his attack in this tortuous way; but he had also lost plenty by getting his pieces in one another's way. Here he has quite underestimated the power of the advancing pawns.

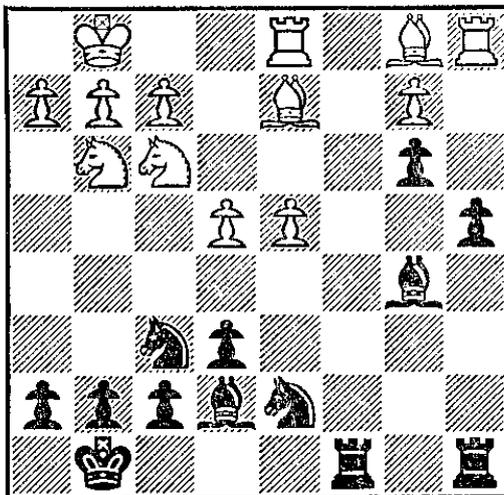
18 ...	B-R3
--------	------

Black's QBP was pinned against the undefended Queen; now it is free to move again.

19 P-K4	P-R5
20 B-Q2	P-Kt6!
21 P×P	BP×P
22 Q×Q	B×Q

While the exchange of Queens will often blunt a K-side attack, it has no such effect on a pawn roller.

23 B-Kt1



Two pawns to one—now comes the breakthrough

The Queen's-Side Majority

23 ... P-R6!
24 P×P

The passed pawn is in being!

24 ... P-Kt7!
25 R-R2 B×P

The existence of an enemy pawn on the verge of promotion paralyses White's game. At every move he must look to see whether some explosive combination is threatened, with a new Queen as the result.

26 P-K5 Kt-Q4
27 Kt-K4 B-B5

Now Black wins the exchange as well. White could reasonably have resigned, but he was notoriously tenacious, and here he espies a glimmer of hope of complications with his two Knights. It is instructive to see how Duras winds up by forcing in the pawn.

28 R×B R×R
29 Kt-Q6 R-B2
30 Kt-KKt5 B-Q6
31 R-K1 B×B
32 Kt-Kt5 R-R8
33 Kt×R B-B4
34 Kt×Kt R×R ch
35 B×R P-Kt8=Q
36 Kt-K7 ch

Crafty to the end, Burn makes this check before resigning. It is not *only* a spite check, for Black, flushed with the triumph of his pawn, *might* have quickly replied 36 ..., K-R1, whereupon comes 37 Kt×P mate!

36 ... K-B1
Resigns

Our second game shows how simple the technique of exploiting the majority can look in Petrosian's hands.

15

4th Candidates' Tournament, Bled, 1959

White: Benkö Black: Petrosian

Réti Opening

1 Kt-KB3	Kt-KB3
2 P-KKt3	P-Q4
3 B-Kt2	P-B3

Compare Taimanov's treatment of a similar opening by the same opponent (Game 18). Petrosian appears to be setting up a solid rampart against the white King's Bishop, but in fact he has something much more enterprising in mind.

4 P-B4	P×P
5 Kt-R3	P-QKt4

With this unusual move the strategic course of the game begins to take shape. It is notoriously dangerous to try to hold the gambit pawn in such a way. An alternative was 5 . . . , P-K4, threatening . . . , B×Kt.

6 P-Q3	P×P
--------	-----

White finds himself unexpectedly playing a real gambit. After six moves Black already has a Q-side pawn majority, but he has some rapids to shoot before he reaches the safe waters of the endgame.

7 Kt-K5!

White threatens (a) Kt×QP, (b) Kt×QBP, and (c) Kt×KtP.

7 . . .	P-QR3!
---------	--------

The QKtP is the one Petrosian wishes to preserve, to avoid having his Q side split. Notice that 7 . . . , Q-Kt3 is not a satisfactory defence, for the reply 8 Q-Kt3 would not only renew the threat against the KtP but also attack the KBP.

The Queen's-Side Majority

The text move is an invitation to Benkö to win the exchange at once by 8 Kt×QBP, Kt×Kt; 9 B×Kt ch, but after 9 ... , B-Q2; 10 B×R, Q×B Black would have in return an extra pawn, a safe position with no weaknesses, and two Bishops in powerful play. Such a variation gives the lie to the popular idea of Petrosian as a stonewaller.

8 O-O

Benkö does not think the above variation a very good bargain for White.

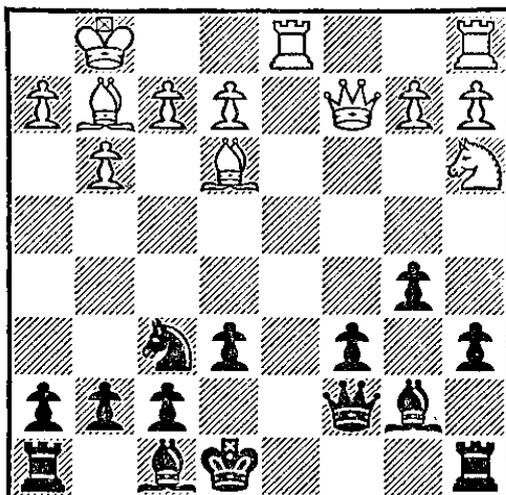
8 ... B-Kt2
9 Q-Kt3.

With a casual threat of mate in one.

9 ... P-K3
10 R-Q1 Q-B2
11 Q×QP!

11 ... , Q×Kt is now impossible because of 12 Q-Q8 mate.

11 ... QKt-Q2
12 Kt×Kt Q×Kt
13 Q-B2 Q-B2
14 B-K3



Black is under pressure

The Queen's-Side Majority

White has considerable positional compensation for his sacrificed pawn: Black's Q side is under heavy fire. At this point, however, Petrosian evolved a scheme for neutralising the white Bishops and transferring the initiative to himself. The cost? Simply the return of that extra pawn.

14 ...	P-B4!
15 B×B	Q×B
16 B×P	R-B1

Transformation! Black has the initiative and although his Q-side majority has momentarily disappeared, he has his plans for re-establishing it.

17 P-QKt4	Kt-K5
18 Q-Kt2	

Bluff! He tries to convince Black that he cannot move his Bishop without losing his KKtP.

18 ...	B×B!
--------	------

It is not easy to pull the wool over Petrosian's eyes. The fact is that 19 Q×P would lose a piece after 19 ... , B×P ch.

19 P×B	O-O
--------	-----

And there is that Q-side majority again.

20 Kt-B4	
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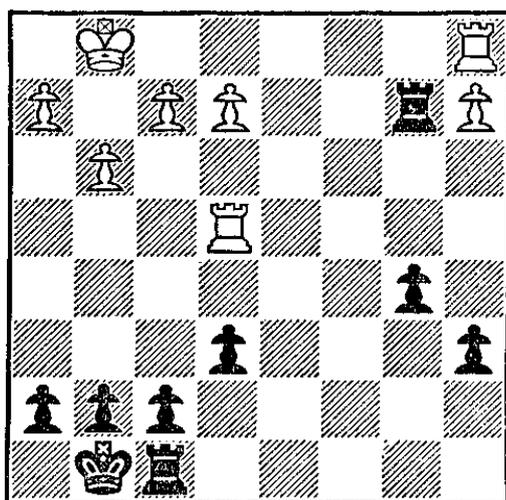
White is bound to lose the isolated QBP and with it the game.

20 ...	R×P
21 Kt-Q6	Q-B3
22 Kt×Kt	Q×Kt
23 R-Q4	R-B7!

Now White must exchange Queens to avoid the loss of his KP. The resulting ending shows the pawn majority in its logical final phase.

24 R×Q	R×Q
--------	-----

The Queen's-Side Majority



The Q-side majority in the endgame

25 P-QR4	R-Kt1
26 P×P	P×P

The vital passed pawn is certainly well screened by the Rooks.

27 R-R7

Four-Rook endings are generally rich in possibilities. White would like to play R-KB4 and decoy a Black Rook away to KB1; then, by placing one of his own Rooks behind the passed pawn he could make the win very difficult. But Petrosian sees everything.

27 ...	P-Kt4!
28 P-R4	P-QKt5
29 R-K5	P-Kt6!!

Inexorably Black pursues his thematic objective. In order to promote the passed pawn he is prepared to sacrifice a pawn, even two or three, on the K side.

30 R×P ch	K-B1
31 R-KR5	P-R3!
32 R×P	K-Kt2
33 R×P	R-R7
34 R-B7	

The Queen's-Side Majority

34 R×R, KtP×R; 35 R-QR6 is no good because of
35 ..., R-Kt8 ch. But the text move is no better.

34 ... P-Kt7
Resigns

For a further illustration of how to put a Q-side majority to good use see Game 31, won by Botvinnik when barely out of his 'teens.

7 *King's-Side Attack versus Queen's- Side Attack*

In Game 12 Kline was overwhelmed before he realised what was happening, while in Game 14 Burn played too defensively and was overrun. But when the player who is being attacked on the Q side uses his resources fully and promptly the game can take on a different and more lively aspect.

If one side prosecutes his attack on the Q side wholeheartedly, it follows that he cannot have much material left to guard his King—perhaps a light garrison such as Duras' Knight in Game 14. Then a feasible plan for the other side—and usually the best plan—is to strike hard at the King. This conflict of strategic aims, with Q-side attack by one side and K-side attack by the other proceeding simultaneously, makes for palpitating struggles, in which high position judgement is called for at every turn to decide whether to push on with one's own plans or spare a move for defence. Many of the grandest battles in the history of the game are of this type, the advantage changing hands repeatedly as the tide of battle fluctuates. The next example is just such a game: Lipschütz wages a full-scale war against Blackburne's Q side, and Blackburne, with the iron nerve for which he was famous, decides to leave the attacked flank to its fate and to play for mate or die in the attempt.

King's-Side Attack versus Queen's-Side Attack

16

New York, 1889

White: Blackburne Black: Lipschütz

Queen's Gambit Declined, Orthodox Defence

1 P-Q4	P-Q4
2 P-QB4	P-K3

In the chess openings fashions come and go. The Queen's Gambit Declined enjoyed a tremendous vogue in the late nineteenth century and the first quarter of the twentieth, after which it was gradually supplanted in master play by the various Indian defences. Yet it is still perfectly playable.

3 Kt-QB3	Kt-KB3
4 Kt-B3	P-QKt3
5 B-Kt5	B-K2
6 P-K3	B-Kt2
7 R-B1	QKt-Q2
8 P×P	P×P
9 B-Q3	

The Duras Attack (Game 12) was of course unknown at the time.

