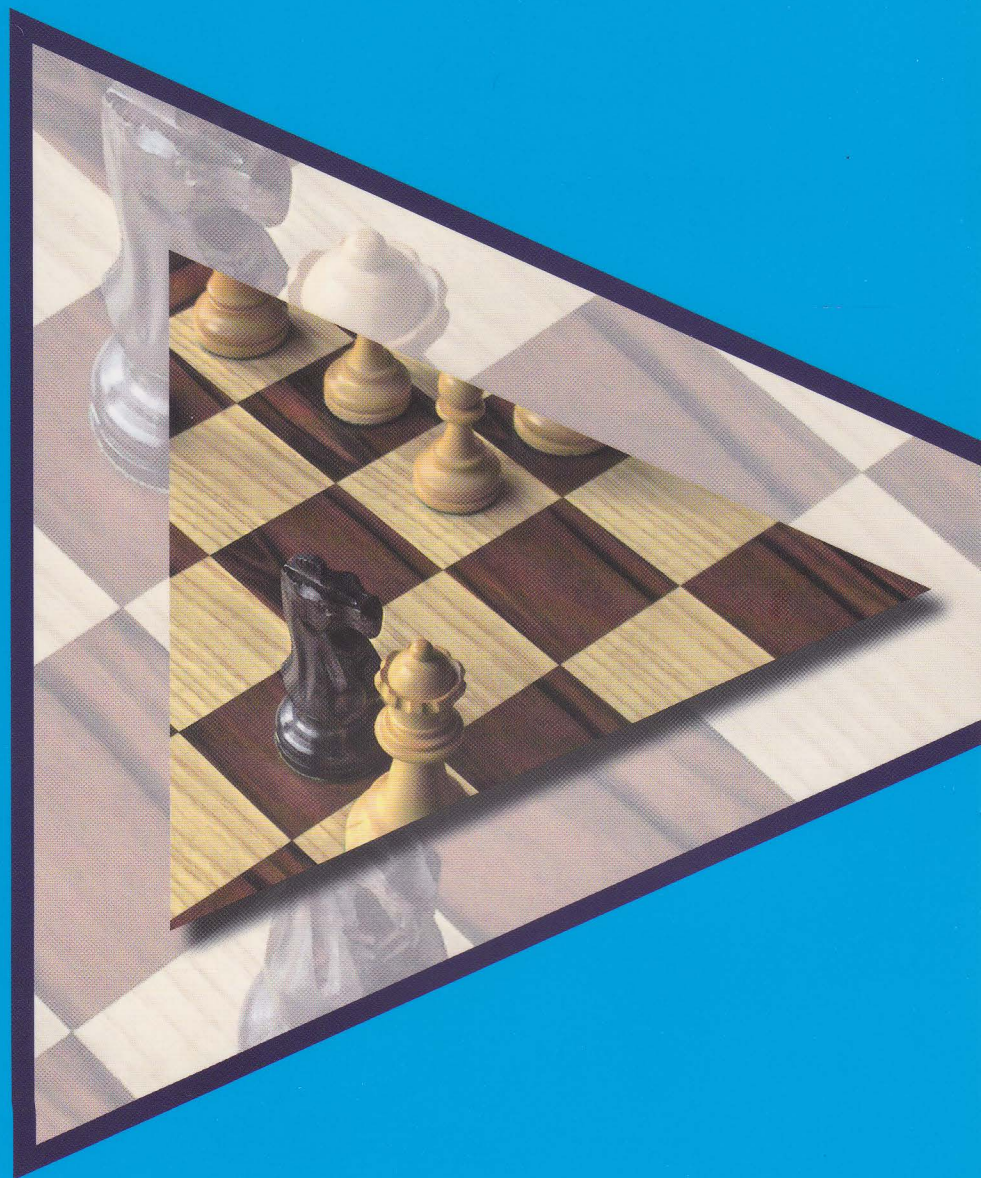


ARTUR YUSUPOV



CHESS EVOLUTION
BEYOND THE BASICS

2

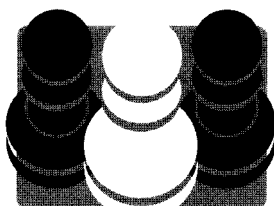
QUALITY CHESS

Chess Evolution 2

Beyond the Basics

By

Artur Yusupov



Quality Chess
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CONTENTS

Key to symbols used	4
Preface	5
Introduction	6
1 Combined attack on the seventh and eighth ranks	8
2 Exchanging	20
3 Attacking the king	30
4 Opening repertoire against 1.c4	40
5 Don't allow counterplay!	52
6 A lead in development	62
7 Exploiting weaknesses	74
8 Calculating short variations	84
9 Better pawn structures	92
10 The pawn phalanx	106
11 Opening repertoire (Black vs. the Reti/ White vs. the King's Indian)	116
12 Don't be too hasty!	130
13 The double bishop sacrifice	142
14 Pawn play	152
15 Active moves	164
16 Intermediate checks	174
17 Improving the position of your pieces	184
18 Pawn sacrifices in the opening	196
19 Intermediate moves	212
20 The principle of two weaknesses	222
21 An advantage in space	234
22 Counter-blows	248
23 The centre in the opening	258
24 The correct exchanges	270
Final test	285
Index of games & studies	296

Key to symbols used

	White to move
	Black to move
$\pm$	White is slightly better
$\mp$	Black is slightly better
$\pm$	White is better
$\mp$	Black is better
$+-$	White has a decisive advantage
$-+$	Black has a decisive advantage
$=$	equality
∞	with compensation
$\rightleftarrows$	with counterplay
∞	unclear
$\odot$	zugzwang
$\supset$	better is
Δ	intending
$?$	a weak move
$??$	a blunder
$!$	a good move
$!!$	an excellent move
$!?$	a move worth considering
$?!$	a move of doubtful value
$\#$	mate

Preface

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

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

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

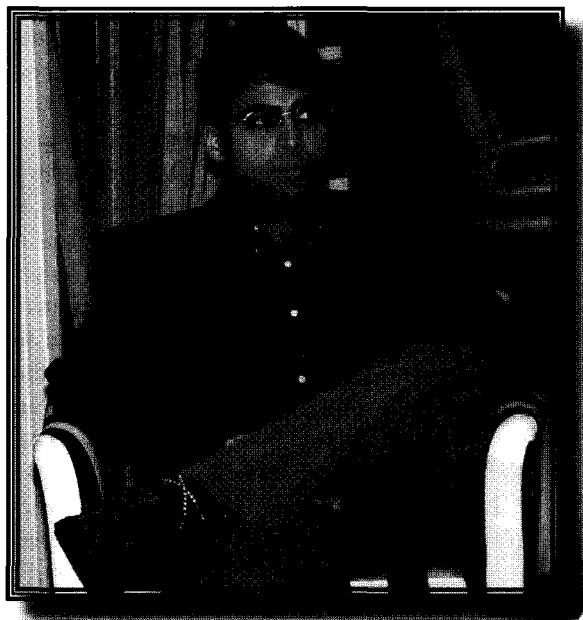
Artur's systematic and professional approach to analysing games was the decisive factor in having him as my second in the World Championship Finals in New York 1995 and Lausanne 1998. His mastery of the methods of the Russian chess school was very helpful in the preparation for the matches, as well as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

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

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

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

World Champion, Viswanathan Anand



Introduction

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

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

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

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

This book is the third volume in the series of *Beyond the Basics* manuals, designed for players who wish to build on the foundations of their chess knowledge. The reader will receive further knowledge in six areas of the game – tactics, positional play, strategy, the calculation of variations, the opening and the endgame.

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

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

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

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

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

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

How to work with this book

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

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

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

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

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

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

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

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

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

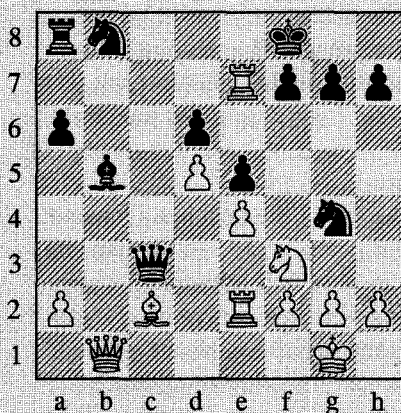
I would also like to thank Augusto Caruso for his elaboration of Nadja's design for the English edition and Ian Adams for translating the book.

GM Artur Yusupov

Contents

- ✓ Controlling the seventh and eighth ranks
- ✓ Rook and queen on the back rank
- ✓ Attacking the fianchetto position
- ✓ Penetrating with the queen via h7 (or h2)

Diagram 1-1



Combined attack on the seventh and eighth ranks

“Should the attacking side gain control of the seventh and eighth ranks, then the threats become very serious. It is hard to beat off such concentrated attacks.” – Alexander Kotov

We shall begin with a classic example.

Diagram 1-1

P.Keres – I.Raud

Parnu 1937

Both white rooks are under attack, so White’s next move is forced.

22. ♖b7 ♙xe2?

Black did not understand his opponent’s idea. Hurrying to develop the queenside with 22... ♗d7! was correct: 23. ♗d2 ♜c8=

23. ♜b6!!

White prepares to attack the back two ranks.

Black was only expecting 23. ♖xb8? ♖xb8 24. ♜xb8+ ♗e7+ and the black king escapes to f6.

23. ♗g5? would also be bad; after 23... ♗b5 24. ♖xf7+ ♗g8+ White’s attack grinds to a halt.

23... ♗c6?

This loses, but there is no satisfactory defence:

a) 23... g6? loses to 24. ♜d8+ ♗g7 25. ♖xf7! ♗xf7 26. ♗g5+ ♗g7 27. ♗e6+ (Keres).

b) 23... ♜c8 24. ♖c7 ♜e8 (24... ♜d8 loses the queen to 25. ♖xf7+ ♗e8 26. ♖f8+) 25. ♗g5 (equally good is 25. ♜xd6+ ♗g8 26. ♗g5 with a likely transposition) 25... ♗f6 (no better is 25... ♗h6 26. ♜xd6+ ♗g8 27. ♜xe5! ♜f8 28. d6 ♗b5 29. ♗xf7 ♗xf7 30. ♖xf7 ♗xf7 31. ♜f5+ ♗e8 32. ♜c8+ ♗f7 33. ♗b3+–) 26. ♖xf7+ ♗g8 27. ♜xd6 ♗g4 28. h3 ♗d7 29. f4 exf4 30. e5+– White’s attack crashes through.

c) The most stubborn defence is 23... ♗d7 24. ♜xd6+ ♗g8 25. ♜xd7 ♖f8 26. ♜xg4 ♜xc2 27. h3 ♜xa2 28. ♜g5, but White is still clearly better. A possible continuation is: 28... ♜a1+ 29. ♗h2 ♗xf3 30. gxf3 ♜d4 31. ♗g2 a5 32. ♜e7 a4 33. d6 g6 34. d7+–

Diagram 1-2

24. ♖c7!

This is even stronger than 24.dxc6+.

24... ♜h6 25. ♖xd6†

Here too, 25.dxc6 would be winning.

25... ♗g8

Or 25... ♜e7 26. ♖xe7† ♗g8 27. ♖xe5!+.

26.dxc6 ♗h8

26... ♖xc2? loses to 27. ♖b8†.

27. ♖b8† ♖xb8 28. ♖xb8† ♜g8 29. c7 ♗b5

Taking the bishop is no better: 29... ♖xc2 30.h4! ♖c1† 31. ♗h2 ♖f4† 32.g3! ♖xf3 33. ♖xg8! and mate on the next move.

30. ♖d8! ♖xc2 31. ♗h1

White can also win as in the previous note with 31.h4 ♖c1† 32. ♗h2 ♖f4† 33.g3 ♖xf3 34. ♖xg8†.

31... f6 32. c8 ♖ ♖b1† 33. ♜g1 ♖xa2 34. ♖f8

1-0

We have already seen a few examples like this in the chapter 'Combinations involving the back rank' on page 30 of *Build Up Your Chess 2*. We shall now look at some other important situations.

Rook and queen on the back rank

It is hard to survive such an attack; the king often has to flee via h7 to g6. But even then White can continue to pursue the king.

Diagram 1-3

H.Voigt – H.Trenchard

USA – England (cable match) 1903

White commences a typical attack.

22. ♖e8† ♗h7 23. ♖a8 ♖e6

23... ♖f5 is only slightly more resilient: 24. ♖h8† ♗g6 25. ♖g8 ♖h5 (25... ♗f6 26. ♗xh6+–) 26. ♖d8 and White's attack is winning.

24. ♖h8† ♗g6 25. ♖g8

Diagram 1-4

Threatening ♖xh6†. The white bishop on e3 is now supporting the attack.

25... ♗h5

25... ♗f6 26. ♗xh6+–

26. ♖xg7 ♖xg7 27. ♖xg7 ♗xa2 28. ♗xh6

Diagram 1-2

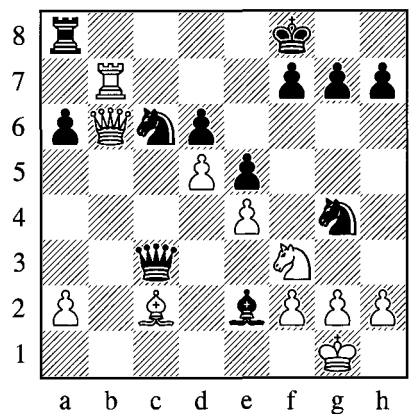


Diagram 1-3

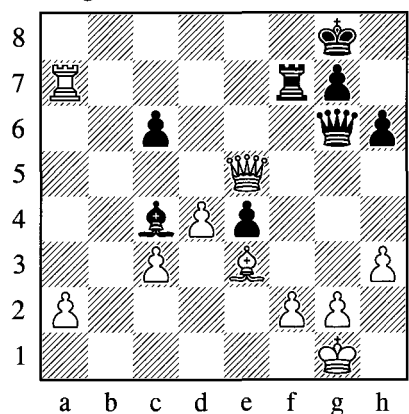


Diagram 1-4

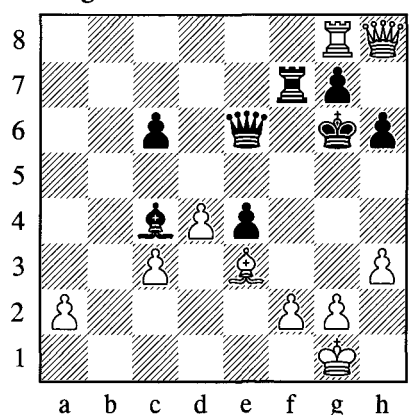


Diagram 1-5

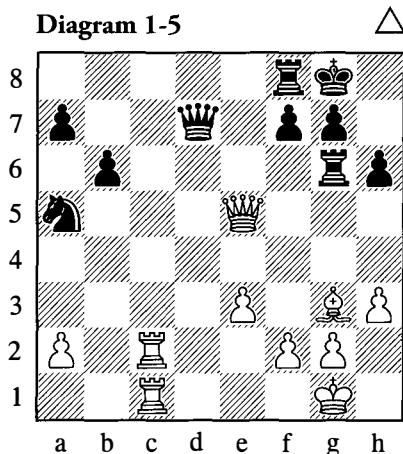


Diagram 1-5

G.Milos – L.Lucena

Brazilian Ch, Brasilia 1982

White first brings his rook to the seventh rank.

32.♖c7 ♜d2

Otherwise Black loses his a7-pawn.

33.♖c8!

After the exchange of rooks, White will take control of the eighth rank.

33...♖xc8

After 33...♜b4 34.♜f5 ♖e6 35.♖1c7, White has an overwhelming initiative.

34.♖xc8† ♜h7 35.♜e8 ♖f6

35...♖g5 36.♜xf7+–

36.♜h8†! ♜g6 37.♖g8+–

This standard attack on the g7-pawn results in an immediate win here.

1–0

Two rooks on the eighth rank can also deliver mate. One classic example is the finish of Alekhine – Colle, which featured as Exercise F-20 in *Build Up Your Chess 2*. Here is another of Alekhine's games.

Diagram 1-6

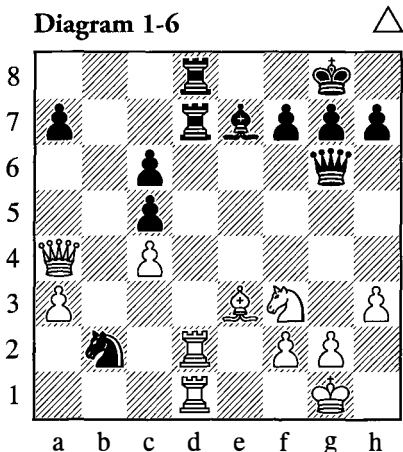


Diagram 1-6

A.Alekhine – R.Molina

Buenos Aires simultaneous 1926

White launches a complicated combination.

25.♜xa7!! ♖xa7?

This move loses, but other variations also offer White an advantage:

a) 25...♖xd2?! 26.♖xd2 ♖xd2 27.♜xd2 and the simple plan of advancing the passed a-pawn gives White a big advantage.

b) 25...♜d6?! 26.♜xd7! ♖xd7 27.♖xb2 (threatening ♜e5) 27...♜f6 28.♖bd2 and Black is in a deadly pin.

c) 25...♜d3!? 26.♜a4!±

d) Black's best move is 25...♜xd1. After 26.♖xd7

♖xe3 27.fxe3 ♜xd7 28.♞xd7 ♞b1† 29.♙h2 ♞b8†
30.♙h1 ♞b1† 31.♙g1 ♙f8 he keeps some chances
for a draw.

26.♞xd8† ♙f8 27.♙xc5 h6 28.♞xf8† ♙h7 29.♞dd8

Diagram 1-7

Once more the threat is mate.

29...♞b1† 30.♙h2 ♞b7 31.♙h4! g6

31...g5 is answered by: 32.♞h8† ♙g7 33.♞dg8† (or
33.♞hg8† ♙h7 34.♙d4 f6 35.♙xf6 gxh4 36.♞g4 and
mate is imminent) 33...♙f6 34.♞xh6† ♙e5 35.♞e8†
♙f4 36.g3#

32.♙d4 f6 33.♙xf6

1-0

Attacking the fianchetto position

If the attacking side gets onto the back rank, the
king must flee via g7 to h6, but that may well not be
enough to escape the danger.

Diagram 1-8

A.Yusupov – J.Hickl

Cologne 1999

White begins his attack on the back two ranks and
the black king is forced to flee.

40.♞b8† ♙g7 41.♞b7† ♙h6

After 41...♙h8 42.♞c7 ♞g8 White controls
the seventh rank. His simplest line is then: 43.g4
(threatening 44.g5 or 44.♞b8 ♞f8 45.♞e5† ♞af6
46.♞xf8 ♞g8 47.g5) 43...g5 44.♙e4+–

42.♞c7!

This position was Ex. 22-1 in *Boost Your Chess 1*.

42...♞g8 43.♞c1†

Forcing a further weakening of the black kingside.

43...g5 44.♙e4 ♞f7 45.♙d5 ♞h8 46.♙xf7

With the point that 46...♞a1 fails to 47.♞b6†!.

1-0

Diagram 1-9

A.Yusupov – A.Dreev

Tilburg 1992

41.♞e7!

White is threatening ♞d8 followed by ♞h8#. The
black king does not have enough time to get away

Diagram 1-7

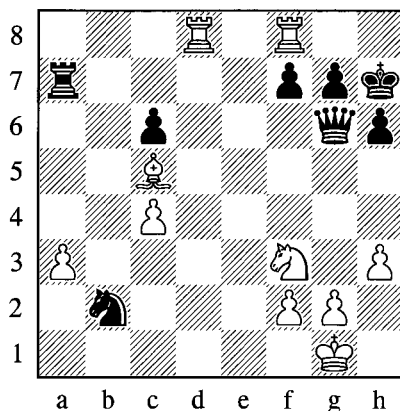


Diagram 1-8

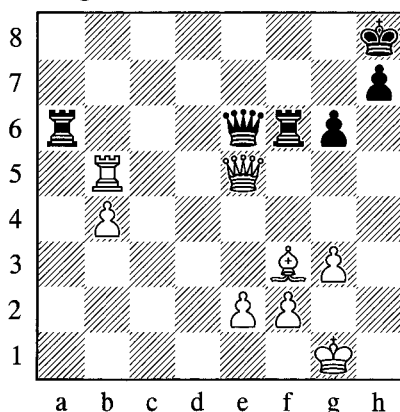


Diagram 1-9

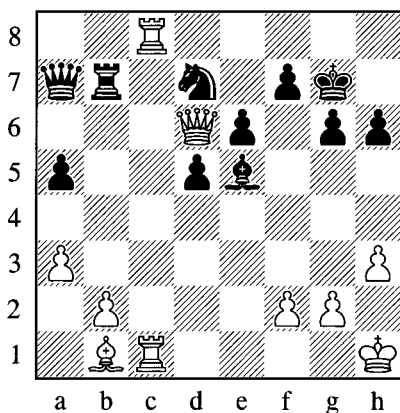
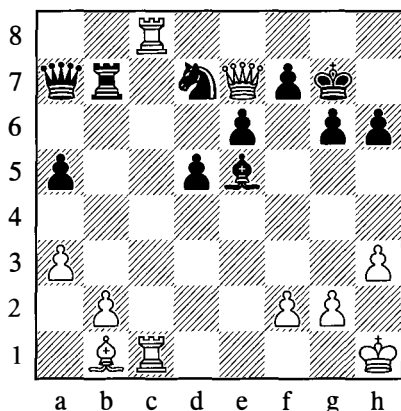


Diagram 1-10



via h6. After a long think, my opponent resigned.

Diagram 1-10

The following variations prove that Black has no defence:

- a) 41...♖xf2 42.♗d8 (threatening ♖h8#) 42...f5 43.♗e7#
 - b) 41...♗b6 42.♗e8 ♘f6 43.♙c6 ♖xb2 44.♗d8† ♘g7 45.♗h8#
 - c) 41...g5 42.♗d8 (or 42.♗h8? ♘xh8 43.♗xf7+—) 42...f5 43.♗e7† ♘g6 44.♗g8† ♘h5 45.♗xg5† hxg5 46.♗h7#
 - d) 41...♙b6 42.♗d8 ♙xc8 43.♗xc8 f5 44.♗f8† ♘h7 45.♗g8#
 - e) 41...h5 42.♗e8 f5 (42...♘f6 43.♗d8† and 42...♘h6 43.♗xf7 both lead to mate) 43.♗xe6 ♗b6 44.♗g8† ♘h7 45.♗e7† ♘h6 46.♗cc8 ♙f6 47.♗h8† ♘g5 48.♗e3† f4 49.h4† and mate next move.
- 1–0

The queen penetrates via h7 (or h2)

This extremely dangerous situation is frequently the result of an attack down the b1-h7 diagonal (or, as Black, the b8-h2 diagonal). The king has to seek refuge in the centre. Here are two examples of this.

Diagram 1-11

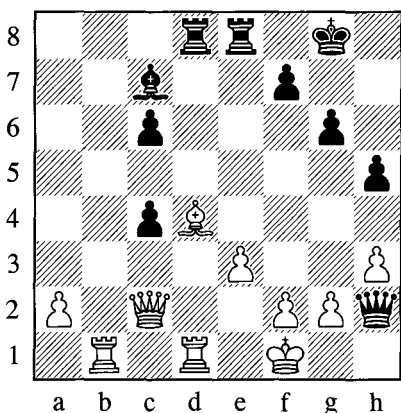


Diagram 1-11

M.Gurevich – A.Yusupov

Groningen 1992

31.♙a1?

A serious error. White tries to exchange pieces and thereby stifle Black's attack.

31.♙e2! is a better defence: 31...♗xg2 (Black could perhaps try 31...c5!? 32.♙xc5 ♗xd1 33.♗xd1 ♗xg2 34.♗xc4 ♙g3 35.♗f1 ♙e5) 32.♗g1 ♗e4 (32...♗xh3?? 33.♗xg6†!+—) 33.♗xe4 ♗xe4 34.♙b7=

31.f4! looks very dangerous due to 31...g5. However, here too White can save himself: 32.♗f5 ♗e6 33.♙b7 ♗d5 34.♗xc7!! ♗xf5 35.♗c8† ♘h7 36.♗h8† ♘g6 37.♗g8† with perpetual check.

31...♗xd1† 32.♗xd1

32.♗xd1 is no better: 32...♗d8 (weaker is 32...♗h1† 33.♙e2 ♗xg2 34.♗d7 ♗e4 35.♙b7=) 33.♗c2 ♙a5 34.♗d1 ♗xd1† 35.♗xd1 c3†

32...♗h1† 33.♙e2 ♗xg2 34.♗xc4

If 34.♖c3 ♕e5 35.♞d8, then 35...♙xc3 36.♞xe8† ♜h7 37.♙xc3 g5+ and Black's king escapes.

Diagram 1-12

34...♙g3! 35.♞f1 ♕e5 36.h4?!

36.a4 is more resilient, but 36...♙xa1 37.♞xa1 ♞e5! is still unpleasant for White.

36...♙xa1 37.♞xa1 ♞e5 38.♞f4 ♞f5 39.♞g3 ♞d5 40.♞d1

White surrenders a pawn in an attempt to consolidate the position.

The white king cannot flee the centre: 40.♔f1?? ♞h1†+

40...♞xa2† 41.♔f1 ♞c4† 42.♔g1 ♞d5 43.♞a1 ♞e4 44.♞c1 ♔g7 45.♞c7 ♞g4† 46.♔f1 ♞d1† 47.♞xd1 ♞xd1† 48.♔g2 ♞d5†

With a strong passed pawn and the safer king, the queen ending is a technical win.

...0-1

Diagram 1-13

A.Karpov – J.Timman

Moscow 1981

27.♙b3!

Karpov prepares a breakthrough in the centre.

27...♙b7?

27...♙e7 would be more resilient, but even then White is better and can continue to apply pressure. For example: 28.♔g4! ♙xd4? 29.♔xh6! gxxh6 30.♞xe6†+

28.d5!?

28.♔g6†! is even simpler. After 28...fxg6, both 29.♞xe6 and 29.♙xe6 are winning.

28...♞c7

28...♙xe5 is met by: 29.dxe6 ♞c7 30.exf7 (or 30.e7† ♔xe7 31.♞xg7 ♞xd1 32.♞xf7† ♔d8 33.♞xd1† ♙d6 34.♞f6†+-) 30...♞xd1 31.♞g8† ♔e7 32.f8♞† ♞xf8 33.♞e6† ♔d8 34.♞xd1†+-

29.dxe6 ♞xd1

29...♙xe5 transposes to the previous note, giving White a choice between 30.exf7+- and 30.e7† ♔xe7 31.♞xg7+-.

30.♔g6†!

30...fxg6 is met by 31.e7† ♞xe7 32.♞g8#.

1-0

Diagram 1-12

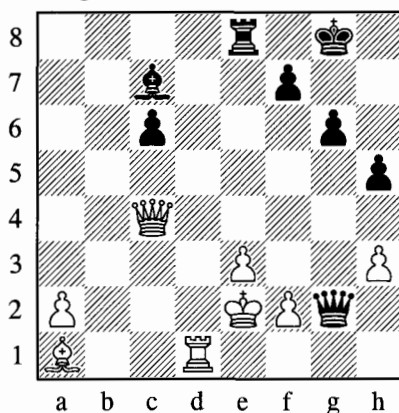
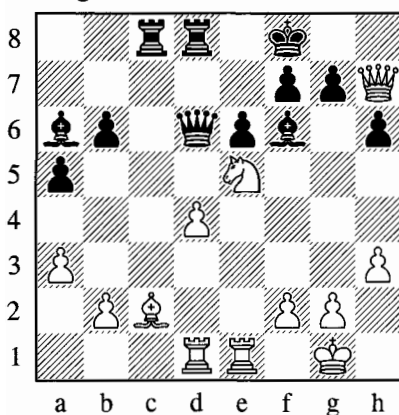
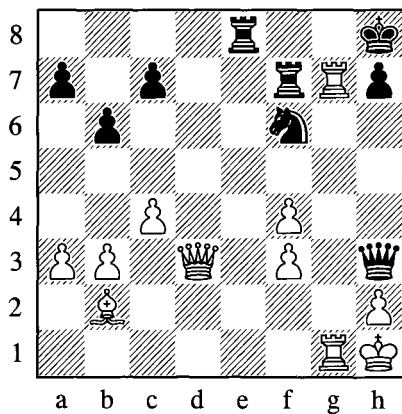


Diagram 1-13

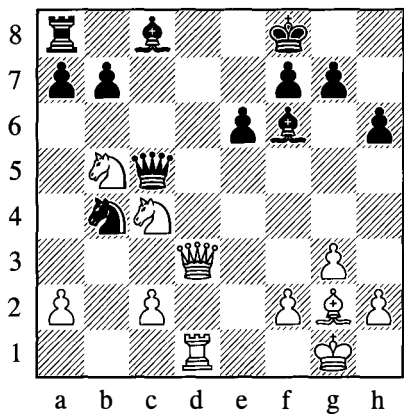


Exercises

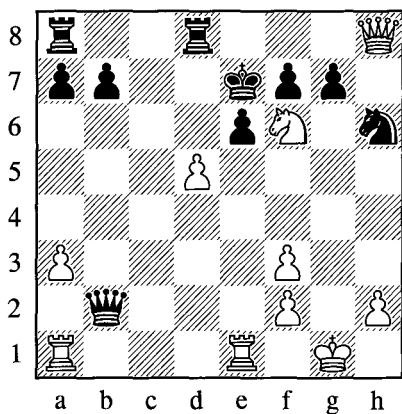
► Ex. 1-1 ◀ ★ ▼



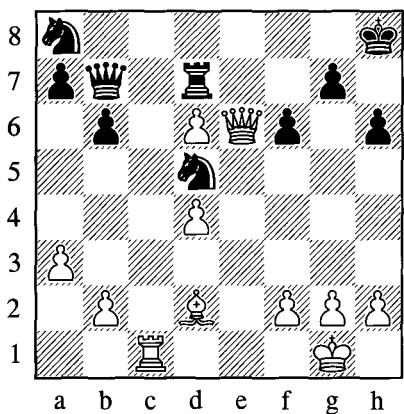
► Ex. 1-4 ◀ ★ △



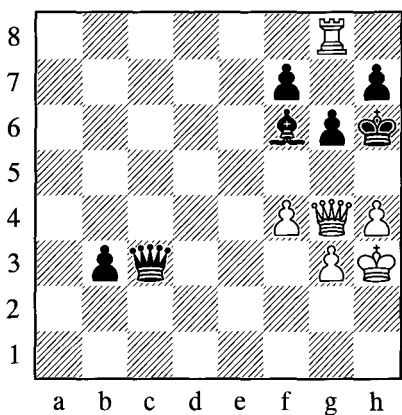
► Ex. 1-2 ◀ ★★★ △



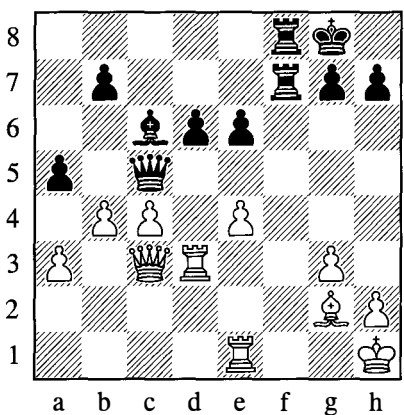
► Ex. 1-5 ◀ ★★ △



► Ex. 1-3 ◀ ★★ △

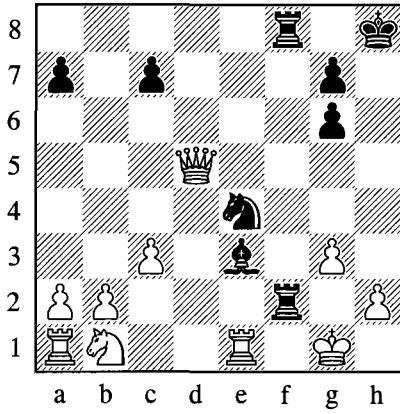


► Ex. 1-6 ◀ ★★★★★ ▼

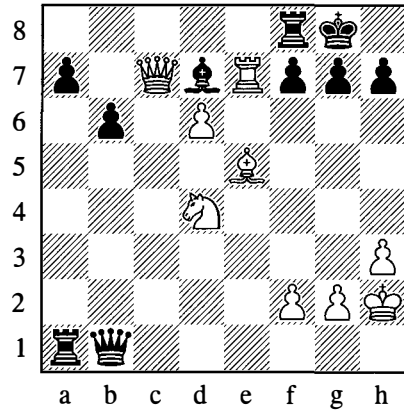


Exercises

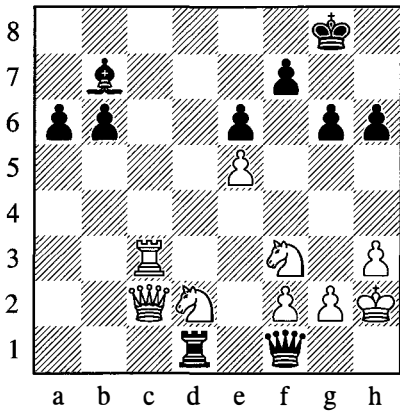
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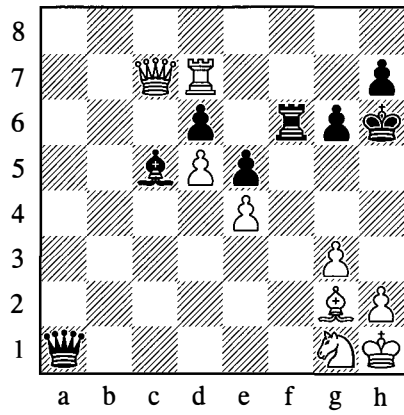
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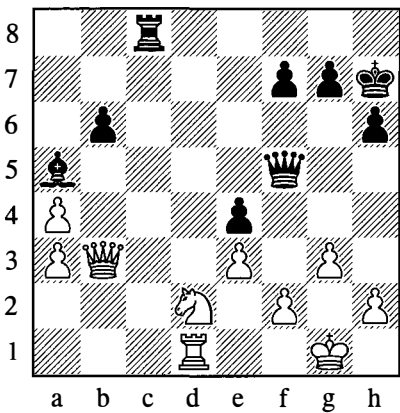
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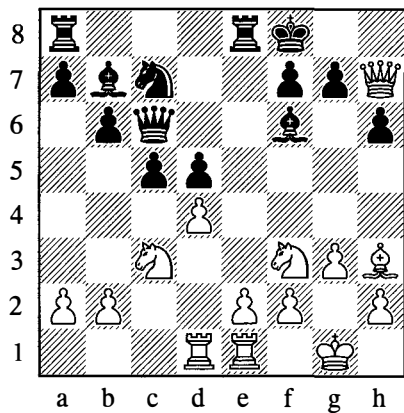
► Ex. 1-11 ◀ ★★ △



► Ex. 1-9 ◀ ★★ ▼



► Ex. 1-12 ◀ ★ △



Solutions

Ex. 1-1

W.Uhlmann – P.Dely

Budapest 1962

1...♖xg7 2.♙xf6 ♖g2+!!

(1 point)

Certainly not 2...♞eg8?? 3.♙xg7 ♞xg7
4.♙d8+ ♞g8 5.♙xg8#.
3.♞xg2 ♞e1+
0-1

Ex. 1-2

V.Smyslov – Z.Ribli

Candidates Match (5), London 1983

1.♞xe6+!

(1 point)

But not 1.♙xg7? because of: 1...♙xf6 (or
1...♞g8!? 2.♞xe6+ ♔d8+–) 2.♞xe6+ ♙xe6
3.♙g5+ (3.dxe6 ♞g8+–) 3...f6 4.♙g7+ ♙f7
5.♙xh6 ♞g8+ 6.♔h1 ♙xd5+–
1...fxe6 2.♙xg7+ ♔f7
2...♔d6 3.♔e4+–
3.d6+!

(another 1 point)

3.♔g8+? ♞xg8+–
3...♞xd6
3...♔xd6 4.♔e4+–
4.♔d5+

(another 1 point)

4...♞xd5 5.♙xb2+– b6 6.♙b4+ ♔f6 7.♞e1
♞h8 8.h4 ♞hd8 9.♞e4 ♔d6 10.♙c3+ e5
11.♞xe5 ♞xe5 12.f4 ♔f7 13.fxe5+ ♔e6
14.♙c4+
1-0

Ex. 1-3

N.N. – N.N.

England 1962

1.♙g5+!!

(1 point)

1...♙xg5 2.hxg5+ ♔h5 3.♞h8!
But not 3.♞g7? ♙c8+–.
3...♙xh8

3...♙c8+ 4.♞xc8+–

4.g4#

(another 1 point)

Ex. 1-4

V.Jansa – J.Pribyl

Hradec Kralove 1982

1.♙h7!

(1 point)

This standard move threatens 2.♙h8+
followed by 3.♙d8#.

1...♔d5

Nor are other moves any better:

a) 1...g6 2.♞d8+!? (or 2.♔cd6 ♙g7 3.♔xf7
♔xf7 4.♔d6+ ♔f8 5.♙xg6 ♔g8 6.♙e8+–)
2...♙xd8 (2...♔e7 3.♙g8 ♙a1 4.♙f8+–)
3.♔cd6 ♙xd6 4.♔xd6 ♔e7 5.♙xb7
(or 5.♔xf7+–) 5...♙xb7 6.♙xf7+ ♔xd6
7.♙xb7+–
b) 1...♔e7 2.♙h8 ♙d7 3.♙xa8 ♙xb5
4.♙b8+–
2.♙h8+ ♔e7 3.♔cd6 ♙d7 4.♙xa8 ♙xb5
5.♔xb7+–

Ex. 1-5

P.Blattny – K.Mokry

Czechoslovakian Ch, Prague 1986

1.♙e8+ ♔h7 2.♞c8

(1 point)

2...♞xd6 3.♙h8+

3.♞xa8 is less clear, due to 3...♔c7±.

3...♔g6 4.♞g8

(another 1 point)

Again 4.♞xa8 would be less clear: 4...♔c7
5.♞g8 ♔e6 6.♙xh6+ ♔f7±

After 4.♞g8 the threat is 5.♙xh6+ (we saw
this idea in Diagram 1-4). Black no longer has
a good defence. And when you have no good
moves, all you find are bad ones.

4...♔ac7?!

If 4...♙d7, then 5.♙xh6+ ♔f5 6.♞xg7 ♙e8
7.♙h7+ ♔e6 8.♙e4#.

4...♞d7 is also answered by 5.♙xh6+ with a

Solutions

decisive attack, for example: 5...♗f5 6.♖h3+ ♗e4 7.♙c3 ♘xc3 8.♞e8+ ♗d5 9.♞e6+ ♗xd4 10.♞e3+ ♗c4 11.♞xc3+ ♗d5 12.♞d3+ ♗c5 13.b4+ ♗c6 14.♞c4+ ♗d6 15.♞e6#

5.♞xg7+

1-0

Ex. 1-6

A. Rubinstein – R. Spielmann

San Sebastian 1912

1...♙xe4!!

(2 points)

1...axb4 (1 consolation point) can be met by 2.♞xb4!?. The move played in the game sets White much greater problems.

2.♞xe4?

Of course the queen cannot be taken: 2.bxc5?? ♜f1+ 3.♞xf1 ♞xf1#

But White can improve with 2.♙xe4!? ♜f1+ 3.♞xf1 ♞xf1+ 4.♗g2 ♞g1+ 5.♗f3 ♞h5+ and now:

a) 6.♗e3?! ♞xh2 7.♗d2 ♞xg3+ 8.♗e2 (8.♗d4 ♞e5+ 9.♗e3 ♞g4 10.♞d4 d5→) 8...♞h2+ 9.♗e3 ♞h4! Black has a decisive attack.

b) 6.♗f4!

(1 point for this variation)

This move, found by Stolz, is stronger. Black has a perpetual check of course, but probably no more than that:

b1) 6...g5+ 7.♗e3 ♞xh2 8.♞f6 ♞e1+ 9.♗d4 ♞b2+ 10.♞c3 ♞d2+ 11.♞d3=

b2) 6...axb4 7.axb4=

b3) 6...♞xh2 7.♞xd6 g5+ 8.♗e5 ♞xg3 9.♞d8+=

b4) 6...♞f1+ 7.♞f3 ♞c1 8.♞d3 is unclear.

b5) 6...e5+ 7.♗e3 ♞xh2 (or 7...♞h6+=) 8.♙d5+ ♗f8 9.♗e4=

2...♞f1+ 3.♙f1 ♞xf1+ 4.♗g2 ♞f2+ 5.♗h3 ♞h1!

(another 1 point)

This demonstrates why it would be better for White to have a bishop on e4!

6.♞f3 ♞xh2+ 7.♗g4 ♞h5+ 8.♗f4 ♞h6+

9.♗g4 g5

Threatening ♞h5#.

10.♞xe6 ♞xe6+ 11.♞f5

If 11.♗xg5, then 11...h6+ 12.♗f4 ♞e1 13.♞e3 ♞f7+ 14.♗g4 ♞g6+ 15.♗f4 ♞g5+ 16.♗e4 ♞g4+ 17.♗d5 ♞d1+ 18.♞d3 ♞f5+→. 11...h6

A more incisive finish would be: 11...♞e4+ 12.♗xg5 h6+ 13.♗f6 (13.♗g6 ♞e8+ 14.♗f6 ♞f7#) 13...♞e8!→ and White is soon mated.

12.♞d3 ♗g7 13.♗f3 ♞f1+ 14.♞xf1 ♞xf5+ 15.♗g2 ♞xf1+ 16.♗xf1 axb4 17.axb4 ♗f6 18.♗f2 h5

0-1

Ex. 1-7

N.N. – W. Steinitz

London 1869

1...♞e2+!

(1 point)

1...♞f1+? is much weaker: 2.♗g2 ♞xe1 3.♞xe4

2.♗h1 ♞xe1+ 3.♗g2 ♞g1+!

3...♗g5!→ is equally good.

4.♗h3 ♗f2+ 5.♗h4 ♞f4+ 6.gxf4

6.♗g5 ♞g4# or 6.g4 ♞fxg4#.

6...♞g4#

(another 1 point)

Ex. 1-8

B. Ivkov – C. Guimard

Buenos Aires 1960

1...♞h1+ 2.♗g3 ♞g1!

(1 point)

A strong attacking idea.

3.♞c7?

It is difficult to find the correct defence:

a) 3.♗f4 is met by 3...♞xg2 and Black's attack is dangerous.

b) 3.♗xg1?? loses to: 3...♞xg2+ 4.♗f4 (4.♗h4 ♞g5#) 4...♞g5#

c) 3.♞c8+! ♗g7 4.♞c7!

(1 point for this variation)

Solutions

This should hold the draw:

c1) 4...g5 5.♟xf7†! ♚xf7 6.♞h7† ♚e8
7.♞g8† ♚d7 8.♞f7† ♚d8 9.♞f8† ♚c7
10.♞d6† ♚c8 11.♞f8†=

c2) 4...♞xg2† 5.♚f4 g5† 6.♚e3 ♟xf3 7.♚xf3
♞xh3 8.♞d3! g4 9.♟xf7† ♚xf7 10.♞d7† and
again it finishes in perpetual check.

3...g5!

0-1

Ex. 1-9

M.Petursson – L.Polugaevsky

Reykjavik 1987

1...♟xd2! 2.♟xd2 ♟c1†!

(1 point)

3.♚g2

An important detail is that 3.♟d1 is met by
3...♞e6!! 4.♞xe6 ♟xd1†+.

(1 point for this variation)

3...♞f3† 4.♚h3 ♟g1!

Threatening ♞h5#.

5.♞d5 f5

0-1

Ex. 1-10

P.Morris – A.Mestel

British Ch, Plymouth 1989

1...♞h1†! 2.♚g3 ♟g1

(1 point)

Black gets a decisive attack.

2...♟xh3 (also 1 point) is equally good:
3.gxh3 ♟g1† 4.♚f4 f6!+.

3.♞xd7

3.♞b7 is no better: 3...♞xh3† 4.♚f4 g5†!
5.♚e4 ♟e1† 6.♚d5 ♞xg2† 7.f3 ♞a2†+.

3...♞xg2† 4.♚f4 f6!?

4...♞xf2† is also winning: 5.♚e4 ♞g2†
6.♚f3 (6.♚d3 ♟d1† 7.♚c3 ♞d2† 8.♚c4
♟c1†+.) 6...♟e1† 7.♚f4 g5†+.

5.♞e6† ♚h8 6.♟e8 fxe5† 7.♚xe5 ♟e1†
8.♚e2 ♟xe2† 9.♚d4 ♞xf2†

0-1

Ex. 1-11

Variation from the game

Cojocar – Chiricuta

1982

1.♟xh7† ♚g5 2.♟h5†!