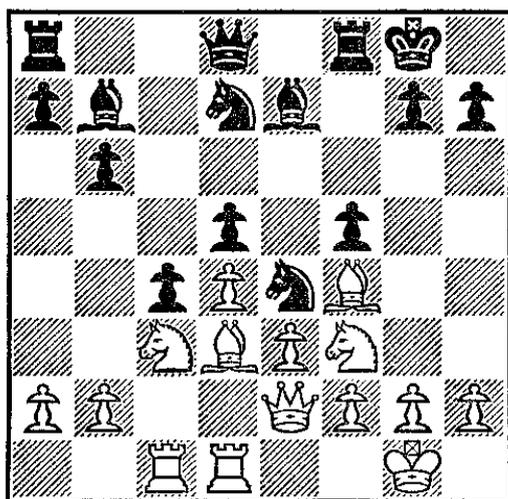
9 ...	O-O
10 O-O	

All this is very much in the style of the period. Now Lipschütz tries to get an attack going.

10 ...	Kt-K5
11 B-KB4	P-QB4
12 Q-K2	P-B4
13 KR-Q1	P-B5

The die is cast. The value of the Q-side majority had often been demonstrated by Steinitz, and Lipschütz decides to play his game on the Q side. It would have been typical of Blackburne, had he been Black, to choose at this point ..., P-KKt4, after which the game would have diverged

King's-Side Attack versus Queen's-Side Attack



*Q-side majority versus
fine development*

rapidly towards the type shown in Chapter 3. Part of the fascination of chess lies in the scope it gives for the mysterious and intangible quality which can only be called 'style'. The chessmaster, like the artist in sounds or colours, may sometimes have a style as individual as his handwriting.

The exploitation of the Q-side majority, on which Lipschütz has set his mind, will not be an easy process, for Blackburne's pieces, in marked contrast to those of Burn in the previous game, are splendidly developed.

14 B×Kt	BP×B
15 Kt-K5	Kt-B3
16 P-KKt4	

With this bayonet attack Blackburne gives notice that he means to get there first.

16 ...	Q-K1
17 Q-B1	

This apparently retrograde move is in fact the quickest way of bringing the white Queen into the attack.

17 ...	B-Q3
18 P-KR3	R-Q1
19 Q-Kt2	P-QKt4
20 Kt-K2	P-Kt5

King's-Side Attack versus Queen's-Side Attack

The two attacks take shape almost independently of each other. Each player backs his own judgement that his attack will prove the more deadly.

21 Kt-Kt3	Kt-Q2
22 Kt×Kt	R×Kt
23 Kt-K2	B×B
24 Kt×B	QR-KB2
25 P-Kt5	R-B4!

Very wisely Black pauses for this defensive move, which takes the sting out of White's threat of P-Kt6. The important tactical point, which is common to many positions like the present one, is that if White had been allowed to play 26 P-Kt6, attacking *both pawn and Rook*, an exchange of pawns would have been inevitable one way or the other, and White's attack would have been very much helped by the open file. When using a Q-side majority it is of paramount importance to prevent—if at all possible—the opening of files on the K side. If White should now play 26 P-Kt6, the reply would be simply 26 . . . , P-KR3, keeping the Kkt file closed. White must therefore continue building up his attack and making preparations for breaking open the file, and during this process Black will have time to engineer real threats of his own on the Q side.

26 K-R1	P-QR4
27 R-KKt1	B-B1
28 Q-Kt3	Q-R5

A most menacing situation has developed. There is no doubt about it: the white Q side is defenceless and the whole sector will collapse. The only apparent consolation for White at this moment is the fact that a powerful defender has left the K side.

29 P-Kt3	P×P
30 P×P	Q×P

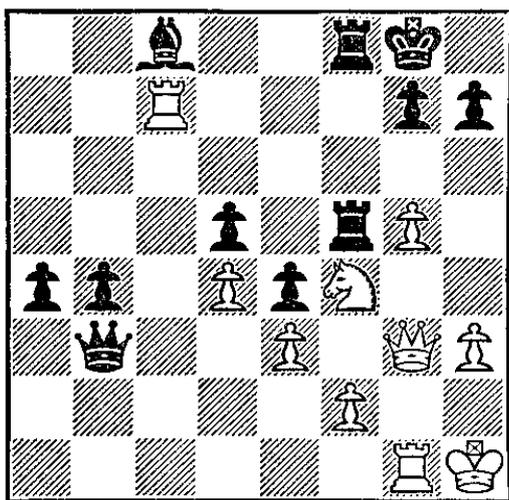
Two united passed pawns in the middlegame nearly always lead to a very quick win. There are games on record

King's-Side Attack versus Queen's-Side Attack

in which heavy sacrifices have been made in order to obtain such an advantage. Nothing short of a miracle can now save White from the advance of these pawns. Blackburne, however, had produced a fair number of miracles in his career, and he now has another valuable avenue of attack in the open QB file, down which a Rook will immediately penetrate to enfilade the black King. But still that KKt file cannot be opened.

31 R-B7 P-R5

At this, of all times, the game had to be adjourned. Lipschütz was satisfied that he had an easy win, and most of the experts present, including the World Champion, Steinitz, were inclined to agree with him.



The adjourned position

When the envelope was opened for the resumption it was found that Blackburne had at last carried out his long-impending threat of advancing the KKtP.

32 P-Kt6 P-R3

Lipschütz replied without hesitation and no doubt heaved a sigh of relief. With the K side now firmly closed, nothing could stop the pawns.

33 R×P ch!!

Consternation! It is reported that Steinitz, who had come

King's-Side Attack versus Queen's-Side Attack

along to see the finish, stared at this move with blank incredulity.

33 ... K × R
34 Kt-R5 ch!!

The miracle has happened: Black will be mated before his pawns can take another step. This famous finish came back to mind vividly at the AVRO Tournament in 1938, when Capablanca got the better of Botvinnik on the Q side and established three pawns to one, only to be met with a crushing double sacrifice which laid bare his King—the second of the sacrifices being again Kt-KR5 ch! (cf. also Game 32).

34 ... R × Kt
35 Q-B7 ch K-B3
36 Q-Q6 ch Resigns

White mates in three more moves.

This game demonstrates beautifully that in general it is the Q-side attacker who is on the more dangerous ground; for a Q-side breakthrough, though bringing success in one sector, may leave the opponent still able to fight, whereas a K-side breakthrough is likely to be immediately decisive.

That is by no means to suggest that the Q-side operation cannot also be an incisive winning weapon even if ably countered. We now watch a struggle which in broad outline is similar to the previous one; but in this case, although the K-side attack is vigorously pressed, it is the Q-side majority which is piloted to a triumphant conclusion. The winner was Alekhine at the age of twenty-two—some thirteen years before he became World Champion. A few days after this game was played the tournament was broken off by the outbreak of war.

17

Mannheim, 1914

White: Flamberg Black: Alekhine

Ruy Lopez

King's-Side Attack versus Queen's-Side Attack

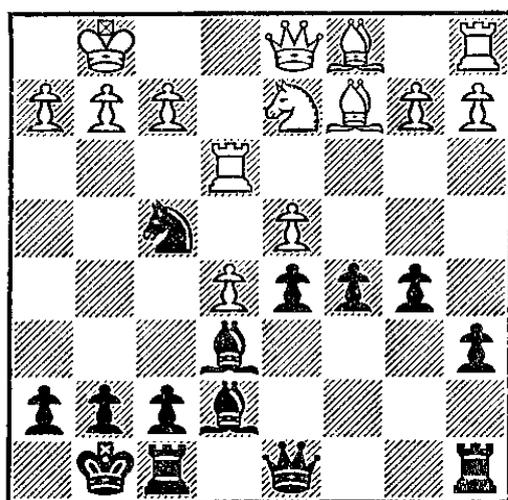
1 P-K4	P-K4
2 Kt-KB3	Kt-QB3
3 B-Kt5	P-QR3
4 B-R4	Kt-B3
5 O-O	Kt×P
6 P-Q4	P-QKt4
7 B-Kt3	P-Q4
8 P×P	B-K3
9 P-B3	B-K2

The game proper has not yet begun: all this is 'book' and can be found analysed in detail in works on the openings. Black's two Q-side pawn moves give him the basis for a later Q-side advance.

10 R-K1	O-O
11 QKt-Q2	Kt-B4
12 Kt-Q4	Kt×Kt
13 P×Kt	Kt-Q6
14 R-K3	Kt-B5

Black feints at the K side. This is still the sparring stage, with the players not committed to their objectives.

15 B-B2	P-QB4!
---------	--------



White must decide whether to exchange pawns

White's next move will mould the rest of the game. By 16 P×P he could prevent the formation of a Q-side major-

King's-Side Attack versus Queen's-Side Attack

ity, but then he would leave Black with a passed QP. Alekhine gave as the probable continuation: 16 . . . , B×P; 17 B×P ch, K×B; 18 Q-B2 ch, K-Kt1; 19 Q×B, P-Q5; 20 R-K4, R-B1; 21 Q-R3, Q-Kt4; 22 P-KKt3, Kt-R6 ch followed by 23 . . . , R×B, and Black has triumphed *on the K side*. This willingness to operate in any sector of the board at a moment's notice and to seize whatever opportunities the gods may present marks the great master. Conversely, the stubborn pursuit of a preconceived idea produces the rigid style of many a lesser mortal.

White decides against the exchange of pawns, and Alekhine continues smoothly with the Q-side-majority attack which is the subject of this chapter.

16 Kt-Kt3

White not only permits . . . , P-B5 but actually invites it, so that, with the centre closed and Black working on the Q side, he may have a relatively free hand with his onslaught against the black King. By this strategy of deliberate provocation to a Q-side advance many brilliant games have been won—notably by Pillsbury about the turn of the century, and by many kindred spirits since.

16 . . . P-B5!

Now the struggle sharpens, as the contestants build up their separate attacks. The general ideas are clearly marked out, and at this point both sides probably considered their chances satisfactory. Victory will go to the one whose methods are the more efficient and economical.

17 Kt-Q2 P-B4

Compare Black's 12th move in the preceding game. This is a defensive precaution.

18 Kt-B1	R-B2
19 R-KKt3	Kt-Kt3
20 P-B4	P-QR4
21 B-K3	P-Kt5

King's-Side Attack versus Queen's-Side Attack

Now the majority is really rolling.

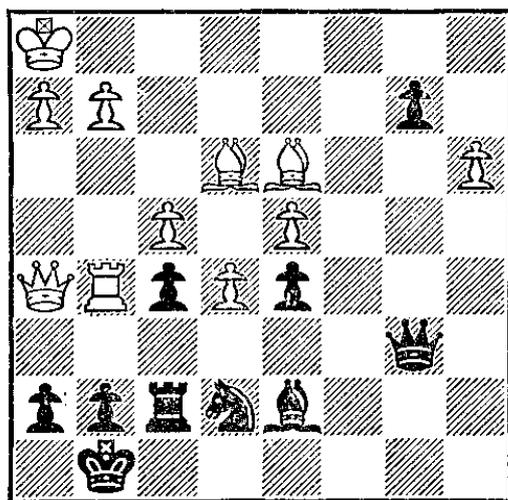
22 Kt-Q2	Q-Kt3
23 Kt-B3	B-Q2
24 Kt-Kt5	B×Kt
25 R×B	P-R5

Black is poised to strike. His position is comparable with that after Black's 19th move in Game 14.