(1 point)

2...gxh5

Or 2...♚xh5 3.♞h7† ♚g4 4.♞h4#.

3.♞g7† ♟g6 4.h4† ♚g4 5.♞xg6#

(another 1 point)

Ex. 1-12

A.Yusupov – L.Yudasin

Minsk 1982

1.e4!

(1 point)

In order to attack the black king, White
opens the position with this natural move.

1...g6

1...dxe4 is hopeless: 2.d5 ♞d6 3.♚xe4+.

2.♞xh6†

2.♚e5! is even stronger: 2...♟xe5 3.dxe5 d4
4.♟d3! dxc3 5.♟f3+.

2...♟g7 3.♞f4 dxe4

White is also clearly better after 3...cxd4
4.♚xd4.

4.♚g5! f5 5.♟xf5! gxf5 6.♞xf5† ♚g8 7.♞f7†
♚h8 8.d5 ♞f6 9.♞h5†!

More accurate than 9.♞xc7?! ♟e7 10.♞f4
♞xf4±.

9...♚g8 10.♚cxe4 ♞e5

10...♞f5 11.♚d6 ♟xe1† 12.♟xe1 ♞xd5
13.♚xb7 ♞xb7 14.♟e7+.

11.♞f7† ♚h8 12.♞g6 ♚g8 13.f4 ♞xb2
14.♟e2!

1-0

Scoring

Maximum number of points is 23

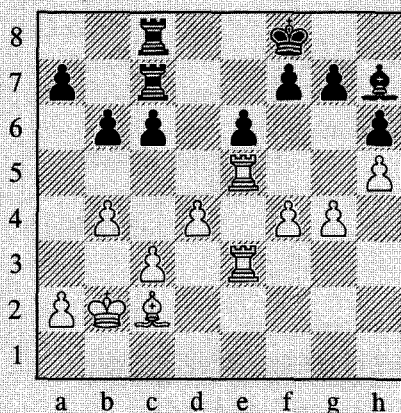
19 points and above	→ Excellent
15 points and above	→ Good
11 points	→ Pass mark

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

Contents

- ✓ Evaluation of exchanges
- ✓ Unbalanced positions
- ✓ Some guidelines for exchanging

Diagram 2-1



Exchanging

This important subject was introduced in Chapter 18 of *Build Up Your Chess 2*. Which pieces should we exchange, and which ones would we be better keeping on the board? Correctly answering this question can be the key to gaining a clear advantage. Of course it is often not a trivial matter to evaluate exchanges – the specific situation on the board must be investigated accurately.

The annotations to the following game are based on analysis by Tal.

Diagram 2-1

M. Tal – M. Botvinnik

World Ch (15), Moscow 1960

33...♙g8!

Botvinnik here demonstrates a very deep positional understanding of the situation. For Black the most important task in this position is to activate his rooks. But after 33...♙xc2 34.♙xc2 c5 35.bxc5 bxc5 36.d5±, White would have the more active rooks in the rook ending – and therefore a great advantage! Black prepares the move ...f6, which will force the white rook away, thereby facilitating the future breakthrough ...c5. Black's light-squared bishop has an important job to do!

34.g5 f6 35.♖5e4

After 35.gxf6 gxf6 36.♖5e4, Black would be able to use the open g-file.

35...c5

Black secures counterplay.

36.♙b3

Here White could play 36.dxc5 bxc5 37.b5, so as to retain some options on the queenside.

36...cxb4 37.cxb4 hxc5 38.fxc5 fxc5 39.♖g3 ♖f7

Black has opened lines for his passive rooks by exchanging pawns.

40.♖xg5 ♖f2† 41.♙a3 ♖c7

Black has activated his forces and can now maintain the balance.

½–½

Some exchanging operations lead to unbalanced positions (for example, rook plus one or two pawns against two minor pieces). Such situations are particularly difficult to evaluate, as the positional factors play a very important role and can fully compensate for a slight material deficit.

M.Tal – M.Botvinnik

World Ch (9), Moscow 1960

1.e4 c6 2.d4 d5 3.♘c3 dxe4 4.♘xe4 ♕f5 5.♘g3 ♕g6 6.♘1e2

6.h4 is the main continuation nowadays.

6...♘f6 7.h4 h6 8.♘f4 ♕h7 9.♕c4 e6 10.0–0 ♕d6

Diagram 2-2

Tal had prepared an interesting sacrifice for this game. But Botvinnik too had been counting on the said sacrifice!

11.♘xe6! fxe6 12.♕xe6 ♖c7

12...♘bd7 13.♖e1 and only then 13...♖c7 would have been somewhat more precise.

13.♖e1

13.♘h5!? is an interesting possibility here.

13...♘bd7 14.♕g8†

Diagram 2-3

Why does Tal exchange pieces while attacking? He wishes to swap off a good defensive piece so as to obtain the f5-square for his knight.

14...♗f8 15.♕xh7 ♖xh7

15...♕xg3? 16.♕g6 is too dangerous, as the light-squared bishop would be very strong.

16.♘f5

White has a dangerous initiative in return for a piece. Tal would like to continue to strengthen his position quietly with h4-h5, ♖f3 and ♕d2, followed by doubling on the e-file. It is difficult for Black to coordinate his pieces. Botvinnik returns a pawn in order to simplify the position.

16...g6!?

It was later discovered that it was better to put in the bishop check first: 16...♕h2† 17.♗h1 g6!†

17.♕xh6† ♗g8 18.♘xd6 ♖xd6

Materially, the position is balanced, but positional nuances play a very important role here. For example, the two knights and the queen form an excellent,

Diagram 2-2

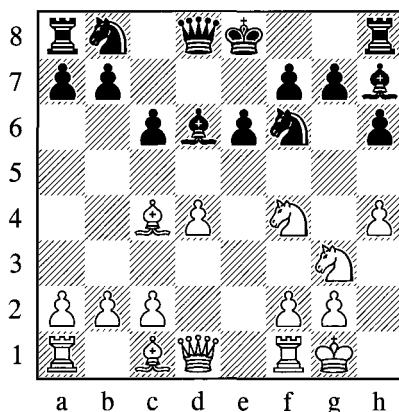


Diagram 2-3

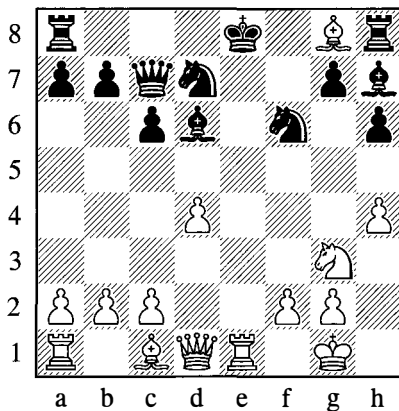


Diagram 2-4

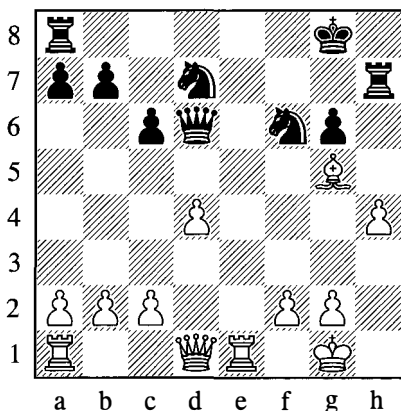
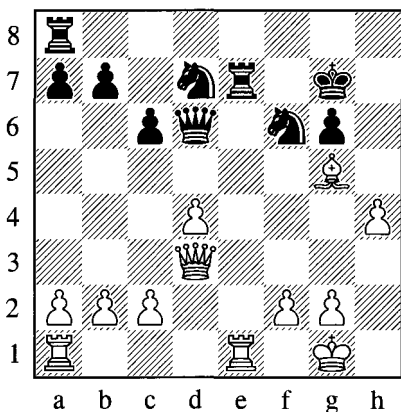


Diagram 2-5



coordinated attacking force. In addition, in the middlegame it will be very difficult for White to advance his pawns.

Instead, 18...♖xh6 19.♞e6 ♜xh4 20.g3! (Kasparov) would have given White good attacking chances.

19.♟g5

Diagram 2-4

In his book on the match, Tal reports on his conversation with Botvinnik after the game. Tal showed his opponent a lot of variations he had calculated at this point. Botvinnik's reply was somewhat startling: he said that he too had preferred the white position at first, but then he had realized that it would be better to exchange the rooks but retain the queens! Botvinnik had understood the essence of the position, which was more important than all the variations that one can calculate here!

19...♞e7!

Black is fighting to get the open file for his major pieces.

20.♞d3 ♔g7

Diagram 2-5

21.♞g3?

Tal wants to exchange queens to break up the dangerous combination of queen and two knights, but he seriously damages his pawn structure and thereafter has hardly any chances to save the game. But his position was not yet bad, and he could have maintained equality.

Tal suggested 21.f4!?, intending 21...♞ae8 22.♞e5! with counterplay.

21.♞xe7† ♞xe7 22.♞b3= (Kasparov) seems even simpler, keeping the opponent occupied on the queenside.

21...♞xe1† 22.♞xe1 ♞xg3 23.fxg3 ♞f8!†

A strong move, preventing a march into the centre by the white king.

24.c4?!

This plan brings no relief to White. But passive defence was not to the taste of the young Tal: 24.♞e7† ♞f7 25.♞xf7† ♔xf7 26.♔f2 ♔e6 27.♔f3 ♔f5†

24...♟g4

The consequence of 21.♞g3? – the black knight profits immensely from the opponent's damaged pawn structure.

25.d5 cxd5 26.cxd5 ♖d6 27.d6 ♜f7 28.♞c1 ♞d7
29.♞c7 ♜f7

Diagram 2-6

30.♞xf6

White must exchange his bishop in order to break the blockade and set in motion his kingside pawns.

30...♜xf6 31.♜f2 ♜e6 32.♞xd7 ♜xd7 33.♜f3 ♜xd6

After the wholesale exchanges and the capture of the d-pawn, Black only has some final technical difficulties to overcome.

Diagram 2-7

34.♜f4 ♜e6 35.g4 ♜d5† 36.♜e4

If 36.♜g5 ♜f7 37.h5, then 37...♜g7!-+ keeps Black in control.

36...♜f6† 37.♜f4 ♜d5† 38.♜e4 ♜b4 39.a3?!

Slightly better is 39.a4.

39...♜c6 40.h5

40.g5 ♜a5-+

40...g5 41.h6 ♜f6! 42.♜d5

42.h7 is met by 42...♜g7 43.♜f5 ♜a5! 44.♜xg5 ♜c4-+.

42...♜g6 43.♜e6

43.♜d6 loses to 43...♜a5 44.♜c7 b5; after the exchange of all the queenside pawns, the g5-pawn will win the game.

43...♜a5 44.a4 ♜b3 45.♜d6 a5 46.♜d5

Or 46.♜c7 ♜c5 47.♜b6 ♜xa4†-+.

46...♜xh6 47.♜c4 ♜c1 48.♜b5 ♜d3 49.b3 ♜c1 50.♜xa5 ♜xb3† 51.♜b4 ♜c1 52.♜c3 ♜g6 53.♜c2 ♜e2 54.♜d3 ♜c1† 55.♜c2 ♜e2 56.♜d3 ♜f4† 57.♜c4 ♜f6 58.g3 ♜e2

59.♜b5 would be followed by: 59...♜xg3 60.♜b6 ♜e4 61.a5 (61.♜xb7 ♜c5†-+) 61...♜d6-+

0-1

Here are a few more guidelines for exchanging:

1) **Swap off your opponent's active pieces** (or those that are potentially active) and try to retain your own active pieces.

2) Avoid exchanging a bishop for a knight without good reason.

3) **When attacking you should try to avoid unnecessary exchanges**, though one may swap off good defensive pieces to increase the advantage

Diagram 2-6

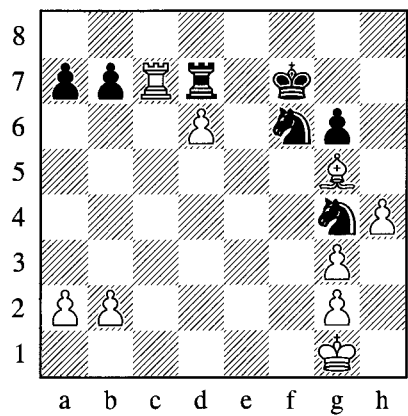
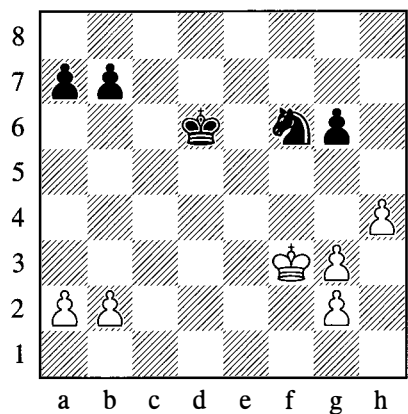
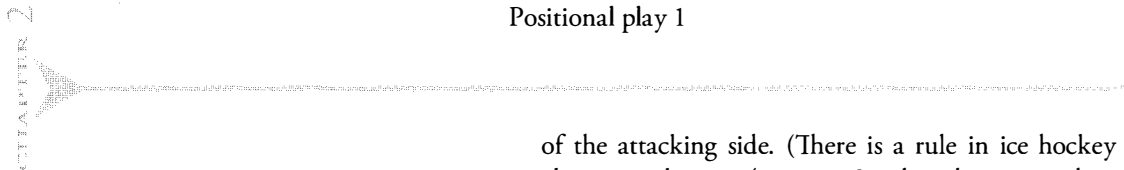


Diagram 2-7





of the attacking side. (There is a rule in ice hockey about attacking – 4 against 3 is less dangerous than 3 against 2.)

4) By intelligent simplification of the position the defending side can weaken the force of the opponent's attack. An exchange of queens can be especially important.

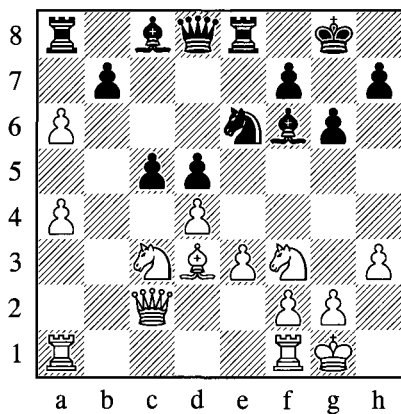
5) Sometimes a piece is actively placed but is getting in the way of its fellow pieces. In this case an exchange may clear the way for these other pieces.

6) You should try to swap off weak (or potentially weak) pawns.

Exercises

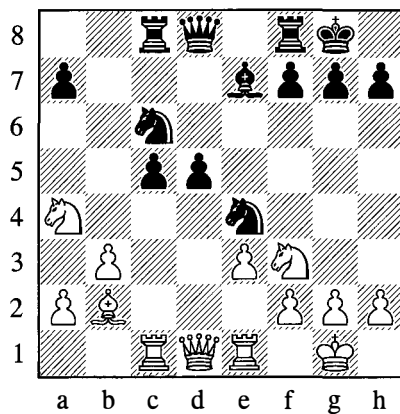
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★



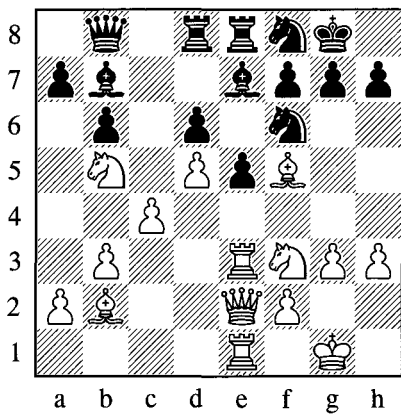
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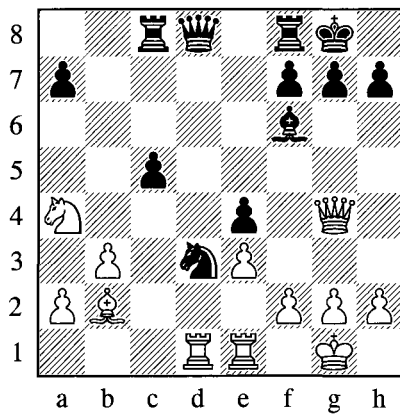
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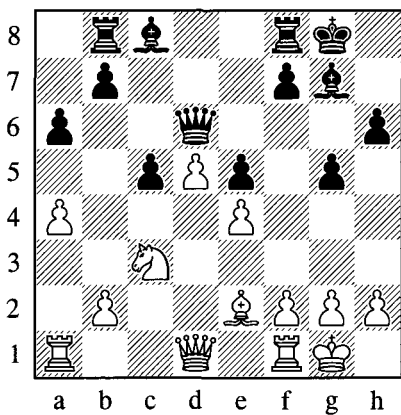
► Ex. 2-5 ◀

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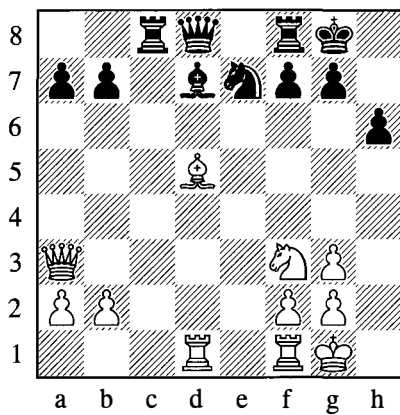
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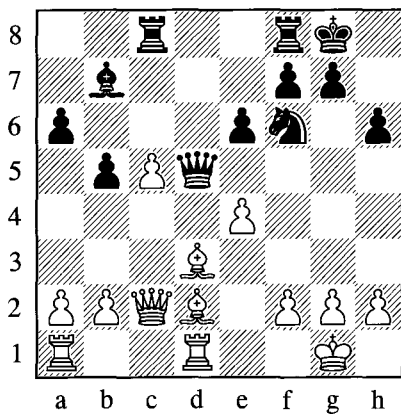
► Ex. 2-6 ◀

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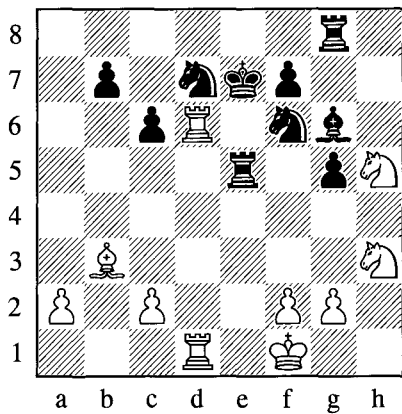


Exercises

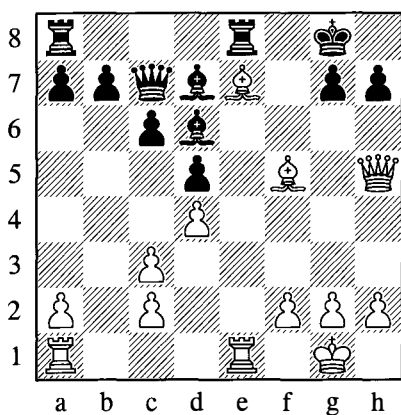
► Ex. 2-7 ◀ ★★★ ▼



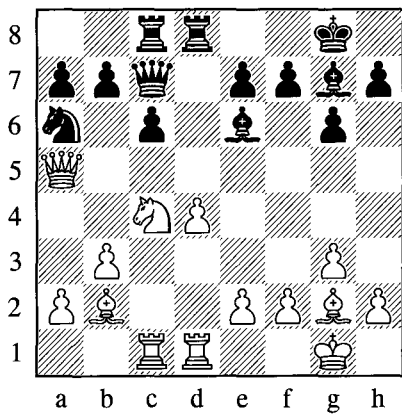
► Ex. 2-10 ◀ ★★ △



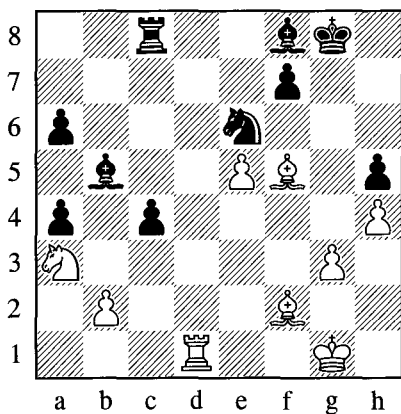
► Ex. 2-8 ◀ ★★ ▼



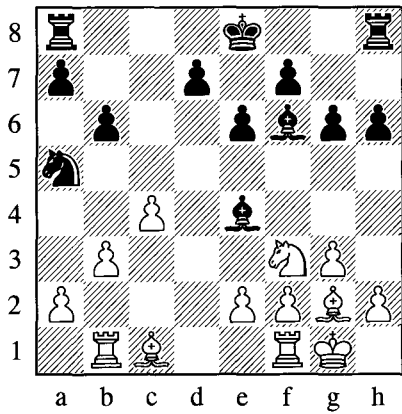
► Ex. 2-11 ◀ ★★ △



► Ex. 2-9 ◀ ★★ ▼



► Ex. 2-12 ◀ ★ △



Solutions

Ex. 2-1

K. Volke – A. Yusupov

Basle (rapid) 2005

1...cxd4!

(1 point)

White overlooked this simple intermediate move. Black opens diagonals for his bishop pair.

2.axb7 ♗xb7 3.exd4 ♖xd4 4.♖xd4 ♗xd4 5.♖ab1 ♖e7 6.♖b5 ♗b6 7.♖fe1 ♖xe1† 8.♖xe1 ♖f6 9.♖e2 ♖f4†

But not 9...♖a1† 10.♖h2 ♖xa4? on account of 11.♖e8† ♖g7 12.♖xa4 ♖xa4 13.♖b8±.

Ex. 2-2

A. Yusupov – G. Milosevic

Basle (rapid) 2005

1.♖xe5!

(1 point)

The concentration of the white major pieces on the e-file should suggest to us that this file might be opened by force.

1...dxe5 2.♗xe5 ♗d6

(1 point for spotting this defensive idea)

2...♖a8 loses to both 3.♗xf6 and 3.♖c7.

3.♗xd6 ♖xe3 4.♖xe3 ♖xd6 5.♖xd6 ♖xd6 6.♖e7

White has a clear advantage.

6...♖b8 7.h4 h5 8.a4 a6 9.♖e3 b5 10.axb5 axb5 11.♖c5 g6 12.♗h3 bxc4 13.bxc4 ♖a8 14.♖d4 ♖h7 15.♖e7 ♖a6 16.♖b2 ♗a8 17.♖b8† ♖f8 18.♖a7 ♖xc4 19.♖xa8 ♖6h7 20.d6 ♖c1† 21.♖h2 ♖c5 22.d7 1-0

Ex. 2-3

A. Yusupov – G. Terreux

Switzerland 2004

1.♗g4!

(1 point)

A standard operation. White swaps off his opponent's good light-squared bishop, leaving

him with the bad bishop and at the same time making the f5-square even weaker.

1.a5!? (also 1 point) is a good alternative, fixing the black pawns on the queenside and intending to follow up with ♗e2-g4.

1...b5 2.axb5 axb5 3.♗xc8 ♖xc8 4.♖e2±

The knight heads for g3 and f5.

4...f5 5.♖g3 fxe4 6.♖xe4 ♖g6 7.♖e1 c4 8.d6 ♖h8 9.♖d5 b4 10.♖a1 c3 11.bxc3 bxc3 12.d7 ♖d8 13.♖xc3 ♖b4

13...♖xd7 14.♖xd7 ♖xe4 15.♖c8† ♖h7 16.♖xe4+–

14.♖c8 ♖b8 15.♖xb8

1-0

Ex. 2-4

A. Yusupov – A. Horvath

Basle (rapid) 2005

1.♖d2!

(1 point)

After White has exchanged off his opponent's most active piece, Black will have difficulties defending his hanging pawns.

1...♖b4 2.♖xe4 dxe4 3.♖g4! ♗f6 4.♖cd1 ♖d3±

See Ex. 2-5.

Ex. 2-5

A. Yusupov – A. Horvath

Basle (rapid) 2005

1.♖xe4!

(1 point)

A natural series of exchanges leads to a clear advantage.

1...♖xe1 2.♖xd8 ♖fxd8 3.♗xf6 gxf6

White's small material advantage is not as important as the larger positional advantage resulting from Black's weakened king position and badly placed knight.

If 3...♖d1, then 4.♖f1 gxf6 5.♖g4†+–.

4.♖b2!

Keeping the e1-knight cut off.

4...♖c7 5.♖f1 c4

Solutions

5...♖d2 6.♗c4+–
6.♗xe1 c3 7.♗c4+– ♖d2!? 8.♗f4
 8.♗xd2? c2=
8...♖c6
 8...♖xa2 9.♗xc7 ♖a1† 10.♗e2 c2
 11.♗d6+–
9.♗f3! ♖xa2 10.♗xc6 ♖a1† 11.♗e2 c2
12.♗e5!
 Black resigned, in view of 12...c1♗ 13.♗e8†
 ♗g7 14.♗xf7† ♗h6 15.♗xf6† ♗h5 16.g4#.
1–0

Ex. 2-6

M.Cebalo – A.Yusupov

Bastia (rapid) 2004

1...♗xd5 (1 point)
 Of course the strong bishop must be exchanged!
2.♖xd5 ♗c7! 3.♗xa7 ♖a8
 3...♗c6 is less precise, on account of 4.♖a5.
4.♗d4 ♗c6 5.♖c5 ♖xa2 (another 1 point)
6.♗e5 ♗b6 7.b4 ♖e2 8.b5?
 White should play 8.♗xc6 with equality.
8...♖d8! 9.♗c4 ♗e8†
 For the conclusion of the game, see *Boost Your Chess 1*, Ex. 22-3.

Ex. 2-7

Y.Pelletier – A.Yusupov

Basle (rapid) 2005

1...♗xe4 (1 point)
 1...♗xc5? is bad: 2.♗xc5 ♖xc5 3.♗b4+–
2.♗e3!
 This causes Black some worries.
 On the other hand, 2.♗xe4 is not dangerous:
 2...♗xe4 3.♗xe4 ♗xe4=
 2.♗b4? is answered by: 2...♗d2! 3.f3 (3.♗f1
 ♗f3† 4.♗h1 ♗h5+–) 3...♗xf3† 4.gxf3
 ♗d4†+–

2...♗c6!

(another 2 points)

Black is playing for safety.
 He must certainly avoid 2...♗xc5??
 3.♗h7†+–.
 However, there is another strong (and much more interesting) possibility: 2...♗d2!
 (also 2 points) 3.f3 ♗xf3† 4.gxf3 ♗xf3 5.♗e2
 ♗h1† 6.♗f2 ♗xh2† 7.♗e1∞
3.♗xe4 ♗xe4 4.♗xe4 ♗xe4 5.♖d6 ♗c6

White has only a minimal initiative, and the opposite-coloured bishops make a draw inevitable.

Ex. 2-8

C.Balogh – A.Yusupov

Bastia (rapid) 2004

1...♗xh2†! (2 points)
 1...♖xe7? gives White a decisive attack after
 2.♗xh7†.
 1...♗xf5?! 2.♗xd6 ♗f7 (1 consolation point)
 is only good enough for equality.
2.♗xh2 ♗xh2† 3.♗xh2 ♗xf5 4.♖ac1 ♗f7
5.♗c5 b6 6.♗d6 ♖xe1 7.♖xe1 ♖e8†
 Black will go a pawn up in the ending, but White has no problems holding the draw – opposite-coloured bishops again!

Ex. 2-9

S.Docx – A.Yusupov

Netherlands 2005

1...c3! (2 points)
 Immediately setting in motion the queenside pawns.
 1 consolation point for 1...♖e8.
2.♗xb5 cxb2!
 This is even more energetic than 2...axb5+–
3.♗d6 ♖c1 4.♖f1 a3
 If 4.♗b1, then ♖xb1 5.♖xb1 a2+–.
0–1

Solutions

Ex. 2-10

M. Tal – M. Botvinnik

World Ch (7), Moscow 1960

1. ♖xd7†!

(2 points)

A courageous decision. After other moves, White would only have been fighting for a draw.

1... ♜xd7 2. ♖xd7† ♜xd7 3. ♜f6† ♜d6 4. ♜xg8

The badly placed knights offer Black compensation for his small material deficit.

4... ♖c5 5. ♜h6 f6 6. ♜g4 ♖xc2 7. ♜xf6 ♖xb3?!

7... ♖f5 would have kept the chances balanced.

8. axb3 ♖b5 9. ♜xg5±

White went on to win this sharp ending.

Ex. 2-11

M. Tal – M. Botvinnik

World Ch (11), Moscow 1960

1. ♖e1!

(2 points)

White has an advantage in space, and so retreating with the queen to avoid an exchange

is correct. The moves 1. ♖d2 and 1. ♖a3 (intending ♖c3) are equally good, and also earn 2 points.

An exchange of queens would only make things easier for the defence: 1. ♖xc7?! ♖xc7 2. ♜a5 ♜b4=

Nor does 1. e4 ♖xc4 2. ♖xc7 ♖xc7 3. ♖xc4 c5 promise White anything.

1... ♖b8 2. e4 ♖xc4 3. ♖xc4 ♜c7 4. ♖h3

It may be more accurate to play 4. ♖c1!? ♜b5 5. ♖h3 e6 6. ♖f4 ♖a8 7. d5± (Tal).

4... e6 5. ♖c1 ♖a8! 6. ♖g5 ♖e8 7. ♖d2 f5!

Although White is still slightly better, Black has reasonable counterplay.

Ex. 2-12

M. Tal – M. Botvinnik

World Ch (13), Moscow 1960

1. ♖b2!

(1 point)

By offering this exchange, White neutralizes the pressure on his position.

1... ♖xb2

1... ♖xb1? 2. ♖xf6+–

2. ♖xb2

½–½

Scoring

Maximum number of points is 20

- **17** points and above.....→ **Excellent**
- **14** points and above.....→ **Good**
- **10** points.....→ **Pass mark**

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

CHAPTER 3

Contents

- ✓ The Steinitz principle
- ✓ The task of the attacking side
- ✓ The speed of the attack
- ✓ The final attack

Attacking the king

We previously treated this subject in Chapter 1 of *Boost Your Chess 2*. There we mentioned Steinitz, who established that a successful attack can only be built on positional advantages. Steinitz also formulated an important principle: **The side which is in possession of the advantage must attack, otherwise it is in danger of losing that advantage.**

The task of the attacking side is to concentrate all its forces against the opposing king and to try to break open the castled position, or at least to weaken it.

The attack is often explosive in nature. In order to reach his goals, the attacking player must be ready to sacrifice something so as to have more (or better coordinated) forces in the important theatre of operations than his opponent. The momentum of the attack is often crucial and the attacking side may have superior lines of communication, or may be able to gain time by assailing the opposing king with checks or threats of mate, thus preventing his opponent from mobilizing his defensive forces in good time.

Diagram 3-1

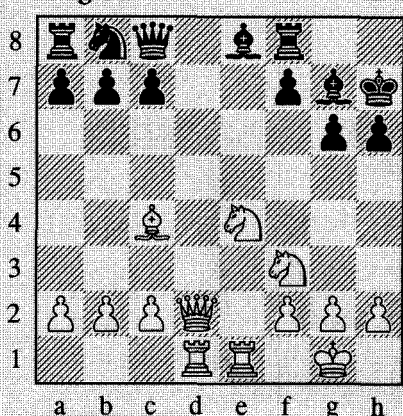


Diagram 3-1

M.Tal – T.Petrosian

USSR 1974

White has a large lead in development. Watch how energetically Tal attacks. He sacrifices a piece so as to establish a knight on g5 and to destroy the castled position.

19. ♖eg5†! hxg5 20. ♖xg5† ♔g8 21. ♕f4

The queen draws closer to the opposing king in order to create mating threats.

21... ♖d7

Black wants to bring his knight into the defence and use it to protect the h7-square.

If 21... ♔h6, then 22. ♖xe8! ♕xe8 23. ♕f6 ♔xg5 24. ♕xg6† ♔h8 25. ♕h5† ♔g8 26. ♕xg5† ♔h7 27. ♖d4 ♕e1† 28. ♔f1 and Black can do nothing against the threat of ♖h4#. The coordinated white

pieces are attacking the deserted king and all the black forces are just onlookers!

Diagram 3-2

22.♖xd7!

After this sacrifice the weakened castled position will collapse. The dark-squared bishop cannot protect the weaknesses on h7 and f7.

The weaker 22.♖h4?! ♜f6 would allow Black to struggle on.

22...♙xd7

Or 22...♖xd7 23.♖h4+.

23.♙xf7!

Black resigned, on account of: 23...♖xf7 (23...♙h8 24.♖h4+–) 24.♖xf7+ ♙h8 25.♖xg6 ♙f5 (25...♙g8 26.♖e7 ♖f8 27.♖h7#) 26.♙f7+ ♙g8 27.♙h6+ ♙h8 28.♙xf5 White has a material advantage as well as a continuing attack!

1–0

Diagram 3-3

M. Tal – M. Najdorf

Leipzig Olympiad 1960

15.exd5!

Black was expecting only 15.e5 ♜fe4=. Tal prefers to open the position, since he has already prepared all his pieces for an attack.

15...♙xd3 16.cxd3 ♙xd5?

This natural move is a mistake.

16...exd5 17.♙f5± and 16...♙xd5? 17.♙xe6!+– are also good for White.

However, 16...b4? is an improvement: 17.axb4 ♙xd5 18.♙xd5 exd5 19.♙f5 ♙xb4± In contrast to the game, Black has the b4-square available for his bishop.

17.♙xd5 exd5

17...♙xd5 is still bad on account of 18.♙xe6!+–.

18.♙f5±

The knight is very active here.

18...♙c5

Black wants to at least prevent the white bishop from getting to d4.

18...♖fe8 can be met by either 19.♖c1 ♖d8 20.♙d4 or 19.♖g3 ♙f8 20.♙d4, with a strong attack in each case.

Diagram 3-2

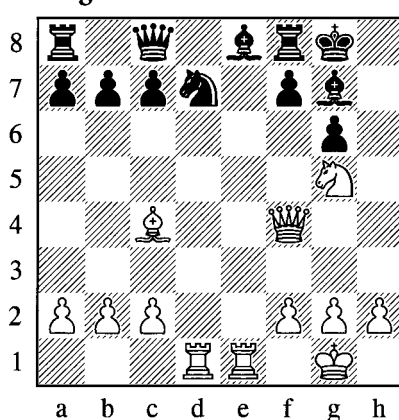


Diagram 3-3

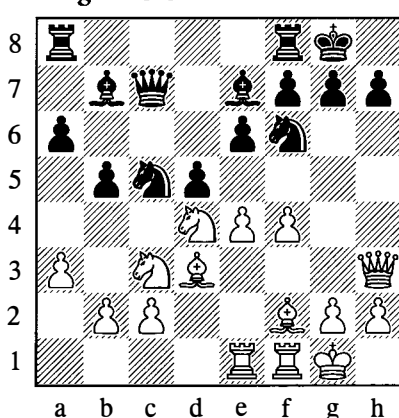


Diagram 3-4

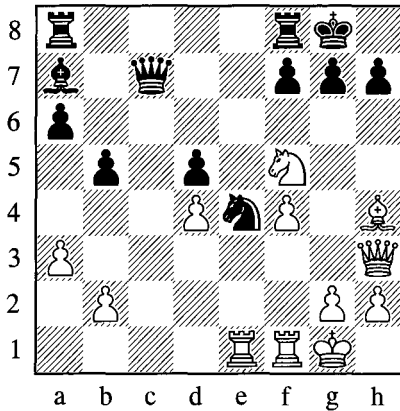
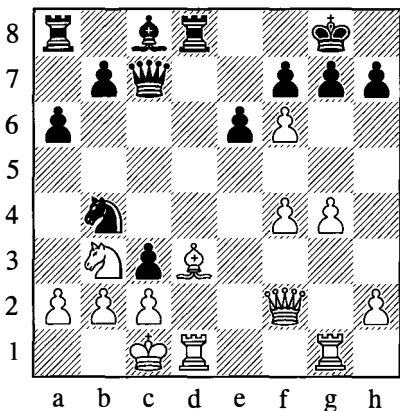


Diagram 3-5



19.d4! ♖a7 20.♙h4!

White does not allow his opponent any breathing space.

20...♘e4

20...♗b6 is answered by 21.♞e5± or 21.♗g3±.

Diagram 3-4

21.♞xe4! dxe4 22.♙f6!

In this way, Tal breaks open the king's defences.

22...♗b6

22...gxf6? loses to 23.♗g4†.

23.♙xg7 ♜fe8 24.♙e5

The black castled position has been destroyed. There was not much that the isolated black force could do against the attack of the white pieces.

24...♗g6

If 24...♗e6, then 25.♞c1 aims to bring the rook to the third rank. (Also good is 25.♞e1 with the same aim.) In reply, 25...♞ac8 would fail to 26.♗g4† ♗g6 27.♞xc8!+–.

25.♘h6† ♜f8 26.f5

Black resigned at this point. Of course it would be no fun defending a position like this against the young Tal, but Black could at least have tried! The following sample variations demonstrate how White might have concluded the attack:

a) 26...♗c6 27.♗h5 (or 27.♘h1) and now:

a1) 27...♗d7 28.♙d6†+–

a2) 27...♘e7 28.f6† ♘d7 29.♗xf7† ♘c8 30.♘f♞xe5 31.♘e7†+–

a3) 27...♗c4 28.♙d6† ♞e7 29.♞d1 ♞d8 30.f6! ♞xd6 31.♗g5 ♘e8 32.♗g8† ♘d7 33.fxe7 ♘xe7 34.♘f5† ♘d7 35.♗e8†!+–

b) 26...♗g5 27.♘xf7 ♘xf7 28.♗xh7† ♘f♞e7 29.♙d6† ♞e7 30.f6 ♙xd4† 31.♘h1 ♙xf6 32.♙xe7 ♘e8 33.♙xf6+–

1–0

Diagram 3-5

B.Spassky – G.Capelan

Solingen 1974

White finds a forced solution.

18.♙xh7† ♘xh7

Other moves also lose:

a) 18...♘f8 19.♗c5†+–

b) 18...♖h8 19.♞xd8† ♞xd8 20.g5 ♖xh7 21.g6†
fxg6 22.♞h4† ♖g8 23.f7†+-
19.♞h4† ♖g8 20.♞g5 ♞xd1† 21.♞xd1 ♖xb2†

Of course Spassky had calculated this counter-attack!

21...g6 is simply met by 22.♞h6+-.

22.♖xb2 ♞xc2† 23.♖a3 ♞g6

After 23...♞xa2† 24.♖xb4 a5† 25.♖c3+- Black has no more sensible checks.

24.♞d8† ♖h7 25.♞h4† ♞h6

Diagram 3-6

26.fxg7!

White cannot force mate, but he gains a decisive material advantage.

26...♖xg7 27.♞g8†! ♖xg8 28.♞xh6 ♖c6 29.♖c5!

The quickest route to success is to launch a fresh mating attack.

29...♖e7 30.♖e4 ♖d5 31.g5

There is nothing Black can do against 32.♖f6†.

1-0

Sometimes you are obliged to attack because otherwise you would be heading for a loss. The attack may give you good practical chances – if your opponent makes just one single mistake in defence, then the tables can be turned.

Diagram 3-7

A.Zaitsev – S.Furman

USSR Ch, Kharkov 1967

26.e5!?

White feels that it is necessary to sharpen the position.

If 26.d5, then 26...♙a6! 27.♞e1 ♙c8 and Black is better.

However, the white position is not yet quite hopeless. He could play: 26.♖f5!?! g5 (26...g6? 27.♖d6) 27.d5 ♙a6 28.♞e1∞

26...♞d5 27.exf6!?

Providing a bolt-hole for the king by 27.h3 is worth considering.

27...gxf6

But not 27...g5? 28.♖g6†! hxg6 29.♞h3† ♖g8 30.f7†+-.

Diagram 3-6

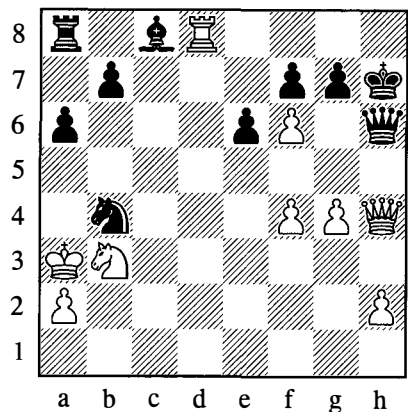


Diagram 3-7

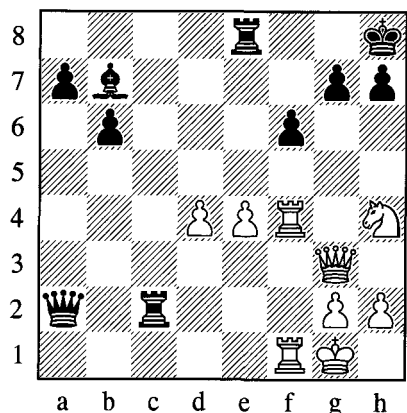
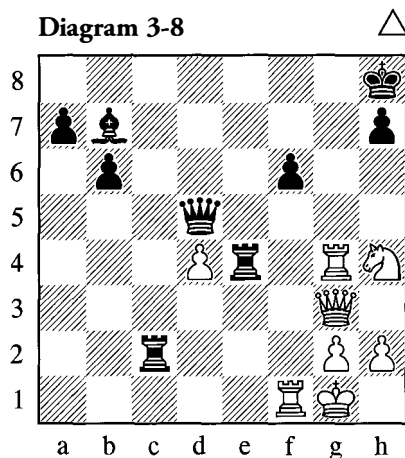


Diagram 3-8

**28. ♖g4**

28. ♖xf6 fails to 28... ♜xd4†, in view of 29. ♕h1 ♜xf6—+.

28... ♜e4?

Black wants to simplify the position and reduce the danger, but he overlooks a tactical counter.

The correct way to simplify is 28... ♜g8 29. ♜xg8† ♜xg8 30. ♜xg8† ♕xg8 31. ♜xf6 b5+ (Belov).

Diagram 3-8**29. ♕g6†!**

Suddenly White can bring his major pieces into the game with tempo. Black cannot protect his king.

29... ♜xg6

29... ♕g7 30. ♕f4†+—

30. ♜h4† ♕g8

Other moves also lose quickly:

a) 30... ♕g7 31. ♜xf6†+—

b) 30... ♜h5 31. ♜xf6† ♕h7 32. ♜f7† ♕h8 33. ♜f8† ♕h7 34. ♜f7#

31. ♜xg6† ♕f8 32. ♜xf6† ♕e8 33. ♜f8† ♕d7 34. ♜f7†

34... ♜xf7 is followed by 35. ♜d6† ♕c7 36. ♜d8#.

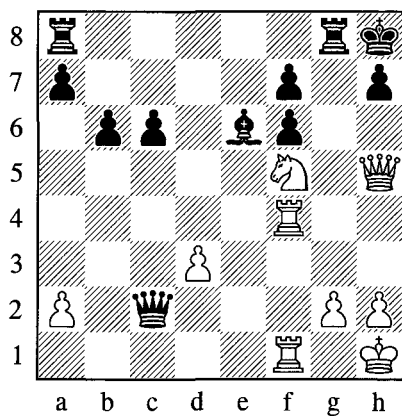
1–0

In the test which follows you should first try to break open the opposing castled position. Play very energetically, create threats and take advantage of every chance for an attack.