26 K-R1	Kt-K2
27 Q-R5	P-Kt6
28 P×P	BP×P
29 B-Q3	P-R6!

This whole phase is strongly reminiscent of Duras' play (his 20th-24th moves) in the game just mentioned. The breakthrough is achieved in identical fashion.

30 R×RP	R×R
31 P×R	P-Kt7



*Triumph of Black's
Q-side attack*

32 Q-Q1

Flamberg admits that his assault on the K side has failed. No power on earth could find a mating combination for White here, so there is nothing for it but to make a hasty retreat. He falls back in good order, but Black is not to be denied his victory.

32 ...	R-B1!
--------	-------

King's-Side Attack versus Queen's-Side Attack

As White withdraws his pieces from the K side Black can spare his strategic reserves for use in the attack.

33	R-Kt3	R-R1
34	B-QKt1	R×P
35	B-Kt1	R-R8
36	R-QB3	B-R5
37	Q-Q3	B-Kt4
38	Q-Q1	Q-R3
	Resigns	

There are too many threats, and White has no reasonable continuation. Black intends 39 . . . , R×B; 40 Q×R, Q-R8 etc. If White tries to counter this by 39 R-K3 (to allow R-K1) Black can play 39 . . . , B-R5 followed by . . . , B-B7. The Q-side majority has proved decisive in another game without a check.

8 *The Minority Attack*

The power of the Q-side majority was first fully realised by Steinitz, who must be considered the father of scientific chess. And since the contact of two unequal pawn masses normally leads to the formation of a passed pawn from the larger mass, he held that it must be bad strategy to advance a minority against a majority—it would only hasten the creation of a hostile passed pawn. This eminently logical reasoning was accepted by his contemporaries and disciples with the unquestioning deference accorded to the logic of Aristotle in pre-Galileo times.

But the young players of the early twentieth century were a sceptical generation, who queried every dogma and demolished more than one. One of their heresies was to advance boldly with a Q-side minority against a majority. Admittedly, the result might be a passed pawn for the enemy, but whereas the passed pawn he would get if you waited for him to come at you would be a powerful candidate for promotion, the one he got out of your minority attack, they argued, would be backward, probably isolated, and an excellent target for Rook attack on the open files—in fact, more of a liability than an asset.

Our first example of the minority attack is a game between two present-day grandmasters. Benkö, a Hungarian-born American, wins from Taimanov, a citizen of

Leningrad whose chess prowess is matched by his powers as a concert pianist.

18

Buenos Aires, 1960

White: Benkö Black: Taimanov

English Opening

1 P-QB4

It was Howard Staunton, in the 1840s, who first showed what a reliable and workmanlike opening this can be, and the name 'English' has stuck.

1 ... P-K3
2 P-KKt3

White's play already has a strategic flavour. Its ultimate object, as with all good openings, is to secure control of as much territory as possible, especially in the centre; but there may be a grain of truth in the suggestion that White, even thus early, is showing more interest in the Q side than the K side by developing his King's Bishop in this way. At any rate, it is certain that if one does intend Q-side operations a fianchettoed King's Bishop is a long-term investment.

2 ... P-Q4
3 B-Kt2 Kt-KB3
4 Kt-KB3 Kt-B3
5 O-O B-K2
6 P-Q4 O-O

The position now reached has much in common with the Catalan form of the Queen's Gambit. Orthodox critics might say that the black Queen's Knight is misplaced, blocking the pawn which is an essential unit in the fight for the centre; but Russian masters have never been noted for orthodoxy!

7 P×P P×P

In this kind of position the minority attack is always to

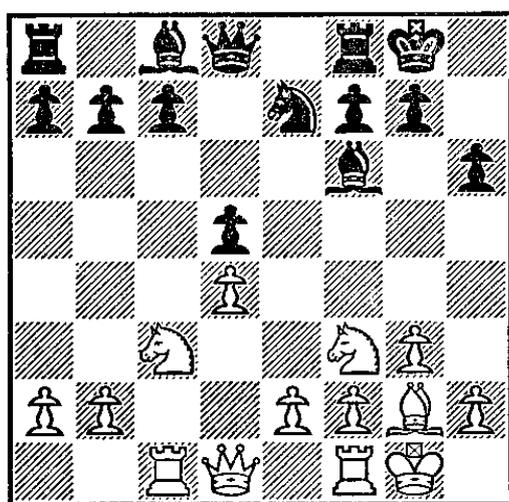
The Minority Attack

be considered. White's QRP and QKtP form the minority. If they can be advanced with Rook support, they will disrupt the enemy Q side. The extra black pawn, whether isolated or not, will be a ready target, needing piece protection all the time and therefore hampering Black's operations elsewhere on the board.

8 B-Kt5

He wants his Q side cleared quickly and so has no hesitation in giving Bishop for Knight, thus challenging another Steinitz dogma—one, moreover, which still commands general acceptance.

8 ...	P-KR3
9 B×Kt	B×B
10 Kt-B3	Kt-K2
11 R-B1	



*White's minority attack
fully prepared*

11 ... P-B3

It might appear that the White Rook will have little future on this well-buttressed file. But now begins the undermining minority attack, in which the King's Bishop, quietly waiting on KKt2, may have something to say.

12 P-QKt4!	P-R3
13 P-QR4!	Kt-B4

The Minority Attack

Black's best chance lies in some sort of demonstration on the K side.

14 P-Kt5!

Black is invited to exchange twice on his QKt4, creating for himself a passed QKtP; but, isolated and unmoved, it would be very weak. The QP would also be isolated.

14 ...	R-K1
15 P×BP	P×P

This way Black does not get a passed pawn. His extra Q-side pawn is the backward one on QB3, which cannot advance, so White's Rook on QB1 turns out to be powerfully placed after all. The black QRP is isolated and becomes another weakness.

16 P-K3	P-KR4
---------	-------

Taimanov has no intention of taking his Q-side setbacks lying down. His pieces are trained on KR5, and he means to try for a breakthrough.

17 Kt-K2	Q-Q3
----------	------

Black is conjuring up some possibilities, e.g. regrouping his King's Bishop at QB2 via Q1. But White defends very carefully; with a positionally won game on the Q side, he sees no sense in allowing his opponent any counterplay at all.

18 Kt-B4	P-R5
19 P-Kt4!	P-Kt4
20 Kt-Q3	Kt-K2
21 P-R3	

All this is neatly played. The K side is snugly closed—at least for some time—and Benkö can turn his attention to the Q side again.

21 ...	Kt-Kt3
22 Q-B2	B-Q2
23 Kt-B5	

The Minority Attack

A Knight placed thus in front of a backward pawn is nearly always powerful and unassailable. In the present case it not only has an eye on the QRP but also threatens to win the QBP at once by 24 Kt×B.

23 ... KR-QB1
24 R-Kt1

The white Rook seizes a file which Black cannot contest and threatens to invade at Kt6 or Kt7.

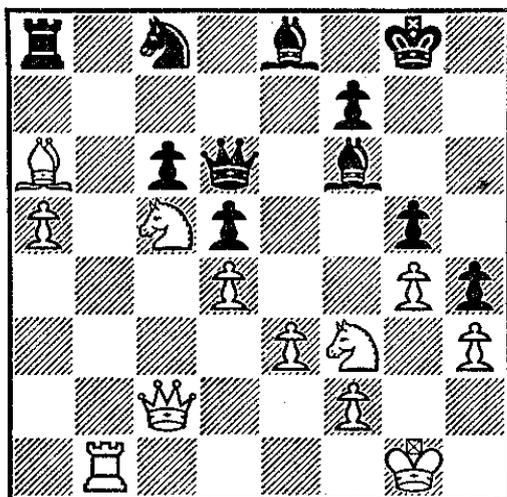
24 ... B-K1
25 P-R5

White is comfortably placed. Having a strong initiative on the Q side and little to fear in the region of his King, he methodically blocks the black QRP in preparation for winning it by R-Kt6.

25 ... R-B2
26 R-Kt6 R(B2)-R2
27 KR-Kt1 Kt-K2

Taimanov is trying to match man for man on the Q side, but White's control of the only open file is crippling.

28 B-B1 Kt-B1
29 R×RP R×R
30 B×R



The minority attack has resulted in a deadly QRP

The Minority Attack

30 ...	Q-Q1
31 B×Kt	Q×B
32 P-R6	B-K2
33 R-Kt7	

Merciless! Now White controls the seventh rank as well.

33 ...	Q-Q1
34 P-R7	B-B1
35 Q-B5!	

By this entry on the K side Benkö demonstrates his control of the board. He attacks the KKtP and makes threats all along the seventh rank. 35 . . . , P-B3, for instance, is impossible because of 36 Q-R7 mate. The Knight at QB5 remains a tower of strength, but there is no time to take it: if 35 . . . , B×Kt, then 36 Kt×KtP forces mate.

35 ...	B-K2
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Apparently this is the only way to hold the KtP. But now comes a magnificent offer of the two Knights in succession.

36 Kt×KtP!!	B×KKt
37 Kt-K6!!	Q-B3

Acceptance of the second Knight would permit 38 Q-R7 ch, K-B1; 39 Q-R8 mate.

38 Q×Q	B×Q
39 Kt-B7	Resigns

If the Rook moves away, then after 40 Kt×B, R×Kt; 41 R-Kt8 most fittingly it is the QRP that has the last word.

The classic setting for the minority attack is the Exchange Variation of the Queen's Gambit. In the following game White's strategy develops effortlessly out of the opening, and though he has to undertake lengthy manoeuvres to make progress, the final outcome never seems in doubt.

The Minority Attack

19

Interzonal Tournament, Saltsjöbaden, 1948

White: Lilienthal Black: Lundin

Queen's Gambit Declined, Exchange Variation

1 P-Q4	Kt-KB3
2 P-QB4	P-K3
3 Kt-QB3	P-Q4

The reader might be excused for wondering why anyone should call this opening a gambit. The explanation is that the position is now identical with that which arises from 1 P-Q4, P-Q4; 2 P-QB4, P-K3; 3 Kt-QB3, Kt-KB3. Admittedly, even that is only a very academic sort of gambit, for it has been known since very early times that it is virtually out of the question to take the pawn and try to keep it.

4 B-Kt5	P-B3
5 P-K3	QKt-Q2
6 P×P	KP×P

After this exchange of pawns, which gives the variation its name, the minority attack is already to be envisaged for White. Black could have avoided it altogether by playing 6 . . . , BP×P, but then he would have had a lot of trouble trying to get his Queen's Bishop into play.

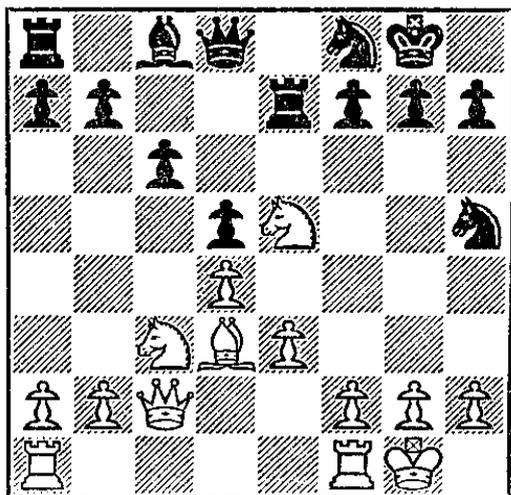
7 B-Q3	B-K2
8 Q-B2	O-O
9 Kt-B3	R-K1
10 O-O	Kt-B1

Black has chosen a standard defensive set-up for his King.

11 Kt-K5	Kt-R4
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The cramp of Black's pieces calls urgently for exchanges, but they would have been more comprehensive if Lundin had played this Knight either to Kt5 or Q2.

12 B×B	R×B
--------	-----



All set for the minority attack

White is ready to advance his Q-side pawns. Compare this position with those shown in the diagrams to Games 18 (after White's 11th move) and 33.

13 P-QKt4 Kt-B3
14 KR-K1

He cannot play 14 P-Kt5, for his whole scheme would then be wrecked by the tactical stroke 14 . . . , P-B4! But it would have been quite in the spirit of the attack to play 14 P-QR4.

14 . . . Kt-K1
15 QR-B1 B-K3
16 Kt-K2 P-B3
17 Kt-KB3 Kt-Q3

Black prevents the threatened P-Kt5; but White insists.

18 P-QR4 P-QR3
19 Kt-B3!

After this little duel White can no longer be stopped from consummating the minority attack by P-Kt5.

19 . . . B-B2
20 P-Kt5! RP×P
21 P×P P×P
22 Kt×KtP

The Minority Attack

As usual, the minority attack proper is over by about the 20th move. From now on the theme of the game is pressure against weakness—the isolated QP and QKtP.

22 ...	R-B1
23 Q-R2	Kt×Kt
24 B×Kt	KR-B2
25 R×R	Q×R
26 P-Kt3	

It is a matter of experience that the free play of one's pieces is always hampered while there remains any possibility of mate on the back rank. Hence this liberating move.

26 ...	Kt-Q2
27 B-Q3	Kt-Kt1
28 B-B5	R-K1
29 Q-Kt1	P-KKt3
30 R-QB1	Kt-B3
31 B-Q3	R-R1
32 Kt-Q2	R-R2
33 B-Kt5	K-Kt2
34 B×Kt	P×B

Although the pawns are technically no longer isolated, the backward BP is as weak as ever it was at Kt2. It will never advance, being doomed to destruction where it stands.

35 Q-B2	B-K1
36 Kt-Kt3	Q-Q3
37 Kt-B5	

Compare White's 23rd move in the previous game.

37 ...	R-K2
38 Q-Kt2	P-B4

An attempt—not a very hopeful one—to create a diversion.

39 Kt-Q3	
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The Minority Attack

En route for a still better post, whence it will attack the backward pawn.

39 ...	P-Kt4
40 Kt-K5	R-K3
41 Q-B2	

White is quick to take advantage of the loosening of Black's KBP.

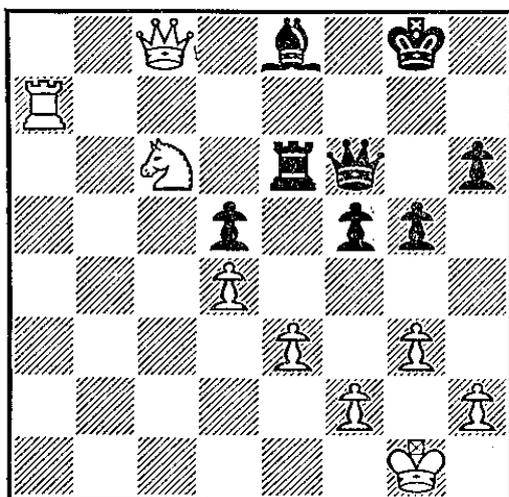
41 ...	Q-B1
42 R-R1!	

Now follows the typical turning movement which so often crowns a Q-side attack. The heavy pieces invade the seventh and eighth ranks, and mating threats are immediately created. Comparable manoeuvres occur in Games 18, 30 and 33.

42 ...	Q-B3
43 R-R7 ch	K-Kt1
44 Q-Kt1	P-R3
45 Q-Kt7	K-B1
46 Q-B8	

White threatens 47 Kt-Q7 ch.

46 ...	K-Kt1
47 Kt×P!	



White on brink of victory

The Minority Attack

White's last move represents the final culmination of the minority attack started thirty-four moves ago, and as such it is a good illustration of the real meaning of chess strategy. Note that Black's Bishop is pinned against the King and his Rook is tied to the Bishop.

47 ...	P-B5
48 Kt-K5	P×KP
49 P×P	Q-B4
50 Q-Kt7	Resigns

He could have crossed his fingers and tried 50 . . . , R-K2, for if White should take the Rook, Black could give perpetual check beginning with 51 . . . , Q-Kt8 ch. But White, no doubt, would simply have played 51 Q×P ch.

For a further example of the minority attack in action the reader's attention is again drawn to Game 33.

9 *Switching the Attack*

All our games so far have been selected (after a study of many thousands) to exemplify types of strategy which can be classified with the greatest possible clarity. But it must be admitted that these games, though of great didactic value, are not altogether typical of the rough-and-tumble of practical play, where all too often one's opponent anticipates and frustrates one's deep-laid plans.

All down the years the technique of chess has been advancing and the percentage of draws increasing, so that nowadays even the moderate player is by no means easy to beat. The most successful masters are those whose approach to strategy is subtle rather than hide-bound; they contrive to defeat even strong opponents by superior flexibility and the readiness to switch objectives the moment opportunity offers on any part of the board. In his book *Chess Fundamentals* Capablanca said 'at times the way to win consists in attacking first on one side, then, granted greater mobility of the pieces, to transfer the attack quickly from one side to the other, breaking through before your opponent has been able to bring up sufficient forces to withstand the attack'. This principle he applied with relentless subtlety even in simple endgame positions. His mastery is beautifully shown in the following exhibition game, played against Molina and Ruiz in consultation.

Switching the Attack

20

Consultation Game, Buenos Aires, 1914

White: Capablanca Black: Allies

King's Gambit Declined

1 P-KB4	P-K4
2 P-K4	B-B4

Transposition makes nonsense of the overdone nomenclature of the K-side openings. This one has already been Bird's Opening, the From Gambit and the King's Gambit in successive moves and is now the normal King's Gambit Declined.

3 Kt-KB3	P-Q3
4 Kt-B3	Kt-QB3
5 Kt-QR4	

A forthright simplicity always characterised Capablanca's style. His priority here, taking precedence even over the completion of his development, is to destroy Black's strongest minor piece—the Bishop which prevents White from castling K side.

5 ...	B-Kt3
6 B-Kt5	B-Q2
7 Kt×B	RP×Kt
8 P-Q3	KKt-K2
9 O-O	O-O
10 P-B5	

The advance of a pawn to the fifth rank usually indicates the taking of some strategic decision, and the present move is no exception. It not only cramps Black's game but commits White quite clearly to K-side storming operations. Black's immediate reaction now should be to prepare ..., P-Q4, breaking the grip, but this freeing move is never achieved. Another desirable scheme for Black would be to expand rapidly on the Q side and obtain counter-threats there. In fact Capablanca dominates the play, keeping the

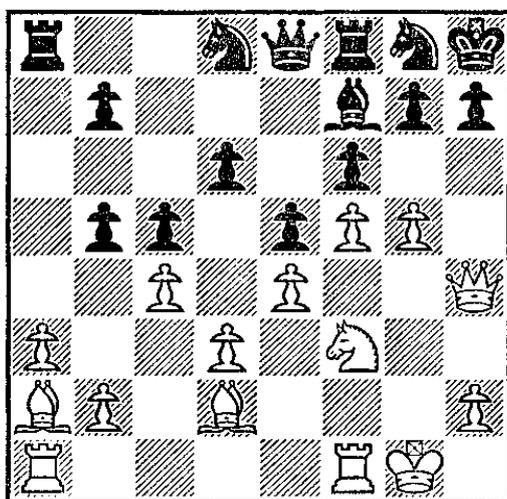
Switching the Attack

allies fully occupied in meeting his continual tactical threats. The present one is 11 P-B6.

10 ...	P-B3
11 B-B4 ch	K-R1
12 P-QR3	B-K1
13 B-K6	B-R4
14 Q-K1	Q-K1
15 Q-R4	Kt-Q1
16 B-R2	B-B2
17 P-B4	P-B4
18 P-KKt4	

The storm gathers. This pawn threatens to push on to the sixth rank, wrecking the black King's shelter.

18 ...	Kt-Kt1
19 B-Q2	P-QKt4
20 P-Kt5	



K-side attack in full swing

20 ...	BP × P
21 Kt × KtP	Kt-KB3
22 R-B3	P × P
23 Kt × P!	

Capablanca resorts to violence. A piece for two pawns, coupled with exposure of the enemy King, is often a winning transaction. Study of the present position, however, fails to reveal any forced mate or even any promising King-hunt.

Switching the Attack

Capablanca was not in the habit of playing speculative or superficial sacrifices, and we have to conclude that his intended winning procedure is something beyond the ordinary. It may be too much to infer that he saw the game right through to its end at this point; what he did see was that in order to avoid being mated Black would have to bring all his pieces into a tight knot around his King, so that they would seriously impede one another. His intuition alone was then probably enough to tell him that his superior mobility would enable him to create some unanswerable diversion. His intuition—if it was no more than that—is vindicated on the 30th move.

23 ...	Kt×Kt
24 R-R3	B-Kt1
25 B×P	R-B2

As the white Bishops are stronger than the black Rooks, the allies would be glad enough to cede the exchange. After all, they are a piece up.

26 K-R1

White, however, is less interested in winning the exchange than in bringing his last reserve piece into the attack.

26 ... P-QKt4

And Black, having exactly the same idea, clears the second rank for his Queen's Rook to join the defence.

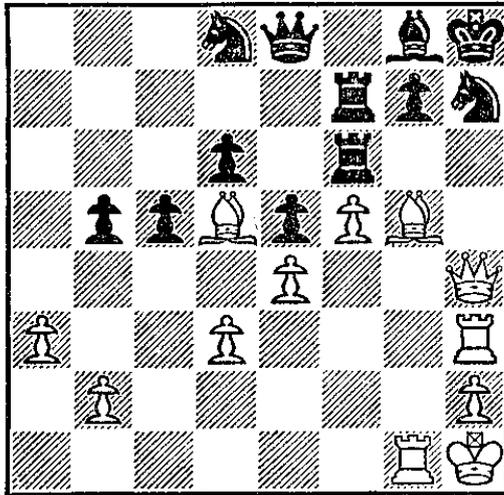
27 B-Q5	QR-R2
28 R-KKt1	R-B3
29 B-Kt5	QR-KB2

All these manoeuvres have emphasised amusingly the impossibility of laying down an absolute scale of values for the pieces. Capablanca and his opponents are evidently agreed—at least for the time being—that the exchange of a white Bishop for a black Rook would only help Black.