Exercises

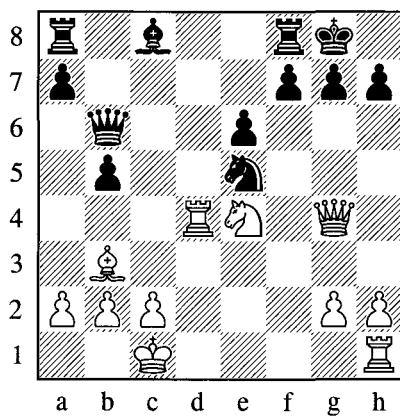
► Ex. 3-1 ◀

★



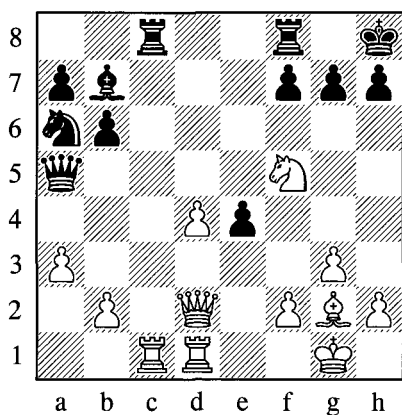
► Ex. 3-4 ◀

★★★



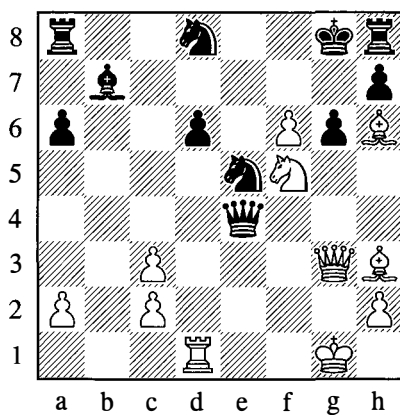
► Ex. 3-2 ◀

★



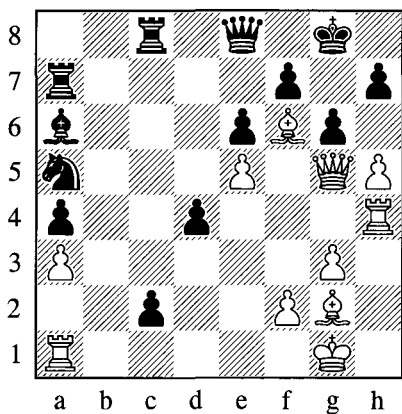
► Ex. 3-5 ◀

★★



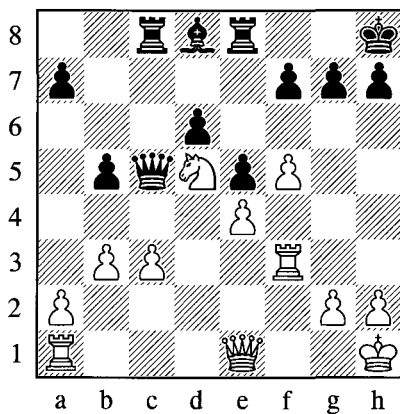
► Ex. 3-3 ◀

★★



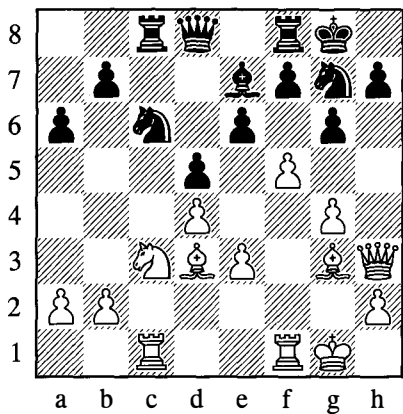
► Ex. 3-6 ◀

★

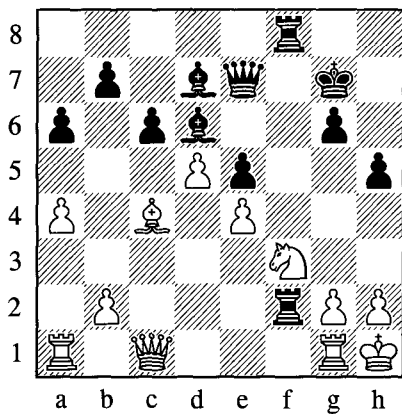


Exercises

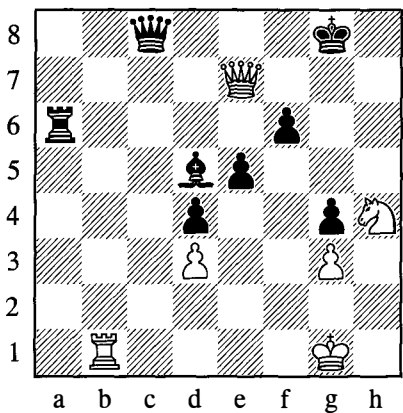
► Ex. 3-7 ◀ ★★ △



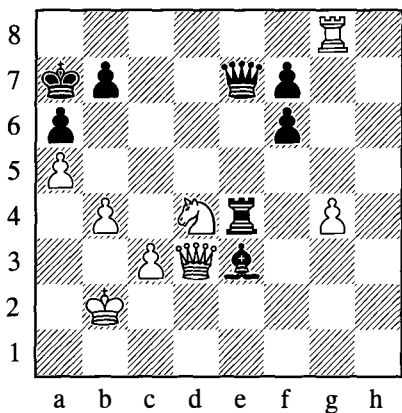
► Ex. 3-10 ◀ ★ ▼



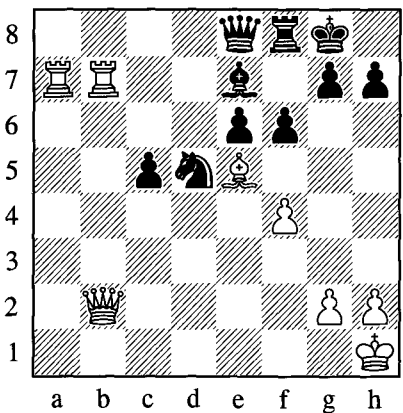
► Ex. 3-8 ◀ ★★★ △



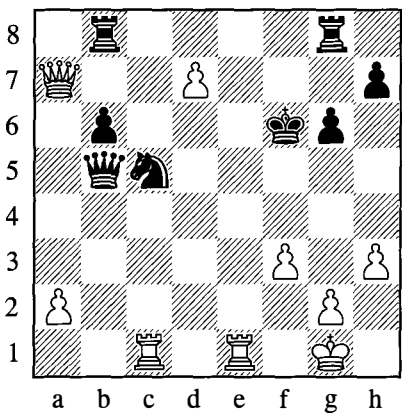
► Ex. 3-11 ◀ ★★ △



► Ex. 3-9 ◀ ★★★ △



► Ex. 3-12 ◀ ★ △



Solutions

Ex. 3-1

R.Spielmann – N.N.

1. ♖xh7†!

Dragging the black king out into the open.

1... ♖xh7 2. ♖h4† ♖g6 3. ♖h6† ♖g5 4. h4†
♖g4 5. ♖e3† ♖g3 6. ♖f3#

(1 point)

Ex. 3-2

Y.Razuvaev – Briem

Puerto Rico 1971

1. ♖g5!

This is even stronger than 1. ♖xa5 bxa5

2. ♖d6±.

1... ♖g8 2. ♖d6!

(1 point)

2... ♖xg5 is met by 3. ♖xf7#.

1-0

Ex. 3-3

R.Fischer – L.Myagmarsuren

Sousse 1967

1. ♖h6!

(1 point)

This prepares the decisive blow.

1... ♖f8

Or 1... c1 ♖† 2. ♖xc1 ♖xc1† 3. ♖h2 ♖f8

4. ♖xh7† ♖xh7 5. hxg6† ♖xg6 6. ♖e4#.

2. ♖xh7†!

(another 1 point)

The finish would be 2... ♖xh7 3. hxg6† ♖xg6
4. ♖e4#.

1-0

Ex. 3-4

J.Barle – A.Beliavsky

USSR – Yugoslavia, Yerevan 1971

1. ♖f6†!

(1 point)

1... ♖h8 2. ♖h3!

(another 1 point)

Nothing is achieved by 2. ♖h4? h6.

2... gxf6

Or 2... h6 3. ♖h4+.

3. ♖h4 ♖g8 4. ♖xh7 ♖g6 5. ♖h6+–

(another 1 point)

5... ♖e3† 6. ♖xe3 ♖xh7 7. ♖f3! ♖b8 8. ♖xf6
...1-0

Ex. 3-5

A.Kochyev – V.Tukmakov

Odessa 1972

1. f7†!

(1 point)

1... ♖exf7

Other moves lose on the spot: 1... ♖xf7??

2. ♖xd6†; or 1... ♖dxf7?? 2. ♖e7#.

2. ♖e1 ♖xe1†?

Black had to try: 2... ♖h1† 3. ♖f2 ♖xe1†

(another 1 point for this variation)

4. ♖xe1 ♖c6 5. ♖xd6 ♖xh6 6. ♖xb7±

3. ♖xe1 ♖e5 4. ♖g3

1-0

Ex. 3-6

V.Smyslov – I.Rudakovsky

USSR Ch, Moscow 1945

1. f6!

(1 point)

A typical attacking move.

1... gxf6

1... ♖xf6 is met by: 2. ♖xf6 gxf6 3. ♖h4 ♖e6

(3... ♖g8 4. ♖xf6† ♖g7 5. ♖g3+–) 4. ♖h3 ♖g8

5. ♖h6 f5 6. ♖xh7† ♖f8 7. ♖xf5+–

2. ♖h4 ♖g8 3. ♖xf6 ♖g7 4. ♖g3

Threatening 5. ♖xh7†!

4... ♖xf6

Or 4... ♖e7 5. ♖xg7 ♖xg7 6. ♖xh7† ♖xf6

7. ♖h6#.

5. ♖xf6 ♖cg8 6. ♖d1 d5 7. ♖xg7

1-0

Solutions

Ex. 3-7

A.Yusupov – E.Agrest

Monaco 2005

White wins a piece with a tactical trick.

1.f6! ♟xf6 2.♞xf6 ♜f5

The key line is 2...♞xf6 3.♟h4 g5 4.♟xg5 ♞xg5 5.♞xh7#.

(2 points for this variation)

2...♜b4 does not make any difference:
3.♟b1 ♜xa2 4.♜xa2 ♞xf6 5.♟h4 ♞xc1†
6.♜xc1 ♞c8 7.♟xf6+–

**3.♟h4 ♜xh4 4.♞xh4 e5 5.g5 ♞c7 6.♞cf1
♞e8 7.♟c2 ♞ee7 8.♞1f3**

The quickest route to victory is an attack on the king.

**8...exd4 9.exd4 ♜b4 10.♞h3 h5 11.♟xg6!
fxg6 12.♟xg6† ♜h8 13.♞xh5† ♞h7 14.♞h6
1–0**

Ex. 3-8

B.Larsen – F.Olafsson

Dundee 1967

1.♜f5!

(1 point)

White brings the knight into the attack.

1...♞f8??

The knight is clearly taboo: 1...♞xf5??
2.♞b8†+–

It was necessary to play: 1...♟f7! 2.♜h6†
♜g7 3.♜xf7 ♞e6! (3...♞f8? 4.♞b7+–) 4.♜d6†
♞xe7 5.♜xc8 ♞c7 6.♜d6 ♞c3±

(1 point for this variation)

2.♜h6†!

(another 1 point)

But not 2.♞b8? ♞a1+=.

1–0

2...♞xh6 is met by 3.♞b8†.

Ex. 3-9

E.Torre – V.Hort

Nice Olympiad 1974

1.♟d6!

(1 point)

1...♞h5!

(1 point for spotting this defensive try)

Black threatens 2...♞d1#.

The alternatives lose instantly:

a) 1...♞f7 2.♞b8+–

b) 1...♟xd6 2.♞xg7† ♜h8 3.♞xh7† ♜g8

4.♞ag7#

2.♞b1!

(another 1 point)

Not quite so convincing, although also earning 1 point is the variation: 2.♟xc5!? ♟xc5
3.♞xg7† ♜h8 4.♞xh7† ♞xh7 5.♞xh7† ♜xh7
6.♞c2†±

On the other hand, 2.h3?! is not good:
2...♟xd6 3.♞xg7† ♜h8∞

1–0

Black cannot escape the pin. For example:
2...♞d8 3.h3! (things are not so clear after
3.♞b8 ♞xb8 4.♞xb8† ♜f7 5.h3 ♞d1† 6.♜h2
♞d4±) 3...♞xd6 (or 3...♜c3 4.♞e1 ♟xd6
5.♞xe6† ♜h8 6.♞xd6+–) 4.♞xe7 ♜xe7
5.♞b8† ♜f7 6.♞xd6+–

Ex. 3-10

L.Vizantiadis – B.Spasky

Siegen Olympiad 1970

1...♞8xf3

(1 point)

1...cxd5 2.♟xd5 ♞8xf3!–+ (also 1 point) is equally good.

0–1

2.gxf3 is met by 2...♞xh2†! 3.♜xh2 ♞h4†
4.♜g2 ♟h3† 5.♜h2 ♟f1#.

Solutions

Ex. 3-11

B.Spassky – T.Petrosian

USSR 1967

1.b5!

(1 point)

Black has no way to successfully ward off the threat of 2.b6#.

1...♙xd4

Or 1...axb5 2.♘xb5† ♔a6 3.♖a8† ♙a7 4.♙xa7#.

2.♙xd4†!

1-0

(another 1 point)

Ex. 3-12

L.Stein – V.Tukmakov

USSR 1972

The white d7-pawn is just getting in the way...

1.d8♙†!

(1 point)

1...♖bxd8 2.♙e7†

1-0

Scoring

Maximum number of points is 22

- **19** points and above → **Excellent**
- **15** points and above → **Good**
- **11** points → **Pass mark**

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

Contents

- ✓ 1...e6 and 2...d5
- ✓ Key position
- ✓ Important idea ...c5
- ✓ 7.♖b3 variation
- ✓ 7.♖c2 variation

Diagram 4-1

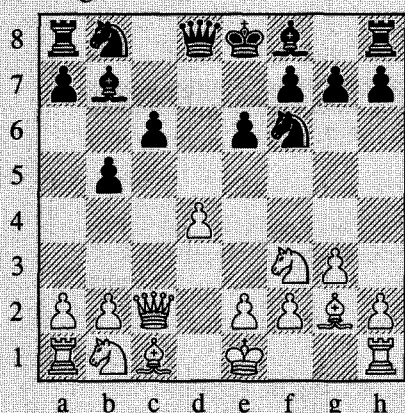
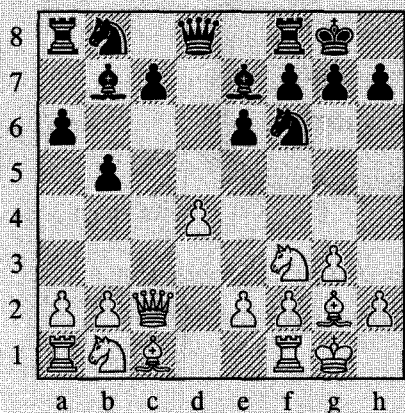


Diagram 4-2



Opening repertoire against 1.c4

I would like to propose the variation with 1...e6 followed by 2...d5 against the English Opening and, if White plays g2-g3 and does not protect the c-pawn with b2-b3 (that system was covered in Chapter 23 of *Boost Your Chess 2*), then I recommend taking on c4.

This modern variation leads to an open position in which Black aims to post his light-squared bishop on the long diagonal. Black has scored well with it in practice.

The key position arises after: 1.c4 e6 2.♘f3 d5 3.g3 ♘f6 4.♙g2 dxc4 5.♖a4+ c6 6.♖xc4 b5 7.♖c2 (or 7.♖b3) 7...♙b7 8.d4

Diagram 4-1

It can also be reached from other openings.

An important move order is the one leading from the Catalan Opening: 1.d4 d5 2.c4 e6 3.g3 ♘f6 4.♘f3 dxc4 5.♖a4+ (Here you have to bear in mind the gambit variation 5.♙g2.) 5...c6 6.♖xc4 b5 7.♖c2 ♙b7 8.♙g2

Our key position can also arise from the Slav Defence: 1.d4 d5 2.c4 c6 3.♘f3 e6 4.♖c2 ♘f6 5.g3 dxc4 6.♖xc4 b5 7.♖c2 ♙b7 8.♙g2

One point in favour of our line is that White's options are limited. We need to look at two main lines after 6...b5 – 7.♖b3 and 7.♖c2. In both cases Black should aim to fianchetto the light-squared bishop and to prepare the vital ...c5 breakthrough.

To emphasize the importance of being able to prepare ...c5, we may make a comparison with another line of the Catalan Opening: 1.d4 d5 2.c4 e6 3.g3 ♘f6 4.♙g2 ♙e7 5.♘f3 0-0 dxc4 7.♖c2 a6 8.♖xc4 b5 9.♖c2 ♙b7

Diagram 4-2

A similar position has been reached. Black may have saved on the move ...c6, but he has invested his tempo in the moves ...a6, ...♙e7 and ...0-0. These moves are useful, but the advance ...c5 is often more important.

White can try to make ...c5 difficult to play and often continues 10.♔d2, intending 10...♗bd7 11.♔a5.

The 7.♗b3 variation

V.Tukmakov – A.Kharlov

Berne 1992

1.c4 e6 2.♗f3

Black can meet 2.g3 in similar fashion: 2...d5 3.♔g2 ♗f6 (Black can also take on c4 straight away: 3...dxc4 4.♗a4† c6 5.♗xc4 b5 6.♔xc6†? ♗xc6 7.♗xc6† ♔d7 8.♗f3 ♖c8!?) 4.♗f3 dxc4

2...d5 3.g3

The actual move order in the game was 3.d4 c6 4.♗c2 ♗f6 5.g3 dxc4 6.♗xc4 b5 7.♗b3 ♗bd7 8.♔g2 ♔b7. I have altered the sequence so that we can discuss various options over the next few moves.

For coverage of the Queen's Gambit when White plays 3.d4 without following up with g2-g3, see Chapter 11 of *Boost Your Chess 2*.

Diagram 4-3

3...♗f6

Immediately taking the c-pawn is much rarer, but there is nothing to be said against it. After 3...dxc4 4.♗a4† c6 5.♗xc4 b5 6.♗b3 ♔b7 7.♔g2 ♗f6, we have transposed back into the main game.

4.♔g2 dxc4 5.♗a4†

White can also try 5.♗a3 ♔xa3 6.bxa3 0–0 and:

a) 7.♗c2 ♗d5 8.♗xc4 b6 9.0–0 ♔b7 10.♔b2 ♗d7 11.♖ael c5 with equality, Adamski – A.Petrosian, Leipzig 1977.

b) 7.♔b2 ♗d5 8.♖c1 b5 9.d3 c3!? 10.♔xc3 c5 led to balanced play in Marin – Rodriguez Vargas, Barcelona 2011.

5...c6

5...♗bd7 6.♗xc4 c5 is a decent alternative. In this line too, Black should aim to fianchetto his light-squared bishop.

6.♗xc4 b5

6...♔d6 7.d4 ♗bd7 followed by ...e5 is a rarer alternative.

7.♗b3

Diagram 4-4

7...♔b7

Diagram 4-3

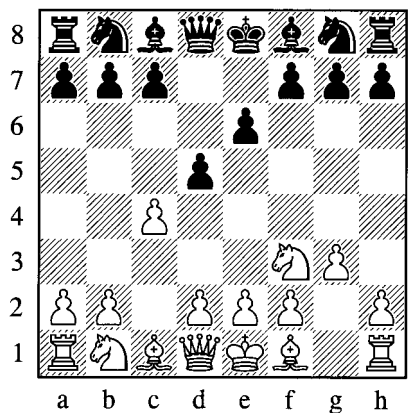
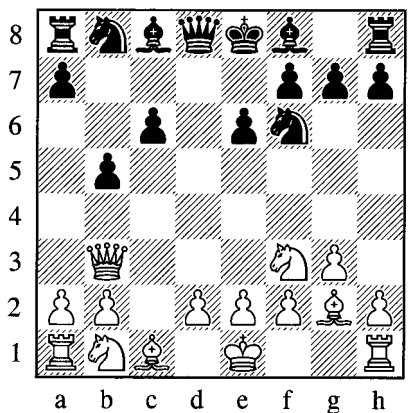


Diagram 4-4



7...a6 8.d4 c5 is an idea of Hector's. Here White should try 9.♘e5 ♖a7 10.dxc5 ♙xc5 11.♙e3, although the black position looks solid.

8.d4 ♘bd7 9.0-0

After 9.♘e5 Black has a choice:

a) 9...♘xe5 10.dxe5 ♘d7 11.♘c3 a6 12.♙f4 leads to complicated play.

b) 9...♗b6 10.0-0 c5 should suffice for equality. For example: 11.♘xd7 ♘xd7 12.d5 c4 13.♗d1 exd5 14.♙xd5 ♗d8=

9...a6

Black prepares to break with ...c5.

10.a4

White tries to make it hard for Black to play ...c5.

The main alternative is 10.♘e5 ♘xe5 11.dxe5 ♘d7 12.♙f4 ♗c7 13.♘c3 c5 14.♘e4 ♙e7 15.♘d6† ♙xd6 16.exd6 ♗b6. Black achieves a safe position, since the passed pawn is securely blocked.

Diagram 4-5

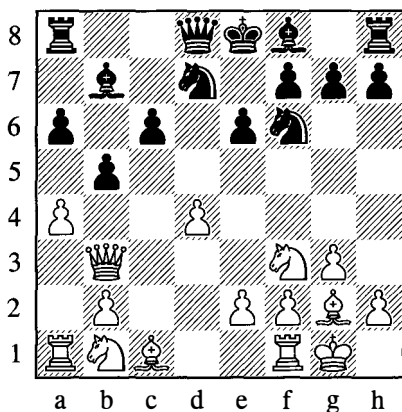


Diagram 4-5

10...c5!

Black plays this move anyway.

11.axb5 ♙d5

This intermediate move forces the white queen away from the defence of the b5-pawn.

12.♗c2 ♙e4 13.♗b3

White indicates that he is satisfied with a draw, but Black chooses to continue the struggle!

For 13.♗d1 see Ex. 4-3.

13...♙d5 14.♗c2 axb5 15.♙xa8 ♗xa8 16.♘c3 ♙c6

Black has developed his queenside well and has the option of continuing operations there with ...b4. White tries to counter in the centre, but overlooks a tactical trick.

17.e4?

White should prefer 17.dxc5, when 17...♙xc5 is equal.

If instead Black replies 17...b4!., then White does not meekly play 18.♘d1 ♙xc5†, but counters aggressively with 18.♘b5! ♙xb5 19.♘d4 ♗a6 20.♘xb5 ♗xb5 21.c6 with a dangerous attack.

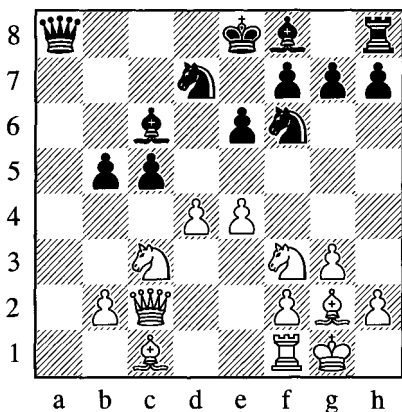
Diagram 4-6

17...♘xe4 18.dxc5

If 18.♘e5, then 18...♘xe5 19.♘xe4 cxd4 20.♙f4 d3 21.♗c3 ♙xe4 22.♙xe4 ♗xe4 23.♙xe5 f6† (Ftacnik).

18...♘xc3 19.♗xc3 b4!

Diagram 4-6



Taking advantage of White's need to defend the f3-knight. White loses a pawn and in due course the game.

20. ♖b3 ♙xc5 21. ♜d1 0-0 22. ♜e1 ♙xg2 23. ♜xg2 ♜e5 24. ♙e3 ♜f3† 25. ♖h1 ♙e7 26. ♖c4

26. ♜d7 is met by 26... ♜e1!-+.

26... ♖c8 27. ♖b5 h6 28. h3 ♖e4 29. ♖d3

29. ♖d7 loses to 29... ♜d8.

29... ♖xd3 30. ♜xd3 ♜c2 31. ♜b3 g5 32. g4 e5

White has no more moves!

0-1

The 7. ♖c2 variation

L. Bruzon – V. Anand

Wijk aan Zee 2005

1. ♜f3 ♜f6 2. c4 e6 3. g3 d5 4. ♙g2 dxc4 5. ♖a4† c6
6. ♖xc4 b5 7. ♖c2

Diagram 4-7

7... ♙b7 8. d4

After 8. ♜e5 Black can simply reply 8... ♜bd7, because 9. ♜xc6? is followed by 9... ♜c8! 10. ♜xd8 ♜xc2 11. 0-0 ♙xg2-+.

8... ♜bd7 9. a4

White tries to prevent ...c5.

9. ♜bd2 or 9. 0-0 are of course met by 9... c5=.

Also after 9. ♜c3, Black can reply 9... c5. Then 10. ♜xb5?? would lose to 10... ♖a5† 11. ♜c3 cxd4-+, so White should settle for equality after 10. 0-0 b4 (or 10... a6).

9. ♜e5 is an important alternative, although Black can hold the position without problems: 9... ♖b6 (9... ♜xe5 10. dxe5 ♜d5 is also possible) 10. ♜xd7 ♜xd7 11. ♙e3 c5 12. ♙xb7 ♖xb7 13. 0-0 cxd4 14. ♙xd4 ♜c8 15. ♜c3 e5! 16. ♙e3 ♙b4= Filippov – Tregubov, Moscow 2004 – see Ex. 4-4.

Diagram 4-8

9... c5!

The principled move, but in praxis Black has also done well with 9... b4 and 9... a6. And 9... bxa4 followed by ...c5 is also worth considering.

10. 0-0

This quiet move does not cause Black any problems.

Diagram 4-7 ▼

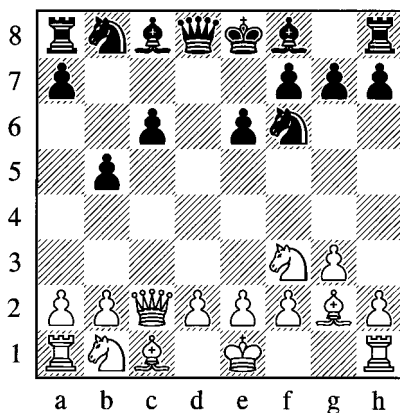
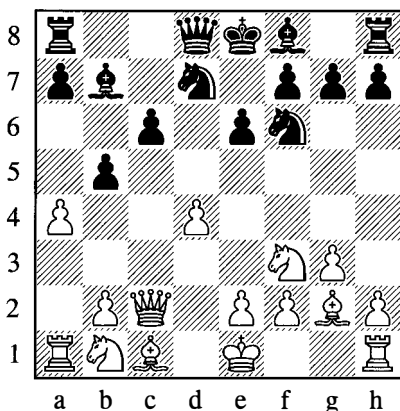


Diagram 4-8 ▼



The most important alternative is 10.axb5 cxd4 11.0–0. Here, according to Lautier, Black should play: 11...♙c5! (11...e5 12.♘xe5!? leads to complicated play) 12.♙g5 (12.♞d1 ♞c8 13.♞a4 e5!? 14.♘xe5 ♙xg2 15.♘xd7 ♞xd7 16.♙xg2 0–0 17.♘d2 ♞fe8 gives Black excellent compensation for the pawn – Tsesarsky) 12...♞c8 13.♘bd2 0–0 Black had no problems in Timman – Lautier, Malmo 1999 – see Ex. 4-2.

After 10.dxc5 Black can simply reply 10...b4 followed by ...♙xc5, because 11.c6 would run into 11...♙xc6 12.♞xc6 ♞c8.

10...b4 11.♙g5

For 11.♘bd2, see Ex. 4-6.

11...♞c8 12.♘bd2

Diagram 4-9

12...♙e7=

Anand plays quietly and finishes his development.

After 12...cxd4 13.♞d3 e5 White would have obtained various tactical possibilities. For example: 14.♞fc1 ♞xc1? 15.♞xc1 e4 16.♙xf6! ♘xf6 17.♞b5† ♞d7 18.♞e5† ♙e7 19.♘d4†

13.♞fc1

For 13.♞d3, see Ex. 4-5.

13...0–0 14.♞d3 h6 15.♙xf6!

The bishop pair will promise Black some chances for an edge.

White should prefer 15.♙e3!?, although 15...♘d5 is fine for Black.

15...♙xf6 16.e3

Diagram 4-10

16...♞c7!

Black begins to take over the initiative. He bolsters the position of the bishop (avoiding any ♘g5 tactics!) and prepares ...♞c8 followed by ...♞d8.

17.♞e2 ♞c8† 18.♞b5 a6 19.♞f1 a5 20.b3?

White cannot find a plan and just weakens his position.

A better defensive set-up was 20.♘b3 ♞a8 21.♘fd2†.

20...♞d8 21.♞b5 ♙c6?

The simpler variation 21...cxd4 22.♞xc7 ♞xc7 would have been better.

22.♞e2?

Diagram 4-9

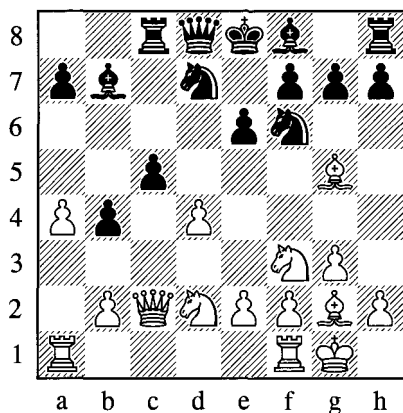
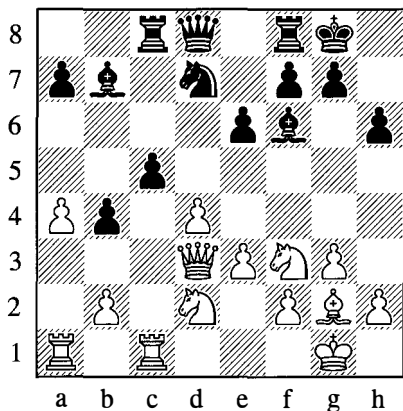


Diagram 4-10



White could get away with taking the a-pawn:
 22. ♖xa5 ♜b7 23. ♗e1 ♜a8 (23... ♗xg2=) 24. ♗xc6
 ♜xc6 25. ♖b5 and the queen escapes.

22... ♖b7 23. ♗c4 ♜a8 24. ♜a2 cxd4 25. exd4 ♗d5

Black strengthens his pressure on the c-file.

26. ♜ac2 ♜dc8 27. ♖d1 ♜a6 28. ♗fe5 ♗xe5
 29. ♗xd5

After 29. dxe5 ♗xc4, White's position is strategically lost.

29... ♗xg3 30. hxg3 exd5

Winning a pawn has given Black good chances of winning the game.

31. ♗e3 ♜xc2 32. ♜xc2 ♗f6 33. ♜c5 ♜xc5 34. dxc5
 ♜c6 35. ♖d4 g6 36. ♖e5 ♗d7

Diagram 4-11

37. ♖d6?

The exchange of queens leads to a simply won ending for Black, since he can quickly attack the b3-pawn.

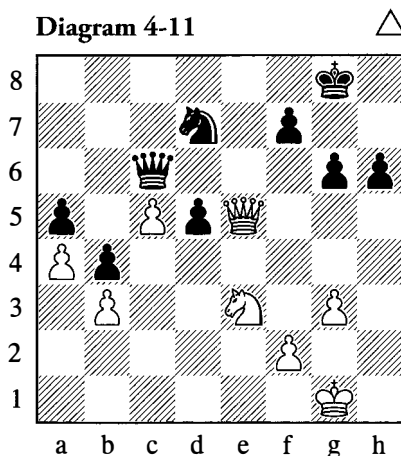
37. ♖e8† ♗g7 38. ♗g4† would have been more resilient.

37... ♖xd6 38. cxd6 ♗f8! 39. ♗xd5 ♗c5 40. ♗f1
 ♗e8 41. ♗b6 ♗xb3 42. ♗e2 ♗c5 43. f3 h5 44. ♗e3
 b3

White cannot fight against two passed pawns on the b- and h-files.

0-1

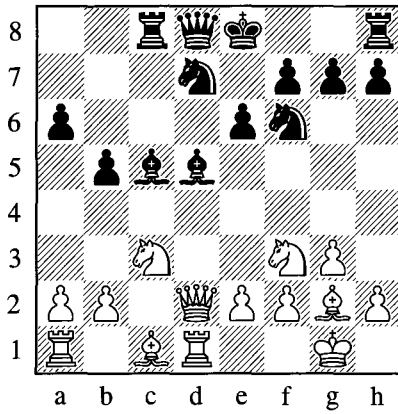
Diagram 4-11



Exercises

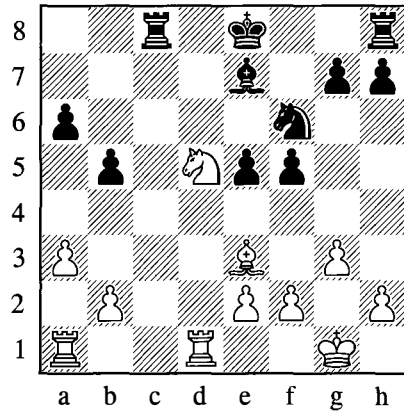
► Ex. 4-1 ◀

★



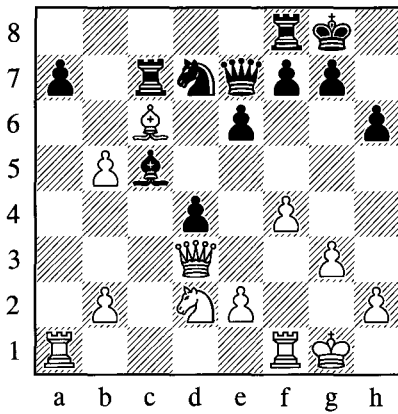
► Ex. 4-4 ◀

★★



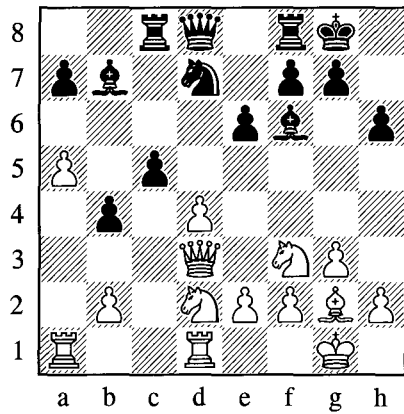
► Ex. 4-2 ◀

★



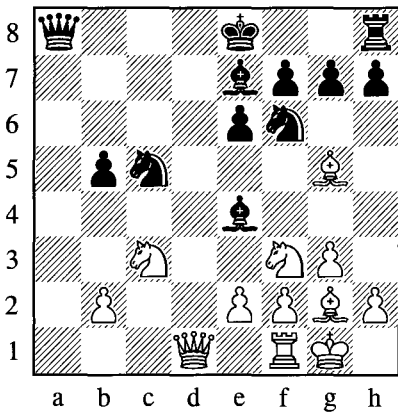
► Ex. 4-5 ◀

★



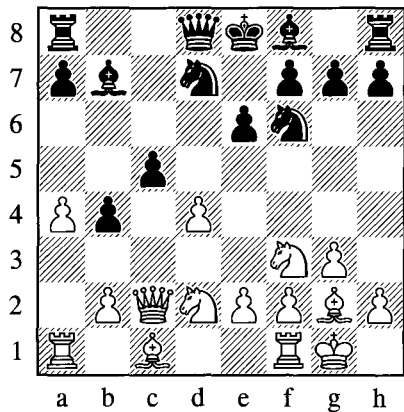
► Ex. 4-3 ◀

★



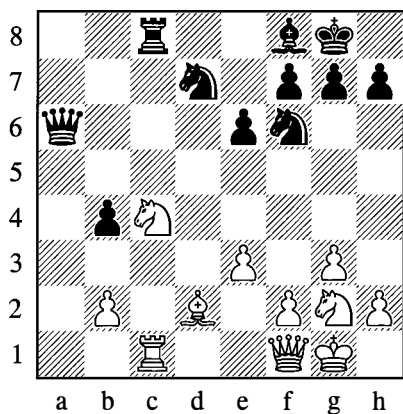
► Ex. 4-6 ◀

★★

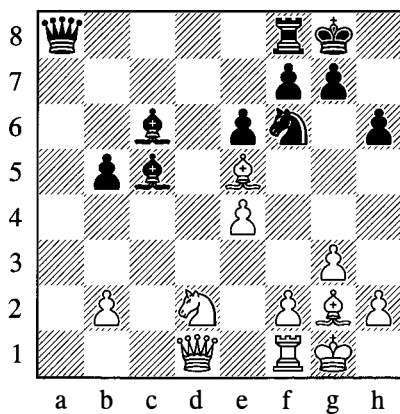


Exercises

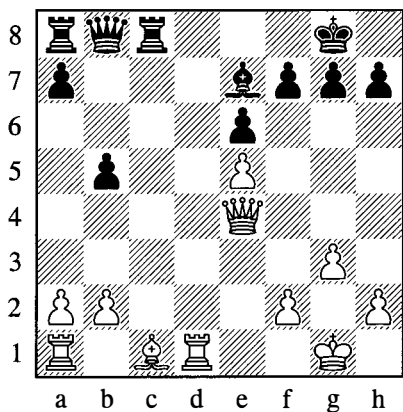
► Ex. 4-7 ◀ ★ ▼



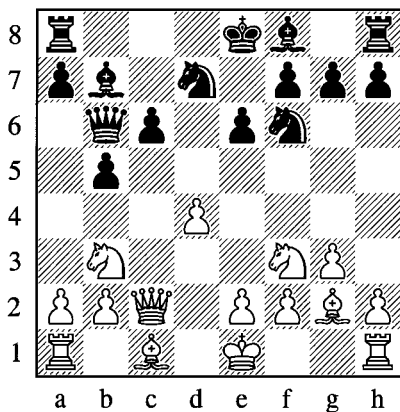
► Ex. 4-10 ◀ ★ ▼



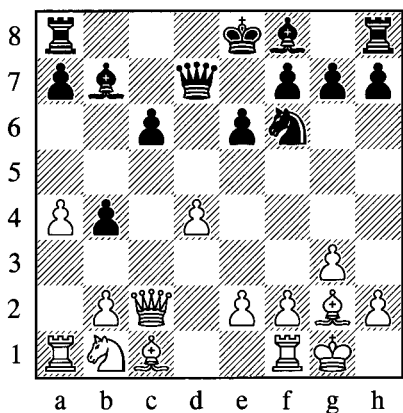
► Ex. 4-8 ◀ ★★ ▼



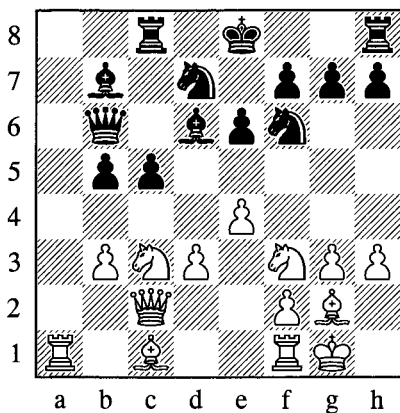
► Ex. 4-11 ◀ ★★ ▼



► Ex. 4-9 ◀ ★★ ▼



► Ex. 4-12 ◀ ★★ ▼



Solutions

Ex. 4-1

U.Nielsen – J.Hector

Vejle 1994

1.c4 e6 2.d4 d5 3.♘f3 c6 4.♙c2 ♘f6 5.g3 dxc4 6.♙xc4 b5 7.♙b3 a6!? 8.♙g2 c5 9.dxc5?! ♙b7 10.0–0 ♘bd7 11.♙d1 ♙d5 12.♙c2 ♙xc5 13.♘c3 ♙c8 14.♙d2

Diagram Ex. 4-1

14...♙xf2†!

(1 point)

14...b4? 15.♘xd5 ♙xf2† is weaker, on account of 16.♙f1 exd5 17.e3±.

15.♙h1

15.♙xf2 ♙xc3± 16.bxc3?? ♘e4†

15...♙a7+ 16.♙f4 ♙c4 17.♙d6 ♘g4 18.♙xa6 ♘f2† 19.♙g1 ♘xd1† 20.♙xa7 ♘xc3 21.bxc3 0–0 22.♙d2 ♙a4 0–1

Ex. 4-2

J.Timman – J.Lautier

Malmo 1999

1.d4 d5 2.c4 c6 3.♘f3 e6 4.♙c2 dxc4 5.♙xc4 ♘f6 6.g3 b5 7.♙c2 ♙b7 8.♙g2 ♘bd7 9.a4 c5 10.axb5 cxd4 11.0–0 ♙c5 12.♙g5 ♙c8 13.♘bd2 0–0 14.♙d3 h6 15.♙xf6 ♙xf6 16.♘g5 ♙xg5 17.♙xb7 ♙c7 18.f4?! ♙e7 19.♙c6

Diagram Ex. 4-2

19...♘f6!

(1 point)

Black activates his knight, planning to continue with ...♘d5–b4

19...♘b6 is less accurate, because it takes away the retreat square for the bishop after 20.♘b3.

20.♘c4 ♘d5 21.♙xd5 exd5 22.♘e5 ♙e8 23.♙f2 ♙b6 24.♙g2 ♙b4 25.♙b1 ♙c5 26.♙f5 ♙c7 27.♙d3 ♙d6 28.♙d1 ♙cc8 29.h4 f6 30.♙g6 ♙e6 31.♘c6 d3 32.♙xd3 ♙xf2 33.♙xf2 ♙h8±

Ex. 4-3

Z.Almasi – L.Fressinet

Pamplona 2001

1.c4 e6 2.♘f3 d5 3.d4 ♘f6 4.g3 dxc4 5.♙a4† c6 6.♙xc4 b5 7.♙b3 ♙b7 8.♙g2 ♘bd7 9.0–0 a6 10.a4 c5 11.axb5 ♙d5 12.♙c2 ♙e4 13.♙d1 axb5 14.♙xa8 ♙xa8 15.♙g5 ♙e7 16.dxc5 ♘xc5 17.♘c3

Diagram Ex. 4-3

17...♙c6

(1 point)

It is right to hang on to the strong bishop.

18.♙xf6 ♙xf6 19.♙c2 0–0 20.♘xb5 ♙a4=

Another possibility is 20...♙b8 with compensation for the pawn.

The game move leads to simplification:

a) 21.♙xa4 ♘xa4 22.♘fd4 ♙xb5 23.♘xb5 ♘xb2=

b) 21.♙xc5 ♙xb5 is also equal, provided White avoids 22.♙e1 ♙xb2 23.♙b1? ♙xe2 24.♙xb2? ♙d1†–+.

½–½

Ex. 4-4

V.Filippov – P.Tregubov

Moscow 2004

1.♘f3 d5 2.d4 c6 3.c4 e6 4.♙c2 dxc4 5.♙xc4 ♘f6 6.g3 b5 7.♙c2 ♙b7 8.♙g2 ♘bd7 9.♘e5 ♙b6 10.♙e3 c5 11.♘xd7 ♘xd7 12.♙xb7 ♙xb7 13.0–0 cxd4 14.♙xd4 ♙c8 15.♘c3 e5 16.♙e3 ♙b4 17.♙e4 ♙xe4 18.♘xe4 f5 19.a3 ♙e7 20.♘c3 a6 21.♙fd1 ♘f6 22.♘d5

Diagram Ex. 4-4

22...♙f7!

(2 points)

A timely centralization of the king in the endgame.

23.♘xe7 ♙xe7 24.b4 ♙c6 25.a4 ♙b8 26.♙d3 ♙e6 27.♙da3 bxa4 28.♙xa4 ♘d5 29.♙xa6 ♘xb4 30.♙a7 ♘c2=

Solutions

Ex. 4-5

H.Pecorelli Garcia – J.Nogueiras

Havana 2004

1.d4 ♘f6 2.♘f3 e6 3.c4 d5 4.g3 dxc4 5.♖a4†
c6 6.♗xc4 b5 7.♗c2 ♙b7 8.♙g2 ♘bd7 9.0-0
c5 10.a4 b4 11.♙g5 ♗c8 12.♘bd2 ♙e7
13.♗d3 0-0 14.a5 h6 15.♙xf6 ♙xf6 16.♗fd1

Diagram Ex. 4-5

16...cxd4!

(1 point)

Black wins a pawn.

17.♗b5

Recapturing is bad: 17.♘xd4? ♙xg2
18.♙xg2 ♘c5-+

If 17.♘e4, then 17...♙xe4 18.♗xe4 ♘c5†.

17...♗b8! 18.♗c4

18.♗xb4 ♙xf3-+

18...♙d5 19.♗d3 ♘c5 20.♗c2 ♗b5 21.e4
dxe3 22.fxe3 b3 23.♗b1 ♗xa5
0-1

Ex. 4-6

Y.Meister – A.Graf

German Ch, Hoeckendorf 2004

1.d4 ♘f6 2.♘f3 e6 3.g3 d5 4.c4 dxc4 5.♖a4†
c6 6.♗xc4 b5 7.♗c2 ♙b7 8.♙g2 ♘bd7 9.a4
c5 10.0-0 b4 11.♘bd2

Diagram Ex. 4-6

11...♗c8!

(2 points)

I prefer this developing move to the sharper
continuation: 11...cxd4 12.♗d3 (12.♘xd4!?)
12...e5 (1 point) 13.♘xe5! ♙xg2 (13...♘xe5
14.♗b5†) 14.♘xd7 ♙xf1 15.♘xf6† gxf6
16.♘xf1 White has compensation for the
exchange.

12.dxc5

After 12.♗d3, Black can choose between
12...♙e7 and 12...cxd4.