But now Black is approaching the state of affairs known as *Zugzwang*: he has hardly a piece which can move without

Switching the Attack

immediate disaster. On the other hand, the white pieces seem to be fully deployed in attack, and it is difficult to think of any regrouping which will force the position.



Capablanca has an ace up his sleeve

30 P-Kt3!!

The white pieces, all of which are focused on the black King, have one forgotten and unsuspectedly powerful ally—the QRP! After 31 P-R4 a passed pawn must come into being on the far left, and its advance will create a deadly extra threat, which will be one too many for Black's fully occupied defenders.

30 ...	Q-B1
31 P-R4	P×P
32 P×P	Q-K1
33 P-R5	Kt-B3
34 P-R6	Kt-Kt5

And now, though still a piece down, White can afford to go in for liquidation on the grand scale, leaving his passed pawn to win the game.

35 QB×R	Kt×B
36 B×P ch!	R×B
37 R×R	K×R
38 Q-R6 ch	K-R1
39 Q×P	

Switching the Attack

Black resigned after a few more moves. Capablanca did not record the finish, which, after the elegance of the game so far, probably offended his aesthetic susceptibilities. Black cannot possibly cope with all the threats: any move of the attacked Knight allows 40 Q-B6 mate, and the attempt to save it by 39 . . . , Q-K2 leads only to 40 Q×Q, Kt×Q; 41 P-R7, with a new Queen for White.

We continue with another fine game, showing this switching technique in reverse. Capablanca began with what threatened to be a mating attack and then won by creating a passed pawn on the opposite wing. Reshevsky begins with a Q-side attack which attracts all Black's defenders to that side of the board, whereupon he suddenly transfers his attention to the empty K side and forces a mating attack. The opposition here was formidable, being the Yugoslav grandmaster Gligorić, himself a candidate for the World Championship.

21

1st Game, Match, New York, 1952

White: Reshevsky Black: Gligorić

Queen's Pawn, King's Indian Defence

1 P-Q4	Kt-KB3
2 P-QB4	P-KKt3
3 Kt-QB3	B-Kt2
4 P-K4	P-Q3

So far we have the same moves as in Game 9. But knowledge of the King's Indian had grown tremendously in the twenty years between these two games.

5 Kt-B3	O-O
6 B-K2	P-K4

At this point White can steer various ways. By exchanging pawns he would give Black an easy game. By 7 P-Q5, closing the centre, he would produce a game of manoeuvre, probably attacking on the Q side while Black gains ground on the K side. Reshevsky's move is neutral, reserving all the

Switching the Attack

options and leaving Black to do the exchanging if he wishes.

7 O-O	QKt-Q2
8 R-K1	P-B3
9 B-B1	R-K1

Now Black threatens to play 10 . . . , P×P and make use of the K file.

10 P-Q5

So Reshevsky pushes on. Again Black can exchange a pair of pawns, but in this case White will make good use of the QB file. Gligorić decides to close the centre completely and see how White proposes to break through. He is treated to a convincing demonstration.

10 . . .	P-B4
11 P-QR3	R-B1

In a closed game between top-grade players the man-oeuvring may look mysterious, if not downright senseless. This return of the Rook to its former square foreshadows expansion by . . . , P-B4 after . . . , Kt-K1. The Rook was useless on K1 once White played P-Q5. Similarly, White played 6 B-K2 in order to get castled but after 8 R-K1 returned the Bishop to its home square to unmask the Rook's action on the K file, the Bishop itself being well placed at B1 both for defence and for supporting Q-side pawn advances.

12 P-KKt3	Kt-K1
13 P-QKt4	Q-K2

If 13 . . . , P-B4 really was his intention, he now thinks better of it—probably in view of the reply 14 Kt-KKt5.

14 R-R2	Kt-B2
15 B-K3	P-Kt3
16 Kt-KR4	Kt-K1
17 Q-B1	Kt-B2

It looks very much as though Gligorić has decided that there is nothing positive to be done for the moment. He

Switching the Attack

tries to keep his position intact and waits for White to over-reach himself.

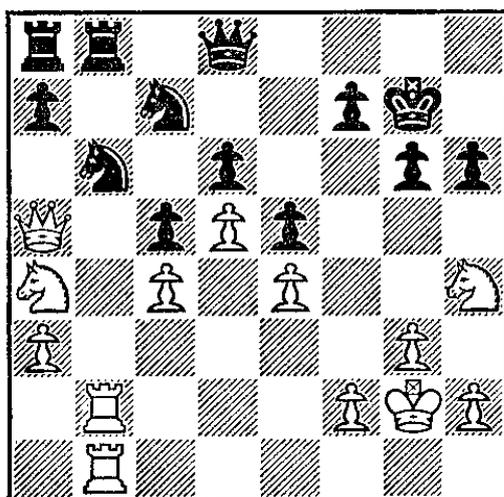
18 B-Kt5	B-B3
19 B-R6	B-KKt2
20 B-R3	

White's scheme is emerging: all four Bishops are to come off; then the QKt file is to be opened and occupied.

20 ...	R-K1
21 B×B	K×B
22 Q-Q2	

Black's options are being whittled away. When White plays P×P presently, Black will be unable to keep the QKt file half-closed by recapturing with the QP, for this would be met by P-Q6. All strategy rests on a basis of tactics. Reshevsky's games give the impression of grand strategy, yet Reuben Fine, his great rival in the 1930s, has described him as the tactician *par excellence*.

22 ...	Kt-B1
23 B×B	KR×B
24 P×P	KtP×P
25 R-Kt2	Kt-Q2
26 Kt-R4	KR-QKt1
27 KR-Kt1	Q-Q1
28 K-Kt2	P-KR3
29 Q-R5	Kt-Kt3



All eyes on the Q side

Switching the Attack

30 Kt×Kt P×Kt
31 Q-B3

With this move White is quietly preparing his change of front, for in addition to its two obvious points—rescuing the Queen and holding the QRP—it slyly pins the KP and threatens a powerful K-side blow by P-B4!

31 ... K-Kt1
32 Q-Q2!

And now the two-pronged attack becomes really menacing. The QKtP was not yet capturable, for if 32 R×P, R×R; 33 R×R, Black would continue 33 ..., Kt×P!, winning the exchange. But this insidious little Queen move definitely threatens the QKtP, because 34 ..., Kt×P would now be met by 35 Q×Kt, attacking the Rook. Simultaneously it threatens the KRP, and Gligorić is in a quandary. If he defends by 32 ..., K-Kt2, his QKtP will fall and Reshevsky will probably occupy first the QKt file and then the seventh rank. He tries, therefore, for some compensation.

32 ... R×P
33 Q×P Kt-K1
34 P-B4!

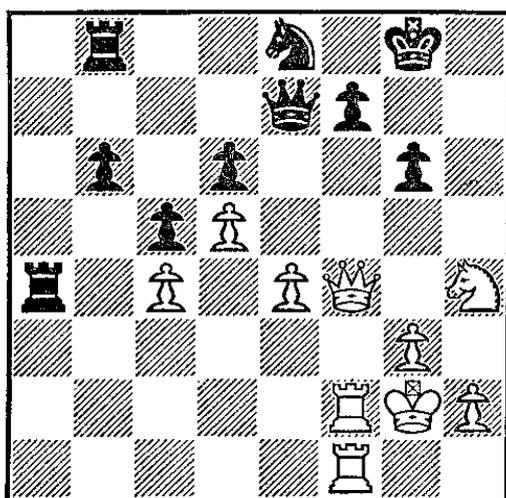
Quite suddenly White is going all out for a mating attack.

34 ... P×P
35 R-KB2!

A promising reply for Black now appears to be 35 ..., P×P—until one sees the devastating continuation 36 R×BP!!, which forces mate whether Black accepts the Rook or not.

35 ... Q-K2
36 Q×P R-R5
37 R(Kt1)-KB1

Switching the Attack



End of quick-change act

Only seven moves ago all White's heavy pieces were battering the Q side. Now they are trebled against the King, and Black will never be able to muster his defenders in time.

37 ... R-Kt2
38 Kt×P!

This superficially brilliant sacrifice which forces the final entry probably needed very little calculation. The real work was done in the masterly strategy of the previous dozen moves.

38 ... P×Kt
39 Q-R6

After a few checks Black resigned in face of the inevitable mate—a conclusion which even ten moves ago would have been totally unexpected by the casual reader.

For another superb example of the sudden switching of the attack from one extreme of the board to the other see Game 34.

With these last two games we have come a long way from the unsophisticated slugging of Chapters 1 and 2. Nevertheless, the fact remains that we have hardly done more than skim the surface of an unfathomable subject. Good advice for any beginner is to cultivate the habit of considering not merely what the next move will achieve but also

Switching the Attack

what it may legitimately be hoped to accomplish in the next six or ten moves, or even twenty.

The best advice of all, however, is to go to the inexhaustible source of ideas—recorded master play. Ever since the habit of recording games established itself firmly in the 1830s and 1840s at least 90 per cent of all serious play, in match or tournament, has found its way into print. To find one's way back through the giants of today, through Botvinnik to Euwe, Alekhine, Capablanca, Lasker, Steinitz, Anderssen, Morphy, Labourdonnais and all their great contemporaries, is a complete chess education. More than that, it is an adventure of the spirit, such as one man may find in Rembrandt, another in Mozart, and another in Keats.

Recapitulation and Games to Study

We devote the concluding part of this work to consolidation. A brief summary of our main points is accompanied by further games by way of illustration and to whet the reader's appetite for further study.

If the opponent is tardy over castling and particularly if he wastes what should be his developing moves on pawn-hunting, the only strategy required is to hit him hard and fast. A rapid opening of the centre files, allowing the Rooks to co-operate with Queen and Bishops, may win the game outright. This was the theme of Games 1, 2 and 3, and now we give two more. The exact place and time when the first was played have been lost; Nimzovitch seems to have forgotten them, for this is the only game in his book *My System* for which no source is given.