12...♘xc5

12...♙c5!? is also promising.

13.♗d1 ♙e7 14.♘e5 ♗c7 15.♙xb7 ♗xb7
16.♘b3 0-0 17.♘xc5 ♗xc5 18.♘d3 ♗d5

19.♗b3 ♗fd8 20.♘f4 ♗5d7 21.♙e3 ♘g4
22.♗ac1 ♘xe3 23.♗xe3 ♙f6†

Ex. 4-7

A.Dumpor – D.Kosic

Donji Vakuf 2001

1.c4 e6 2.♘f3 d5 3.d4 c6 4.♗c2 ♘f6 5.g3
dxc4 6.♗xc4 b5 7.♗c2 ♙b7 8.♙g2 ♘bd7
9.0-0 c5 10.♗d1 ♗b6 11.a4 a6 12.axb5 axb5
13.♗xa8† ♙xa8 14.♘bd2 ♙e7 15.dxc5 ♙xc5
16.e3 0-0 17.♘b3 ♙e4 18.♗e2 ♗b7 19.♘a5
♗a8 20.♙d2 b4 21.♘c4 ♗c8 22.♘e1?! ♙xg2
23.♘xg2 ♗a6 24.♗c1 ♙f8 25.♗f1

Diagram Ex. 4-7

25...♘e4!

(1 point)

This strong move puts White under severe
pressure.

26.♙e1 ♘e5!-+ 27.b3 ♘f3† 28.♙h1 ♗a2
29.♗d3 ♗xf2! 30.♙xb4 ♗xg3

Or 30...♗g1†.

31.hxg3 ♘xg3#

Ex. 4-8

A.Volzhin – I.Ibragimov

Russian Ch, Elista 2001

1.♘f3 ♘f6 2.c4 e6 3.g3 d5 4.♙g2 dxc4 5.♗a4†
c6 6.♗xc4 b5 7.♗c2 ♙b7 8.d4 ♘bd7 9.♘e5
♘xe5 10.dxe5 ♘d5 11.0-0 ♙e7 12.♗d1 ♗b8
13.♘c3 0-0 14.♘xd5 cxd5 15.e4 ♗c8 16.♗e2
dxe4 17.♙xe4 ♙xe4 18.♗xe4

Diagram Ex. 4-8

18...♗c4!

(2 points)

This is even more active than 18...♗c5!?
(1 point) 19.♙f4 ♗e8 followed by ...♗ac8.

19.♗f3 ♗e8

19...♙c5!? is also strong. Note that the tactic
20.♗d7 ♗e8 21.♗xf7?? fails to 21...♙xf2†!-+.

20.♙e3 ♗c7!!=

Black will continue with ...♗ac8.

½-½

Solutions

Ex. 4-9

A.Beliavsky – V.Zvjaginsev

Portoroz 1999

1.d4 d5 2.c4 e6 3.♘f3 c6 4.♙c2 ♘f6 5.g3 dxc4 6.♙xc4 b5 7.♙c2 ♙b7 8.♙g2 ♘bd7 9.a4 b4 10.♘e5 ♙c8 11.♘xd7 ♙xd7 12.0–0

Diagram Ex. 4-9

12...c5!

(2 points)

Black seizes the chance to play this standard move.

It is equally good to prepare it with: 12...♙c8!? (also 2 points) 13.♙d1 c5 14.dxc5 ♙xc5=

13.♙xb7 ♙xb7 14.dxc5 ♙c8! 15.♙e3 ♙xc5

15...♘d7 is also level.

16.♙xc5 ♘d7

½–½

Ex. 4-10

I.Sokolov – M.Stangl

Garmisch-Partenkirchen 1994

1.d4 d5 2.c4 c6 3.♘f3 e6 4.♙c2 ♘f6 5.g3 dxc4 6.♙xc4 b5 7.♙b3 ♙b7 8.♙g2 ♘bd7 9.0–0 a6 10.a4 c5 11.axb5 ♙d5 12.♙d3 ♙e4 13.♙b3 ♙d5 14.♙d1 axb5 15.♙xa8 ♙xa8 16.♙f4 cxd4 17.♙xd4 ♙c5 18.♙d1 0–0 19.♘bd2 h6 20.e4 ♙c6 21.♘e5 ♘xe5 22.♙xe5

Diagram Ex. 4-10

22...♘d7!

(1 point)

The white bishop has no good retreat.

23.♙f4

Or 23.♙c7 ♙c8+.

23...e5! 24.♙e3 ♙xe3 25.fxe3 ♙a7+ 26.♙e2 ♘f6 27.h3 ♙d8 28.♙c1 ♙d6 29.♘h2 ♙a5 30.♙c3 ♙b4 31.♙d3? ♙xd3 32.♙xd3 ♙xb2 33.g4 b4 34.♘g3 ♙c3 35.♙f1 ♙xd2 0–1

Ex. 4-11

F.Gheorghiu – R.Bagirov

Berne 2001

1.c4 e6 2.♘f3 d5 3.d4 ♘f6 4.g3 dxc4 5.♙a4+ c6 6.♙xc4 b5 7.♙c2 ♙b7 8.♘bd2 ♘bd7 9.♘b3 ♙b6 10.♙g2

Diagram Ex. 4-11

10...a5!

(2 points)

A strong idea. Black first wants to force away the b3-knight and only then play ...c5.

The standard 10...♙c8 (1 point) is also reasonable, though White may be able to keep an edge: 11.0–0 c5 12.dxc5 ♘xc5 13.♙e3±

11.♙g5

11.a4 bxa4 12.♙xa4 ♙b5 13.♙a1 a4+ (Bagirov).

11...a4 12.♘bd2

After 12.♘c1 ♙c8 followed by ...c5, Black has a pleasant advantage.

12...c5 13.♙xf6 ♘xf6 14.0–0 ♙c8 15.♙ac1 ♙e7 16.dxc5

Black can now play 16...♙xc5 17.♙b1 ♘g4 with a clear plus.

Ex. 4-12

M.Gurevich – J.Piket

Antwerp 1998

1.c4 e6 2.g3 d5 3.♙g2 ♘f6 4.♘f3 dxc4 5.♙a4+ c6 6.♙xc4 b5 7.♙c2 ♙b7 8.♘c3 ♘bd7 9.0–0 ♙c8 10.d3 a6 11.e4 c5 12.b3 ♙d6 13.a4 ♙b6 14.axb5 axb5 15.h3

Diagram Ex. 4-12

15...♘e5!?

(2 points)

Either this knight will be exchanged, giving Black control of the central dark squares, or it will relocate to a more active position on c6.

Equally good is 15...0–0 16.♙e3 ♘e5 (also 2 points).

16.♙e3 ♘c6!? 17.♙d2 ♘d4

17...0–0 is also equal.

18.♙xd4 cxd4 19.♘e2 e5=

Scoring

Maximum number of points is 18

- 16 points and above.....> **Excellent**
- 13 points and above.....> **Good**
- 9 points.....> **Pass mark**

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

Contents

- ✓ Avoiding counterplay
- ✓ The role of prophylactic thinking
- ✓ Restricting the mobility of the opposing pieces

Don't allow counterplay!

In Chapter 20 of *Boost Your Chess 2* we discussed the technique of converting an advantage in the endgame. We based our thinking on four important principles: avoiding counterplay, not being too hasty, creating a second weakness and aiming for the correct exchanges. In this chapter we shall take a closer look at the first of these principles.

"Don't allow counterplay!" is the central principle when it comes to cashing in on an advantage. If we have the better position, then counterplay is the last thing we want. We want to enjoy our advantage!

To avoid allowing counterplay, you have to play very carefully and spot your opponent's threats in plenty of time. **Prophylactic thinking** is called for here. You need to keep asking yourself the question: **"What does my opponent want to do?"**

In better positions we are normally able to prevent opposing counterplay in good time. The best solution is often a move which improves our own position and restricts the opponent's options.

If we take a look at this first principle in a broader context, we come to realize that we must counter every active option for our opponent. It can, for example, be a very good thing to restrict the mobility of the opposing pieces.

The next game shows us the meaning of good endgame technique. Bobby Fischer gave his opponent not a glimmer of a chance.

Diagram 5-1

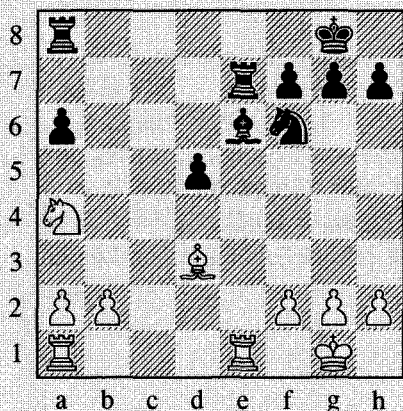


Diagram 5-1

R.Fischer – T.Petrosian

Candidates Match (7), Buenos Aires 1971

18.b4!

This fixes the pawn on a6, where it is in the line of fire of the bishop.

18.♖c5 would not be so precise, due to 18...a5.

18...♗f8

If 18...a5, then 19.b5 gives White a strong passed pawn.

19.♖c5 ♕c8

Black must defend the a6-pawn. After 19...a5 there is still 20.b5±.

Diagram 5-2

20.f3±

White limits his opponent's options, at the same time preparing to centralize his king.

20...♞ea7?

20...♞xe1† is no better: 21.♞xe1±

Black should try 20...♞d7!?. If White then exchanges rooks, that allows the black king to become active: 21.♞xe7 ♜xe7 22.♞e1† ♜d6 23.♞b3 (23.♞e8 a5±) 23...♞e5= Instead, White can maintain some pressure with 21.♞b3!±.

21.♞e5!

By attacking the d-pawn, Fischer prevents ...♞d7.

21...♞d7

Diagram 5-3

22.♞xd7†!

A fantastic exchanging operation. Why does Fischer exchange his strong knight for the weaker bishop?

He looks into the future and carefully transforms his advantage. Black had prepared ...♞b5, when the exchange of bishops would not be favourable to White. But if 22.a4 to prevent this, then after 22...♞c6 Black is ready for ...♞d7, and in addition the white a-pawn would be in the line of fire.

22...♞xd7 23.♞c1

Here we see another advantage of the exchanging operation: the rook becomes active on the c-file, looking to go to c6 to target the a6-pawn.

23...♞d6 24.♞c7 ♞d7

If 24...♞e8, then 25.♞xe8† ♞xe8 26.♞a7+- (Horowitz).

Possibly Black's last chance to put up resistance was 24...♞e8 25.♞b7 ♞c8±.

25.♞e2 g6

Black can hardly move any more: 25...a5 26.b5+- or 25...♞b6 26.♞ee7+-.

26.♜f2 h5 27.f4!?

Look at how calmly Fischer improves his position.

27...h4

Slightly better is 27...♞b6 28.♞ee7 ♞f6± (Petrosian and Suetin).

28.♜f3!

This provokes even more weaknesses.

Diagram 5-2

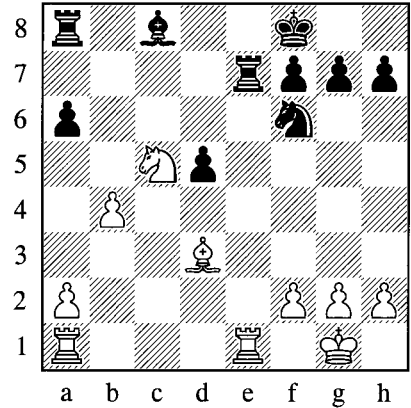


Diagram 5-3

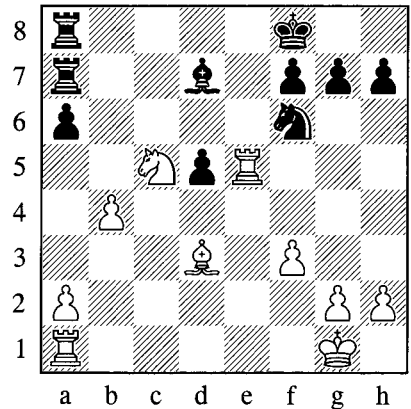
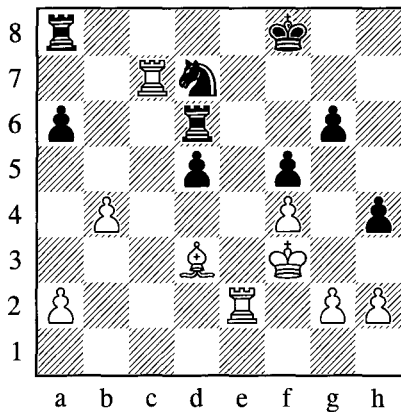


Diagram 5-4



28...f5

Diagram 5-4

29.♙e3!

Aiming to further improve his position with ♙d4.

29...d4†

Or 29...♙f6 30.♙d4 ♙e4 31.♞ec2+–.

30.♙d2

White is now threatening ♙c4 followed by ♙d3. Black makes a despairing effort to sharpen the position, but it is too late!

30...♙b6

30...♞b8 31.a3 ♞a8 32.♙c4 is lost for Black, as is 30...♙f6 31.♞ee7.

31.♞ee7!+– ♙d5

31...♞f6 is met by 32.♞h7 ♙g8 33.♙c2!+–.

32.♞f7† ♙e8 33.♞b7

The white rooks dominate the seventh rank.

33...♙xb4

If 33...♙xf4, then 34.♙c4+–.

After the better 33...♞b8, White still wins without too much effort: 34.♞a7 ♙f6 35.a3 a5 36.♙c2! (threatening ♙a4†) 36...♙e4† 37.♙xe4 fxe4 38.♞h7 ♞f6 39.♞xa5 ♞xf4 40.♞e5† ♙d8 41.♞h8† ♙c7 42.♞c5†+–

34.♙c4

34.♞h7 would also be good enough.

Black resigned, in view of 34...♙c6 35.♞h7 ♞f6 36.♞h8† ♞f8 37.♙f7† ♙d8 38.♞xf8#.

1–0

Here is another example of excellent technique.

Diagram 5-5

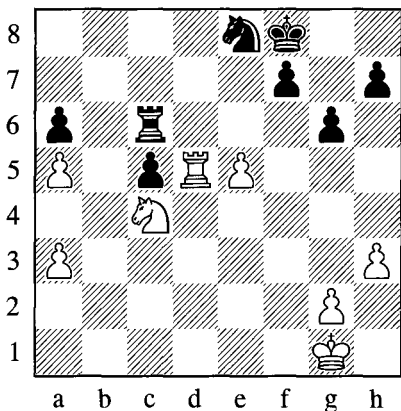


Diagram 5-5

M.Botvinnik – G.Levenfish

Moscow/Leningrad (8) 1937

41.♞d7!

Botvinnik wishes to prevent the useful ...♙e7.

41...♞c7

41...f6? just loses a pawn to 42.♞xh7+–.

41...♙c7?! is strongly met by: 42.♞d8† (not 42.♙d6? c4?) 42...♙g7 (worse are 42...♙e8? 43.♙d6+– and 42...♙e7? 43.♞d6!+–) 43.♞c8±

After 41...h5!? 42.♙f2 f6 43.♙f3!, the defence is also difficult: 43...♞c7 44.♞d8 fxe5 45.♞a8±

42.♖d8!

If 42.♘b6?! then 42...c4! 43.♙xc7 ♘xc7 44.♘xc4 ♘e7 45.♙f2 ♘e6=.

42...♙e7 43.♙d6!±

With this move White activates his rook, while keeping the opposing rook in a passive position.

43...♙a7

43...♙d7 is followed by: 44.♙xa6 ♙d4 45.♘b6 ♘c7 (45...c4 46.♙a8 ♘c7 47.♙c8 ♘a6 48.♘xc4+–) 46.♙a7 ♘d8 47.a6 c4 48.♙xc7 ♘xc7 49.a7 ♙d8 50.a8♙ ♙xa8 51.♘xa8† ♘b7 52.♙f2+–

Diagram 5-6

44.♙c6!

Another clever move which thwarts his opponent's plans.

44.♙b6 would allow 44...f6.

44...♘d7 45.♙b6!

45.♙xc5? gives Black good chances to save the game after 45...♙c7.

45...♙e7 46.♙f2

White has won a valuable tempo by going back and forth with his rook.

46...f6 47.♙e2 ♙a8 48.♙c6 fxe5 49.♙xc5

White now wins a pawn, although there are still some technical difficulties remaining.

49...♘d6 50.♙c7† ♙e6

Diagram 5-7

51.♘xd6

51.♙c6?! ♘d5!

51...♘xd6 52.♙xh7 ♙b8

After 52...♙e6, White improves his position with 53.g4.

53.♙g7 ♙b2† 54.♙f1 e4 55.♙xg6† ♙e5 56.♙xa6 ♙a2 57.♙a8 ♙f4 58.a6 ♙a1†

If 58...♙e3, then 59.g4 ♙xa3 60.a7 ♙a2 61.g5 ♙f2† 62.♙g1 ♙f7 63.g6 ♙g7 64.♙h2+–.

59.♙e2 ♙a2† 60.♙d1 ♙xa3 61.a7 ♙e3 62.h4 ♙d3† 63.♙c2 ♙d7 64.g4 ♙c7† 65.♙b3 ♙d7

Black tries to prepare ...♙d3.

66.♙c3 ♙c7† 67.♙b4 ♙d7 68.♙c5

68...♙d3 fails to 69.♙c6.

1–0

In the test you should try to work out what your opponent wants to do, and then thwart his plans.

Diagram 5-6

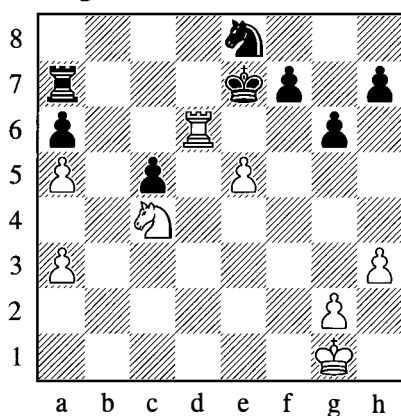
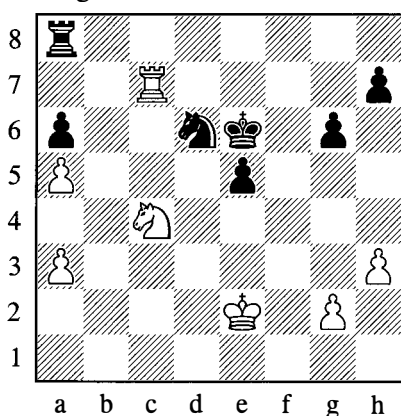


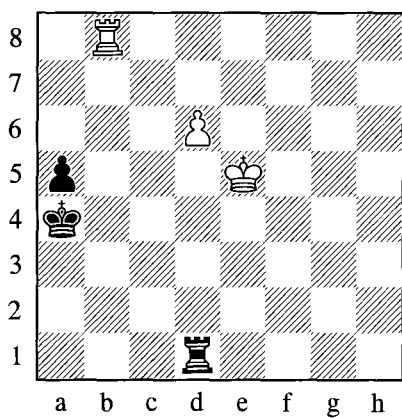
Diagram 5-7



Exercises

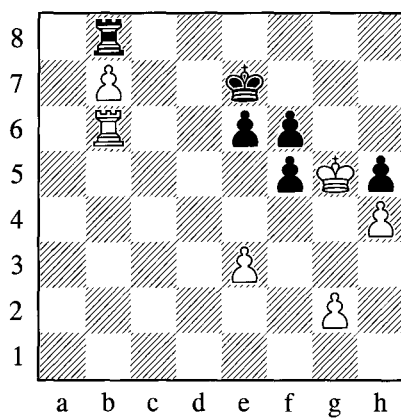
► Ex. 5-1 ◀

★★★



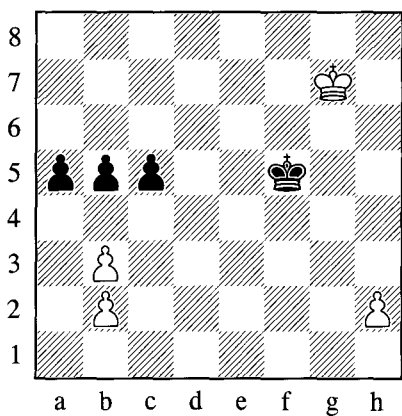
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★



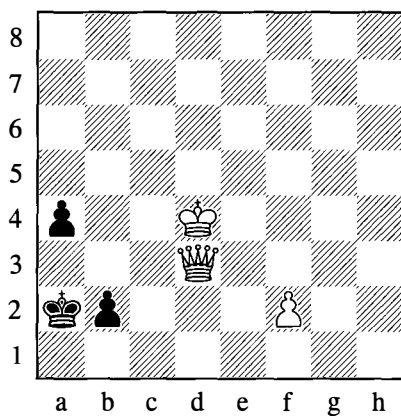
► Ex. 5-2 ◀

★★



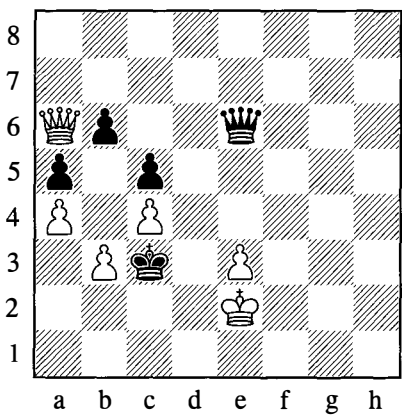
► Ex. 5-5 ◀

★★★



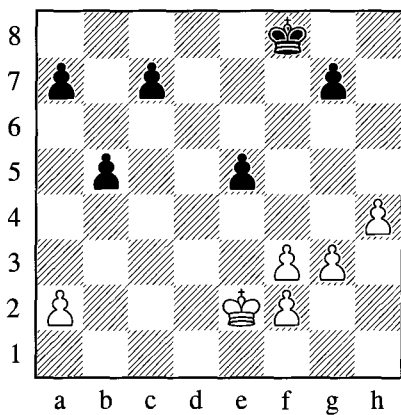
► Ex. 5-3 ◀

★★



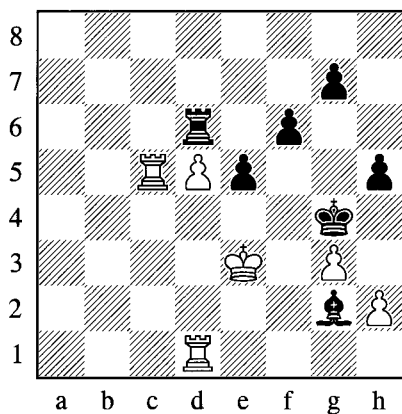
► Ex. 5-6 ◀

★★★★

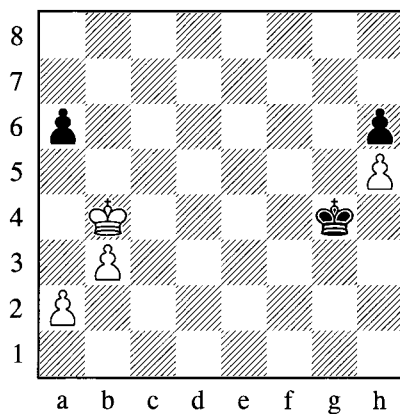


Exercises

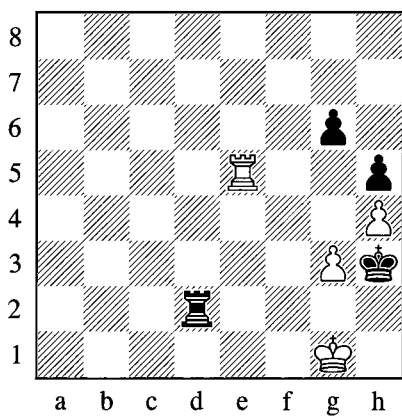
► Ex. 5-7 ◀ ★★ △



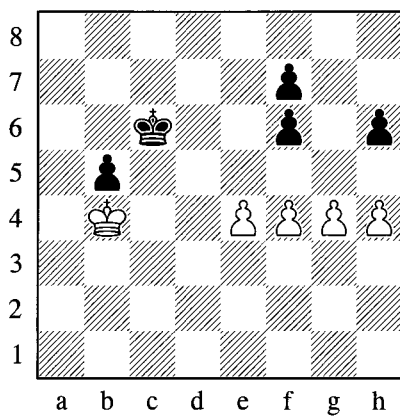
► Ex. 5-10 ◀ ★★ △



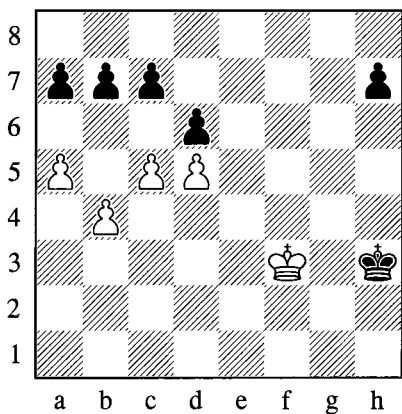
► Ex. 5-8 ◀ ★★★ △



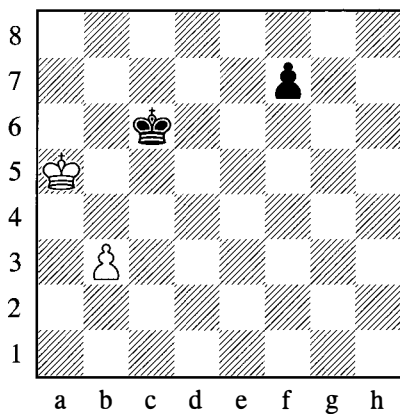
► Ex. 5-11 ◀ ★ △



► Ex. 5-9 ◀ ★★ ▼



► Ex. 5-12 ◀ ★★★★★ ▼



Solutions

Ex. 5-1

C.Lutz – T.Luther

German Ch, Bremen 1998

It is especially the case when you are defending that you should take into account your opponent's options. Here Black does not play with due care and attention and makes his route to the draw more difficult.

58...♔a3?!

It is much simpler to force away the opposing king first: 58...♖e1†! 59.♔f6 ♖f1† 60.♔e7 ♖e1† 61.♔d8 ♔a3

(3 points for this variation)

62.d7 a4 63.♖b6 (or 63.♔c7 ♖c1† 64.♔b6 ♖b1† 65.♔a7 ♖d1 66.d8♖ ♖xd8 67.♖xd8 ♔b2=) 63...♖h1! 64.♔c7 ♖h7 65.♔c8 ♖h8† 66.d8♖ ♖xd8† 67.♔xd8 ♔a2=

59.♖b5 a4 60.♖d5 ♖e1†?

The situation has changed and now this move is wrong!

The correct idea is: 60...♖h1! (2 consolation points) 61.d7 ♖h8 62.d8♖ ♖xd8 63.♖xd8 ♔b2 64.♖b8† ♔c2 65.♖a8 ♔b3 66.♔d4 a3 67.♔d3 ♔b2 68.♖b8† ♔c1=

61.♔d4!+-

Black had overlooked this idea.

If now 61...♖e8, then 62.d7 ♖d8 63.♔c3 ♔a2 64.♔b4 a3 65.♖d2† ♔b1 66.♔xa3 ♔c1 67.♖d6 ♔c2 68.♔b4+- (Lutz).

61...♖d1† 62.♔c4 ♖c1†

Exchanging rooks is no good: 62...♖xd5 63.♔xd5 ♔b2 64.d7 a3 65.d8♖ a2 66.♔c4 a1♖ 67.♖d2† ♔b1 68.♔b3+-

63.♔b5 ♖b1† 64.♔a5 ♖b8 65.♖d3† ♖b3 66.♖d4 ♖b8 67.♖xa4† ♔b3 68.♖h4 ♖b7 69.♖d4 ♔c3 70.♖d1

1-0

Ex. 5-2

Em.Lasker – S.Tarrasch

St. Petersburg 1914

40.h4!

(1 point)

40...♔g4 41.♔g6!=

(another 1 point)

But not 41.♔f6? on account of 41...c4 42.bxc4 bxc4 43.♔e5 c3! 44.bxc3 a4 45.♔d4 a3+- (Tarrasch).

41...♔xh4

41...c4? 42.h5

42.♔f5 ♔g3 43.♔e4 ♔f2 44.♔d5 ♔e3 45.♔xc5 ♔d3 46.♔xb5 ♔c2 47.♔xa5 ♔xb3

½-½

Ex. 5-3

W.Hug – R.Hübner

Switzerland 2000

55...♔xb3?

After this, White can hold the position.

The correct idea is 55...♖c6!!.

(2 points)

This would leave White defenceless:

a) 56.♔f2 ♔xb3+-

b) 56.♖a7 ♔xb3+-

c) 56.♖b5 ♖xb5 57.cxb5 (57.axb5 ♔xb3 58.e4 ♔xc4+-) 57...♔xb3 58.e4 ♔xa4 59.e5 ♔xb5+-

56.♖b5† ♔c3 57.♔f3† ♖xc4 58.♖xb6 ♖b4 59.♖b5 c4 60.e4 ♔b3 61.e5 c3 62.e6 c2 63.e7 ♖xb5 64.axb5 c1♖ 65.e8♖ ♖f1† 66.♔g3 ♔b4 67.b6 ♖g1† 68.♔f3 ♖xb6 69.♖e1† ♔c4 70.♖c1† ♔d5 71.♖g5† ♔c6 72.♖f6† ♔b7 73.♖xb6† ♔xb6

½-½

Ex. 5-4

A.Yusupov – P.Wells

Ohrid 2001

41.♔g6!

(1 point)

Certainly not 41.♔xh5?? ♔f7! and 42...♖h8# cannot be prevented.

However, White does have another way to win, although it is somewhat less natural: 41.♔h6 ♔f7 42.♔h7 (also 1 point) 42...f4

Solutions

(42...♔e7 43.♔g7 transposes to the game)
43.exf4 e5 44.fxe5 fxe5 45.♔h6 e4 46.♔xh5
e3 47.♚b2+– (Mihoci).

41...♚g8† 42.♔h7

42.♔xh5 is now possible, because 42...♔f7
is met by 43.b8♚+–.

42...♚b8 43.♔g7

1–0

Ex. 5-5

F.Yates – F.Marshall

Karlsbad 1929

Many paths lead to victory, but in the game
White overlooked a trap:

1.♔c4??

Another way to go wrong is 1.♚c4† ♔a3
2.♚c2?? b1♚! 3.♚xb1 stalemate.

The simplest way to win was pointed out
by Dvoretzky: 1.♚c2! a3 2.♔c4 (or 2.♔c3
♔a1 3.♔b3 b1♚† 4.♚xb1† ♔xb1 5.♔xa3+–)
2...♔a1 3.♚c3! (or 3.♔b3+–) 3...♔a2
4.♚b3†+–

(2 points for any of these winning lines)

1...b1♚ 2.♚xb1† ♔xb1 3.♔b4 ♔b2!

(another 1 point for spotting this trap)

4.♔xa4 ♔c3

½–½

Ex. 5-6

M.Euwe – A.Alekhine

World Ch (16), Netherlands 1935

Which pawn should Black advance first? For
positional reasons Black should prefer the
a-pawn: it might be advantageous to create an
outside passed pawn.

32...a5!

(2 points)

The correct variation is hard to calculate, but
it is easy to refute the wrong one! The game
concluded 32...c5? 33.♔e3! ½–½. White will
continue with 34.f4.

(2 points for spotting this defensive idea)

After the exchange of pawns there is nothing
Black can undertake, since his king must take
care of the white pawns on the kingside.

33.♔d3

Now 33.♔e3 b4 34.f4 fails to 34...exf4†
35.♔xf4 a4 36.♔e3 b3 37.axb3 a3+–.
This means that White is left without any
counterplay and Black can safely continue to
strengthen his position.

**33...a4 34.♔c3 c5 35.g4 ♔e7 36.♔d3 ♔e6
37.♔c3 ♔d5 38.a3 ♔e6 39.♔d3 ♔d6
40.♔c3 ♔d5 41.♔d3**

41.h5 ♔e6!? 42.♔d3 ♔f6 43.♔c3 ♔g5
44.♔d3 b4 45.axb4 cxb4 46.♔c4 a3 47.♔b3
e4 48.fxe4 ♔xg4 49.e5 ♔xh5 50.f4 ♔g6 51.e6
♔f6 52.f5 g6+–

41...b4 42.axb4

42.♔c2 is no better: 42...bxa3 43.♔c3 c4
44.♔c2 ♔d4 45.h5 c3+–

**42...cxb4 43.♔c2 ♔c4 44.♔b2 a3† 45.♔a2
♔c3+–**

The comments are based on analysis by
Dvoretzky.

Ex. 5-7

A.Yusupov – M.Rivas Pastor

Las Palmas 1993

37.♚d2!

(1 point)

White takes advantage of a chance to force
the opposing bishop onto a worse diagonal.

37...♙h3

Other moves are no better:

a) 37...♙h1 38.♚c1 ♙xd5 39.♚c5+–

b) 37...♙f1 38.♚c7 g5 39.♚c6+–

c) 37...♙f3 38.♚c4† e4 39.♚c7 g5 40.♚c6+–

d) 37...♔h3 38.♚cc2 ♙f1 (38...♙h1 39.♚c1
♙g2 40.♚g1 ♙xd5 41.♚gd1+–) 39.♚c6 ♚d7
40.d6+–

38.♚c7! g5 39.♚c6

(1 point for spotting the idea of ♚c7–c6)

39...♚d8 40.♚xf6 h4

1–0

Solutions

Ex. 5-8

F.Trabattoni – D.Barlov

La Valetta 1979

In the game White fell into a trap:

1.♖g5?

The correct defence is: 1.♞e6! ♜g2† 2.♔h1 ♜xg3 3.♜xg6!=

(2 points for this variation)

1...♜g2† 2.♔h1 ♜f2!

But not 2...♜xg3? 3.♜xg6!=.

3.♔g1 ♜f6→

(1 point for spotting this idea)

White is in zugzwang.

4.♞a5 ♜f3 5.g4 ♜g3† 6.♔h1 ♔xg4 7.♞a4† ♔h3

0–1

Ex. 5-9

A.Bets – M.Golubev

Alushta 1999

40...b6?

There is not yet a threat of a breakthrough on the queenside. For that reason the most natural solution would also be the best one! The correct move is 40...h5!.

(1 point)

41.b5 (41.c6 b6→) and only now 41...b6!→.

(another 1 point)

41.cxd6 cxd6 42.axb6 axb6 43.♔f4 h5 44.♔f5 h4 45.♔e6 ♔g4 46.♔xd6 h3 47.♔c7 h2 48.d6 h1♞ 49.d7=

Unluckily for Black, he can no longer win this ending. Since White controls the important c5-square, the typical plan of approaching with queen is not possible.

49...♞c1† 50.♔b7 ♞d2 51.♔c7 ♞f4†

51...♞c3† 52.♔b7 ♞d4 53.♔c7 ♞c4† 54.♔b7 ♞d5† 55.♔c7 ♞e5† 56.♔c8 ♞e6 57.♔c7 ♞e7 58.♔c8=

52.♔c8 ♞xb4 53.d8♞ ♞c5† 54.♔b7 b5 55.♞d1† ♔f4 56.♞f1† ♔e5 57.♞e2† ♔d6 58.♞h2† ♞e5 59.♞h6† ♔c5 60.♞c1† ♔b4 61.♞b1† ♔c4 62.♞f1† ♔b3 63.♞d3† ♔b4

64.♞b1† ♔c5 65.♞c2† ♔d4 66.♞b2† ♔e4

67.♞b4†

½–½

Ex. 5-10

V.Gavrikov – A.Kharitonov

Sverdlovsk 1984

1.♔a5?

Almost all other moves win: 1.♔c5! (you can also start with 1.a4, or even 1.♔c3) 1...♔xh5 2.b4 ♔g4 3.a4 h5 4.b5 axb5 5.a5!→

(2 points)

This is the right idea; the new white queen will stop the h-pawn! The pawn ending can be calculated!

1...♔xh5 2.♔xa6 ♔g4 3.b4 h5 4.b5 h4 5.b6 h3 6.b7 h2 7.b8♞ h1♞

White did play on and try to win, however the ending is a theoretical draw.

Ex. 5-11

E.Nakagawa – A.Day

Buenos Aires Olympiad 1978

1.g5?

White must prepare this breakthrough properly. The correct move is 1.h5!.

(1 point)

White will continue with 2.g5→.

White can defer the advance of the h-pawn and still win. For example: 1.♔b3 ♔c5 2.h5!→ (also 1 point).

1...fxg5 2.fxg5??

Now White even loses!

To save the draw, White had to play 3.hxg5! and now:

a) 3...hxg5 4.fxg5 ♔d6 (4...♔b6?? 5.e5 ♔c6 6.e6→) 5.♔xb5 ♔e5 6.♔c5 ♔xe4 7.♔d6 ♔f5 8.♔e7=

b) 3...h5 4.f5 ♔d6 5.g6 fxg6 6.fxg6 ♔e6 7.e5 h4 8.g7 ♔f7 9.♔c5! ♔xg7 10.♔d6! h3 11.e6 h2 12.e7 h1♞ 13.e8♞=

2...h5!→

This is probably what White overlooked.

Solutions

3.e5 ♖d5 4.♗xb5 ♖xe5 5.♖c6 ♖f5 6.♖d5
 ♖g4 7.♖e5 ♖xh4 8.♖f5 ♖g3 9.♖f6 ♖g4!
 0–1

Ex. 5-12

L.Ljubojevic – W.Browne

Amsterdam 1972

The winning method had featured in a study
 by Grigoriev published in 1928.

1...♖d5!

(1 point)

The game actually concluded: 1...f5??
 2.♖b4!

(1 point for spotting this defence)

2...f4 3.♖c4 ½–½

2.b4

2.♖b4 ♖d4! 3.♖a3 f5 4.♖b2 f4 5.♖c2
 ♖e3! 6.♖d1 ♖f2 7.b4 f3 8.b5 ♖g2 9.b6 f2
 10.b7 f1♖†–+

(1 point for this variation)

2...f5 3.b5 f4 4.b6 ♖c6! 5.♖a6 f3 6.b7 f2
 7.b8♖ f1♖† 8.♖a5 ♖a1† 9.♖b4 ♖b2†–+

(another 1 point)

Scoring

Maximum number of points is 29

- 24 points and above ➤ **Excellent**
- 19 points and above ➤ **Good**
- 13 points ➤ **Pass mark**

*If you scored less than 13 points, we recommend that you read the
 chapter again and repeat the exercises which you got wrong.*

Contents

- ✓ A lead in development in open positions
- ✓ A pawn sacrifice for the initiative
- ✓ The Steinitz principle

A lead in development

As has already been emphasized (see Chapter 18 of *Boost Your Chess 1*), rapid mobilization of forces is very important in the opening.

A lead in development can play a decisive role in open positions. The position may develop its own dynamic: the developed pieces attack the opponent, in doing so they often gain extra tempi and hit the opposing defence like an avalanche.

In a closed position a lead in development clearly plays a lesser part. This means of course that **the side which has a lead in development should try to open the game.**

A lead in development often comes about as a result of a pawn sacrifice. For that reason, you must be very cautious about going pawn hunting: the tempi which are lost can end up being very expensive.

A lead in development is a dynamic advantage. If you do not play energetically enough, then your opponent can neutralize this advantage by developing his own pieces and exchanging some of your active pieces. The Steinitz principle that we featured in Chapter 3 on 'Attacking the king' is very important when the advantage is a lead in development. We may restate the principle: **The side which has a lead in development must attack, otherwise it is in danger of losing its advantage.**

Here are two examples which show how to obtain and exploit a lead in development.

R.Spielmann – A.Flamberg

Mannheim 1914

1.e4 e5 2.♘c3 ♘f6 3.f4 d5

3...exf4 is not good here, since after 4.e5 the black knight is attacked and obliged to retreat. That would cost Black a lot of time.

4.fxе5 ♘xe4 5.♘f3 ♙g4

5...♙e7 is a safer alternative, preparing to castle.

6.♚e2

White attacks the knight on e4, and at the same time threatens ♖b5†.

Diagram 6-1

6...♗c5?

A bad mistake; this costs Black even more time.

6...♗g5 (to try and exploit the pin) is answered by 7.♖b5†.

Simply 6...♗xc3 is the best Black can do.

7.d4!

White accelerates his development, attacking the knight and opening the diagonal for his bishop.

7...♗xf3?!

Black wants to win the d4-pawn, but he is neglecting his development.

7...♗e6 would be a bit more resilient, though still very pleasant for White: 8.♖b5† ♗d7 (8...♗c6 9.♖xb7 ♗exd4 10.♗b5±) 9.♗e3±

8.♖xf3 ♖h4†

Diagram 6-2

9.g3!

In order to gain time for development, White is willing to sacrifice two central pawns. In the resulting open position, he can attack very quickly.

9.♖f2 ♖xf2† 10.♗xf2 ♗e6 11.♗xd5 c6 does not promise White much advantage.

9...♖xd4 10.♗e3

Winning a further tempo for development.

10...♖xe5

If 10...♖b4, then 11.♗b5† develops a piece with check, another typical way gaining time. After 11...c6 12.0-0 White has a decisive attack.

11.0-0-0 c6

If 11...♗bd7, then 12.♗h3 0-0-0 13.♗xd5+.

Diagram 6-3

12.♗xd5!

White sacrifices a piece in order to completely open up the position. Black's king is left unprotected and his pieces do not get into the game in time.

12...cxd5 13.♗xd5

13.♗xc5! is even stronger: 13...♗xc5 14.♗b5† ♖f8 15.♗he1 ♖g5† 16.♗b1 ♗c6 17.♗xd5 ♗d4 18.♖e4 f5 19.♖d3+—

13...♖e6?!

After 13...♖e4 White can force an even more beautiful finish: 14.♗b5† ♗c6 15.♗xc5!! ♖xf3

Diagram 6-1

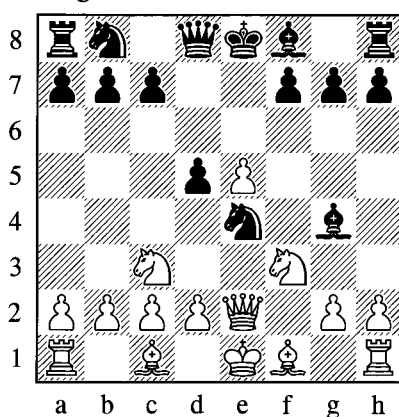


Diagram 6-2

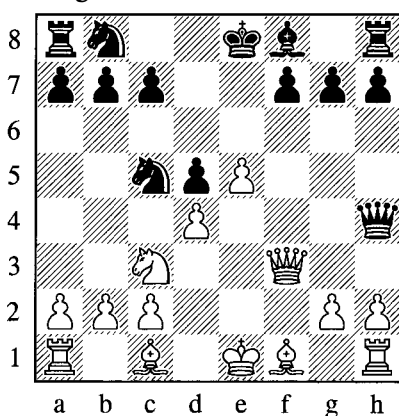


Diagram 6-3

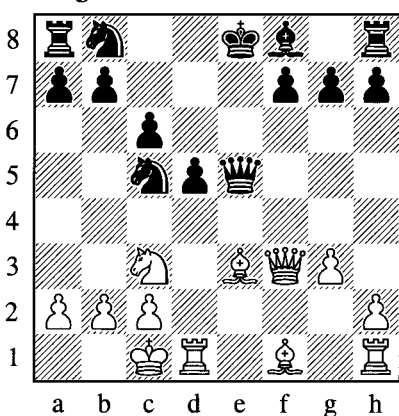
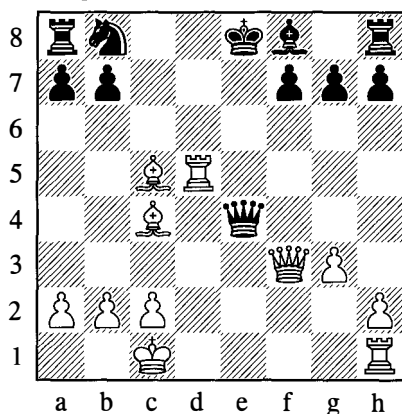


Diagram 6-4



16. ♖xc6† bxc6 17. ♜e1† ♕e7 18. ♜xe7† ♖f8 19. ♜xa7† ♖g8 20. ♜xa8#

But 13... ♜c7 is more resilient: 14. ♕f4 ♜b6 15. ♕xb8 ♕e7 (15... ♜xb8? 16. ♜f4 ♜a8 17. ♕b5† ♜xb5 18. ♜e1† ♕e7 19. ♜xe7† ♖xe7 20. ♜d6† ♖e8 21. ♜e5†+–) 15. ♕e5 0–0±

14. ♕c4

Threatening a discovered attack. Black is lost, but even so his next move is incomprehensible.