22

Russia, c. 1913

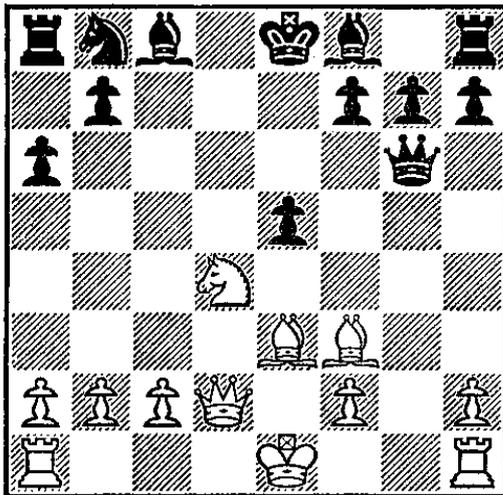
White: Nimzovitch Black: Alapin

French Defence

86

Recapitulation and Games to Study

1 P-K4	P-K3	7 B-K3	P×P
2 P-Q4	P-Q4	8 Kt×P	P-QR3
3 Kt-QB3	Kt-KB3	9 B-K2!	Q×KtP
4 P×P	Kt×P	10 B-B3	Q-Kt3
5 Kt-B3	P-QB4	11 Q-Q2	P-K4
6 Kt×Kt	Q×Kt		



Black's King is a target for sacrifices

12 O-O-O!	P×Kt	16 B×Kt ch	K-B1
13 B×QP	Kt-B3	17 Q-Q8 ch!	B×Q
14 B-B6!!	Q×B	18 R-K8 mate	
15 KR-K1 ch	B-K2		

Even the greatest players can lose games in this way. It is not that they are ignorant of the principles but that they decide to take the risk 'just this once'. Gligorić, facing the eighteen-year-old Hartston at Hastings expended his 7th, 8th and 9th moves in winning the QKtP. At move 25 he found himself confronted by inevitable mate—with his Queen's Rook and Queen's Bishop still unmoved.

23

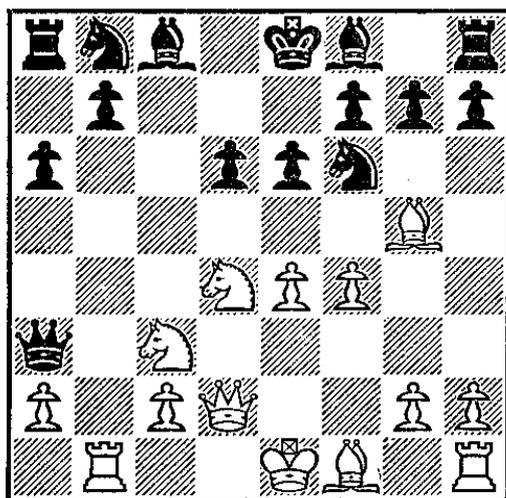
Hastings, 1965-66

White: Hartston Black: Gligorić

Sicilian Defence

Recapitulation and Games to Study

1 P-K4	P-QB4	6 B-Kt5	P-K3
2 Kt-KB3	P-Q3	7 P-B4	Q-Kt3
3 P-Q4	P×P	8 Q-Q2	Q×P
4 Kt×P	Kt-KB3	9 R-QKt1	Q-R6
5 Kt-QB3	P-QR3		



The QKtP has cost Black three moves

10 P-B5	Kt-B3	18 P-B4	P-KB4
11 P×P	P×P	19 R-Kt3	P-B4
12 Kt×Kt	P×Kt	20 Q-R6	R-B2
13 P-K5	P×P	21 R-Kt3 ch	K-R1
14 B×Kt	P×B	22 B-R5	Q-K1
15 Kt-K4	B-K2	23 R×P!	P×R
16 B-K2	O-O	24 Kt-Q6	B×Kt
17 O-O	Q-R5	25 B×R	Resigns

Castling early, however, is not sufficient in itself; it will not save the opponent who is negligent about defence—especially if he loses time over trivial excursions. An immediate massing of pieces, with the Knights probably more prominent than the Rooks in this case, will often lead to a quick decision. Games 4, 5 and 6 were of this type, as are our next two examples, in both of which Black allows his K side to be broken up very early in the game.

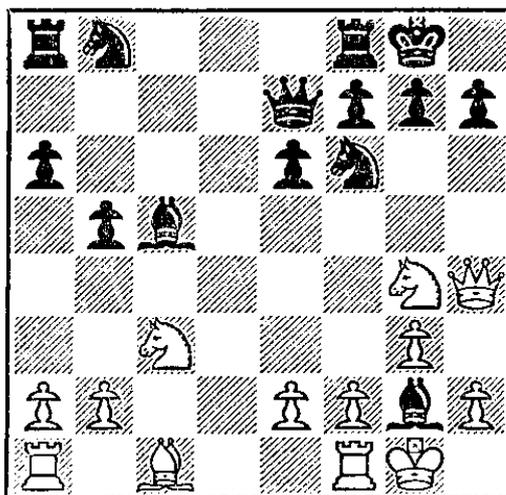
24

Karlovy Vary, 1948

White: Barcza Black: Troianescu

Catalan System

1 Kt-KB3	P-Q4	8 Kt-B3	P×P
2 P-KKt3	Kt-KB3	9 Q-R4	Q-K2
3 B-Kt2	P-K3	10 Q×BP	P-QR3
4 O-O	P-B4	11 Kt-K5	P-QKt4
5 P-Q4	B-K2	12 Q-KR4	B-Kt2
6 P×P	B×P	13 Kt-Kt4	B×B
7 P-B4	O-O		



White's chance to expose the enemy King

14 B-Kt5!!	B-Q5	20 R-Q1	B-Q4
15 KR-Q1!	Q-Kt2	21 Kt-K4	R-KKt1
16 Kt×Kt ch	B×Kt	22 Kt×P	R-Kt2
17 B×B	P×B	23 Q-R6!	QR-KKt1
18 R-Q4	Kt-Q2	24 Q×P ch!	R×Q
19 R-Kt4 ch	K-R1	25 R×R mate	

25

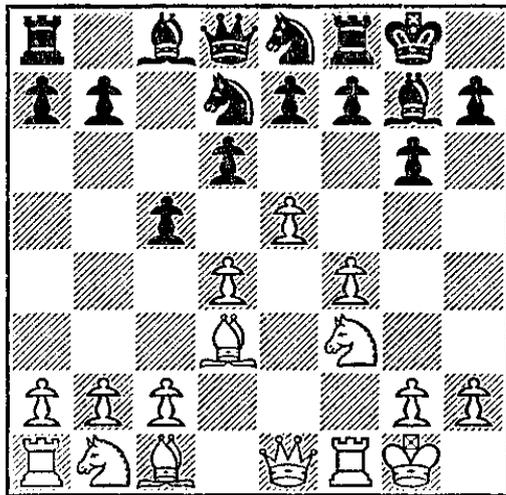
Zagreb, 1965

White: Bisguier Black: Larsen

Pirc Defence

Recapitulation and Games to Study

1 P-Q4	P-KKt3	5 B-Q3	O-O
2 P-K4	B-Kt2	6 O-O	QKt-Q2
3 P-KB4	P-Q3	7 P-K5	Kt-K1
4 Kt-KB3	Kt-KB3	8 Q-K1	P-QB4



White is free to launch a violent assault

9 P-B5!	QP×P	15 R-B1	R-K1
10 BP×P	RP×P	16 B-B8!	B-B3
11 Q-R4!	KP×P	17 R×B!	P×R
12 B-KR6	KKt-B3	18 Q-R6	R×B
13 Kt-Kt5	Kt-K4	19 Q-R7 mate	
14 R×Kt!	B-R1		

The defence chosen by Larsen is currently favoured by many masters, but his collapse affords clear proof that the user of such a provocatively backward system cannot afford the slightest inaccuracy.

Against a well entrenched King the assault with pieces alone is not likely to succeed; the position must be breached by an advance of pawns, as in Game 7. We give two more examples. The first is one of six blindfold games by Blackburne against players far below his strength, and he makes the win look, oh! so simple. His pawns do not in fact breach Black's King position but merely constrict and isolate it, so that by the 18th move he is ready to break in with a Bishop sacrifice.

Recapitulation and Games to Study

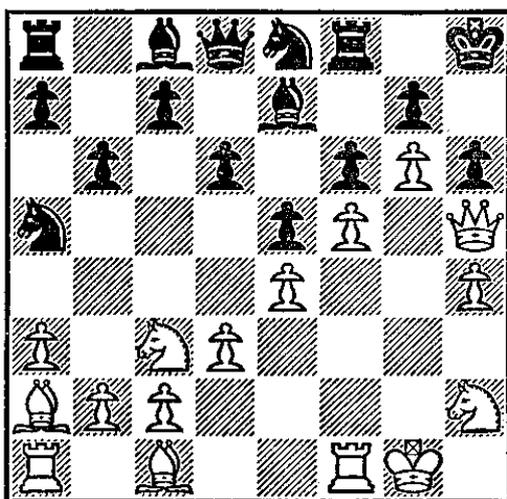
26

Blindfold Exhibition, Havana, 1891

White: Blackburne Black: Bonachea

King's Gambit Declined

1 P-K4	P-K4	10 P-R3	Kt-B3
2 P-KB4	Kt-QB3	11 P-KKt4!	Kt-QR4
3 Kt-KB3	P-Q3	12 B-R2	P-QKt3
4 B-B4	Kt-R3	13 P-Kt5	Kt-K1
5 O-O	B-K2	14 P-KR4	K-R1
6 P-Q3	O-O	15 Kt-R2	P-KB3
7 P-B5!	Kt-KKt5	16 P-Kt6	P-KR3
8 Kt-B3	Kt-Kt5	17 Q-R5	Resigns!
9 P-QR3	Kt-QB3		



Victory without a casualty

Game 27 is in a different class altogether. In watching the unfolding of its deliberate strategy and observing how White blocks the centre and Q side and then majestically storms the enemy King position, it is difficult to believe that this is the work of a thirteen-year-old schoolboy and that his opponent was a former Canadian Champion. This is the play of a born grandmaster.

27

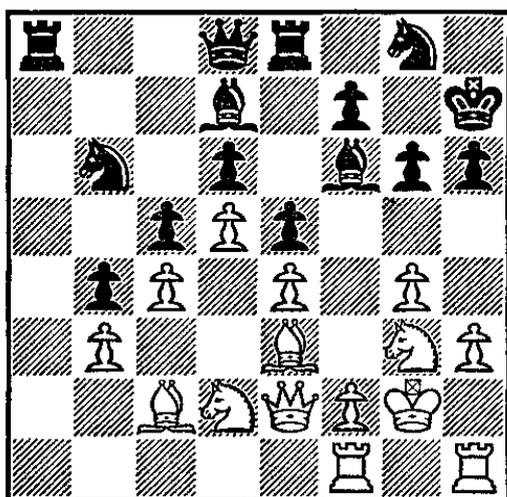
Canadian Championship, Toronto, 1938

White: Yanofsky Black: Belson

Ruy Lopez

Recapitulation and Games to Study

1 P-K4	P-K4	14 Kt-B1	B-KB1
2 Kt-KB3	Kt-QB3	15 Q-Q2	K-R2
3 B-Kt5	P-QR3	16 P-KKt4!	P-Kt3
4 B-R4	Kt-B3	17 Kt-Kt3	Kt-Kt1
5 O-O	B-K2	18 K-Kt2	Kt-B1
6 R-K1	P-Q3	19 R-R1	Kt-Kt3
7 P-B3	O-O	20 P-Kt3	P-QR4
8 P-KR3	B-Q2	21 Q-K2	P-Kt5
9 P-Q4	R-K1	22 P-B4!	P-R5
10 B-B2	P-R3	23 Kt-Q2	B-K2
11 P-Q5	Kt-QR2	24 QR-KB1	P×P
12 B-K3	P-B4	25 P×P	B-KB3
13 QKt-Q2	P-QKt4		



*White all set to attack,
on the right wing*

26 P-B4	Q-K2	31 P-B6 ch!	B×P
27 P-B5!	R-KB1	32 Kt-R5 ch!	P×Kt
28 P-R4!	K-Kt2	33 Q×P	KR-Kt1
29 P-Kt5!	RP×P	34 Q-R8 ch	K-B1
30 RP×P	B×KtP	35 B-R6 ch	Resigns

It is mate in three.