14... ♜e4?

14... ♖cd7 loses too of course: 15. ♜e1 ♕e7 16. ♜c5 0–0 17. ♕xe6 fxe6 18. ♜xb7 etc.

15. ♕xc5!

Diagram 6-4

15... ♜xf3 is met by 16. ♜e1†. Rapid mobilization has paid off brilliantly!

1–0

M. Euwe – P. Keres

World Ch, The Hague/Moscow 1948

1. e4 e5 2. ♖f3 ♖c6 3. ♕b5 a6 4. ♕a4 d6 5. c3

The main alternatives are 5.0–0, 5. ♕xc6 and 5.d4.

5... f5!?

This sharp variation of Capablanca's is still very relevant today. The quieter option is 5... ♕d7.

6. exf5 ♕xf5 7. d4

The sharpest continuation.

7.0–0 ♕d3 8. ♜e1 ♕e7 9. ♕c2 is a solid modern variation. White quietly completes his development and plans to fight for the centre with d2-d4.

7... e4 8. ♖g5

The gambit continuation 8.0–0!? exf3 9. ♜xf3 is interesting, but extremely committal.

The critical variation is 8.d5! exf3 9. ♜xf3 ♜e7† 10. ♖d1 ♕e4 11. ♜h3, first played in Kasparov – Lautier, Lyon 1994; White has a dangerous initiative.

8... d5!

8... h6? is wrong, on account of 9. ♜b3! hgx5 10. ♜xb7+–.

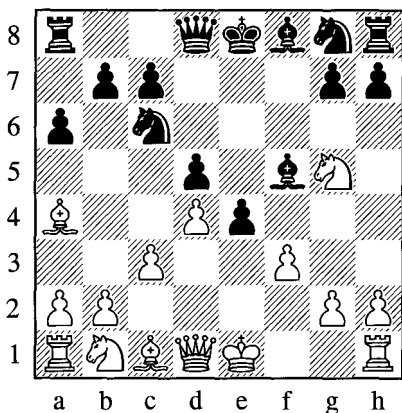
9. f3

Diagram 6-5

9... e3!?

An interesting sacrifice which brings Black a lead in development, because White still has to do

Diagram 6-5



something about his knight on g5, and in addition he may have to defend against black pressure down the e-file.

After 9...exf3?! 10.0-0! White would be better.

But there is a good alternative in 9...h6 10.fxe4 hxe4 11.exf5 ♖d6 12.♟d2 ♜e7† with compensation for the pawn, Dvoirs – Lautier, Biel 1993.

10.f4!

But not 10.♙xe3? h6 11.♟h3 ♙xh3 12.gxh3 ♜f6 13.♜d3 0-0-0 (Euwe) and Black has an excellent position.

10...♙d6

Diagram 6-6

11.♜f3

In the event of 11.♙xe3, there follows 11...♜e7 12.♜e2 ♟f6 13.♟f3 ♙g4 with compensation.

“11.♜h5† is worth considering, so as not to play 12.♜f3 until after 11...g6 (11...♙g6 weakens the e6-point), which deprives the bishop of the important g6-square. In any case, Black still has the open e-file at his disposal.” – Suetin.

11...♜f6 12.♜xe3†

In the other variations too, Black gets sufficient initiative for a pawn, for example, 12.♜xd5 ♙xf4 or 12.♙xe3 h6.

12...♟ge7 13.♙xc6?!

This only helps Black to control the weakened light squares.

Keres correctly recommends: 13.♟f3! 0-0 14.0-0 ♙e4 (14...♙xb1 15.♜xb1 ♜g6 16.♙d2 ♜xf4=) 15.♟g5 ♙f5= with a repetition of moves.

13...bxc6 14.0-0 0-0

Diagram 6-7

“Black’s pawn sacrifice has resulted in a considerable lead in development. All his pieces are already in play, whereas White still has a knight and bishop on their starting squares. In addition, the white queen is rather awkwardly placed on the e-file. Black has an active bishop pair and good prospects of occupying the e-file. The f4-pawn also contributes to White being worse: it makes the c1-bishop ‘bad’, and it weakens the light squares. However, it should not be forgotten that Black is a pawn down. That obliges him to play energetically.” – Neistadt.

15.♟d2?

Diagram 6-6

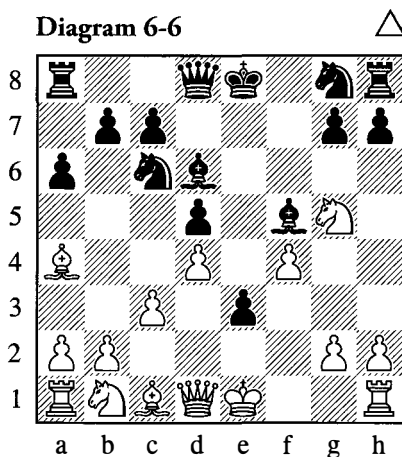


Diagram 6-7

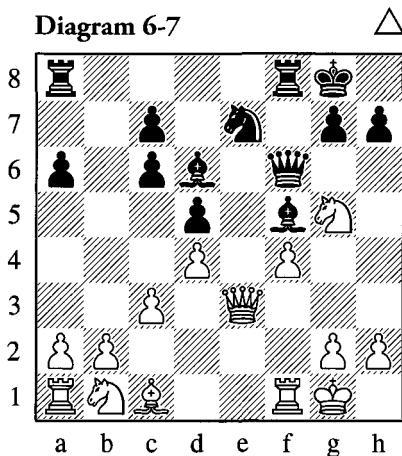


Diagram 6-8

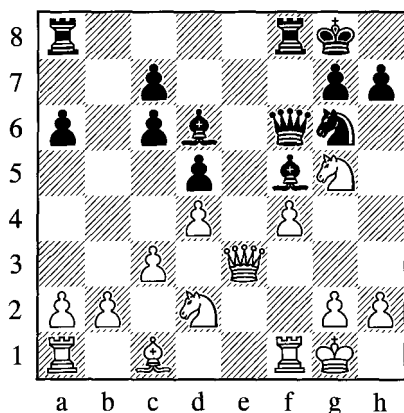
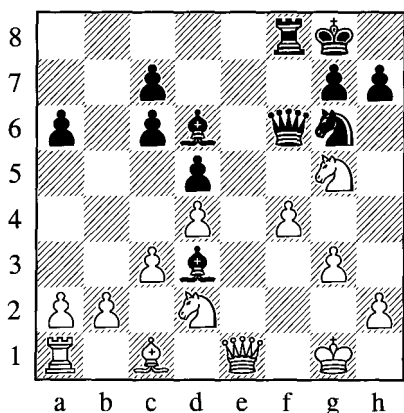


Diagram 6-9



A serious mistake. White should block the open file by bringing his knight to e5 as soon as he possibly can. After 15. ♖f3 ♙xb1 16. ♗xb1 ♜g6 17. ♙d2 ♗xf4 18. ♖e5 ♙xe5 19. ♗xe5 ♗e4 20. ♗g5 (Keres) the position is level.

15... ♖g6!

Diagram 6-8

By threatening ... ♖xf4, Black forces g2-g3; he can then win more tempi with the attack on the e-file.

16.g3 ♗ae8!

All the black pieces are in play! Black's lead in development is now overwhelming.

17. ♗f2

17. ♗f3? fails to 17... h6→, winning the knight.

17... ♙d3

It is interesting to see how Keres utilizes his lead in development. He attacks the opposing pieces energetically and tries to open the position very quickly.

18. ♗e1 ♗xe1† 19. ♗xe1

Diagram 6-9

The exchange of rooks has led to a situation in which Black has, in relative terms, increased his lead in development – now it is 5 pieces against 3, instead of 6 against 4.

19... ♙xf4!!

The decisive combinational blow! With this bishop sacrifice Black destroys the defences of the white kingside.

It may appear as if Black had a choice of sacrifices, but after 19... ♖xf4? 20. gxf4 White can defend:

a) 20... ♗xf4? 21. ♗e6† ♖h8 22. ♖df3!±

b) 20... ♙xf4 21. ♗e6† ♗xe6 22. ♖xe6 ♙e3† 23. ♖g2 and in this complicated position Black has enough compensation for the piece, but no advantage.

20. gxf4

20. ♗e6† ♗xe6 21. ♖xe6 fails to: 21... ♙e3† 22. ♖h1 ♗f1†! 23. ♖g2 (23. ♖xf1? ♙e4#) 23... ♗f2† 24. ♖h1 (24. ♖h3 ♙f5† 25. g4 ♙xe6→) 24... ♗xd2! 25. ♖c5 (25. ♙xd2 ♙e4#) 25... ♖d1†→

Declining the sacrifice with 20. ♖h3± was the most stubborn defence.

20... ♖xf4 21. ♖df3

“At last the c1-bishop is going to be brought into play, but it is already too late: the white king position

is open as wide as a barn door, and there is nothing which can save the white monarch anymore.” – Neistadt.

21.♘gf3 is met by 21...♞g6† 22.♙f2 ♘h3† 23.♙e3 ♙c2! 24.♞e2 ♞h6† 25.♘g5 ♞xg5#.

21.♞h4 also loses quickly: 21...♘h3†! (or 21...♘e2† 22.♙g2 ♙e4†–+) 22.♞xh3 ♞f2† 23.♙h1 ♞e1† 24.♙g2 ♞f2† 25.♙g3 ♞g1† 26.♙h4 ♞f4† 27.♙h5 ♙g6#

If 21.♞e5, then 21...♘e2† 22.♙h1 ♞f2!–+.

21...♘e2† 22.♙g2

Diagram 6-10

22...h6!–+

The simplest. Black recovers his piece, while his attack continues in full flow. White cannot hold out for long, since the powerful black attack will be increased by the opposite-coloured bishops – there is absolutely no way White can protect the light squares.

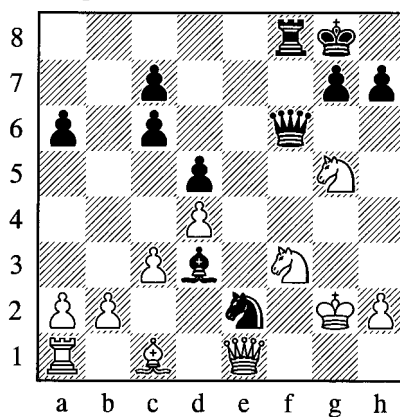
23.♞d2

23.h4 is also hopeless: 23...hxg5 24.hxg5 ♙e4† 25.♘xe4 ♞f3† 26.♙h2 ♞xe4 27.♙g5 ♞g4–+

23...♞f5 24.♞e3 hxg5 25.♙d2 ♙e4

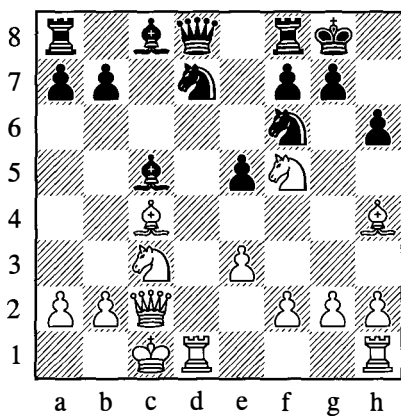
0–1

Diagram 6-10

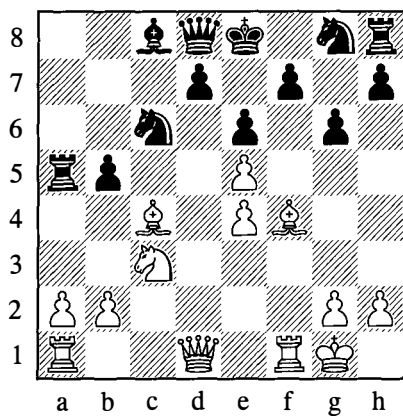


Exercises

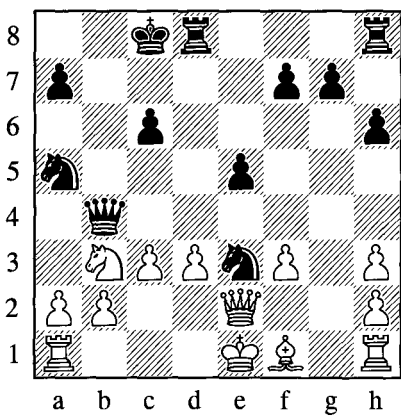
► Ex. 6-1 ◀ ★ △



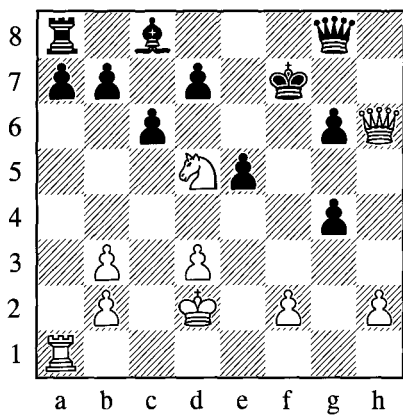
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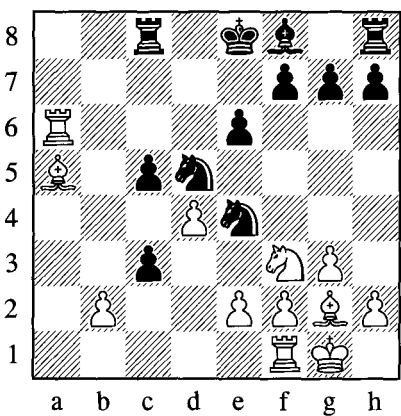
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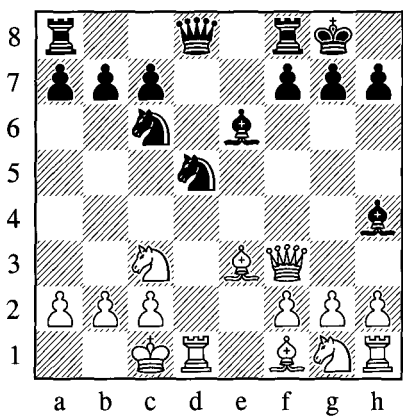
► Ex. 6-5 ◀ ★★ △



► Ex. 6-3 ◀ ★★ △



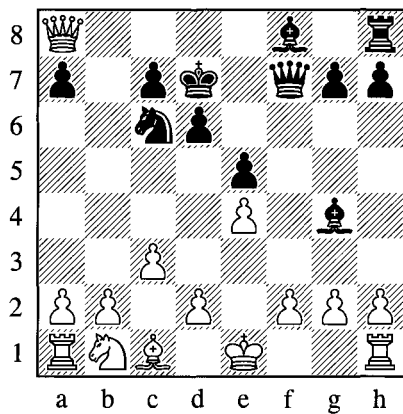
► Ex. 6-6 ◀ ★★ ▼



Exercises

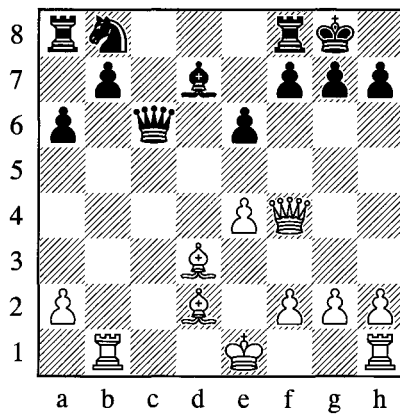
► Ex. 6-7 ◀

★★



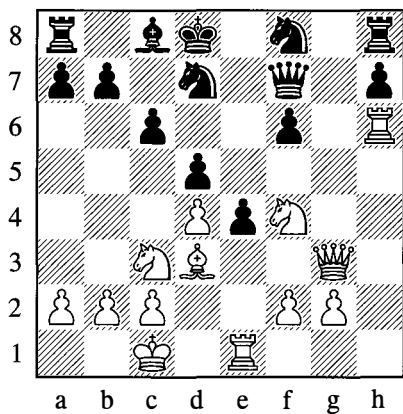
► Ex. 6-10 ◀

★



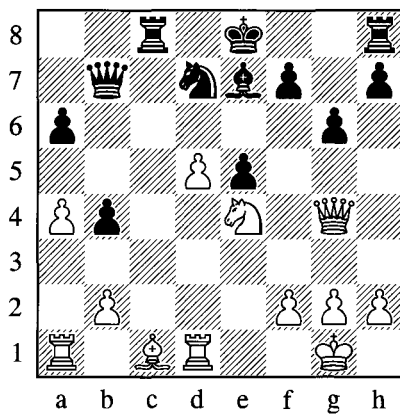
► Ex. 6-8 ◀

★★



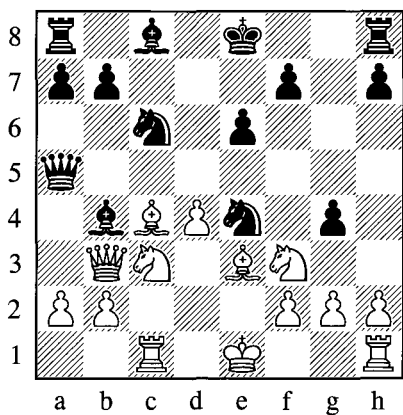
► Ex. 6-11 ◀

★★



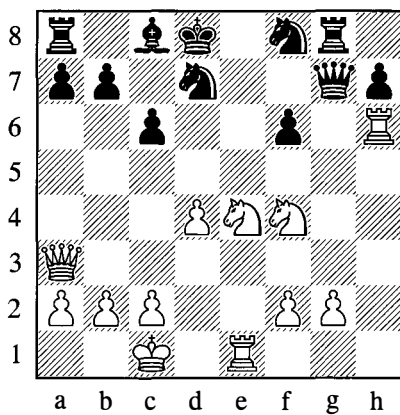
► Ex. 6-9 ◀

★★



► Ex. 6-12 ◀

★



Solutions

Ex. 6-1

L.Rudenko – Kogan

USSR

White is well developed and ready for a rapid attack.

1. ♖xh6!

(1 point)

Equally good is: 1. ♗e4! (also 1 point)
1... ♙e7 (1... ♖c7 2. ♖xh6+–) 2. ♜xd7 ♙xd7
3. ♗xe7+ ♜xe7 4. ♗xf6+–

And 1. ♗d5 (also 1 point) is strong as well.

**1...gxf6 2. ♜g6+ ♗h8 3. ♜xh6+ ♗g8
4. ♜xd7! ♗g4**

4... ♙xd7 5. ♜g6+ ♗h8 6. ♙xf6+–

5. ♙xf7! ♜xf7 6. ♜xd8+

6. ♜g6+ ♗h8 7. ♜xf7 is another way to win.

1–0

Ex. 6-2

W.Steinitz – M.Chigorin

World Ch (8), Havana 1892

18... ♜h4+

(1 point)

19. ♗d2

19. ♜f2 is a tougher defence: 19... ♗c2+
20. ♗e2 ♜xf2+ 21. ♗xf2 ♗xb3 22. ♜d1 ♗ba1
23. ♙e2 ♜he8 24. ♜d2 f5 25. ♙d1 e4+–

19... ♗ac4+ 20. ♗c1 ♜xd3!

(another 1 point)

21. ♙g2

21. ♜xd3 ♜e1+ leads to mate.

**21... ♜hd8 22. a4 ♜d1+ 23. ♜xd1 ♜xd1+
24. ♜xd1 ♗xd1**

0–1

Ex. 6-3

P.Keres – H.Platz

Budapest 1952

19. ♗e5!

(1 point)

19... ♗d2 20. ♜d1!

(another 1 point)

White has brought all his pieces into play.

20...c2

If 20...cxd4, then 21. bxc3 dxc3 22. ♙xc3
♜xc3 23. ♙xd5 exd5 24. ♜xd2±.

21. ♜c1 ♗b3 22. ♜xc2 ♗xd4 23. ♜d2 ♗b3?

23... ♙e7 24. e3 ♗b3 25. ♙xd5 exd5
26. ♜xd5±

24. ♙xd5! ♗xd2?

Black had to play 24...exd5, although
25. ♜xd5 should be winning for White.

25. ♙b7!

Black resigned, in view of: 25... ♜b8 26. ♙c6+
♗e7 27. ♜a7+ ♗d6 (27... ♗f6 28. ♗d7+–)
28. ♙c7+–

1–0

Ex. 6-4

A.Alekhine – O.Chajes

Karlsbad 1911

13.b4!

(2 points)

White gives his opponent no breathing
space!

The alternatives 13. ♙xb5 ♜b6+ and
13. ♗xb5 ♜xb5 14. ♙xb5 ♜b6+ are not as
good.

13... ♜b6+

13... ♗xb4 is met by: 14. ♗xb5 ♜b6+ 15. ♜f2
(or 15. ♗h1 ♜xb5 16. ♙xb5 ♜xb5 17. ♜b1+–)
15... ♜xb5 16. ♙xb5 ♜xb5 17. ♜b3+–

(1 point for seeing the idea of the b-file pin)

14. ♗h1 ♗xb4 15. ♙xb5

Another strong move is 15. ♜f3!? threatening
16. ♙e3+–.

15... ♜xb5 16. ♗xb5 ♜xb5 17. ♜b1! ♙a6

Other moves also lose: 17... ♗e7 18. a3
or 17... ♜c5 18. ♜c1 or 17... ♜c4 18. ♜a4 or
17... ♜a5 18. ♙d2.

18. ♜d6! f6

18... ♗e7 is met by 19. ♜fd1!+–, and not
19. ♜xb4? ♜xb4 20. ♜xb4 20... ♗c6!±.

**19. ♜fcl ♜d3 20. ♜xb4 g5 21. ♜d4 ♜b5
22. a4 ♜b7 23. ♜c7 ♜b1+ 24. ♜d1**

1–0

Solutions

Ex. 6-5

A.Alekhine – S.Levitsky

St Petersburg (8) 1913

22. ♖b6!

(1 point)

White has to act very energetically, otherwise Black will consolidate his position.

22... ♖b8 23. ♖c4!

(another 1 point)

If 23. ♖xa7, then 23... d6 24. ♖c4 ♖e6=.

23... d6

Now 23... ♖e6 is met by 24. ♖xe5! ♖xe5 25. ♖g5+ ♖d6 26. ♖f4+–.

24. ♖xd6+ ♖e7 25. ♖c4

25. ♖e4!?± may be more dangerous.

25... ♖f5 26. ♖e1

26. ♖g5+!? ♖e6 27. ♖e3 ♖h8 28. ♖e1± is more accurate.

26... ♖h8

Black can defend actively with 26... ♖f6!? 27. ♖xe5 ♖xb3. For example: 28. ♖d7+ ♖xd7 29. ♖f4+ ♖f5 30. ♖e5+ ♖f7 31. ♖c7+ ♖d7 32. ♖xb8 ♖xb2+ 33. ♖e3=

27. ♖e3 ♖d8?

27... ♖e8 28. ♖xe5 ♖f8 29. ♖xa7±

28. ♖xe5 ♖f6 29. ♖xg4+ ♖xg4 30. ♖e5+ 1–0

Ex. 6-6

J.Mieses – A.Alekhine

Scheveningen 1913

11... ♖xc3!

(2 points)

This sacrifice is practically forced, since the alternatives are not good:

a) 11... ♖ce7 12. ♖xd5 ♖xd5 (12... ♖xd5 13. c4+–) 13. ♖h5 ♖f6 14. c4±

b) 11... ♖cb4?! 12. a3 ♖xc3?! 13. ♖xd8 ♖ba2+ 14. ♖d2 ♖b1+ 15. ♖e1+–

12. ♖xd8 ♖xa2+ 13. ♖b1 ♖axd8

Black has obtained a rook, a knight and a pawn for his queen. He is better developed and has a dangerous initiative. I will give the

rest of this interesting game with just brief notes.

14. ♖e2 (14. ♖h3!?) 14... ♖ab4 15. ♖h3 ♖fe8 16. ♖f4 ♖f5 17. ♖c1 g6 (17... ♖d4!?±) 18. g4 ♖e4 19. ♖h3 ♖f6 20. ♖f3 ♖xf3 21. ♖xf3 ♖e5 22. ♖e2 (22. ♖xb7 ♖b8 23. ♖g2 ♖c4=) 22... c5! 23. ♖g1! c4 (23... ♖bc6!?=) 24. h4 ♖d5?! 25. ♖xd5 ♖xd5 26. f4?! (26. ♖g5!?±) 26... ♖d3! 27. ♖f3?! (27. cxd3 ♖xd3 28. ♖g3 ♖d4=) 27... ♖b5! 28. cxd3 ♖xb2+ 29. ♖c1 cxd3 30. ♖d1 ♖c8 (30... ♖e7!) 31. g5? (31. ♖e4!)= 31... ♖cc2+– 32. ♖e1 ♖b1+ 33. ♖d1 ♖c3+ 0–1

Ex. 6-7

J.Rodzinski – A.Alekhine

Paris 1913

Black has already sacrificed a lot of material and now has to attack very energetically.

10... ♖c4!

(1 point)

11. f3 ♖xf3!

(another 1 point)

11... ♖d4 poses White fewer problems: 12. d3! ♖xf3+ (12... ♖xd3? 13. cxd4 ♖xf3 14. ♖c3!+–) 13. gxf3 ♖xd3 14. ♖d5 ♖xf3 15. ♖b5+ c6 16. ♖b7+–

12. gxf3 ♖d4! 13. d3?

A wrong decision costs White the game. He had to play: 13. cxd4 ♖xc1+ 14. ♖e2 ♖xh1 15. d5 (or 15. dxe5!?=) 15... ♖xh2+ 16. ♖d3 ♖g1 17. ♖c6+ ♖d8 18. ♖a8+ ♖e7 19. ♖c2= 13... ♖xd3 14. cxd4 ♖e7! 15. ♖xh8 ♖h4#

Ex. 6-8

A.Alekhine – H.Fahrni

Mannheim 1914

18. ♖xe4!

(2 points)

A courageous and correct decision. White has a lead in development and must open the position!

Solutions

18...dxe4

After 18...♞g8 19.♙xd5 cxd5, White obtains a decisive attack with either 20.♞e3 or 20.♞h4.

19.♙xe4 ♞g8

19...♞xa2 is followed by: 20.♙xf6! ♙xf6 21.♞xf6! (21.♞g7 is not so clear, because of 21...♙d6 22.♞xh8 ♞a1† 23.♙d2 ♞a5†) 21...♞g8 22.♞xf8† ♞xf8 23.♞h4† ♙c7 24.♞e7† ♙d7 25.♙e6†+–

20.♞a3! ♞g7

Offering an exchange of queens does not help: 20...♞e7 21.♞xe7† (or 21.♞a5† b6 22.♞c3+– Alekhine) 21...♙xe7 22.♙xf6† ♙f7 23.♙xg8 ♙xg8 24.♞e7+–

See Ex. 6-12.

Ex. 6-9

A.Alekhine – Z.Balla

Budapest 1921

13.♙e5!

(2 points)

The most active continuation.

13...♙xe5 14.dxe5 ♙xc3†?

This exchange is not necessary.

14...0–0 is an improvement, although both 15.0–0 ♙xc3 16.bxc3 ♞xe5 and 15.♞d1! ♙xc3 16.♞xg4† ♙h8 17.bxc3 ♙xc3† 18.♙e2 ♙xe5 19.♞hd1 offer White good compensation.

15.bxc3 b6

After 15...♞xe5 16.♙d4 ♞f4 17.♙b5† ♙f8 18.♞b4† ♙g8 19.0–0, Black's position is in ruins.

15...0–0 is strongly met by 16.♞d1!±.

16.0–0

Also good is 16.♙b5† ♙d7 17.♙xd7† ♙xd7 18.0–0±.

16...♙d7 17.♞fd1! ♙a4 18.♞b1 ♙xc3?

18...♙xd1 is no better: 19.♙b5†! ♙e7 20.♞xe4 ♞xb5 21.♞b7† ♞d7 22.♙g5†+–

However, 18...♙c6 is more a stubborn defence: 19.♙d3 ♙xc3 20.♞xc3 ♞xc3 21.♞c1 ♞xe5 22.♞xc6±

19.♞xc3 ♞xc3 20.♙b5† ♙xb5 21.♞xb5† ♙f8 22.♙h6† ♙g8 23.♞d7+–

23...♞c8 is met by 24.♞e7+–.

1–0

Ex. 6-10

P.Johner – A.Alekhine

Bad Pistyan 1922

15...e5!?

(1 point)

Alekhine fights for the initiative.

15...♞a4!? 16.♞xb7 ♙b5 (also 1 point) is equally good.

16.♞xe5 ♞e8 17.♞d4!?

17.♞g3? allows 17...♞xe4†+.

17.♞f4! is more circumspect: 17...♙e6 18.0–0 ♙d7 19.♞fc1 ♙c5 20.♞e3 b6 21.♙b4=

17...♞g6! 18.f3

18.0–0? loses the exchange to 18...♙h3+–.

18.f4 may be met by: 18...♙c6! (or 18...♙b5!?) 19.♞f2 (19.♞xd7 ♞xg2 20.♞f1 ♞ad8+–) 19...♙f5†

18...♞xg2! 19.♞g1 ♙c6! 20.♞e3 ♞xh2 21.♙c3 g6!

A sensible reaction to White's kingside threats, although Black can also play 21...♙e5!? 22.♞xg7† ♙xg7 23.♞g5† ♙h8 24.f4 h6!†.

22.♞xb7 ♞ad8! 23.♙f6 ♙e5 24.♙e2 ♙b5! 25.♙xe5!?

Better is 25.♙xd8 ♙xe2 26.♙c7!, though 26...♙xf3 should still be winning for Black.

25...♞xe5 26.♙xb5 ♞xb5 27.♞xb5 axb5 0–1

Ex. 6-11

A.Alekhine – K.Hromadka

Bad Pistyan 1922

21.♙g5!±

(2 points)

The threat of ...f5 is countered tactically and without loss of tempo!

21...h6!?

Solutions

Ex. 6-12

A.Alekhine – H.Fahrni

Mannheim 1914

21...f6? loses to 22.♖e6.

21...f5 is answered by 22.♖h4 ♜b6 23.♖g3, when Black's position is under considerable pressure.

22.♙xe7 ♜xe7 23.♖h4†

23.♙ac1! would have been very strong. For example: 23...♙xc1 24.d6†! ♜f8 25.♙xc1 h5 26.♙c7 ♖d5 27.♖f3+–

23...g5?!

Alekhine mentions that 23...f6 24.f4! gives White a very strong attack.

24.♖g4

24.d6†!? may be even stronger.

24...♙c4 25.♖f5 ♙f8 26.b3! ♙cc8 27.♜f6! ♙c5

27...♜xf6 28.d6†+–

28.♜xd7 ♖c8

28...♖xd7 29.♖xe5† ♜d8 30.♖b8† ♙c8 31.♖b6† ♖c7 32.♖xh6+–

29.d6†

The finish would be 29...♜d8 30.♖f6† ♜xd7 31.♖e7† ♜c6 32.d7!+– (Alekhine).

1–0

21.♜d6!+–

(1 point)

21...♜b6

21...♖xh6 loses to 22.♜f7†.

22.♜e8! ♖f7

Everything else loses as well: 22...♖xh6 23.♖e7# or 22...♖d7 23.♜xf6+– or 22...♜c4 23.♖c5 ♖f7 24.♙xf6+–.

23.♖d6† ♖d7 24.♖xf6†

1–0

Scoring

Maximum number of points is 22

- **19** points and above → **Excellent**
- **15** points and above → **Good**
- **11** points → **Pass mark**

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

Contents

- ✓ The emergence of weaknesses
- ✓ Weaknesses in the castled position

Exploiting weaknesses

In the course of a game the pawns have to advance. This results in some weaknesses in the position. Finding these weak points in your opponent's position is very important. Then you can either attack these points with massive force, or occupy them with your pieces.

It is especially important to discover such weaknesses in the castled position. You can frequently provoke pawns in the castled position to move and so create one or more weak points.

There are various ways to exploit weaknesses. You can simply exchange off the pieces which are defending the weak points. And naturally you should not forget tactical methods!

Here are two games which were decided by weaknesses in the castled position. The annotations to the following game are based on analysis by Sokolsky.

Kestenboim – Usov

Moscow 1963

1.e4 c5 2.♘f3 ♘c6 3.♙b5 g6 4.0-0 ♙g7 5.♞e1 a6?!

Black just loses a tempo with this move. 5...♘f6 would be better, or even 5...e5.

6.♙xc6 bxc6

6...dxc6 was worth considering, so as to activate the light-squared bishop.

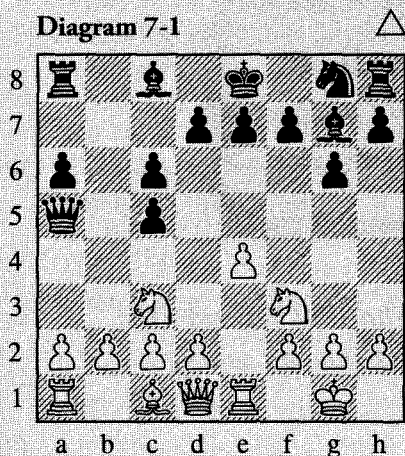
7.♘c3

White could play 7.e5!? immediately, in order to take control of more space in the centre.

7...♞a5?

An incomprehensible move. 7...e5 is correct.

Diagram 7-1



8.h3

8.d3!? is the principled move, and if 8...♙xc3?! 9.bxc3 ♞xc3, then 10.♞b1 gives White a strong initiative on the weakened dark squares.

8...♘f6

Here too, 8...e5 is an improvement.

9.e5 ♘d5 10.♘e4 0-0 11.d3 ♞b6

Black is playing without a plan, and abandons his kingside. 11...f5± would have been better.

12.c4!

This forces the knight to retreat and gains even more space in the centre.

12...dxc7 13.Bb1 dxe6 14.Qe3 a5

Diagram 7-2

15.Qd2±

White finds a simple plan. He wants to exchange the dark-squared bishops as well as the good knight on e6, and then exploit the weakened dark squares in the castled position.

15...Bd8

The defence is not easy, but both 15...Re8 and 15...Bb4! were worth considering.

16.Qh6 Qh8

Now 16...Bb4 is simply met by 17.Qe3±.

17.Qg5! Qf8

After 17...Qxg5 18.Qxg5, the white queen takes up a threatening position on the kingside.

Nor would 17...Re8 be any better: 18.Qxe7! Rxe7 19.Qh6! and the threats of d6+ and dfg5 are decisive.

Diagram 7-3

18.Qf6!

White is seeking a tactical solution.

18...Qg7

Black finally agrees to the exchange of bishops.

18...exf6 19.exf6 d5 would also be very dangerous, in view of: 20.Qh6+ Qg8 21.Qeg5 Qf8 22.Re7 Qe6! (22...Ra7 23.Bbe1 Qxf6 24.Re8 Rxe8 25.Rxe8 Qg7 26.Qxh7#) 23.Rxe6 Ra7 24.Qe5 fxe6 25.f7+ Rxf7 26.Qgx7 Qg7 27.Qf4±

19.Qxg7+ Qxg7 20.Qh2

Intending Qg4 and Wh6+. Going immediately for an exchange of knights with 20.Qfg5!? is also strong.

20...Bh8?!

Better is 20...h6 21.Qg4 Bh8±.

21.Qg5!

White wants to exchange the e6-knight.

21.Qg4 can now be met by 21...h5 or 21...h6.

21...d5 22.exd6 Qxg5?

22...exd6 would be a more stubborn defence, although 23.Qxe6+ Qxe6 24.Qc3+ Qg8 25.Qf3 (intending Qg5) is very promising for White.

Diagram 7-2

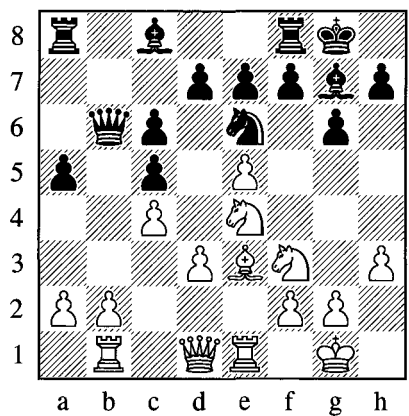


Diagram 7-3

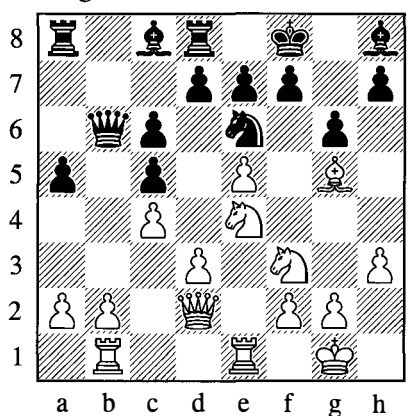


Diagram 7-4

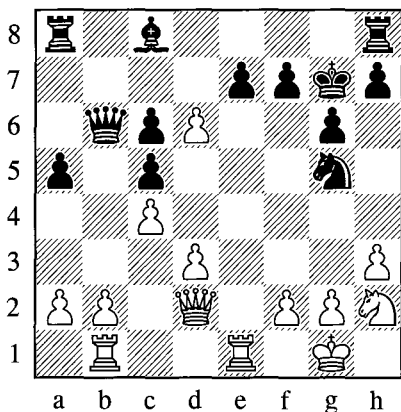


Diagram 7-5

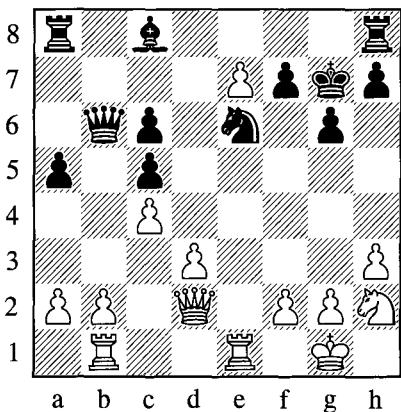


Diagram 7-6

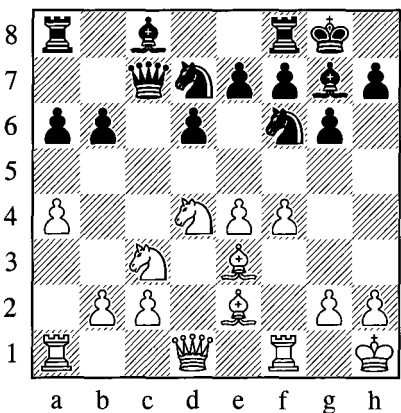


Diagram 7-4

23.dxe7

23.♞xe7! is even stronger: 23...♞e6 24.♞e3 h5 (24...♞a7 25.♞e5† ♖g8 26.♞e8† ♜f8 27.♞xf8† ♜xf8 28.♞xh8#) 25.♞e5† ♜h7 26.d7 ♞xd7 27.♞xf7† ♜h6 28.♞e3† g5 29.♞xd7+—

23...♞e6?

There will now follow a rapid attack on the dark squares.

23...♞xh3† would have been more resilient: 24.gxh3 ♞xh3 25.♞c3† f6 26.♞e3 ♞f5 27.♞f1± and White will continue with ♞g3.

Diagram 7-5

24.♞g4! h5

24...f5 25.♞h6† (25.♞xe6 ♞xe6 26.♞c3† is also winning) 25...♜f7 26.e8♞† ♜xe8 27.♞g7 ♞f8 28.♞xe6† ♞xe6 29.♞e1+—

25.e8♞! hxg4

Or 25...♞xe8 26.♞h6† ♜g8 27.♞f6#.

26.♞e7

1–0

R.Kholmov – A.Bannik

Minsk 1962

1.e4 c5 2.♞f3 d6 3.d4 cxd4 4.♞xd4 ♞f6 5.♞c3 a6 6.♞e2 g6

Black is playing in the style of the Dragon Variation, but with ...a6 rather than ...♞c6. The more popular alternatives are 6...e5 and 6...e6.

7.0–0 ♞g7 8.f4 ♞bd7

8...0–0 followed by ...♞c6 is also interesting.

9.♞h1 0–0 10.♞e3 ♞c7 11.a4!?

It is important to prevent ...b5. For example, 11.♞e1 b5 12.a3 ♞b7 gives Black good counterplay.

11...b6

11...e5!? is the main alternative, but 11...♞e8!? or 11...♞b6!? 12.♞d3 ♞g4 are not bad either.

Diagram 7-6

12.♞d5!

Kholmov finds a good plan.

12...♞xd5

12...♞d8? loses material to 13.♞c6.

13.exd5 ♞b7 14.c4

White has an advantage in space and may continue

operations on the queenside with b2-b4 and a4-a5.

14...a5

Black closes the queenside, but he can also be put under pressure on the kingside.

Kholmov suggested that 14...♖ae8!? intending ...e5 would have been better.

15.♘b5

White could already launch an attack with 15.f5, but Kholmov does not rush with it.

15...♖c8 16.♗d2

Playing for the exchange of bishops with 16.♗d4!? also offers White an edge.

16...♘c5 17.♖a3!

The rook can be brought into the attack via the third rank.

17...♗a6 18.♘d4!

Here too 18.f5 is possible, but Kholmov decides to use his knight in the kingside attack.

18...♖e8?

Black just weakens his castled position with this move (the f7-pawn is left unprotected).

18...e6 would be an improvement here.

Diagram 7-7

19.f5!

After this strong move, White simply threatens ♗h6 followed by ♖h3.

19...♘e4 20.♖c2 ♘f6

Threatening ...♘xd5.

21.♖c3 ♘d7?!

Black wants to fortify his position with ...♘e5, but the knight never gets there.

Perhaps Black should try 21...♖d7, although he remains under pressure.

22.fxg6 hxg6

Diagram 7-8

23.♗g4!

White not only pins the knight, but also prepares an attack against the f7- and g6-pawns. Black's castled position has been weakened by the exchange of a pair of pawns, and in addition there is now a dangerous open f-file. Black's major pieces are too passive and cannot even distract his opponent.

23...♗f6

23...♖c7 is met by a combination: 24.♖xf7! ♘xf7 25.♗e6† ♘f8 26.♖xg6 ♘e5 27.♖f5† ♗f6 28.♗h6#

Diagram 7-7

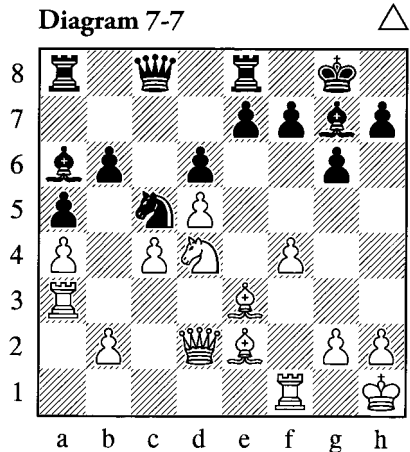


Diagram 7-8

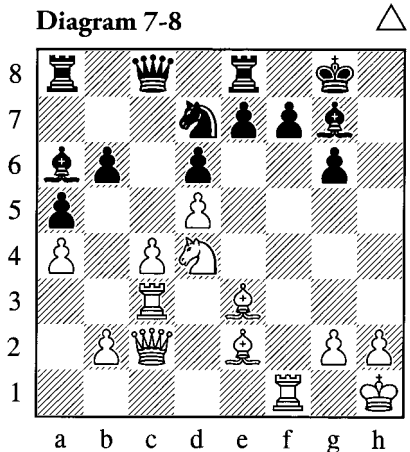
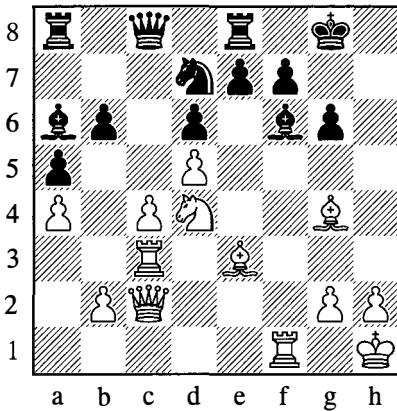


Diagram 7-9



After 23...f5, Kholmov had planned 24.♔xf5! gxf5 25.♔h6!! and Black cannot withstand the powerful attacking wave: 25...♔xd4 (or 25...♔xh6 26.♖xf5 ♕f8 27.♖g3† ♖h8 28.♖h3† ♖g8 29.♗h6†+-) 26.♖g3† ♖h8 27.♖xf5 ♗f8 28.♔g7† ♔xg7 29.♖h3†+-

Diagram 7-9

24.♔e6!!

White launches a decisive attack. But it is interesting to note that he also had other ways to win. For example: 24.♔g5!! ♔xg5 (24...♔xd4 25.♔e6!) 25.♔e6!+-

24...♖g7

24...fxe6 25.♖xg6† ♔g7 is also hopeless, on account of 26.♗e6+-.

25.♔h6†! ♖xh6 26.♗f5†!

Other moves are also good enough, but this wins the most quickly!

26...gxf5

26...♖h7 is followed by: 27.♖h3† ♖g8 28.♗xe7†! (Kholmov) 28...♖xe7 29.♖xg6† ♖f8 30.♖h8† ♔xh8 31.♖xf7† ♖e8 32.♖g8† (or 32.♖f8† ♖xf8 33.♖g8#) 32...♗f8 33.♖xf8#

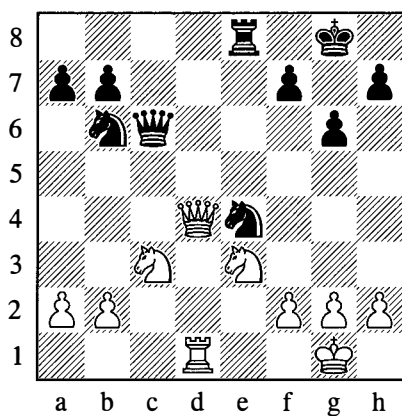
27.♖d2† ♔g5 28.♖h3† ♖g6 29.♔xf5†

Black will be mated in a few moves.

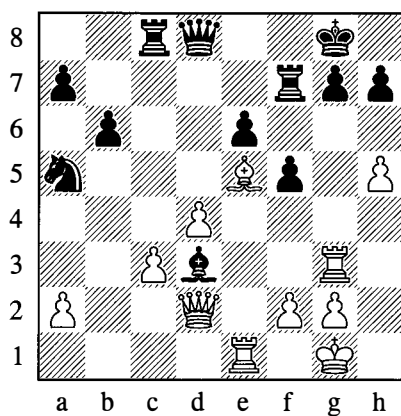
1-0

Exercises

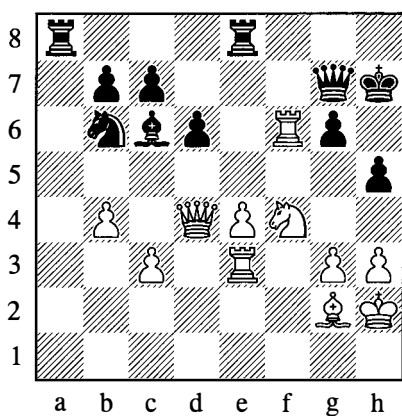
► Ex. 7-1 ◀ ★ △



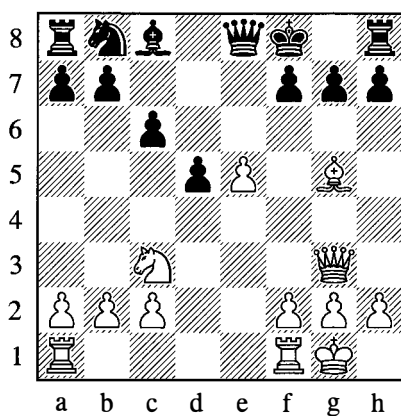
► Ex. 7-4 ◀ ★★ △



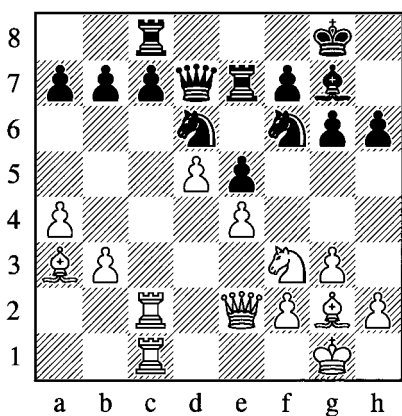
► Ex. 7-2 ◀ ★ ▼



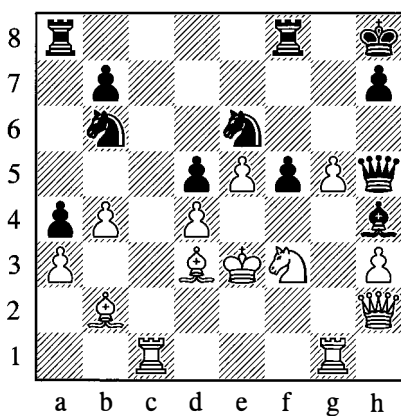
► Ex. 7-5 ◀ ★★ △



► Ex. 7-3 ◀ ★★ △

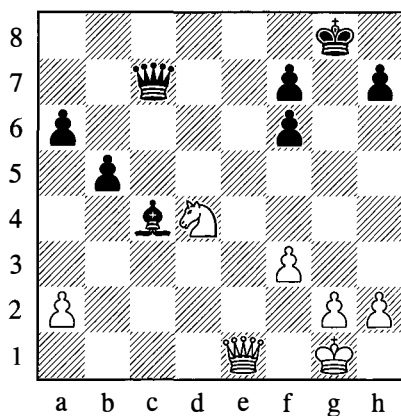


► Ex. 7-6 ◀ ★★ ▼

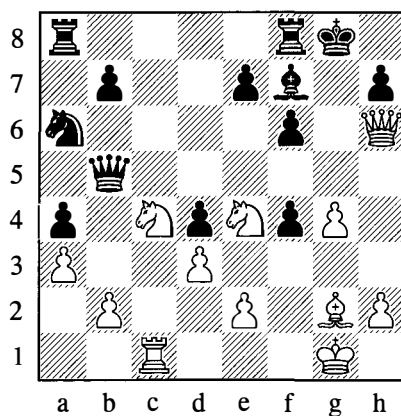


Exercises

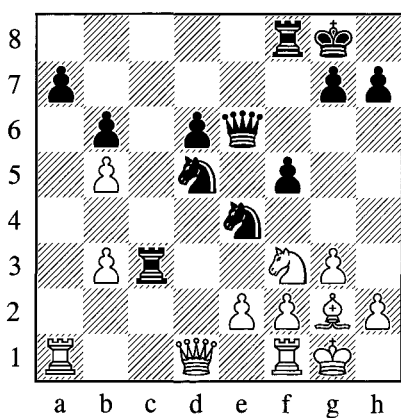
► Ex. 7-7 ◀ ★ △



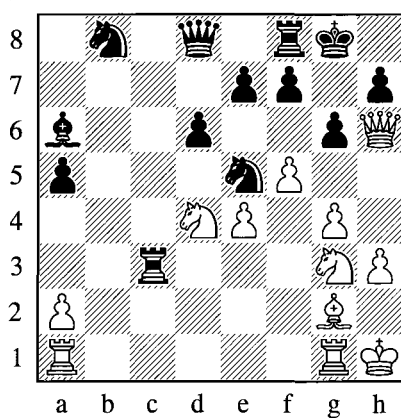
► Ex. 7-10 ◀ ★ ★ △



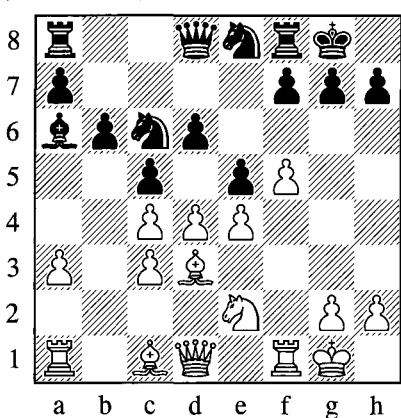
► Ex. 7-8 ◀ ★ ★ △



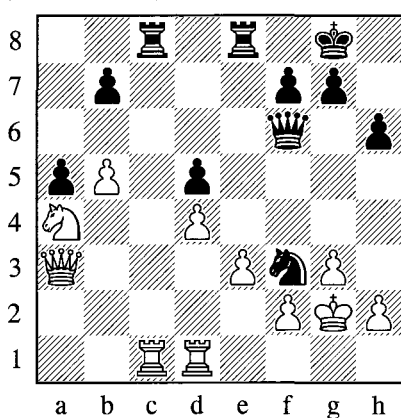
► Ex. 7-11 ◀ ★ ★ △



► Ex. 7-9 ◀ ★ ★ △



► Ex. 7-12 ◀ ★ ★ ▼



Solutions

Ex. 7-1

A.Yusupov – Y.Balashov

Bundesliga 1998

26. ♖g4!

(1 point)

The dark squares in Black's castled position are very weak. White can exploit them to mount a quick attack.

26... ♖xc3 27. bxc3 ♖e2

27... ♖f8 is a more stubborn defence.

28. ♖h6+ ♖f8 29. ♖h8+ ♖e7 30. ♖g8+ ♖e8

31. ♖f6+ ♖e7 32. ♖d8+ ♖e6 33. ♖xh7

1-0

Ex. 7-2

V.Smyslov – Xie Jun

Prague 1995

31... ♖c4!

(1 point)

32. ♖xc4

The best reply. White obtains sufficient compensation for the exchange.

32. ♖e2 is followed by 32... ♖e5 33. ♖e6 h4!

34. ♖xe8 (34. gxf4? ♖f7 35. ♖xe8 ♖xf4+–)

34... hxf3+ 35. ♖xf3 ♖xe8+ (Stohl).

32... ♖xf6 33. b5 ♖d7 34. ♖d5?!

The immediate 34. ♖xc7 was correct.

34... ♖g7 35. ♖xc7

35. ♖xc7 ♖ec8+

35... ♖f8 36. ♖xd6 ♖xb5 37. e5 ♖f2!+

Ex. 7-3

V.Smyslov – W.Unzicker

Hastings 1954/5

White makes use of the pin on the c-file to play a combination involving deflection.

25. ♖h3! ♖xh3 26. ♖xd6

(2 points)

Both 26... ♖ee8 27. ♖xc7 and 26... ♖d7 27. ♖xe5 are hopeless for Black.

1-0

Ex. 7-4

B.Spassky – R.Hübner

Solingen (2) 1977

24. ♖h6!

(1 point)

A strong intermediate move. Instead of taking the bishop, White attacks the weakness on g7 a third time.

24... ♖cc7

24... ♖d7 is answered by 25. ♖xg7 f4 26. ♖g5 ♖xg7 27. ♖xg7+ ♖xg7 28. ♖xe6+–

(1 point for this variation)

25. ♖xe6 ♖c4

After 25... ♖f8, White can take a material advantage with 26. ♖xc7 ♖xc7 27. ♖xd3+–, or continue his attack with 26. ♖d6+ ♖g8 27. h6+–.

26. ♖xg7+ ♖f8 27. ♖xc7 ♖xc7

27... ♖xe6 28. ♖xf7+ ♖xf7 29. ♖xd8+–

28. ♖xf7+ ♖xf7 29. ♖d6+ ♖g8 30. ♖d8+

1-0

Ex. 7-5

J.Sprenger – D.Kolbus

Isle of Man 2004

12. ♖xd5!

(1 point)

12. ♖f6! (also 1 point) is equally good:

12... ♖g8 (12... gxf6 13. exf6 ♖g8 14. ♖d6+–)

13. ♖xd5! (another 1 point) 13... gxf6 14. ♖a3+

♖g7 15. ♖xf6+–

1-0

The threats of 13. ♖e7+ and 13. ♖c7 mean that Black must take the knight, but 12... cxd5 is answered by: 13. ♖f6!

(another 1 point)

13... gxf6 (13... ♖g8 14. ♖a3+–) 14. exf6 ♖c6

15. ♖g7+ ♖e8 16. ♖xh8+ ♖d7 17. ♖ae1+–

Solutions

Ex. 7-6

T.Henrichs – K.Bischoff

German Ch, Altenkirchen 2005

Black finds an original way to exploit the weakness of the dark squares.

28...♙g3!

(2 points)

This is best, but you earn 1 consolation point for either 28...♙xg5† 29.♖xg5 ♖xg5 30.♙e2‡ or 28...♖xg5 29.♖xh4 ♗xh4 30.♙cf1‡.

29.♗g2

29.♙xg3 loses to 29...f4†.

29...♙f4†

Black wins the exchange.

30.♖f2 ♙xc1 31.♙xc1 ♖ac8 32.♙d2 ♖c4

33.♙c1 ♖xd4! 34.g6

34.♖xd4 ♗h4†–+

34...hxg6 35.♖xd4 ♖xe5

36.♗g3 is met by 36...f4–+.

0–1

Ex. 7-7

T.Luther – F.Handke

German Ch, Altenkirchen 2005

31.♗e8† ♖g7 32.♖f5† ♖g6 33.♗g8†!

(1 point)

Constructing a mating net with 33.g4! (also 1 point) was equally convincing.

1–0

Black loses his queen after 33...♖xf5 34.♗g4† ♖e5 35.♗g3†.

Ex. 7-8

S.Siebrecht – D.Baramidze

German Ch, Saarbruecken 2002

The hanging position of the knight on d5 decides the game abruptly.

19.♖g5!

(1 point)

1–0

19...♗e5 is met by 20.f4+–.

(another 1 point)

Ex. 7-9

D.Bronstein – M.Najdorf

Budapest Candidates 1950

13.f6!

(2 points)

An important, typical idea.

13.d5?! is not as strong: 13...♖b8±

13...♖h8

Taking the pawn is no better: 13...gxf6?

14.♙h6+– or 13...♖xf6 14.♙g5±.

14.d5 ♖a5 15.♖g3 gxf6

White also keeps an advantage after the alternatives:

a) 15...g6 16.♙h6 ♖g8 17.♗e2±

b) 15...♙xc4 16.♙xc4 ♖xc4 17.fxg7† ♖xg7 18.♗e2 ♖a5 19.♙h6±

16.♖f5 ♙c8 17.♗h5! ♙xf5

17...♖g8? loses to 18.♖h6.

18.exf5 ♖g8 19.♖f3 ♖g7

19...♖g7 allows a spectacular finish:

20.♗xh7† ♖xh7 21.♖h3† ♖h5 22.♖xh5† ♖g7 23.♙h6† ♖h7 24.♙f8#

20.♙h6 ♖g8 21.♖h3

1–0

Black cannot survive the pressure down the h-file. For example: 21...♖g7 22.♗h4 ♗e7 23.♙e3 h5 24.♗xh5†! ♖xh5 25.♖xh5† ♖g7 26.♙h6† ♖h7 27.♙f8#

Ex. 7-10

Vladimirov – Nesterov

USSR 1988

1.♖cd6!

(1 point)

1...♗xb2

No better is 1...exd6 2.♖xf6† ♖h8 3.♗xh7# nor 1...♗e5 2.♖f5+–.

2.♖f5! ♗xc1† 3.♙f1!

(another 1 point)

But not 3.♖f2? ♗e3†!=.

1–0

Solutions

Ex. 7-11

Zaitsev – Builov

USSR 1975

1.f6!

The queen on h6 requires support. The same idea can be put into action with various move orders, which all earn 2 points. For example:

1.♖h5 gxh5 2.f6! exf6 3.♖f5+–

1...exf6 2.♖df5

Both 2.♖h5 and 2.♖gf5 also win.

2...gxf5 3.♖xf5

(2 points)

Or 3.♖h5+–.

1–0

Ex. 7-12

Based on the game

J. Gutierrez Castillo – R. Vera Gonzalez

Bayamo 1989

1...♗g5!

(1 point)

Threatening ...♗f3†.

2.f4 ♗f5!–+

Now Black threatens ...♗e4†

3.fxg5

Or 3.♖c3 ♖xe3 4.fxg5 ♗f3† 5.♔h3

♖xc3–+.

3...♖c2† 4.♖xc2 ♗xc2†–+

(another 1 point)

Scoring

Maximum number of points is 21

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

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

Contents

- ✓ Important ideas
- ✓ Rapid calculation

Calculating short variations

This subject was introduced in Chapter 8 of *Boost Your Chess 2*, and I would suggest revising that lesson before continuing with the present chapter.

Here are some helpful ideas to guide further work:

- 1) In the following tasks, it is most important to look for and to calculate forced variations.
- 2) **If the evaluation of the position is clear, you do not have to go on calculating!**
- 3) The choice of candidate moves plays a decisive role. Aim, as usual, to **find all the active moves first**.
- 4) If you sacrifice material, you must be especially careful and take into account all sensible replies by your opponent.

Diagram 8-1

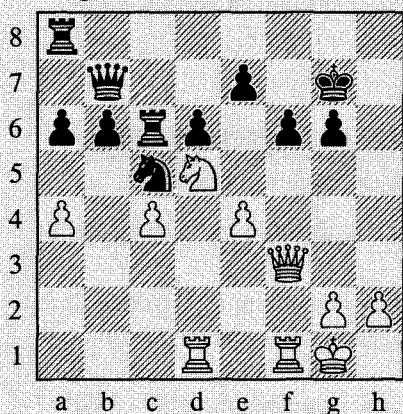


Diagram 8-2

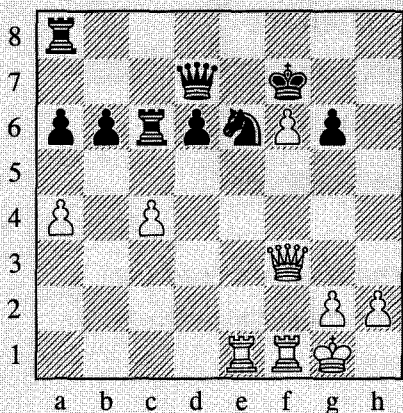


Diagram 8-1

V.Shianovsky – V.Tukmakov

Kiev 1966

1. ♖xe7!?

A good combination. However, White has an even better solution in 1. ♖xf6! exf6 2. ♖xf6+ and now:

a) 2... ♗h7 3. ♖f4 (or 3. ♖f3 ♖g7 4. ♖h4+ ♗g8 5. ♖g5+–) 3... ♖g7 4. ♖h4+ ♗g8 5. ♖g5 ♖e6 (5... ♖ac8 6. ♖d5+ ♗h7 7. ♖h4+ ♖h6 8. ♖f7+–) 6. ♖d5 ♖d7 7. ♖f6 ♖e8 8. ♖xg6+–

b) 2... ♗g8 3. ♖xg6+ ♖g7 4. ♖h5+–

1... ♖xe7 2.e5!

This idea disrupts the defence. But it is necessary to see as far as White's 5th move.

2... ♖d7

It is better to give up material with 2... dxe5 3. ♖xc6 ♖a7±.

3. exf6+ ♗f7

After 3... ♗f8 4. f7+–, White's threats include the decisive 5. ♖f6.

4. ♖de1 ♖e6

4... ♖e8 5. ♖e7+–

Diagram 8-2

5. ♖xe6!

5. ♖h3! also wins. For example: 5... ♜f8 6. ♖h7+ ♜e8 7. f7+ ♜d8 8. ♖xg6 d5 9. cxd5+–

5... ♖xe6

5... ♜xe6 6. ♖d5#

6. ♖xc6

1–0

First of all, try to solve the following positions with five minutes thinking time. If you have still not found the answer, look for new options for another five minutes, before finally taking a look at the text. This approach will help prepare you for the test.

Diagram 8-3

R. Fridman – A. Yusupov

Apeldoorn 2011

At this point I made a typical mistake – I quickly played a natural move and only then started to think! But it was already too late!

19... ♜be8?

The correct move is 19... ♜c3! and White has no defence:

a) 20. ♖xg6 ♜xe2+ 21. ♜xe2 hxc6+–

b) 20. bxc3 ♜xf3 21. ♖xg6 ♜xc6+–

c) 20. ♜xb7 ♖xd3 21. cxd3 ♜xe2+ 22. ♜xe2 ♜xb7+–

20. ♜f1!

Now Black is only slightly better, which did not prove enough to win the game.

Diagram 8-3

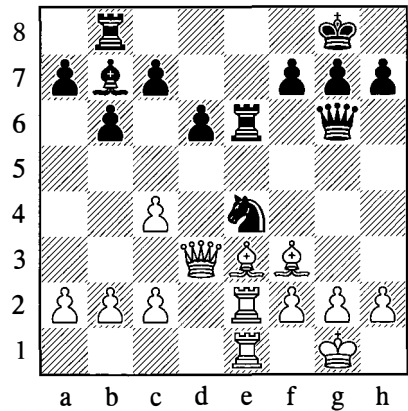


Diagram 8-4

I. Zaitsev – M. Bonch-Osmolovsky

Moscow 1970

1. ♜xe6+

Forcing moves such as this absolutely must be calculated!

1... ♜xe6 2. ♜xe6! ♜xe6 3. ♖xh6!

The point of the combination! The threat is ♜g5#.

3... ♜xh6?

If 3... ♜f7, then 4. e6+–.

3... ♖xe5 is met by 4. ♜g5+–.

3... f4 is slightly more stubborn: 4. ♖g5 (4. ♖g7 is also good) 4... ♜ef8 5. ♜d6+ ♜f7 6. e6+ ♜e8 7. ♜d7+– 4. ♜g5#

Diagram 8-4

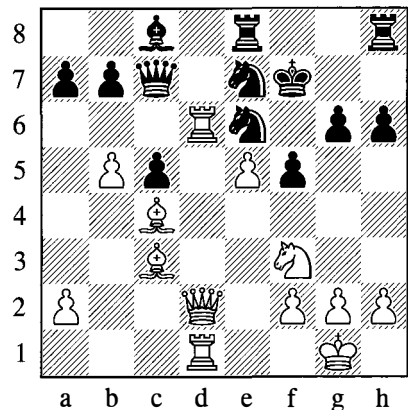


Diagram 8-5

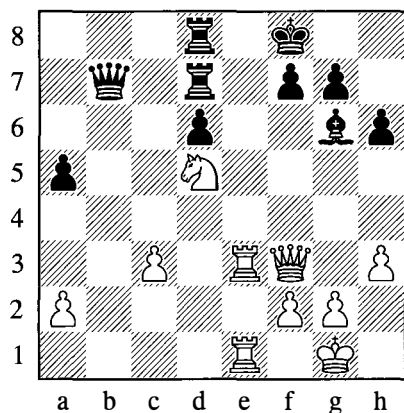


Diagram 8-5

C.Torre – F.Dus Chotimirsky

Moscow 1925

37. ♖f6!

An attacking move which threatens mate in two!

37... ♜c8

37...gxf6 is followed by: 38. ♜xf6 ♔g8 (38... ♕h7 39. ♜h8† ♕g8 40. ♜xh6#) 39. ♞e8† ♞xe8 40. ♞xe8† ♕h7 41. ♜h8#

38. ♞e8† ♞xe8 39. ♞xe8† ♜xe8 40. ♖xe8 ♔xe8 41. ♜a8†+—

In addition White wins the a-pawn, meaning that Black has no chance of erecting a fortress.

...1–0

Diagram 8-6

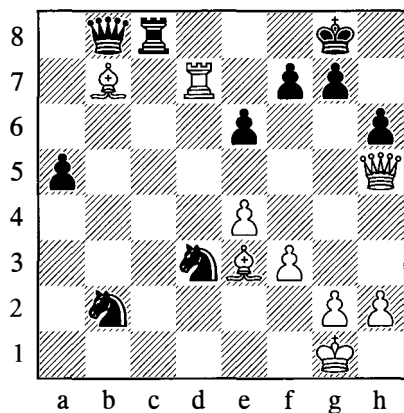


Diagram 8-6

W.Fairhurst – S.Reshevsky

Hastings 1937/8

31... ♞f8?

Missing a forced win: 31... ♞c1†! 32. ♕xc1 ♜a7† 33. ♕h1 (33. ♕f1 ♜f2#) 33... ♖f2† 34. ♕g1 ♖h3† with mate to follow.

32. ♜xa5 ♖c4 33. ♜a7?

33. ♜a2 ♖xe3 34. ♞xd3 ♖xg2 33. ♕xg2 ♜xb7+

33... ♖xe3?

33... ♖de5!—+

34. ♜xe3?

34. ♜xb8 ♞xb8 34. ♞xd3 ♖xg2 33. ♕xg2 ♞xb7+

34... ♖e5

0–1

Diagram 8-7

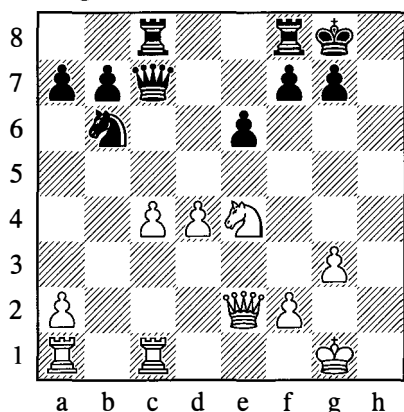


Diagram 8-7

R.Spielmann – S.Landau

Netherlands 1932

1. ♖f6†!

This opens the black king position.

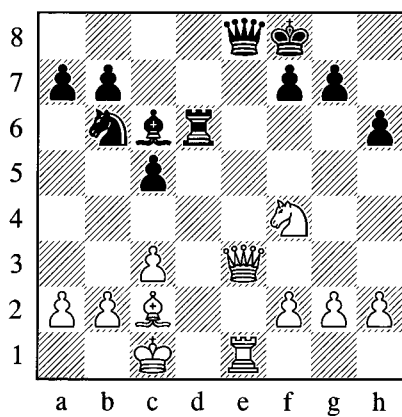
1...gxf6 2. ♜g4† ♔h7 3. ♕g2!

Threatening ♞h1#. It is often difficult to find such quiet moves with threats of mate, but here the theme of mate along a file is very well known. All Black can do is give a few checks.

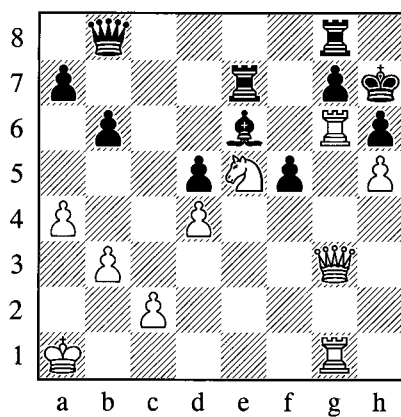
1–0

Exercises

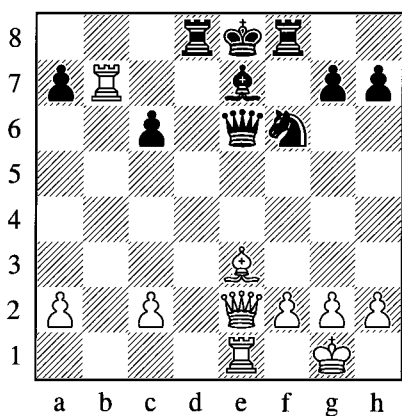
► Ex. 8-1 ◀ ★ △



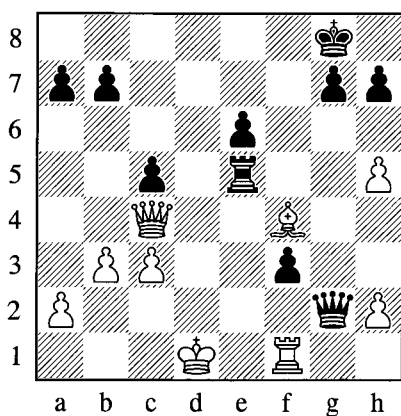
► Ex. 8-4 ◀ ★ △



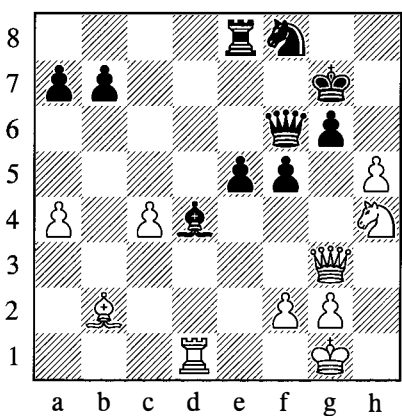
► Ex. 8-2 ◀ ★ △



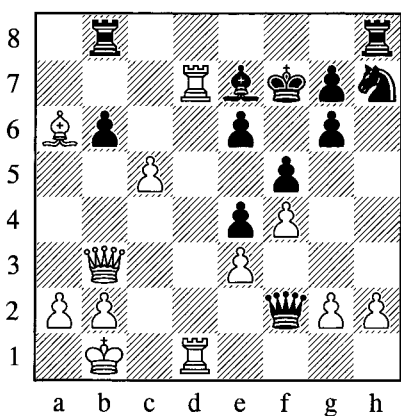
► Ex. 8-5 ◀ ★★ ▼



► Ex. 8-3 ◀ ★ △

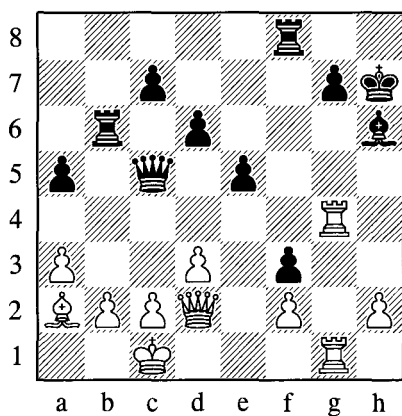


► Ex. 8-6 ◀ ★★ △

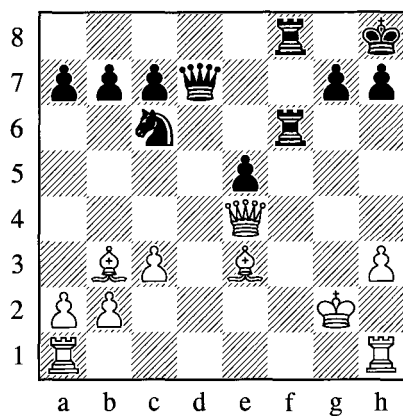


Exercises

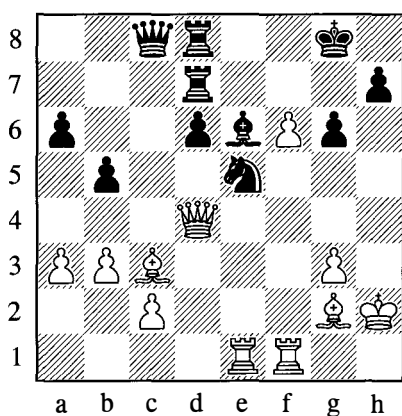
► Ex. 8-7 ◀ ★ ★ △



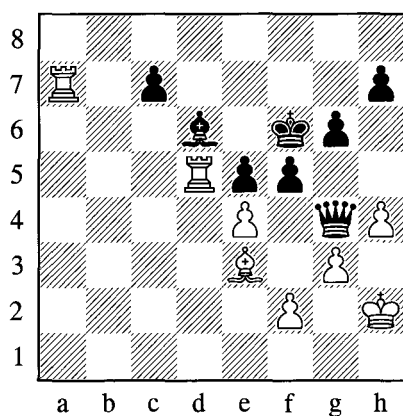
► Ex. 8-10 ◀ ★ ▼



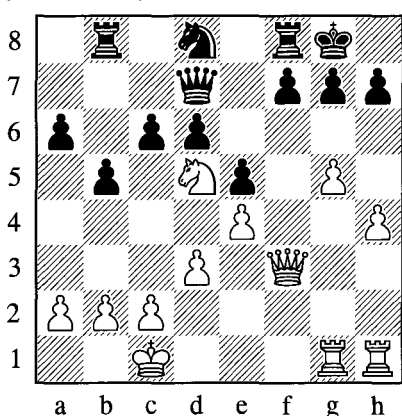
► Ex. 8-8 ◀ ★ ★ △



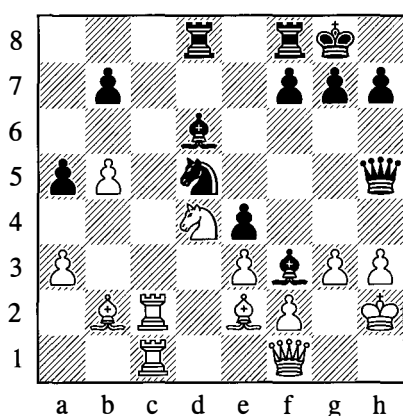
► Ex. 8-11 ◀ ★ △



► Ex. 8-9 ◀ ★ ★ △



► Ex. 8-12 ◀ ★ ★ ★ ▼



Solutions

Ex. 8-1

I.Boleslavsky – R.Teschner

West Germany – USSR, Hamburg 1960

27.♘g6!

You should never disregard a possible check.

27...fxg6

27...♙xg6 28.♙xc5+–

28.♙f4! ♜f6 29.♙xe8†

(1 point)

29...♙xe8 30.♙b8+– ♘d7 31.♙xb7 ♜xf2

32.♙d5 ♜f1† 33.♘d2 ♜f2† 34.♘d1 ♜f6

35.♙a4 ♘e7 36.♙xd7 ♙xd7 37.♙xc5† ♜d6†

38.♘c1 a6 39.♙e5†

1–0

Ex. 8-2

E.Bogoljubow – N.N.

Sopot 1935

1.♙c5!

This discovered attack initiates a pretty combination.

1...♙xe2 2.♙xe7† ♙xe7 3.♙xe7#

(1 point)

Ex. 8-3

Y.Averbakh – J.Penrose

England – USSR (radio match) 1954

27.♙xd4!

(1 point)

27...f4

Or 27...exd4 28.♙xd4 ♙xd4 29.♘xf5†+–.

28.♙xf4

1–0

Ex. 8-4

Pavelcak – N.N.

Berlin 1951

1.♙xe6! ♙xe6 2.♙g6† ♙xg6 3.hxg6† ♘h8

4.♘f7#

(1 point)

Ex. 8-5

R.Teichmann – J.Mieses

Vienna 1903

28...b5!

(2 points)

White resigned, on account of 29.♙xb5 ♙e2† 30.♙xe2 fxe2† 31.♘e1 exf1♙† 32.♘xf1 ♙f5+.

28...♙e2† (1 consolation point) is not as good: 29.♘c1 ♜e4 30.♙xe2 fxe2 31.♜e1 ♜xf4 32.♙xe2†

Other attempts are clearly worse:

a) 28...♜e2 29.♙xf3! ♙xf3 30.♙xe2 ♙xf4 31.♙xe6†=

b) 28...♜d5† 29.♘c1! (29.♘e1? ♙c2+–) 29...♙xa2 30.♙a4∞

0–1

Ex. 8-6

Zukerman – Vuasen

Paris 1928

1.♙xe6†!

Your first priority should be to look for forcing continuations, and so 1.c6+– earns only 1 consolation point.

1...♘xe6 2.♙c4† ♘f6 3.♙1d6† ♙xd6 4.♙f7#

(2 points)

Ex. 8-7

K.Richter – N.N.

1939

1.♙xh6†!

(1 point)

1.♙xg7†! also wins, but in much more complicated fashion: 1...♙xg7 2.♙xg7†! (2.♙g5?? ♙h6+–) 2...♙xg7 3.♙g5† (1 point) 3...♘h7 4.♙e7† ♘g6 5.♙xf8 ♙xf2 6.♙f7† ♘f5 7.♙e8† ♘g4 8.♙d7† ♘h5 9.♙h8† ♘g6 10.♙e8† ♘f5 11.♙h5† ♘f6 12.♙g6† ♘e7 13.♙f7† ♘d8 14.♙d7#

1...♙xh6

1...♘h6 2.♙h4#

Solutions

2.♖g7† ♘h8 3.♙g8!

Threatening ♖h7#.

3...♖xg8 4.♖xg8† ♘h7 5.♙1g7#

(another 1 point)

3...♘e6 4.♖xh7†! ♘xh7 5.♖h5† ♘g8

6.♖g1†

1-0

(another 1 point)

Ex. 8-8

V.Panov – V.Makogonov

USSR Ch, Tbilisi 1937

33.♖xe5!

(1 point)

White may equally well play his moves in a different order: 33.f7† (also 1 point)

33...♖xf7 34.♖xe5! (another 1 point) 34...♖xf1

35.♖xe6+–

33...dx5 34.f7†!+–

(another 1 point)

But not 34.♖xe5?! ♘f7∞.

34...♖xf7

Nor are other moves any better:

a) 34...♘f8 35.♙b4† ♖e7 36.♖xe5+–

b) 34...♙xf7 35.♖xe5 ♘f8 36.♖h8† ♘e7

37.♖e1† ♙e6 38.♖xe6† ♘xe6 39.♖f6#

35.♖xe5 ♘f8

35...♖xf1 36.♖g7#

36.♖g7†

36.♖h8† ♘e7 37.♙f6† also wins.

36...♘e7

36...♘e8 37.♖g8† ♘e7 38.♙b4† ♖d6

39.♖xf7† ♙xf7 40.♖xc8+–

37.♙b4†

37...♖d6 38.♖xf7† ♙xf7 39.♖e5† ♖e6

40.♙xd6† is hopeless for Black.

1-0

Ex. 8-9

Sax – Musil

1954

1.♘f6†!

(1 point)

1...gxf6 2.gxf6† ♘h8 3.♖g7!

This threatens 4.♖h5, but note that the immediate 3.♖h5? allows Black to defend with 3...♘e6=.

Ex. 8-10

Y.Steinsapir – Y.Estrin

Moscow 1946

1...♖g6† 2.♘h2

White could last a bit longer with 2.♖xg6 hxg6+.

2...♖d2†! 3.♙xd2 ♖f2†

0-1

(1 point)

Ex. 8-11

M.Quinteros – V.Tukmakov

Leningrad 1973

40.♙xd6†! cxd6

40...♘e7 would not save Black. For example:

41.♖c6 f4 42.♖xc7† ♘d8 43.♖xh7 fxg3†

44.♘g1 gxf2† 45.♘xf2+–

41.♙g5† ♘e6 42.♖e7#

(1 point)

Ex. 8-12

L.Blumenoff – P.Keres

Estonian Ch, Tallinn 1933

26...♘xe3!

(1 point)

26...♙xg3† 27.fxg3 ♘xe3 (1 consolation point) is not so clear after 28.♖e1!.

27.fxe3 ♙xg3†!

(another 1 point)

28.♘xg3

If 28.♘g1, then 28...♙h2† 29.♘xh2 ♖e5† 30.♘g1 ♖g3†+.

28...♖g5† 29.♘h2

29.♘f2 ♖h4† 30.♘g1 ♖g3†+–

29...♖e5† 30.♘g1 ♖g3†

1-0

(another 1 point)

Scoring

Maximum number of points is 19

- 17 points and above.....> **Excellent**
- 13 points and above.....> **Good**
- 10 points.....> **Pass mark**

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

CHAPTER 9

Contents

- ✓ Comparing pawn structures
- ✓ Acquiring and exploiting a better pawn structure
- ✓ Evaluating the position

Better pawn structures

In various chapters we have already dealt with weak squares and pawn weaknesses. Pawn moves and exchanges often break the symmetry of the pawn structure. So which side then gets the better pawn structure?

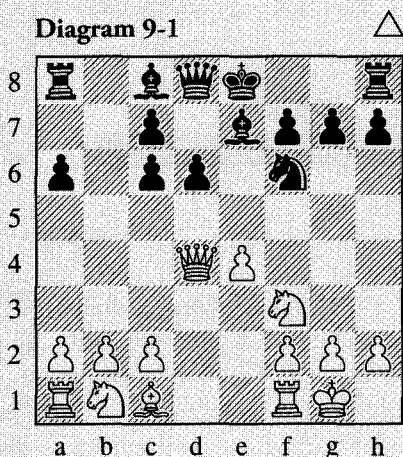
Here are some of the advantages which either side may obtain:

- 1) One side has the **more compact** pawn structure, that is, the opponent has more pawn islands.
- 2) The opponent has one or more **isolated** pawns.
- 3) The opponent has **doubled** pawns or a **backward** pawn.
- 4) Although the opponent may not have any weaknesses as such, one side's pawns may be **more mobile**. This point plays an important role in closed positions, where one side has the **chance for a breakthrough**.

Of course these advantages do not always occur in isolation; they may come together, or one advantage may appear as the result of another.

We shall discuss in the following examples how you can obtain and then exploit a superior pawn structure.

Diagram 9-1



V.Simagin – P.Keres

Moscow 1963

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6 5.0-0 d6 6.♙xc6†

White obtains a better pawn structure as a result of this exchange, although in compensation Black gets the bishop pair.

6...bxc6 7.d4

White plays very logically and tries to expose and isolate the double c-pawns.

7...exd4 8.♙xd4 ♙e7

Diagram 9-1

9.e5!?

Another typical manoeuvre, after which Black's doubled pawns will become even more lonely and weak!

9...c5 10.♖d3 dxe5 11.♗xd8 ♕xd8 12.♘xe5 ♕e7 13.♞e1 ♕e6

Thirty years later, Short tried 13...0-0 here, but White was still slightly better after 14.♕g5 ♕e6 15.♘d2, Kasparov – Short, World Ch (19), London 1993.

14.♘c3 0-0 15.♕g5

Diagram 9-2

15...h6?

A bad mistake which weakens the black position even more. The bishop pair was providing Black with some compensation for the pawn weaknesses, but now White has the opportunity to simplify the position.

15...♞fe8± was correct.

16.♘g6!

With this tactic, White exchanges one of the black bishops.

16.♘c6! also deserved consideration.

16...fxg6

Or 16...hxg5 17.♘xe7±.

17.♞xe6 ♖f7

17...hxg5? 18.♞xe7+– would lead to a terrible situation for Black: all six of his pawns would be isolated and weak!

18.♞ae1 ♞fe8

Diagram 9-3

19.♕xf6

White is aiming for a knight versus bishop ending. There will then be absolutely nothing active for Black to try; White will simply attack the weak pawns with his knight.

19...♕xf6

19...gxf6 lose a pawn immediately to 20.♘d5.

20.♞xe8 ♞xe8 21.♞xe8 ♖xe8 22.♘d1 ♖d7 23.♖f1±

The knight is particularly effective against a damaged pawn structure: it can always find good squares. 23...♖c6 24.♖e2 ♕e5 25.h3 ♖d5 26.♘e3± ♖e4 27.c3

The black king will be slowly pushed back.

27...h5 28.♘c4 ♕f4 29.g3 ♕g5

Diagram 9-2

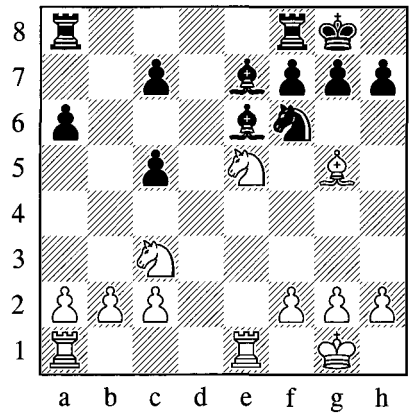


Diagram 9-3

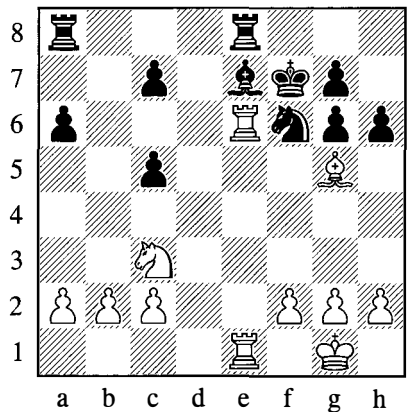


Diagram 9-4

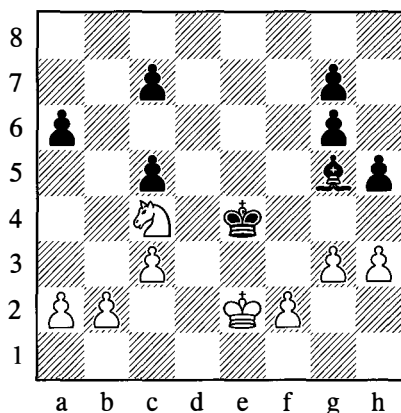


Diagram 9-5

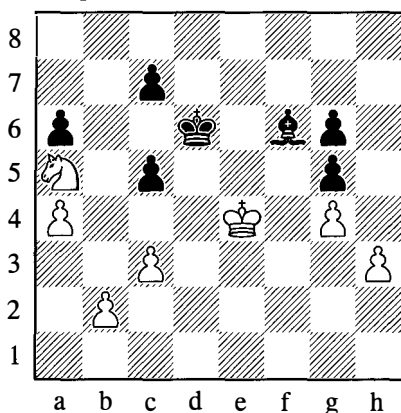


Diagram 9-6

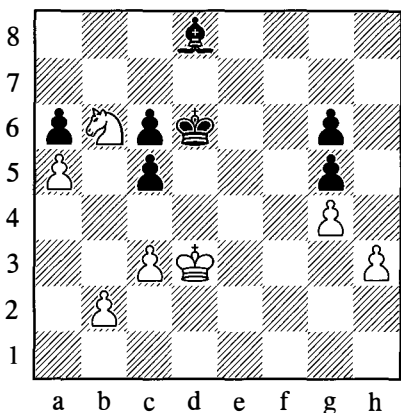


Diagram 9-4

30.f3†

It is of course very natural to try to place the pawns on the light squares. But White could immediately fix the black pawns on the kingside and then force the black king away: 30.f4! ♖e7 31.h4 ♖f6 32.♟d2† ♜d5 33.♜d3 ♖e7 34.♟c4 ♖f6 35.♟e3† ♜e6 36.♜e4 ♖e7 37.♟c4 ♜f6 (37...♖d6 38.♟e5) 38.♟e5 White has a winning position.