The danger inherent in this type of strategy is the exposure of the attacker's own King. In Game 8 we saw it leading to disaster, and Game 28 is another warning. The punishment for White's attempted attack at his 17th and 18th moves is swift and severe.

Recapitulation and Games to Study

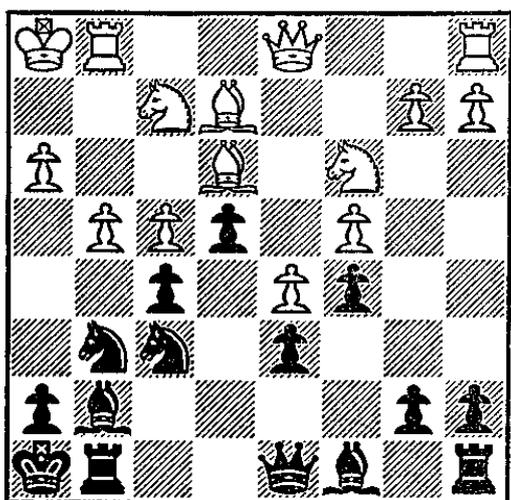
28

U.S.A. versus U.S.S.R. Match, New York, 1954

White: Evans Black: Taimanov

Queen's Pawn, King's Indian Defence

1 P-Q4	Kt-KB3	10 Kt-Q3	P-KB4
2 P-QB4	P-KKt3	11 P×P	P×P
3 Kt-QB3	B-Kt2	12 P-B4	P-K5
4 P-K4	P-Q3	13 Kt-B2	Kt-KB3
5 Kt-B3	O-O	14 B-K3	K-R1
6 B-K2	P-K4	15 K-R1	R-KKt1
7 O-O	Kt-B3	16 R-KKt1	P-B4
8 P-Q5	Kt-K2	17 P-KR3	Kt-Kt3
9 Kt-K1	Kt-Q2	18 P-KKt4	



White's premature advance invites trouble

18 ...	P×P	28 Q×R	Q×P ch
19 P×P	Kt-R4!	29 K-Q2	B-R3
20 P×Kt	Q-R5 ch	30 R×R ch	K×R
21 K-Kt2	Kt×P ch	31 Kt×P	B×Q ch
22 K-B1	B-R6 ch	32 K×B	Q-R6 ch
23 Kt×B	Q×Kt ch	33 K-Q2	Kt-K4
24 K-B2	QR-KB1	34 R-Kt1 ch	K-B1
25 B-B3	Kt-Q6 ch	35 R-Kt3	Q-R5
26 K-K2	R×B		Resigns
27 Q-Q2	R×B ch		

Recapitulation and Games to Study

The idea of castling on opposite sides suggests itself, so that the pawns may be advanced without danger. In this case the same attacking methods are available to both players, as we showed in Games 9, 10 and 11. For the reader's delectation we now present the 21st game of the famous Labourdonnais–MacDonnell Match, which ran to eighty-five games. Both these masters were uninhibited attackers, and the following game is fairly typical. Staunton's note after White's 29th move makes an apt comment: 'It now seems hardly possible for either player to save the game.'

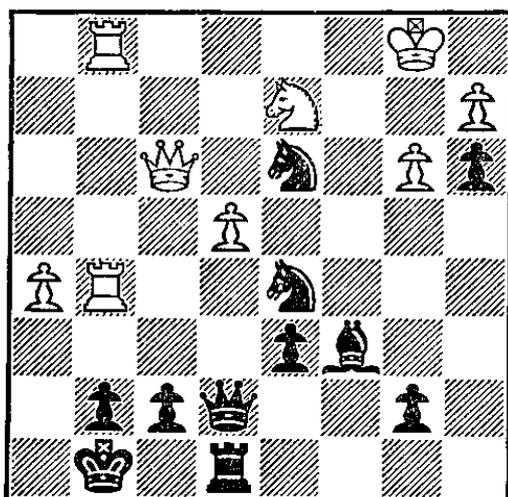
29

21st Game, Match, London, 1834

White: Labourdonnais Black: MacDonnell

Bishop's Opening

1 P-K4	P-K4	10 B-K3	O-O
2 B-B4	B-B4	11 P-KR3	R-K1
3 Q-K2	Kt-KB3	12 Kt-Q2	Q-K2
4 P-Q3	Kt-B3	13 O-O-O	P-B4
5 P-QB3	Kt-K2	14 K-Kt1	P×P
6 P-B4	P×P	15 P×P	P-QR4
7 P-Q4	B-Kt3	16 KKt-B3	B-Q2
8 B×P	P-Q3	17 P-KKt4	P-R3
9 B-Q3	Kt-Kt3	18 QR-Kt1	P-R5



*Black to play
his 29th move*

Duel on a tight-rope

Recapitulation and Games to Study

19 P-Kt5	P×P	<i>See diagram, page 94</i>	
20 B×P	P-R6	29 ...	Kt-B6 ch
21 P-Kt3	B-B3	30 K-R1	B×P
22 R-Kt4	B-R4	31 R×P ch	K-R1
23 P-R4	B×Kt	32 Q-Kt3	B-Kt3
24 Kt×B	R-R4	33 P×B	Q-K8 ch
25 P-R5	R×B	34 R×Q	R×R ch
26 R×R	Kt-B5	35 Q×R	Kt×Q
27 Q-B3	Kt×B	36 R-R7 ch	K-Kt1
28 P-Q5	Kt×QP	37 P×P ch	K×R
29 KR-Kt1		38 P-B8=Q	Kt-B7mate

In modern chess the King is often not the object of attack at all—or at least only very indirectly. The whole attack may be aimed at a weakness in some other quarter, as in Game 12. In the following game, for instance, the strategic theme throughout is the combination of vertical pressure on the QKt file with diagonal pressure from the fianchettoed Bishop. An exceptionally subtle sacrificial manoeuvre wins some material, and then a sudden invasion of the eighth rank forces resignation.

30

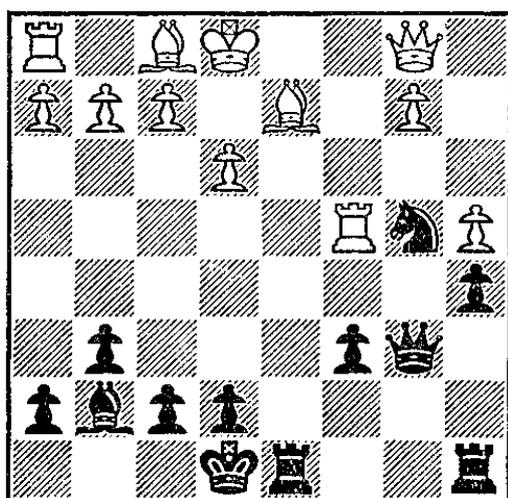
Match, Amsterdam, 1932

White: Euwe Black: Flohr

Queen's Gambit Declined, Slav Defence

1 P-Q4	P-Q4	10 Kt-R3	P-QB4
2 P-QB4	P-QB3	11 Kt×P	P×P
3 Kt-KB3	Kt-B3	12 Kt-Kt6	Q×Kt
4 Kt-B3	P-KKt3	13 R×B ch	K-Q2
5 B-B4	P×P	14 R-B4	R-Q1
6 P-QR4	Kt-Q4	15 P-K3	K-K1
7 B-Q2	Kt-Kt5	16 Kt×P	QKt-B3
8 R-B1	B-Kt2	17 Kt×Kt	P×Kt
9 Kt-QKt1	P-QR4	18 Q-Kt1	...

Recapitulation and Games to Study



*A deep combination
breaks White's Q side*

18 ...	B×P!	25 Q×P	R-R8!
19 R×Kt	P×R	26 B-K1	Q-B5
20 Q×B	R×P	27 Q-R3 ch	P-B4
21 B-B4	P-Kt6!!	28 Q-Kt3	R(Kt1)-Kt8
22 B×P	R-Kt1	29 P-B3	Q-K7
23 O-O	Q×B	Resigns	
24 Q-R8 ch	K-Q2		

In Games 14, 15 and 17 we saw the power of the Q-side majority, which can win the game outright if allowed to advance deep into enemy territory. Here, in Game 31, the same weapon is in the hands of Botvinnik, playing for the championship of his home town. His opponent, a famous composer of studies, reacts by advancing his own majority in the centre, and the outcome is a splendid struggle which is worth replaying several times.