30...♜d5 31.♜d3 ♖e7 32.♟e3† ♜e6 33.♜e4

The white king has clearly improved its position.

33.♜c4 would be too early, because 33...h4 34.g4?! ♜e5 gives Black counterplay.

33...g5 34.♟c4 g6 35.g4

35.♟e5 can be answered by 35...♖d6.

35...hxg4 36.fxg4 ♖f6 37.a3 ♖e7 38.a4

38.♟e5 ♖d6 39.♟xg6? would lose the knight to 39...♜f6.

38...♖f6 39.♟d2

White bides his time and looks for a breakthrough. It was possible to play 39.♜d3 straight away.

39...♖e7 40.♟f3 ♖f6 41.♟d2 ♜d6 42.♟c4† ♜e6 43.♟a5 ♜d6

Diagram 9-5

44.♜d3!?

The white king is aiming for c4.

44...♜d5

44...♜e5 loses after 45.♜c4 ♜f4 46.♟b7 ♜g3 47.♟xc5+.

45.♟c4 c6?

45...♖e7 would be more resilient: 46.♟e3† ♜e5 47.♜c4 and only then 47...c6, and White still has to demonstrate the way to a win. (Instead, 47...♜e4 loses to 48.♟d5 ♖d6 49.b4! cxb4 50.♟xb4.)

46.♟b6† ♜d6 47.a5 ♖d8

Diagram 9-6

We have already seen this position as Ex. 2-10 in *Boost Your Chess 1*. White wins slowly, but without any great difficulty.

48.♜c4! ♖c7 49.♟a4! ♖xa5 50.♟xc5 ♖b6 51.♟xa6

White now has an advantage in material.

51...♖e3 52.♟b4 ♖c1 53.b3 ♖f4 54.♟c2 ♖e5 55.♟d4 ♖f6 56.b4 ♖e7 57.♟f3 ♖f6 58.♜d3 c5 59.b5 ♜d5 60.c4† ♜e6 61.♜e4 ♜d6 62.b6 ♜c6

63. ♖e5† ♜b7

63... ♜xb6 64. ♖d7†+-

64. ♖d7 ♙d4 65. ♜d5

A possible winning plan would be: White wins the c5- and g6-pawns in return for his b-pawn, then puts his knight on e4 or e6 and heads over with his king to the g5-pawn. The resulting two connected passed pawns win easily.

1-0

V.Liberzon – A.Pismenny

Moscow 1964

1.d4 ♖f6 2.c4 g6 3. ♖f3 ♙g7 4.g3 0-0 5. ♙g2 d6
6. ♖c3 ♖c6 7.d5 ♖a5 8. ♖d2 c5 9.0-0 e5

Here modern theory prefers 9...a6, to prepare the ...b5 break.

10.a3 b6

If 10... ♞c7?!, then 11. ♖b5 followed by b2-b4.

Diagram 9-7

11.b4

Here you can see the advantage of mobile pawns: White presses on the queenside and prepares the opening of a file there.

11... ♖b7 12. ♖b3

A good alternative is 12. ♙b2, followed by ♞c2, ♞ae1, e2-e3 and f2-f4.

12... ♙d7

12... ♖g4 intending ...f5 merits consideration.

13.bxc5 bxc5?!±

Now the knight is too passively posted on b7. Black probably did not want to exchange the bad knight on b3, but his own knight is even worse!

13... ♖xc5 would be better.

And 13... dxc5 intending ... ♖d6 would also be interesting, although White could then play on the queenside with 14.a4, planning the typical idea of a4-a5.

14. ♞b1 ♞c8

Diagram 9-8

15.e4

This move is unnecessary. White could first play 15. ♞c2, only later deciding whether his pawn belongs on e3 or e4.

15... ♖e8 16. ♞c2 f5 17. exf5 gxf5

Diagram 9-7

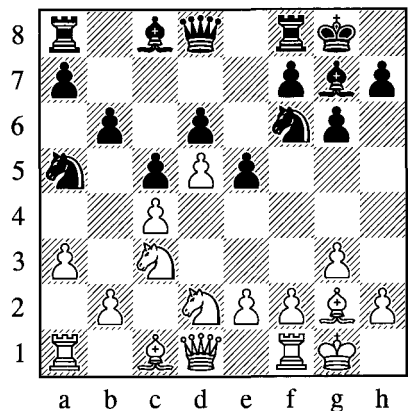


Diagram 9-8

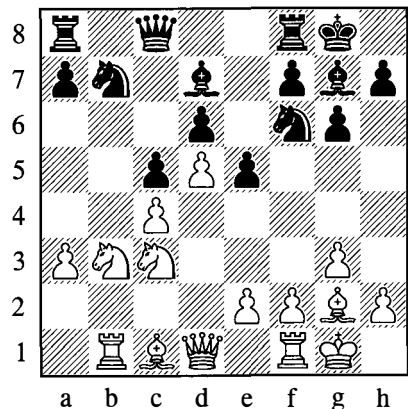
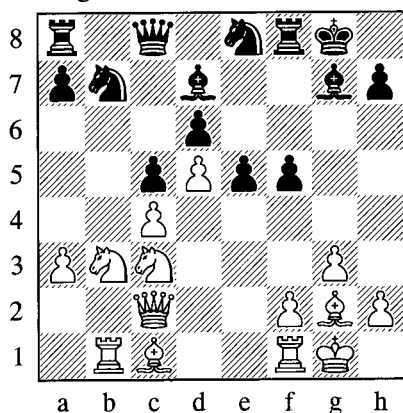


Diagram 9-9



17...xf5 is met by 18.♖e4 and White has the fine e4-square available for his pieces.

Diagram 9-9

18.f4 e4

Black closes the centre, after which he no longer has any dynamic play. Instead, there was the more interesting (but also riskier!) 18...♖f6!.

19.♗e3?!

White puts his bishop in a passive position. The best thing to do here would be to exchange the dark-squared bishops – and e3 is the ideal square for a knight! For that reason, 19.♗b2 followed by ♖d1-e3 looks much more promising.

19...♖f6

Diagram 9-10

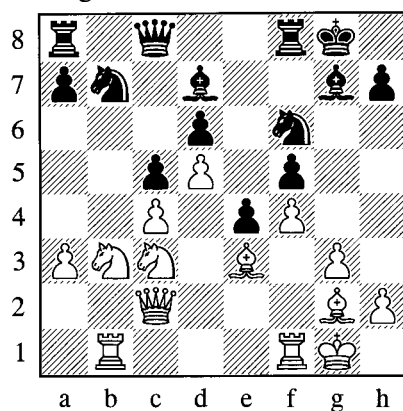


Diagram 9-10

20.h3?!

White's advantage is that he has the possibility of carrying out a breakthrough on the kingside.

20...♖h5?!

Black has found an original plan to hinder the breakthrough with g3-g4. Alternatives are 20...h5, also fighting against this breakthrough, or 20...♖d8 to transfer the knight to f7.

21.♖h2 ♗e8 22.♗g1?!

White cleverly strengthens his position and prepares g3-g4.

Diagram 9-11

22...♗f6! =

Black hopes that transferring his rook to h6 will thwart White's plans.

23.♗f1!? ♗h6 24.♗e2 ♖f6 25.♖d2 ♖d8 26.♖b5

26.♗g2 ♗g6 27.♗h1?? would run into 27...♗xh3!+.

26...♗e7

It was worth considering 26...♗g6 (threatening ...♖g4+) 27.♗d1 ♗f8=.

27.♗g2 ♗e8 28.♗h1?!

28.♖c3= would maintain the balance.

28...a6?!

The correct continuation is 28...♗xb5! 29.cxb5 ♖h8 30.♗b3 ♗f7! and White is forced to 'sacrifice' the d5-pawn.

29.♖c3 ♗b8 30.♖g1 ♗b7?

Black becomes overconfident and tries to prepare counterplay on the queenside. He would do better to

continue to focus on the struggle against g3-g4. The right way to do this is 30...♙d7. For example: 31.g4 fxg4 32.hxg4 ♜xh1† 33.♙xh1 ♜xg4 34.♙xg4 ♜h4† 35.♙g1 ♙xg4=

Diagram 9-12

31.g4!

White takes advantage of a favourable opportunity to play the decisive breakthrough. This is the consequence of his superior pawn structure and his opponent's mistake on the previous move. The black e4-pawn loses its protection and the black position collapses.

31...fxg4 32.hxg4 ♜xh1† 33.♙xh1 ♜b2 34.♜xb2 ♜xb2

Diagram 9-13

35.g5

The game is decided: White wins the e-pawn and also has the more active pieces.

35...♜d7 36.♜xe4 ♙f8 37.♙g4 ♙g7 38.♜h2 ♜b7 39.♜h6 ♜f7 40.♜e6! ♜b8 41.♜xe8! ♜xe8 42.♙xd7 ♜b8 43.♜g3 h6 44.♜f5† ♙h7 45.♙e6 ♜b7 46.♜e4 hxg5 47.♙xf7
1-0

E.Geller – V.Mikenas

USSR Ch, Moscow 1955

1.♜f3 d5 2.c4 d4 3.g3

3.b4!? is an interesting alternative.

3...c5 4.♙g2 ♜c6 5.0-0 e5 6.d3 ♙e7?

This costs Black a tempo. 6...♜f6 would of course be better.

Diagram 9-14

7.b4!

A typical pawn sacrifice. The threat is b4-b5.

7...cxb4 8.♜xe5

gives White an advantage in the centre.

8.a3! bxa3

8...♜f6 9.axb4 ♙xb4 is followed by the thematic 10.♜xe5! ♜xe5 11.♜a4† and White recovers the piece and obtains a better position.

9.♜a4

Threatening ♜xe5.

9...♙d7 10.♙xa3 ♜f6

Diagram 9-12

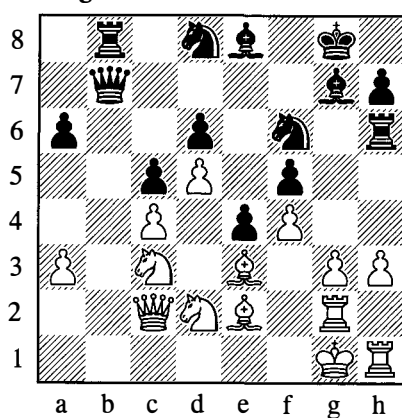


Diagram 9-13

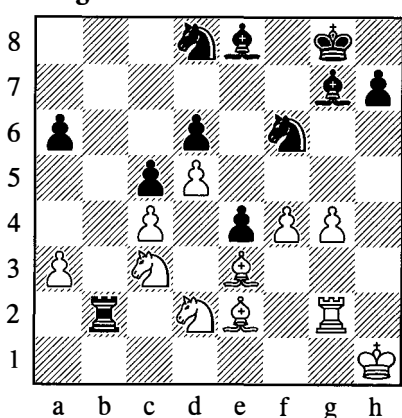


Diagram 9-14

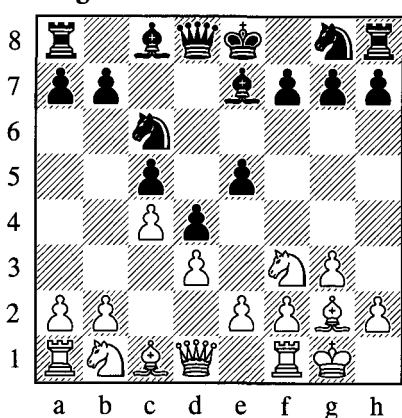


Diagram 9-15

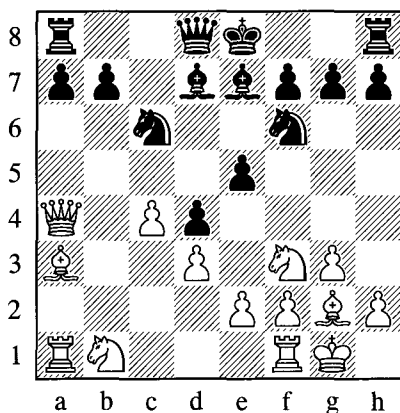


Diagram 9-16

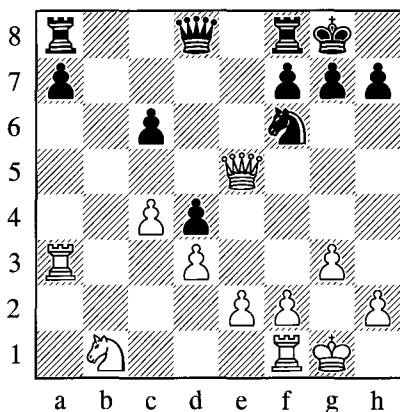
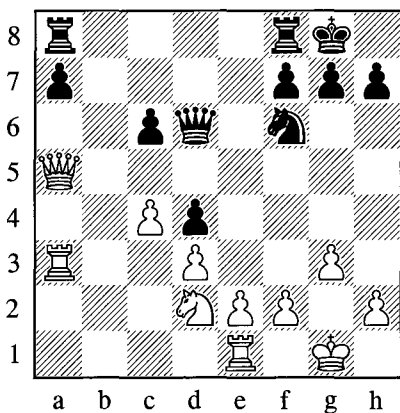


Diagram 9-17



Here you can see the difference between 6...♖f6 and 6...♙e7.

Diagram 9-15

11. ♖b5! 0–0?

11...♙c7! 12. ♙xe7 ♖xe7 would have been an improvement, though White has excellent compensation for the sacrificed pawn.

12. ♙xe5 ♙xe5

12...a6 is followed by 13. ♖xb7 ♙xe5 14. ♖xa8 ♖xa8 15. ♙xa8 ♙xa3 16. ♙xa3 ♖xa8 17. ♙b5. The double attack – on the d4-pawn along with the fork on c7 – wins White a second pawn and gives him the advantage.

13. ♖xe5 ♙xa3 14. ♖xa3 ♙c6 15. ♙xc6 bxc6

Diagram 9-16

White has a compact pawn structure with only one weakness, the pawn on e2. In contrast, Black has three pawn islands, and all three of his queenside pawns are subject to attack.

16. ♙e1 ♖b6

16...♙e8! 17. ♖a5 ♖d6±, intending ...c5 and ...♙e7, would have been a better defensive set-up.

17. ♙d2 ♖b4?! 18. ♖a5

White is happy to offer the exchange of queens, as his superior pawn structure assures him of a clear advantage in the endgame.

18...♖d6!

Diagram 9-17

19. ♖b3?!

White prepares to increase the pressure on the a7-pawn.

19...♙fe8 20. ♖b7 ♙e5?! 21. ♖c7!

White again aims for the exchange of queens and the transition to a better endgame.

21...♖e6?

This despairing attempt to keep the queens on leads to an even greater catastrophe.

Black had to agree to 21...♖xc7 22. ♖xc7, although he then has problems defending his pawns. For example: 22...♙e6 23. ♙b3 ♙e8 24. ♖d7+–

22. ♙f3 ♖h5

22...♖xe2 loses to 23. ♖xe2 ♖xe2 24. ♖xf7†.

23. ♙xd4 ♖e8 24. ♖eb1

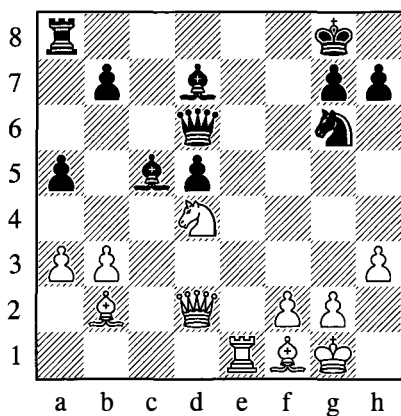
1–0

However, it must be emphasized that the pawn structure is only one of many factors. It can happen that an inferior pawn structure will be compensated for (or even more than compensated for) by other elements in the position. In order to evaluate a position correctly we have to determine the most important elements in that specific position!

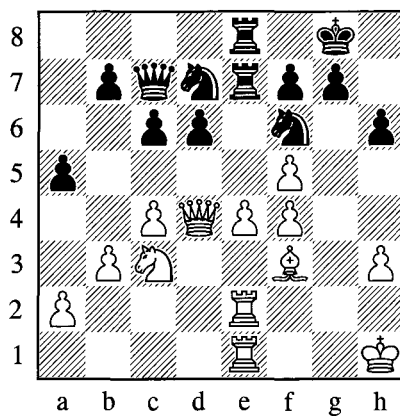
The better pawn structure plays a decisive role whenever the dynamic factors (activity of the pieces, king position, etc.) **do not have a part to play or can be discounted.** For that reason, **even greater weight should be given to a better pawn structure in the endgame than in the middlegame.**

Exercises

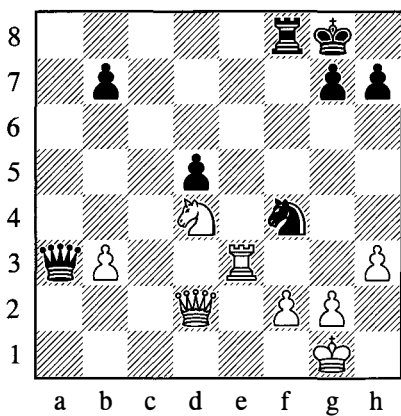
► Ex. 9-1 ◀ ★★ △



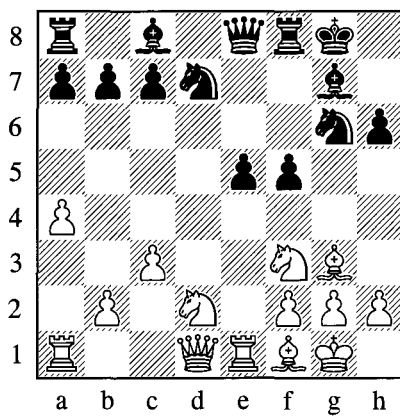
► Ex. 9-4 ◀ ★★ △



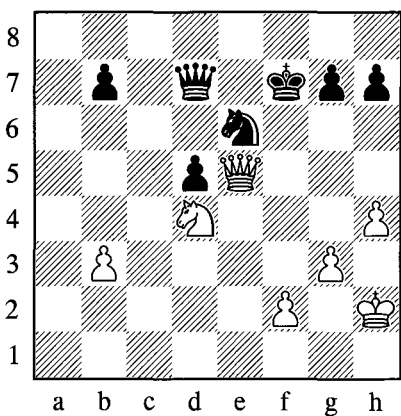
► Ex. 9-2 ◀ ★★★ △



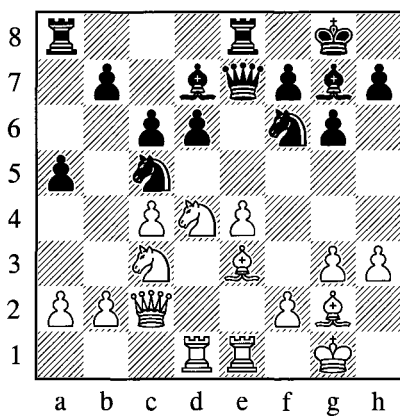
► Ex. 9-5 ◀ ★★★★★ △



► Ex. 9-3 ◀ ★★ △

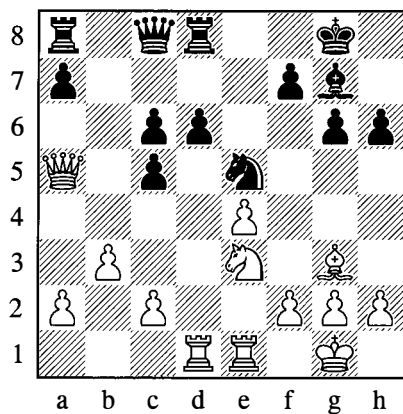


► Ex. 9-6 ◀ ★★ △

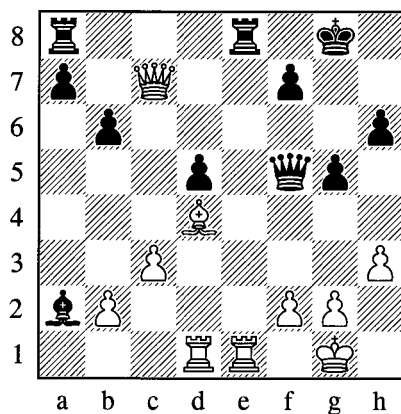


Exercises

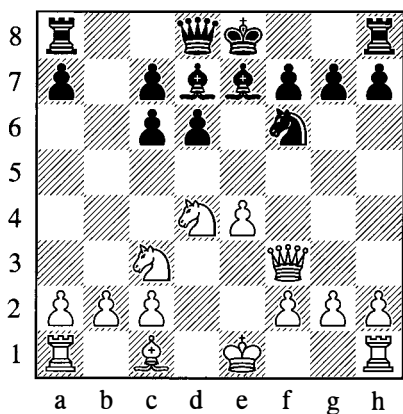
► Ex. 9-7 ◀ ★★★ △



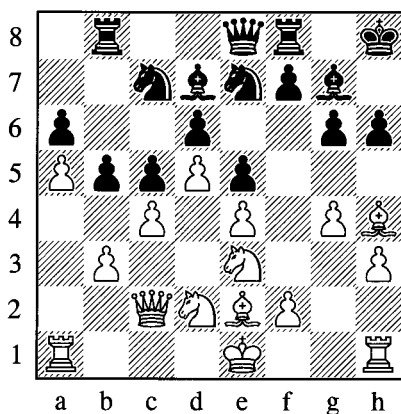
► Ex. 9-10 ◀ ★★ △



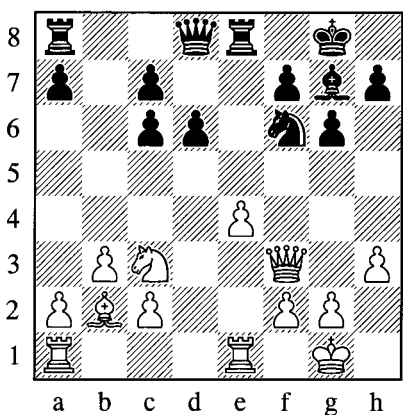
► Ex. 9-8 ◀ ★ △



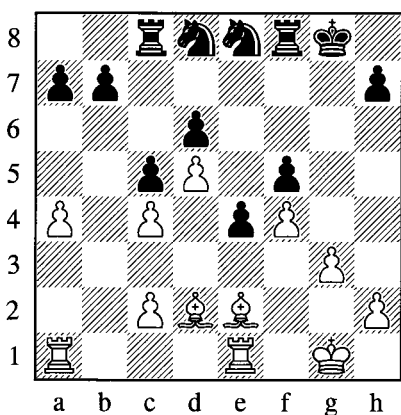
► Ex. 9-11 ◀ ★★★ △



► Ex. 9-9 ◀ ★ △



► Ex. 9-12 ◀ ★ △



Solutions

Ex. 9-1

A.Yusupov – S.Kindermann

Munich 1988

26.♙b5±

(2 points)

White exploits the weakness of b5, and at the same time parries the threat of ...♙xa3. Since White has a better pawn structure, the simplification of the position is also to his benefit.

Another interesting try is 26.♙c3 (1 point), (intending 26...♙xa3 27.♙xa3 ♙xa3 28.♙c7±). However, Black obtains counterplay after the stronger 26...♙f8!? and now:

a) 27.♗e6? ♙xf2† 28.♗h1 ♙f7–+

b) 27.♙xa5 ♙xh3 28.gxh3 ♗h4 with good attacking chances.

c) 27.♗f5 ♙xf2! 28.♗xf2 (28.♗h1 ♙f6–) 28...♙xf5† 29.♗g1 ♙f7–

26...♙f8

Black seeks active counterplay, but 26...♙xb5!? would be safer: 27.♗xb5 ♙d7±

Of course, he cannot play 26...♙xd4? 27.♙xd4 ♙xb5 28.♙xg7#.

27.♙xd7 ♙xd7 28.♙xa5 ♙d6 29.♙d2

29.♙c3 ♗f4 is unclear, but 29.♙e6!? ♙f4 30.♙e2± is another way for White to keep an edge.

29...♗f4 30.♙e3

30.b4? is well met by 30...♙g6.

30...♙xa3 31.♙xa3 ♙xa3±

See Ex. 9-2.

Ex. 9-2

A.Yusupov – S.Kindermann

Munich 1988

32.♗h2!

(3 points)

White wants to force the black knight away from its strong position on f4, and so he prepares g2-g3.

32.♙f3 is less clear, on account of 32...♙d6.

32.b4 (1 point) is followed by 32...♙a6

33.♗h2± (another 1 point). But it is not necessary to put the pawn on b4.

32...♙d6 33.g3 ♗g6 34.♙e6 ♙d7 35.♙e3± ♙f7 36.♙e8†

36.f4 ♗e7!?±

36...♙f8 37.♙xf8† ♗xf8

37...♗xf8!?±

38.♙e5 ♗f7

If 38...♗g6, then White can claim some advantage after 39.♙e6† ♙xe6 40.♗xe6. For example: 40...b6 41.♗g2 ♗f7 42.♗c7 ♗e7 43.♗f3 ♗f6 44.♗e3±

39.h4 ♗e6?

39...♗g6 is more sensible, although 40.♙b8 (intending ♗f3) maintains White's initiative.

See Ex. 9-3.

Ex. 9-3

A.Yusupov – S.Kindermann

Munich 1988

40.♙f5!

(1 point)

White simply wins a pawn.

40...♗e7 41.♙xh7

1–0

41...♗xd4 is met by 42.♙xg7† ♗e6 43.♙xd4.

(another 1 point for this variation)

Ex. 9-4

A.Yusupov – S.Kindermann

Lucerne Olympiad 1982

39.♙d1!

(2 points)

It makes sense to attack the opposing weakness on d6 straight away.

39.♙g1!? (1 consolation point) is not so accurate, on account of 39...♗h8.

39...d5

White has more than one good way to meet 39...♗c5:

a) 40.e5 dxe5 41.♙xc5 e4 42.♙g2±

b) 40.♙g1 ♗h7 41.♙xg7† (41.♙eg2 ♙g8

Solutions

43. ♖xf6! may be even stronger) 41... ♗xg7
42. ♖g2† ♗h7 43. ♖xf6 ♖g8 44. ♖xg8 ♗xg8
45. ♖xh6 f6 46. ♖xf6±

40.e5 c5?

40... ♗xe5 is more stubborn: 41. fxe5 ♖xe5
42. cxd5 ♖xe2 43. ♗xe2 ♗xd5±

41. ♖f2

Black cannot avoid a decisive loss of material.

1-0

Ex. 9-5

A. Yusupov – S. Kindermann

Bundesliga 1997

16. ♗xe5!

(2 points)

This combination brings White a clear positional advantage.

You only get 1 consolation point for the modest moves 16.h4 or 16.h3, since after 16...f4 the white bishop will be shut in on h2.

16... ♗dxc5

16... ♗gxe5 17. ♗xe5 ♗xe5 transposes to the note to Black's next move.

17. ♗xe5

17.f4 is less clear: 17... ♗e6 18. fxe5 f4 with counterplay.

17... ♗xe5

If 17... ♗xe5, then 18. ♗c4 ♖e6 19. f4±

(1 point for this variation)

18. ♗c4

(another 1 point)

Threatening 18. ♗xe5 followed by 19. ♖d5†.

18... ♗xh2†

18... ♖e6 is no better: 19. f4 ♗xf4 20. ♗xe5 gives White a big advantage.

19. ♗xh2 ♖f7 20. ♗e5!? ♗xe5 21. ♖xe5

White has the better pawn structure and the more active pieces.

21... ♖f6

21...f4 is no better, because of 22. ♖d4 with the threat of 23. ♗c4+.

Black's best attempt at defending is 21... ♗d7 22. ♖d4 ♖f6±.

22. ♖d5†! ♗h8 23. ♖ae1+– ♖d6 24. ♖xd6 cxd6 25. ♖e7 f4 26. ♗d3 ♗f5 27. ♗xf5 ♖xf5 28. ♖xb7 f3 29. g4 ♖g5 30. ♗g3 h5 31. ♖e4 ♖ag8 32. ♖xa7 ♖xg4† 33. ♖xg4 ♖xg4† 34. ♗xf3 ♖g5 35. ♖f7

1-0

Ex. 9-6

A. Yusupov – J. Aagaard

Stockholm 2002

15. ♗f4!±

(1 point)

Here too, the d6-pawn is weak!

15... ♗h5 16. ♗xc6!

(1 point)

16. ♗xd6 is worse: 16... ♖xd6 17. ♗b3 ♖e7 18. ♗xc5 ♗xh3=

16. ♗f5 is also less clear: 16... ♗xf5 17. ♗xd6 ♗xe4 18. ♗xe7 ♗xc3 19. ♖d2 ♗xd1 20. ♖xd1 ♗xb2 21. g4 ♗e6 22. ♗g5 ♗f6±

16... ♗xc6 17. ♗xd6 ♖e6 18. ♗xc5 ♖xc4 19. ♗b6

19. ♗d6!? may be even stronger.

19... ♗f6 20. ♖b3

20. ♗d4 is less clear after 20... ♖ad8.

20... ♖xb3 21. axb3±

Black has not obtained sufficient compensation for the pawn.

Ex. 9-7

A. Alekhine – S. Freiman

Cologne 1911

23. ♗h4!

(3 points)

Alekhine very cleverly provokes further weaknesses.

23.f4 (1 consolation point) is slightly too hasty: 23... ♗g4 24. ♗xg4 ♖xg4 25. e5 ♗f8±

Both 23. ♖d2!? and 23. h3!? (preparing f2-f4) are good alternatives. You get 2 points for choosing either of these.

23... ♗g5?!

23... ♖d7?? loses to 24. f4+.

Solutions

The best try is 23...f6, but 24.♖c3 ♗e6 25.f4 ♘f7 26.f5 is clearly excellent for White.
24.♙g3

White's bishop manoeuvre has irrevocably weakened the f5-square.

24...♗e6 25.♘f5 ♙f8 26.♖c3

Or 26.c4±.

26...f6 27.f4!± ♘g6?! 28.♘xh6†! ♙xh6 29.f5 ♗e7 30.fxg6 ♙f8 31.♖c4† ♔g7 32.♙xd6!
1–0

Ex. 9-8

A.Alekhine – N.N.

Paris simultaneous 1925

9.e5!

(1 point)

This standard idea further weakens the black pawn structure.

9...dxe5?

Giving up a pawn with 9...♘d5 is Black's best try, and may come close to equalizing:
10.♘xd5 cxd5 11.♖xd5 0–0 12.0–0 dxe5 13.♗xe5 ♙d6
10.♘xc6 ♙xc6 11.♖xc6† ♘d7 12.0–0 0–0 13.♙d1 ♙d6 14.♘b5 ♗e7 15.♘xd6 cxd6 16.♖xd6+–

Ex. 9-9

A.Alekhine – Jobbajahazi

Vienna simultaneous 1936

15.e5!

(1 point)

15.♙ad1 is answered by 15...♘d7=.

15...♗xe5?!

15...♘d7! is a better defence: 16.exd6 ♘e5 17.♗g3 cxd6±
16.♙xe5 dxe5 17.♖xc6± ♙b8 18.♙d1 ♖c8 19.♘b5 ♖b7? 20.♙d8†! ♙f8 21.♖xf6 ♙xd8 22.♙xe5
1–0

Ex. 9-10

M.Adams – A.Yusupov

Le Barcares 2005

27.♖c6!+–

(2 points)

The decisive move. White simultaneously attacks h6, e8 and a8, winning back the pawn he had sacrificed with positional interest!

27...♙f8

Or 27...♙xe1† 28.♙xe1 ♙f8 29.♖xh6+–.

28.♖xh6 f6

28...♖h7 29.♖xg5†+–

29.♙e7 ♙f7 30.♙de1 ♙af8

30...♖h7 31.♙e8†+–

31.♙xf7 ♔xf7 32.g4!

1–0

Ex. 9-11

T.Petrosian – A.Lutikov

USSR Ch, Tbilisi 1959

24.b4?!

(2 points)

A bold decision. Against other moves, Black could close the queenside.

24...♘c8?!

24...bxc4? 25.bxc5! is excellent for White.

Black had to play courageously to avoid getting a strategically lost position. The correct reaction is: 24...cxb4 25.c5! ♙c8 26.c6! (26.♙xe7 ♖xe7 27.c6 ♘e6!∞) 26...♘xc6!

(1 point for this variation)

27.dxc6 ♙xc6 28.♖b3 ♘e6 29.♖xb4 ♖d7 Black has reasonable compensation for the piece.

25.bxc5 dxc5 26.cxb5 ♘xb5

26...♙xb5 27.♖xc5+–

27.♙xb5

In a superior position, Petrosian does not want to take any risks.

After 27.♖xc5!? ♘d4, the strong knight might offer Black counterplay. Nevertheless, White would be doing well with 28.♙xa6 ♙b2 29.♘ec4±.

Solutions

27...♞xb5

Black could consider 27...♞xb5!?, activating the bishop at the cost of the c-pawn.

28.0-0 f5 29.f3 ♟f7

Also possible are 29...h5 and 29...♞d6 30.♞dc4 ♞xc4 31.♞xc4, though White keeps a plus in either case.

30.♞dc4 ♞b4 31.♞e1! ♟b7 32.♞c3 h5?

Blocking the position with 32...f4 would last longer, but would not solve Black's problems: 33.♞d1 ♟e7 34.♞db2 (34.♞f2 ♞b5) 34...♞b5±

33.gxf5! gxf5 34.exf5 e4?! 35.♞h2+—

White can also win with 35.fxe4 ♞xc3 36.♟xc3† ♟g7† 37.♞h2 ♟xe4 38.f6 ♟f7 39.♞e5+— (Petrosian).

35...exf3 36.♟xf3 ♞d4 37.♟d3 ♞f6 38.♟g1 ♞h7 39.♞xf6 ♟xf6 40.♟c3 ♟f8 41.♟g6 ♟f7 42.♟g5

1-0

Ex. 9-12

T.Petrosian – A.Lilienthal

USSR Ch, Moscow 1949

29.h3!

(1 point)

White prepares 30.g4.

But the immediate 29.g4! (also 1 point) is equally good, since 29...fxg4 30.♞xg4 ♟c7 is followed by 31.♟a3 ♟g7 32.♟g3±.

29...♞f6 30.g4± fxg4?! 31.hxg4

Black is now very badly placed strategically: his e4- and h7-pawns are isolated and weak, and the knights do not have any good squares and cannot achieve much against the bishop pair. It is hard to recommend a decent move here!

31...♟c7 32.♞f2 h6 33.♟h1 e3† 34.♞xe3 ♞e4† 35.♞g2 ♞f7 36.♞d3 ♟e7 37.♟ael ♟fe8 38.♞c1 ♞c3 39.♟xe7 ♟xe7 40.a5 b6 41.axb6 axb6 42.♞d2 ♞e2 43.c3 b5 44.♞f3
1-0

Scoring

Maximum number of points is 26

- **22** points and above → **Excellent**
- **17** points and above → **Good**
- **13** points → **Pass mark**

If you scored less than 13 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ The strength of connected passed pawns
- ✓ Blockade
- ✓ Material sacrifices

Diagram 10-1

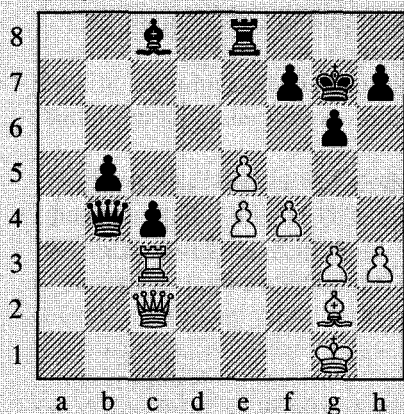
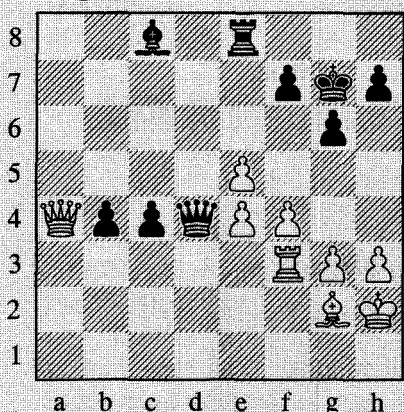


Diagram 10-2



The pawn phalanx

In the lesson on 'Pawn combinations' (Chapter 21 of *Build Up Your Chess 1*), we saw some situations which showed clearly the strength of connected passed pawns. Of course such pawns become particularly dangerous the nearer they get to the queening square. For example, two connected pawns on the 6th rank can often be enough to defeat a rook.

Diagram 10-1

A.Yusupov – G.Kasparov

Linares 1990

The black pawns on the queenside will soon be ready to advance further. The white pawns in the centre, on the other hand, are not so mobile. Kasparov activates his pieces at once.

36...♖c5† 37.♙h2 ♜d4 38.♟f3

Hoping to play f4-f5 at a favourable moment.

38...b4!

What at first glance looks like an oversight is in reality a sound combination.

39.♞a4

Diagram 10-2

This double attack is the final chance.

39.f5 is followed by 39...b3 40.f6† ♙h8 41.♞c1 b2 42.♞h6 ♟g8 43.♟f4 ♜d2+.

39...c3!!

Black sacrifices the rook, and is even willing to go into the endgame!

40.♟xc3!

This is the best chance.

40.♞xe8 would be followed by 40...♞d7! 41.♞xd7 ♙xd7 and White cannot draw the teeth from the pawn phalanx:

a) 42.♟d3 ♟e6 43.f5 gxf5 44.exf5 ♟xf5 45.♟f3 c2 46.♟f1 ♟d3! (but not 46...b3?! 47.♟d5! b2 48.♟xf5 with the idea 48...c1♞? [48...♙f8! still wins], because of 49.♟xf7† ♙g6 50.♟f6†=) 47.♟c1 b3+

b) 42.e6 ♟xe6 43.f5 (or 43.♟f1 c2 44.e5 b3 45.♟e4 ♟f5 46.♟xc2 ♟xc2+) 43...♟c4 44.f6† ♙g8 45.♟f1 ♟xf1 46.♟xf1 c2 47.♟a1 h5 48.e5 b3 49.♟a8† ♙h7 50.e6 c1♞ 51.exf7 ♜d2†+ White loses the rook.

Diagram 10-3

40...♙d7 41.♖c4! ♕xa4!?

41...♖xc4 is possible: 42.♖xd7 ♖e6!-+

42.♖xd4 ♖b8 43.♙f1 ♙c2 44.♙c4

44.♙d3 b3 45.♙xc2 bxc2 46.♖c4 ♖b2-+

44...b3 45.♙xb3

White has to give up the bishop for the b-pawn. Attempting to counter-attack with 45.♖d7 comes to nothing: 45...b2 46.♙a2 (no better are 46.♙xf7 ♖d8!-+ or 46.♖xf7+ ♖h8 47.♙a2 ♙b3-+) 46...♖a8 47.♖xf7+ ♖h8 48.e6 ♖xa2 49.e7 ♙a4-+

45...♖xb3 46.g4 ♖e3-+

Black won this ending since the e4-pawn could not be defended. You can find the remainder of the game in *Boost Your Chess 1* (Diagram 9-2).

Connected passed pawns are most dangerous if they are standing side by side. If one pawn advances, then there is always the danger that the square in front of the rear pawn will be occupied by the opponent and thus the pawns will be blockaded.

However, if your opponent is making use of valuable pieces just to stop your pawns, then he may well be weakening other areas of his defence.

In many situations you should even be prepared to sacrifice material to obtain far-advanced, connected passed pawns. Here are two classic examples.

Diagram 10-4

A.McDonnell – L.de la Bourdonnais

London (16) 1834

Black has strong pawns in the centre. Bourdonnais now plays very cleverly and exploits this advantage.

14...♖b6! 15.♙c2 ♙b7

Of course, 15...♖xb2?? loses to 16.♙xh7+.

16.♙d2 ♖ae8!?

Black wants to advance his f-pawn too, so he leaves the other rook on the f-file.

16...♖xb2? is still wrong, because 17.♖d3 has the double threat of ♖xh7# and ♖ab1.

17.♙e4 ♙d8

17...♙e7 was also worth considering.

18.c5 ♖c6 19.f3 ♙e7 20.♖ac1

Diagram 10-3

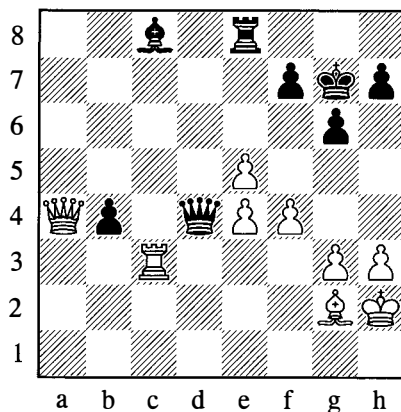


Diagram 10-4

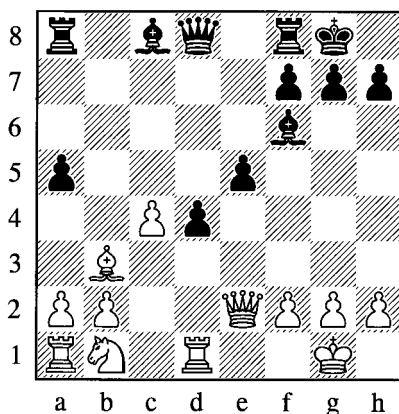


Diagram 10-5

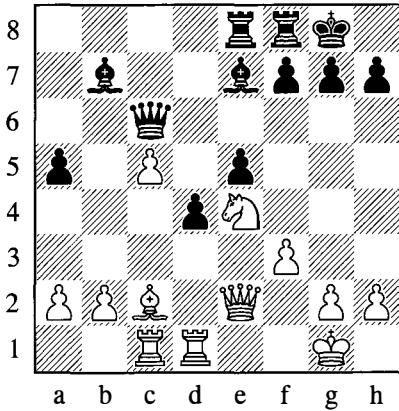


Diagram 10-6

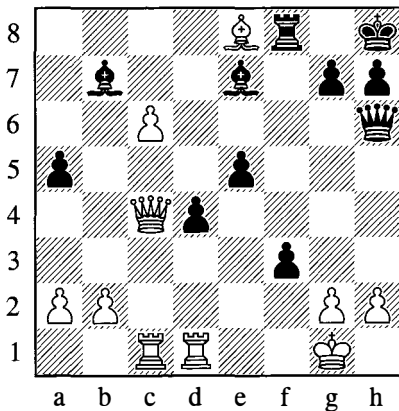


Diagram 10-7

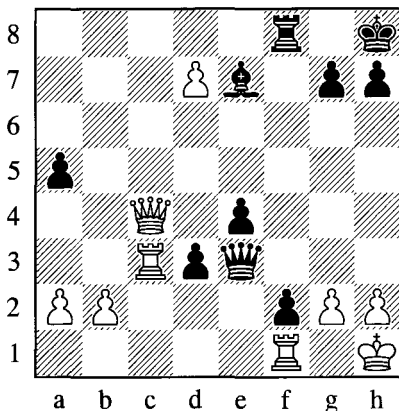


Diagram 10-5

20...f5!?

Black wastes no time in starting his central attack. This is indeed how to play in unbalanced positions!

However, 20...♞d8, with the idea of 21.♞c4 ♞a6, would also be a reasonable alternative.

21.♞c4† ♞h8

21...♞d5?! is well met by: 22.♞b3! ♞xc4 23.♞xc4† ♞h8 24.♞d6 ♞xd6 25.cxd6 ♞d8 26.f4! and the black pawn structure is broken up

22.♞a4

White seeks counterplay.

22...♞h6 23.♞xe8!?

Black also obtains a dangerous attack after 23.♞d6 ♞xd6 24.♞xe8 ♞c7 25.♞b5 e4.

23...fxe4 24.c6! exf3!

This pawn is very dangerous.

Diagram 10-6

25.♞c2

After 25.cxb7 Black can force mate: 25...♞e3† 26.♞h1 fxg2† 27.♞xg2 ♞f2† 28.♞g1 ♞c2† 29.♞h1 ♞f3† 30.♞g1 ♞g2#

25...♞e3† 26.♞h1 ♞c8 27.♞d7

27.♞f7 is strongly met by: 27...♞g4 (or 27...♞f5!?) 28.c7 (28.♞f1 d3 29.♞cf2 d2—+) 28...fxg2† 29.♞xg2 ♞xd1 30.c8 ♞ ♞e1† 31.♞g1 ♞f3#

27...f2

After this energetic move, Black is threatening to win instantly with ...d3.