31

Leningrad Championship, 1931

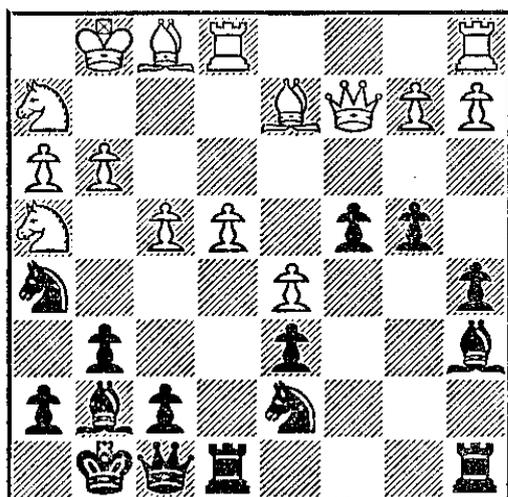
White: Chekhover Black: Botvinnik

Réti Opening

1 P-Q4	Kt-KB3	6 P-B4	O-O
2 Kt-KB3	P-QKt3	7 QKt-Q2	P-B4
3 P-KKt3	B-Kt2	8 P-Q5	P-K3
4 B-Kt2	P-Kt3	9 P-K4	P×P
5 O-O	B-Kt2	10 BP×P	P-Q3

Recapitulation and Games to Study

11 R-K1	R-K1	16 Q-B2	P-QR4
12 Kt-R4	Q-K2	17 P-KR3	P-Kt5
13 QKt-B3	QKt-Q2	18 Kt-R2	B-QR3
14 B-Q2	P-QKt4	19 P-B4	Kt-R4
15 Q-B1	Q-B1	20 B-KB1	P-B5



Both sides advance their pawn majorities

21 K-Kt2	KR-B1	36 QR-KB1	R-B5
22 B-K3	Kt-B4	37 Kt-B6	R-B2
23 P-Kt4	Kt-B3	38 P-K5	P×P
24 B×Kt	R×B	39 Kt×KP	P-B7
25 P-Kt5	Kt-R4	40 Kt×R	R×Kt
26 P-B5	Q-Q1	41 R×KBP	P-B8=Q
27 P-B6	Kt×P	42 R-B8 ch	K-Kt2
28 P×Kt	Q×P	43 R(B8)-B7 ch	K-R3
29 Kt(R4)-B3	Q×P	44 R×Q	R×R
30 Q×Q	B×Q	45 Kt-Kt4 ch	K-Kt4
31 QR-Kt1	P-B6	46 P-Q6	P-Kt6
32 B×B	R×B	47 P-Q7	R-Q8
33 Kt-Q4	P-R5	48 K-Kt3	P-R3
34 R-KB1	P-R6	49 R-B3	P×P
35 R-B2	R-R2		Resigns

When one of the players pushes a Q-side majority like this and the other reacts sharply with a mating attack, critical struggles result. In Game 16 the mate came off; in Game 17 the pawns won. Perhaps the most famous games of all of this type are Pillsbury-Tarrasch, Hastings, 1895,

Recapitulation and Games to Study

and Botvinnik's win from Capablanca mentioned in the notes to Game 16. We give now, however, another fine Botvinnik game, played by radio in a twelve-board match soon after the war. With 13 Q-Q3 White tempts Black to form the Q-side majority and then, while Black is busy on that side of the board, he plays methodically for an attack on the King. His judgement is brilliantly vindicated.

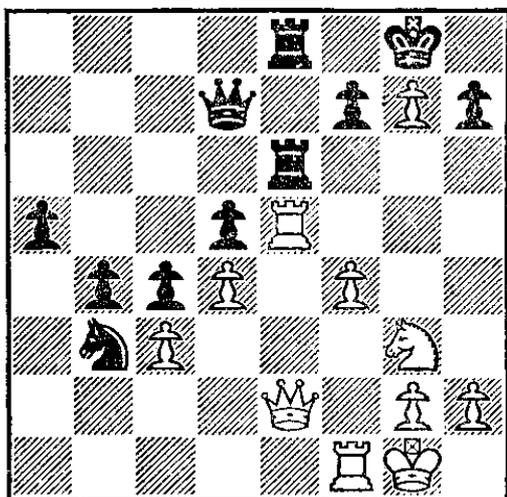
32

U.S.S.R. versus Great Britain Radio Match, 1946

White: Botvinnik Black: Alexander

Queen's Pawn, Nimzovitch Defence

1 P-Q4	Kt-KB3	15 O-O	Kt-Kt1
2 P-QB4	P-K3	16 QR-K1	Kt-B3
3 Kt-QB3	B-Kt5	17 Kt-Kt3	Kt-QR4
4 P-K3	P-Q4	18 P-B3	Kt-Kt6
5 P-QR3	B×Kt ch	19 P-K4	Q×P
6 P×B	P-B4	20 Q-Kt2	P-QR4
7 BP×P	KP×P	21 P-K5	P-QKt4
8 B-Q3	O-O	22 B-Q6	R-K3
9 Kt-K2	P-QKt3	23 P×Kt	R×B
10 P-QR4	B-R3	24 P×P	P-Kt5
11 B×B	Kt×B	25 R-K5	R-K1
12 B-R3	R-K1	26 P-B4	Q-Q2
13 Q-Q3!	P-B5	27 Q-K2	R(Q3)-K3
14 Q-B2	Q-Q2		



Black's Q-side majority will win—unless he is mated!

Recapitulation and Games to Study

28 P-B5	R × R	34 Q × Kt!!	Q × Q
29 P × R	P × P	35 Kt-B5	P-R4
30 P-B6	Q-R2 ch	36 Kt × Q	R-K1
31 K-R1	Kt-Q5	37 Kt-B5	P-Q5
32 Q-K3	R-R1	38 P-K6!	Resigns
33 Q × P	P-R5		

Game 18 introduced a typical modern strategic weapon—the minority attack, in which two pawns are advanced against three in order to break them up and leave a weak and backward formation. Our next game shows the method with exceptional clarity. The minority attack itself is over by the 19th move, and for the rest of the game White manoeuvres against the resulting weakness, finally seizing the eighth rank and winding up, much as Flohr did in Game 30, with a lateral attack against the King.

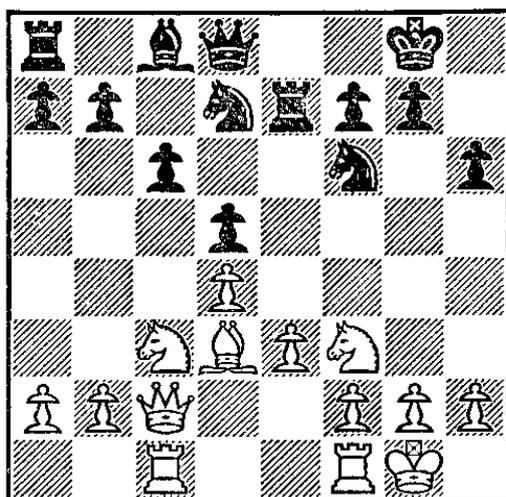
33

Tiflis, 1928

White: Goglidze Black: Smorodsky

Queen's Gambit Declined, Exchange Variation

1 P-Q4	P-Q4	8 P × P	KP × P
2 Kt-KB3	Kt-KB3	9 B-Q3	R-K1
3 P-B4	P-K3	10 Q-B2	P-KR3
4 Kt-B3	QKt-Q2	11 B-R4	Kt-R4
5 B-Kt5	B-K2	12 B × B	R × B
6 P-K3	O-O	13 O-O	KKt-B3
7 R-B1	P-B3		



White set for a vigorous minority attack

Recapitulation and Games to Study

14 P-QKt4!	P-R3	27 P-R3	R-Q2
15 P-QR4!	Kt-B1	28 Q-Kt1!	Q-KB1
16 Q-Kt2!	Kt-K1	29 Q-Kt6	R-K2
17 P-Kt5!	RP×P	30 R-R5	Q-B1
18 P×P	P×P	31 R-B5	Q-Q2
19 Kt×KtP	Kt-Q3	32 Q-R5!	K-R1
20 R-B5	Kt×Kt	33 Q-R8 ch	B-Kt1
21 Q×Kt	B-K3	34 Q-KB8!	P-B5
22 Kt-K5	P-B3	35 R-B8	Q-K3
23 Kt-Kt6	Kt×Kt	36 B-B5	Q-B2
24 B×Kt	R-B1	37 Q×Q	R×Q
25 KR-B1	R×R	38 B-K6	
26 R×R	P-B4		and White won

To any master player the strategic ideas sketched out in this book are the merest routine, and it is rare for him to be able to use them in such pure form as the above game—or many of the games that we have shown. He has to blend them, modify them, abandon one idea and try another, and constantly conform to the needs of the position. All the time his strategy is conveyed by the vehicle of tactics, the short-term type of planning which is distinct from strategy without ever being quite separable from it.

The mark of the grandmaster is his ability to make continuous threats which force or decoy the enemy pieces into awkward groupings, all the time retaining the initiative in his own hands so that at his chosen moment he can use his superior mobility to transfer his attack to some distant objective. Games 20 and 21 showed Capablanca and Reshevsky winning by such means, and one cannot but reflect that for such players the 64-square board is hardly big enough and surmise what sort of chess they would produce on a bigger one.

We close our survey with a *tour de force* by Aron Nimzovitch, one of the greatest of all chess strategists. With the disappearance of the white-squared Bishops on the 8th move, he proceeds to make the utmost use of all the weakened white squares in the central region. Having occupied

Recapitulation and Games to Study

just about all of them, he goes on by means of some very subtle Queen play to open up a heavy bombardment on the white King. Pausing about the 34th-37th moves, one wonders whether or not the white King will just be able to hold out against the terrific battering of all the five black pieces. Six moves later Black has won the game—by an attack on the QR file!

34

Frankfort, 1930

White: Mannheimer Black: Nimzovitch

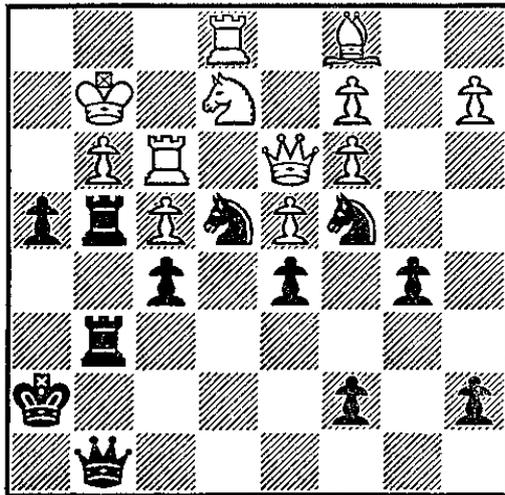
French Defence

1 P-K4	P-K3	19 B-B1	P-B4
2 P-Q4	P-Q4	20 Q-Q3	Kt-R4
3 Kt-QB3	B-Kt5	21 P-KB4	Q-Q2
4 P×P	P×P	22 Kt-B3	Q-B3
5 Kt-B3	Kt-K2	23 Kt-K5	Q-K3
6 B-Q3	QKt-B3	24 R-Kt1	P-Kt3
7 P-KR3	B-KB4	25 K-R2	Kt-B5
8 B×B	Kt×B	26 B-K3	P-KKt4!
9 O-O	B×Kt	27 P-Kt3	R-B3
10 P×B	O-O	28 QR-K1	R-KKt1
11 Q-Q3	Kt-Q3	29 B-B1	P-Kt4!
12 Kt-Kt5	P-KKt3	30 Kt-B3	P-KKt5
13 B-B4	Q-B3	31 P×P	R×P
14 B-Q2	P-KR3	32 Kt-Kt1	R(B3)-Kt3
15 Kt-B3	K-R2	33 R-B3	Q-Kt1
16 Kt-R2	Q-R1	34 Kt-K2	P-KR4!
17 Q-K3	Q-Kt2	35 K-Kt2	P-R5
18 Q-B3	Kt-K5		

See diagram, page 102

36 R-R1	R-KR3	41 K-B1	Q-Kt8!
37 R-R3	Q-Kt3!	42 Kt-Kt1	P-R5
38 B-K3	Q-R3!!	43 K-K2	P-R6
39 B-B2	Q×P	44 R-B1	P-R7
40 B-K1	P-R4!	Resigns	

Recapitulation and Games to Study



*White to play
his 36th move*

*White is completely
helpless*

If this richly strategic performance does not inspire the reader, it is doubtful if anything ever will!

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