The immediate 27...d3 is also good for Black: 28.♞xd3 ♞xd3 29.♞xd3 f2 30.♞xf2 ♞xf2—+

28.♞f1

28.♞f1! is also met by 28...d3!—+.

28...d3 29.♞c3

If 29.♞xc8, then 29...dxc2 30.♞a6 ♞c5! 31.♞xc5 ♞xc5 32.♞d3 e4 33.♞xc2 e3 34.♞d3 ♞b6 followed by ...♞d8 and Black wins.

29...♞xd7 30.cxd7

30.♞xd3 is met by 30...♞e6! 31.♞c2 ♞c5—+.

30...e4

Diagram 10-7

The threat is now ...♞e1.

31.♞c8 ♞d8 32.♞c4

There is not much that White can do; if 32.♞cc1, then 32...♞f4 and Black is ready to push his pawn

phalanx even further forward.

**32...♖e1! 33.♞c1 d2 34.♞c5 ♜g8 35.♞d1 e3
36.♞c3 ♞xd1**

36...♞xf1† 37.♞xf1 e2 38.♞d3 e1♞ is also good enough, but the game move is most precise.

37.♞xd1 e2

Diagram 10-8

This is the best illustration of the strength of the pawn phalanx!

0-1

Diagram 10-9

E.Gufeld – L.Kavalek

Marianske Lazne 1962

23...♞xd2!?

Black plays this game in impressive fashion. He is prepared to surrender an exchange in order to eliminate the threat of ♖c4.

However, Black had a more prosaic way to reach his goal: 23...e4 24.♖c4 f4 25.♖xb6 f3† 26.♞e3 ♜f5! (threatening ...♞d3#) 27.♞ad1 ♞xd1 28.♞xd1 ♞g1 29.♞xf2 ♞xd1 and Black has a won ending.

24.♞xd2 e4

The black pawns roll forwards.

25.♞f8

25.c4 ♞d4 26.♞ad1 f4 27.♞c2 ♞e5 28.♞c1 e3 29.♞d3 ♞xh2→ and White's struggle against the black pawn phalanx is pretty hopeless.

25...f4 26.b4 ♞g5!?

26...e3† 27.♞e2 ♞f5 28.♞f3 ♞xh2 (threatening ...♞h3†) would also be good. For example: 30.♞h1 e2 31.♞xe2 f1♞† 32.♞xf1 ♞xh1†→

Diagram 10-10

27.♞c5

27.c4 is met by: 27...♞e3† 28.♞e2 ♞d4 29.♞h6 f3† 30.♞d2 e3† 31.♞d3 e2! 32.♞xd4 (32.♞xg5 ♞xa1→) 32...♞g1 33.♞xf2 ♞d1†! 34.♞xd1 exd1♞†→

27...♞xc5 28.bxc5 ♞xc5 29.♞ab1 f3

The pawn phalanx overwhelms White.

30.♞b4

30.♞xb7 loses to 30...e3† 31.♞d3 e2 32.♞bb1 ♞f5.

30...♞f5 31.♞d4 ♞xd4 32.cxd4 ♞f4

There is nothing White can do against ...e3-e2.

0-1

Diagram 10-8

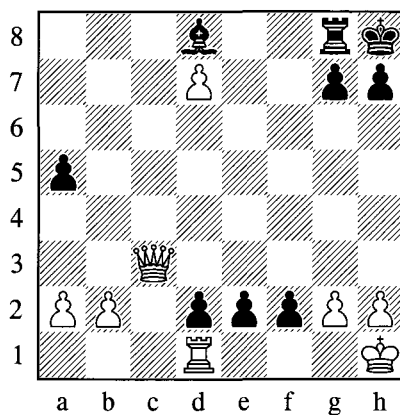


Diagram 10-9

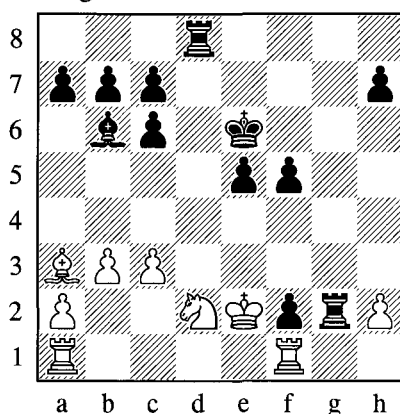
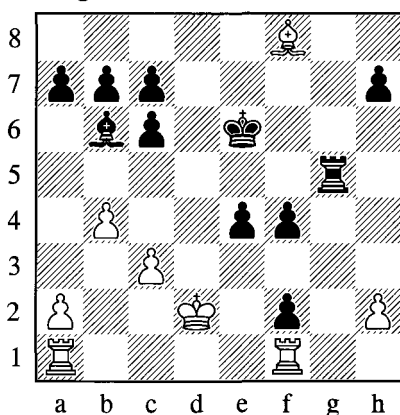
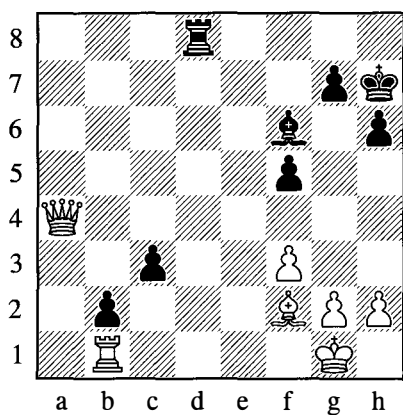


Diagram 10-10

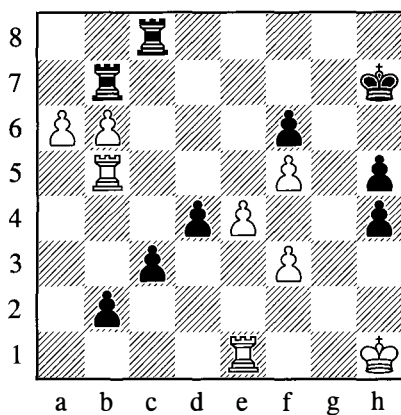


Exercises

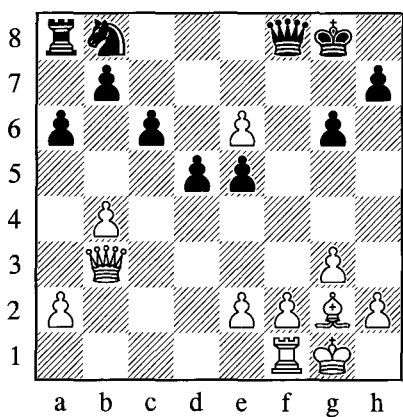
► Ex. 10-1 ◀ ★



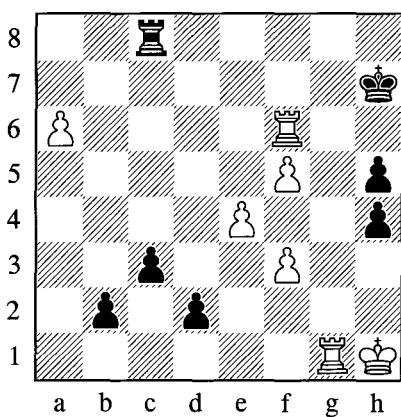
► Ex. 10-4 ◀ ★★★



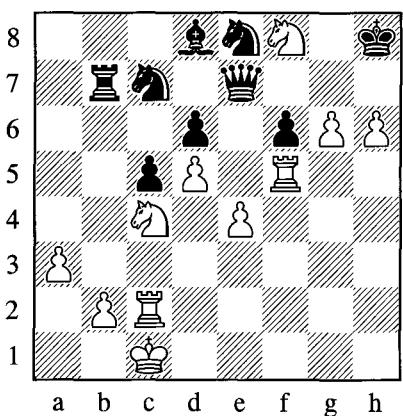
► Ex. 10-2 ◀ ★



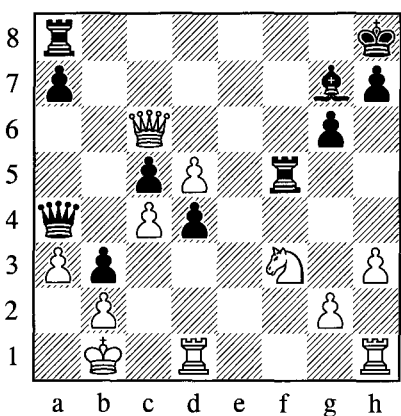
► Ex. 10-5 ◀ ★★★



► Ex. 10-3 ◀ ★★

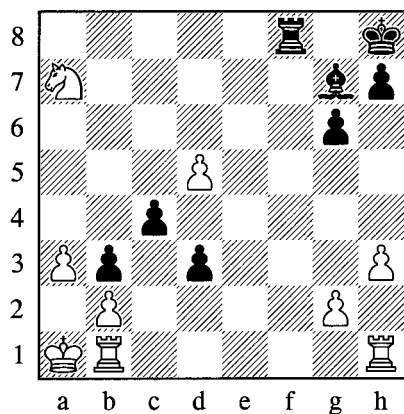


► Ex. 10-6 ◀ ★★★★★

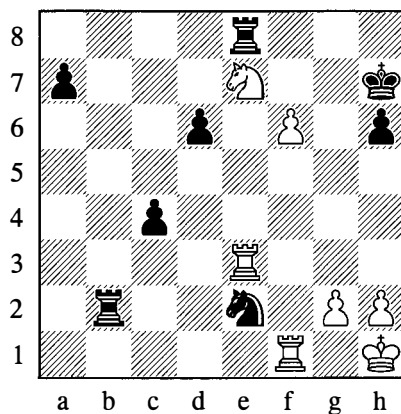


Exercises

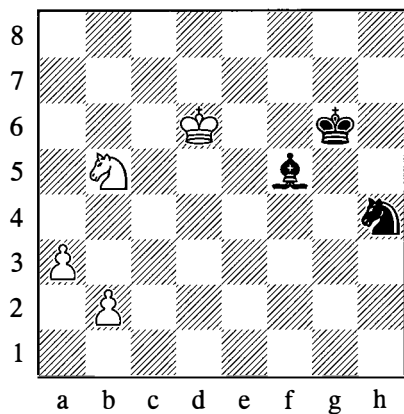
► Ex. 10-7 ◄ ★★★ ▼



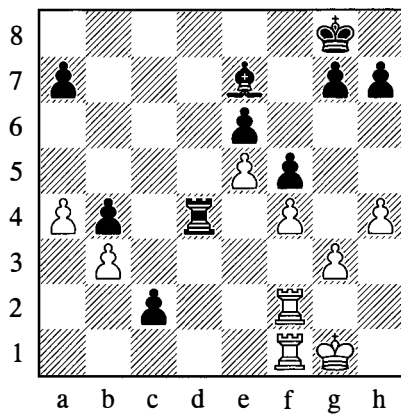
► Ex. 10-10 ◄ ★★ △



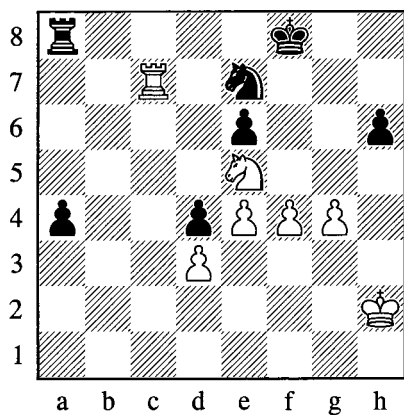
► Ex. 10-8 ◄ ★ ▼



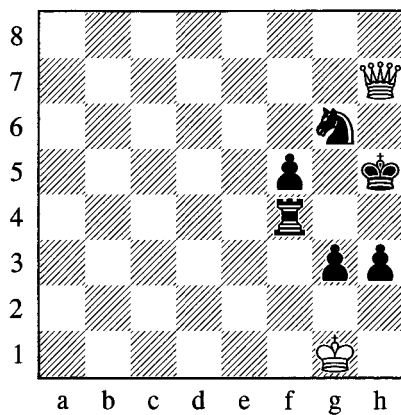
► Ex. 10-11 ◄ ★★ ▼



► Ex. 10-9 ◄ ★★★ △



► Ex. 10-12 ◄ ★★ ▼



Solutions

Ex. 10-1

V.Hort – P.Keres

Oberhausen 1961

42...♞d2!

(1 point)

Black prepares ...c2. Despite his big advantage in material, there is not much White can do against the black pawn phalanx.

Instead, 42...♞a8? does not achieve anything after 43.♞c2+–.

43.♞xb2?

Desperation!

White should have tried the much more resilient 43.♞b5 c2 44.♞f1 (44.♞xf5† g6–+) 44...♞d5. Compared with the game, White has gained some time to organize his defence, but he still cannot save the game. The following variations are based on analysis by Keres, to which I have added some of my own analysis and some computer corrections:

a) 45.♙e3 cxb1♞ 46.♞xb1 ♞a5 47.♟f2 ♟g8! 48.♞c2 ♞a1 49.♞c8† ♟f7–+

b) 45.g4 ♞a5! 46.♞xb2 ♙xb2 47.♙e3 ♞a1 48.♞xa1 ♙xa1 49.♙c1 fxg4 50.fxg4 ♙f6 followed by ...♙g5–+.

c) 45.g3!? and now:

c1) 45...cxb1♞?! 46.♞xb1 g6 (46...♞a5 47.♙e1 ♞a1 48.♞xf5† g6 49.♞xf6 ♞xe1† 50.♟f2 b1♞ 51.♞f7†=) 47.♟g2 (or 47.♙e1 ♞d8 48.♟g2 ♞a8 49.♞d3=) 47...♙g7 (threatening ...♞a5-a1) 48.♙e1 ♞d8 49.g4! fxg4 50.f4 ♞a8 51.f5 gxf5 (51...♞a1? 52.fxg6†+–) 52.♞xf5† ♟h8=

c2) 45...♞a5! 46.♞xb2 (46.♟g2 ♞a1–+) 46...♞xb2 47.♙e3 ♞a1 48.♞xa1 ♙xa1 49.♙c1 ♙d4† 50.♟f1 g5 and:

c21) 51.h3 ♙e5! (but not 51...f4? 52.gxf4 gxf4 53.♙xf4 and White draws – see Chapter 21 of *Build Up Your Chess 1* on “The wrong bishop”) 52.f4 gxf4 53.gxf4 ♙d6 54.♟e2 ♟g6 55.♟d3 ♟h5 56.♟xc2 ♟h4–+

c22) 51.♟e2 g4 52.fxg4 fxg4 53.♟d3 ♙g1 54.♟xc2 ♙xh2 55.♙f4 h5 56.♟d3 h4 57.♟e2 hxg3–+

43...cxb2 44.♞b3 ♞d8!–+

Threatening ...♞a8-a1.

45.♞c2 ♞b8 46.♞b1

46.♞xf5† ♟h8 47.♞b1 ♞a8–+

46...g6 47.g4 ♞a8 48.♟g2 ♞a1 49.♞c2 b1♞

50.♞c7† ♙g7 51.♙d4 ♞f1† 52.♟g3 f4†

53.♟xf4 ♞c1†

0–1

Ex. 10-2

V.Korchnoi – J.Diez del Corral

Palma de Mallorca 1969

The e6-pawn needs support.

19.e4!

(1 point)

Another way to support the pawn is: 19.f4 (also 1 point) 19...e4 20.♙xe4 (or 20.f5 gxf5 21.♙xe4!) 20...a5 21.f5+–

19...a5

19...dxe4? loses instantly to 20.e7†.

If 19...♞e7, then simply 20.exd5 cxd5 21.♙xd5 ♟c6 22.♙xc6 bxc6 23.♞c1+–.

20.exd5 ♞xb4 21.d6 ♞xb3

21...♞xd6 22.e7†+–

22.axb3 ♟f8 23.f4! e4 24.f5

1–0

Ex. 10-3

V.Mikenas – V.Sergievsky

USSR 1969

1.g7†! ♟xg7

1...♟g8 is also hopeless: 2.h7† ♟xg7 3.♞g2†

(1 point for this variation)

3...♟f7 4.h8♞ ♞xf8 5.♞h7† ♟g7

6.♟xd6†+–

2.♟g6†

1–0

(1 point)

Solutions

Ex. 10-4

V.Smyslov – M.Botvinnik

Leningrad/Moscow 1941

The black pawn phalanx is more dangerous than the white one. Botvinnik finds the simplest solution.

56...♟xb6!

(2 points)

Black has two other routes to victory, but in both cases there is a lot more calculating to be done than in the game:

a) 56...d3!? 57.axb7 d2 58.♟g1 ♟g8! (also 2 points) and White has no defence.

b) 56...♟bb8!? 57.a7 (57.b7 d3 58.bxc8 ♟xc8→) 57...♟b7 58.♟g1 d3 59.♟c5 ♟g8 (also 2 points) and Black wins.

57.♟xb6 d3 58.♟g1

58.a7 is followed by: 58...d2 59.♟g1 c2

(1 point for this variation)

60.♟b8 c1 ♟ 61.a8 ♟ ♟xg1† 62.♟xg1 d1 ♟†→
48...d2

But not 58...c2? 59.♟b7† ♟h8 60.♟xb2 d2 61.♟xc2 ♟xc2 62.a7=.

59.♟xf6

See Ex. 10-5.

Ex. 10-5

V.Smyslov – M.Botvinnik

Leningrad/Moscow 1941

59...♟c7!

(2 points)

But not 59...c2?, which allows White to force a draw by repetition: 60.♟f7† ♟h8 61.♟f6 ♟h7= (61...♟c7? even loses to 62.♟h6† ♟h7 63.a7).

However, Black has an alternative route to victory: 59...d1 ♟! (also 2 points) 60.♟xd1 c2 61.♟d7† ♟g8 62.♟g6† ♟f8→ (another 1 point).

60.♟fg6 d1 ♟!

(another 1 point)

Here too, 60...c2? would throw away the win. After 61.♟6g5!= Black would have to

repeat moves, because 61...♟h8? loses to 62.♟xh5† ♟h7 63.a7.

0-1

Ex. 10-6

D.Minic – T.Rakic

Yugoslavian Ch, Novi Travnik 1969

He who does not dare, does not win!

24...♟xc4!

(2 points)

24...♟xc6?! (1 consolation point) is not so strong: 25.dxc6 ♟c8 26.♟d3±

25.♟xa8† ♟f8 26.♟xa7 ♟c2† 27.♟a1 d3

(another 1 point)

28.♟b1 c4 29.♟d4 ♟f2

(another 1 point)

30.♟b5?

This is too greedy. White had to play 30.♟c5! ♟xd4 31.♟xd4 ♟xd4 32.♟bf1! and Black has 'only' enough compensation for the exchange.

30...♟xa7 31.♟xa7

See Ex. 10-7.

Ex. 10-7

D.Minic – T.Rakic

Yugoslavian Ch, Novi Travnik 1969

31...c3!

(2 points)

31...♟a8? would be wrong: 32.♟b5 ♟a5 33.♟be1! ♟g8 34.♟e8† ♟f7 35.♟d6†→

32.♟bd1

Other moves also lose:

a) 32.bxc3 ♟xc3† 33.♟b2 ♟f2 34.♟hb1 ♟xb2 35.♟xb2 d2→

b) 32.d6 cxb2† 33.♟xb2 ♟f2 34.d7 ♟xb2† 35.♟b1 ♟f6 36.♟c6 ♟b2† 37.♟c1 d2† (or 37...♟c2†→) 38.♟d1 ♟b1† 39.♟xd2 ♟xh1→
32...♟f2!

(another 1 point)

33.d6

The following variations are instructive:

a) 33.bxc3 ♟xc3† 34.♟b1 ♟a2→

Solutions

b) 33.♖he1 ♖xb2 34.♖e8† ♕f8 35.♖xf8†
♔g7 36.♖xd3 ♖a2† 37.♔b1 c2† 38.♔c1
♖a1†+

c) 33.♖xd3 ♖xb2 34.♔b5 ♖a2† 35.♔b1 c2†
36.♔c1 ♖a1† 37.♔d2 ♖xh1+

33...♖xb2 34.d7 ♖a2† 35.♔b1 c2†

There is an even quicker finish with
35...♖a1†! 36.♔xa1 c2#.

36.♔c1 ♕h6†

White is mated next move.

0-1

Ex. 10-8

B.Gelfand – A.Yusupov

Linares 1991

The two connected white passed pawns must
be stopped, but the main enemy is the more
distant a-pawn!

52...♕c2!

(1 point)

52...♔f3 is less convincing after 53.a4, and
Black still has some work to do.

53.b4

Or 53.♔d4 ♔f5† 54.♔xf5 ♔xf5 55.b4 ♕a4
56.♔c5 ♔e6=.

**53...♔f5† 54.♔c7 ♔f6 55.♔c3 ♔e3 56.b5
♔c4 57.a4**

57.♔c6 ♔xa3! 58.b6 ♔c4=

57...♔e5 58.b6 ♔xb6 59.a5

59.♔xb6 ♕xa4=

59...♔d5† 60.♔xd5

Black stops the remaining pawn in time:
60...♔xd5 61.a6 ♕e4 62.a7 ♔e5
½-½

Ex. 10-9

A.Karpov – A.Yusupov

Bugojno 1986

46.f5!

(2 points)

A well calculated operation.

46.♖c2 (1 consolation point) is too passive.

46...exf5

If 46...♖a5, then 47.♖xe7! ♖xe5 48.♖a7 h5
49.♔g3! hxg4 50.fxe6 ♖xe6 51.♔xg4+.

47.gxf5 ♔xf5

Advancing the a-pawn allows White to
demonstrate his main idea: 47...a3 48.f6 a2
49.♖xe7! a1♖ 50.♔g6† ♔g8 51.♖g7#

(1 point for this variation)

**48.exf5 ♖a5 49.♖c5!+ ♖xc5 50.♔d7† ♔e7
51.♔xc5 a3 52.♔g3! ♔d6 53.♔b3 ♔e5
54.♔g4 h5†**

54...a2 55.♔a1 ♔f6 56.♔f4 h5 57.♔c2 h4
58.♔g4 h3 59.♔xh3 ♔xf5 60.♔g3+–

55.♔g5 h4 56.f6 ♔e6

56...h3 is met by 57.f7 h2 58.f8♖ h1♖
59.♖e7† ♔d5 60.♖b7+–.

**57.♔g6 h3 58.f7 h2 59.f8♖ h1♖ 60.♔c5†
♔e5 61.♖b8†**

1-0

Ex. 10-10

I.Kashdan – L.Steiner

New York (5) 1930

34.g4!

(1 point)

34.♔f5 is weaker: 34...♖xe3 35.♔xe3 ♔g8
36.♔xc4 ♖c2 37.♔xd6 ♖c6=

34...c3 35.g5!+–

(another 1 point)

But not 35.♖h3? ♖b5!–.

35...♔f4

White's point is 35...hxg5 36.♖h3#.

If 35...c2, then 36.g6† ♔h8 37.♖h3 c1♖
38.♖xc1 ♔xc1 39.♖xh6#.

36.♖xf4 ♖b1†

36...c2 37.g6† ♔h8 38.♖f1 ♖b1 39.♖e1
♖eb8 40.♔g2+–

37.♔g2 c2 38.g6† ♔h8 39.♖c3

Or 39.g7† ♔h7 40.f7 ♖g1† 41.♔xg1 c1♖†
42.♔g2+–.

**39...c1♖ 40.♖xc1 ♖xc1 41.g7† ♔h7 42.f7
♖c2† 43.♖f2**

1-0

Solutions

Ex. 10-11

A.Yurgis – M.Botvinnik

Leningrad 1931

1...♖c4!!

(1 point)

1...♕c5 is not so strong: 2.♖xc2 ♖c4†
3.♖cf2

2.bxc4

2.♖c1 ♕c5–+

2...♕c5

But not 2...b3?? 3.♖xc2 bxc2 4.♖c1+.

3.♕g2 ♕xf2 4.♕xf2 b3

0–1

(another 1 point)

Ex. 10-12

J.Nunn – A.Yusupov

Linares 1988

75...♕g5!

(1 point)

76.♖xh3 ♕h4!

(another 1 point)

The simplest solution. White cannot free his queen: 77.♖xg3† ♖g4–+ or 77.♖h1 ♖d4–+ or 77.♕h1 ♖f3 78.♕g1 g2–+.

0–1

Scoring

Maximum number of points is 27

- 23 points and above → **Excellent**
- 18 points and above → **Good**
- 13 points → **Pass mark**

If you scored less than 13 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ Lasker Variation
- ✓ London System

Opening repertoire (Black vs. the Reti/ White vs. the King's Indian)

Lasker Variation

There are several solid systems which Black can choose against the Reti Opening (1.♘f3 followed by 2.g3). One of these was advocated by World Champion Emanuel Lasker – after 1.♘f3 d5 2.g3 ♘f6 3.♙g2, Black develops his light-squared bishop with 3...♙f5. Lasker's preference was then to set up a solid centre with ...c6, ...e6, ...♗bd7, ...♙e7 (or ...♙d6) and ...0–0. This system is very solid, but it has the disadvantage that it leaves Black slightly passive.

I recommend a more modern, slightly modified variation in which Black holds back with the move ...c6 and first develops his kingside. That frequently allows Black to save a tempo on the queenside and post his own pieces more actively with ...♗c5 and ...♘c6. Some important ideas about how to continue on the queenside can be found in the following example.

M.Berkovich – A.Yusupov

Moscow 1975

1.♘f3 d5 2.g3 ♘f6 3.♙g2 ♙f5

Diagram 11-1

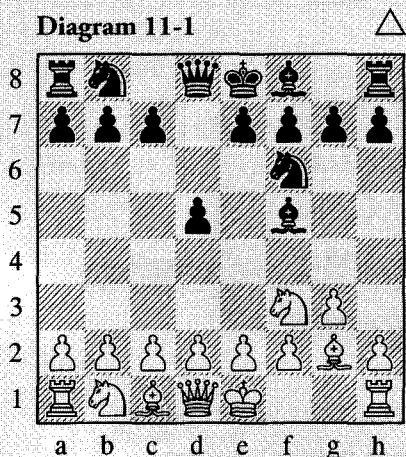
4.d3

4.c4 is a principal alternative, immediately taking action on the queenside: 4...e6 5.♖b3 ♘a6! An important tactical nuance, Black can afford to leave the b7-pawn en prise. 6.cxd5 (6.♖xb7 leads to a repetition after 6...♘b4 7.♘d4 ♖b8 8.♖xa7 ♖a8 9.♖b7 ♖b8=) 6...exd5 7.0–0 (7.♖xb7? ♘c5 8.♖b5† c6! and the queen is lost after 9.♖b4 ♘d3† or 9.♖xc6† ♙d7) 7...♘c5= Hug – Yusupov, Baden-Baden 1995.

4...e6 5.0–0 h6

This move safeguards the bishop from attacks. In this variation the bishop often retreats voluntarily to h7.

Diagram 11-1



5...♙e7 is also possible of course. For example: 6.c4 c6 7.♙e3 (7.b3!?) 7...dxc4!? 8.dxc4 ♖xd1 9.♗xd1 ♜bd7 10.♜c3 e5 11.h3 h6 12.♞ac1 ♙e6= Kengis – Yusupov, Bundesliga 2000.

6.♜bd2

6.b3 intending c2-c4 is another important variation. White wants to take better control of the centre and to play on the queenside. As well as the classical system with ...c6 Black can also try an original plan involving ...♜c6:

a) 6...c6 7.♙b2 ♙e7 8.♜bd2 0–0 9.c4 ♜bd7 10.a3 a5 11.♞c2 ♙h7 12.♙c3 b5!? 13.cxb5 cxb5= This was first played in Botvinnik – Smyslov, Moscow (12) 1958, and has been tested in many games since.

b) 6...♙e7 7.♙b2 0–0 8.c4 ♙h7!? 9.♜bd2 (9.♜c3 c6!?) 9...♜c6!?

Diagram 11-2

10.a3 a5 11.♞c2 ♜d7 12.♜d4 ♜xd4 13.♙xd4 c6= 14.♜f3 ♙d6 15. ♞b2 – see Ex. 11-5.

6...♙e7 7.b3

White can prepare e2-e4 by playing 7.♞e1 straight away, which often leads to the same position as in the game: 7...0–0 8.e4 ♙h7 9.♞e2 c5! 10.b3 ♜c6 11.♙b2

7...0–0 8.♙b2 c5

Black could still wait with this, and play 8...♙h7 first.

9.♞e1

9.e3!? intending ♞e2 can lead to the same position, but is slightly more flexible than the move in the game.

9...♜c6 10.e4 ♙h7 11.♞e2

Diagram 11-3

In this variation, Black's most important piece is the light-squared bishop. It protects the kingside and also aims to support the play on the queenside. It is presently up against a wall of pawns along the b1-h7 diagonal, which is stopping Black's pressure on the light squares from becoming too great. The wall must be demolished! This logic leads to the move in the game.

11...c4!

A positional sacrifice, which offers Black sufficient compensation for a pawn. Seven years later I repeated this sacrifice in a game against Plachetka.

Diagram 11-2 (analysis)

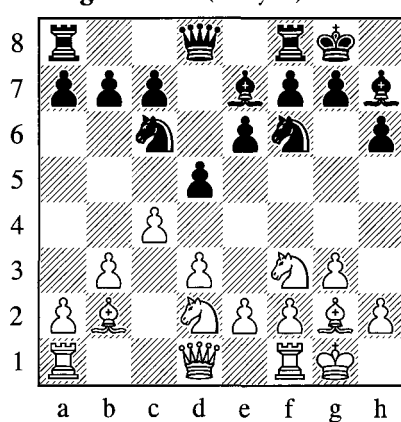
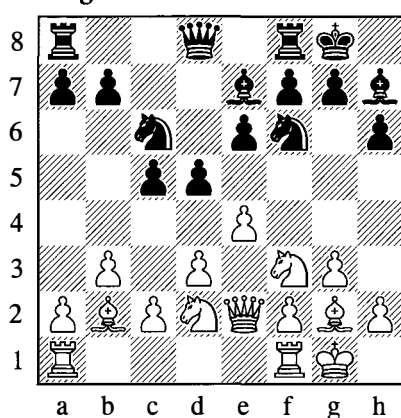


Diagram 11-3



12.bxc4

12.dxc4 dxe4 13.♘e5?! ♘d4 14.♚d1 e3! is better for Black.

12.exd5 cxd3 also gives Black a clear advantage.

12...dxe4 13.dxe4 ♖c8

13...♚c7, as I played against Plachetka, is slightly more accurate.

14.♗fd1

14.♘e5!?= was possible here.

14...♚c7 15.e5?!

I think this move is simply weakening, since the h7-bishop now gets into the game. But White could not find anything constructive to play.

15...♘d7 16.♘b3?!

16.♘e4!? would enable White to maintain approximate equality.

16...♘b6 17.a4 ♘b4

Diagram 11-4

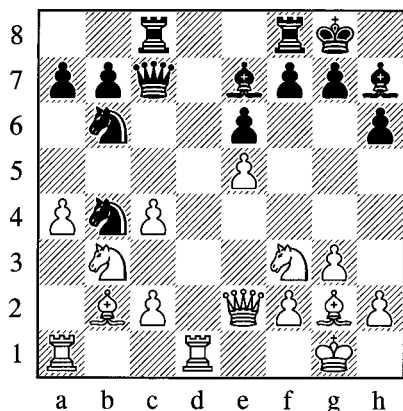


Diagram 11-4

Black has successfully increased the influence of the h7-bishop. The white queenside is under attack; the knight and bishop are attacking the c2-pawn, and moreover the c4-pawn cannot be saved.

18.c5 ♗xc5 19.a5

19.♘xc5 ♚xc5 was played in the aforementioned game against Plachetka. Black is clearly better since the white pawns on the queenside are weak.

19...♘c4! 20.♗c3?

Of course 20.♚xc4?? loses to 20...♗xf2†.

However, 20.♗d4 would have been better: 20...♗xd4 21.♘bxd4†

20...♘xc2 21.♗a1

Diagram 11-5

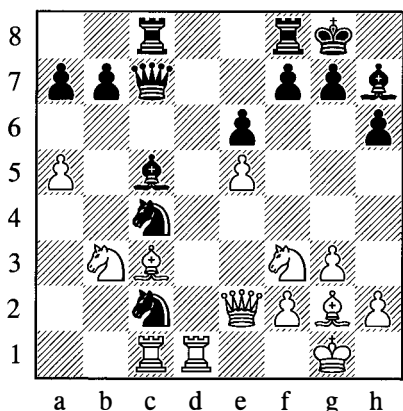


Diagram 11-5

21...♘4e3!-+

This tactical trick secures a decisive advantage for Black.

22.♗d4

22.fxe3 ♗xe3†-+ is hopeless for White.

22...♗xd4 23.♗xd4 ♘xd4 24.♚xe3 ♘c2 25.♚xa7 ♗c3

25...♗e4 is also good: 26.♘bd4 ♗a8-+ or 26.♘fd4 ♗xe5-+.

26.♘fd4 ♚b2 27.♗xb7 ♘xd4

Black is playing rather simply, but it is sufficient to win the game efficiently.

28.♗xc8 ♚b1† 29.♗g2

Diagram 11-6

29...♙e4† 30.f3

If 30.♙h3, then 30...♞f1† 31.♙h4 g5† 32.♙g4 ♙f5† 33.♙h5 ♞h3#.

30...♞xc8 31.♙xe4

31.fxe4 ♞c2†→

31...♞a2† 32.♙h3 ♙xb3 33.a6

White could easily resign, but he plays one final card.

33...♙d2 34.♞b7

Or 34.♞f2 ♞a5 35.♙b7 ♞f8 36.a7 ♙c4→.

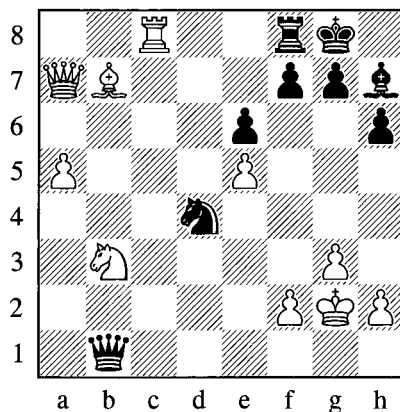
34...♞f8 35.♙c6 ♙f1

This leads to mate.

36.a7 ♞xh2†

0-1

Diagram 11-6



London System

One interesting way of building up your opening repertoire more economically is to play some systems not only with Black, but also with reversed colours and thus an extra tempo. Even Bobby Fischer, who was very well versed in opening theory, made use of this method and as well as his favourite opening, the King's Indian Defence, also tried out the King's Indian Attack with White.

The set-up of the Lasker Variation can also be employed with White against the King's Indian Defence, when it is known as the London System. However, you should not expect miracles. Systems which are good for Black and promise him equality may not automatically promise White more than a comfortable position, even with the extra tempo.

Here is an example of White's strategy which is based on the active position of the dark-squared bishop.

A.Yusupov – M.Fuller

Esbjerg 1980

1.d4 ♙f6 2.♙f3 g6 3.♙f4 ♙g7 4.e3 0-0 5.♙e2 d6 6.h3 ♙bd7 7.0-0 ♞e8

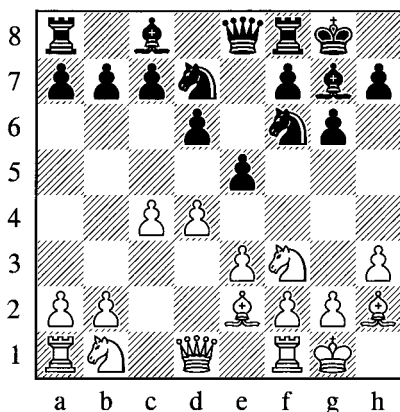
Black immediately prepares ...e5.

8.c4 e5 9.♙h2

Diagram 11-7

9...♙e4!

Diagram 11-7



An important move which helps Black to simplify the position somewhat. Black also prevents White from bringing his knight to c3.

A typical mistake is 9...e4? on account of 10.♘fd2 followed by ♘c3, b2-b4 and c4-c5. White will then put massive pressure on the c7-d6 pawn chain (so as to activate the bishop on h2!). The knights would be able to provide good support for this process (with ♘b5 or ♘c4).

10.♘bd2 ♘xd2 11.♙xd2 e4

Here this move makes sense because the white knight cannot immediately get to the good squares on the queenside.

12.♘e1 ♙e7 13.♘c2 ♘f6?!

Black cannot overcome the white defence on the kingside with this piece alone. 13...f5 would be more energetic.

14.♖ac1 h5 15.♘a3

Here the typical breakthrough 15.c5!? was already possible: 15...dxc5 16.dxc5 ♙xc5? (16...♞d8 17.♘d4±) 17.♘d4 ♙g5 18.♙f4!± White kicks away the black queen before taking back the pawn.

15...♙f5

Diagram 11-8

The white strategy in this variation is based on the h2-bishop. It protects the kingside and at the same time works against the h2-b8 diagonal. But it needs the support of the other pieces. The first task is to break down the barrier c7-d6.

16.c5!

White is looking to increase the influence of his dark-squared bishop!

16...d5?!

This merely strengthens the h2-bishop, since it now has the e5-square available.

16...dxc5 17.dxc5 (or 17.♞xc5!?) 17...♞fd8 18.♙b4 ♘d5!? would have been better.

17.♘b5!

White now establishes contact between the knight and the bishop, with both of them attacking c7 – a typical piece of coordination between the two pieces in this variation.

Another good option would be 17.c6 b6 18.♙a6.

Diagram 11-9

17...♞fc8

Diagram 11-8

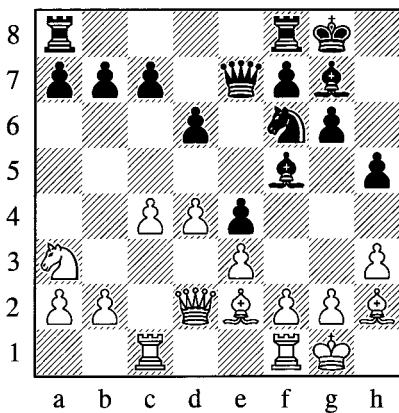


Diagram 11-9

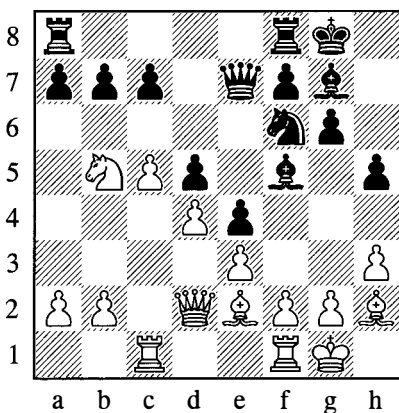
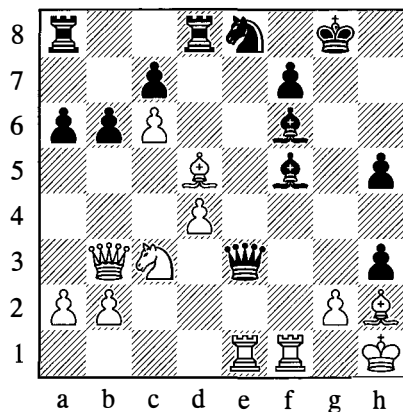


Diagram 11-13



own king safe and only make moves like 27.hxg4 if absolutely necessary.

27...♖xe3† 28.♗h1 gxh3 29.♞ce1

Diagram 11-13

White has achieved an optimal coordination of his pieces. All his forces have been mobilized for the attack. It is very difficult for Black to hold his positions. The pawn storm he has been forced into by White has done more to weaken the position of the black king.

29...hxg2?!

White also obtains a strong attack after 29...♞g5. For example: 30.gxh3 ♜xh3 31.♞g1 ♜g4 32.♜xf7† ♗h7 33.♜e4 ♞h4 34.♜xf6† ♜xf6 35.♞e7 ♗h8 36.♞e3+—

29...♞d3 is slightly more resilient, although after 30.gxh3 ♞xh3 31.♞f4 Black's chances of survival are slim.

30.♜xg2 ♞g5 31.♜e4

31.♜d5! is even stronger: 31...♜e6 32.♜xf6† ♜xf6 33.♞xe6+—

31...♞g6?

In the resulting endgame Black does not have any chance at all. 31...♜xe4 would be a better practical try.

32.♜xf6† ♜xf6 33.♞f3 ♜e4

33...♞d5 does not help, in view of 34.♜e5+—.

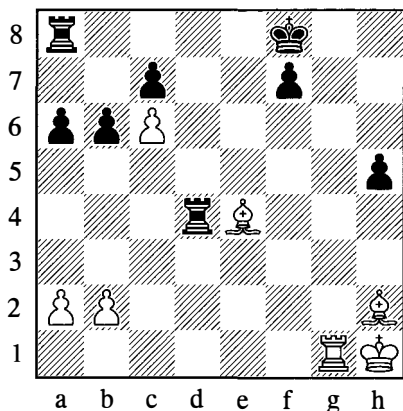
34.♞xe4 ♜xe4 35.♞xe4 ♞xe4 36.♜xe4

The bishop pair together with the strong c6-pawn guarantees White a huge advantage.

36...♞xd4 37.♞g1† ♗f8

Diagram 11-14

Diagram 11-14



38.♜xc7!+—

This trick ensures an easy win.

38...♞e8

38...♞xe4 is followed by: 39.♜d6† ♞e7 40.♞e1 ♞a7 41.♞xe7 ♞xe7 42.c7+—

39.♜xb6!

The final trick; the c-pawn decides the game.

39...♞c4

Or 39...♞dx4 40.♜c5† ♞e7 41.♞e1 f6 42.♞xe7 ♞xe7 43.c7+—.

40.♜f3 ♞e6 41.b4

1-0

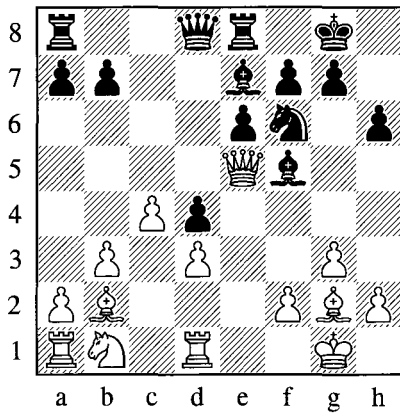
To understand and play such variations better, it is advisable to **study the desired structure in depth**. That should include exploring the related variation with reversed colours and trying it out in some games.

The test which follows includes a lot of important ideas for both the Lasker Variation and the London System.

Exercises

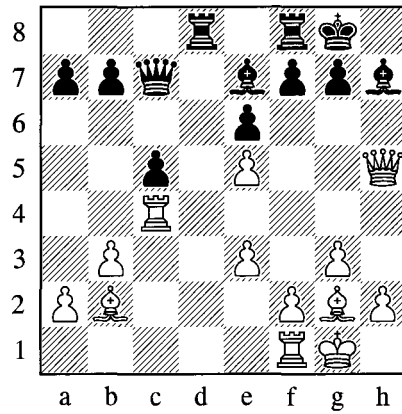
► Ex. 11-1 ◀

★★



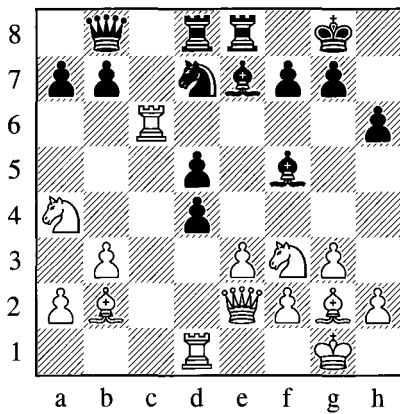
► Ex. 11-4 ◀

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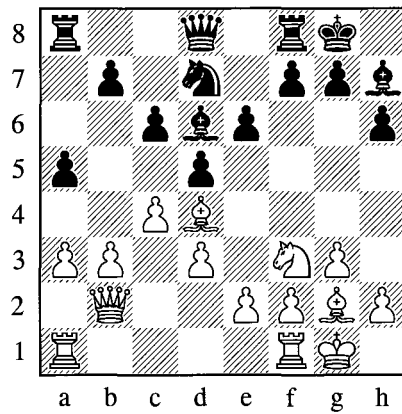
► Ex. 11-2 ◀

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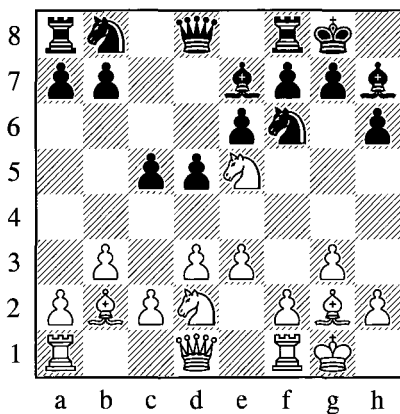
► Ex. 11-5 ◀

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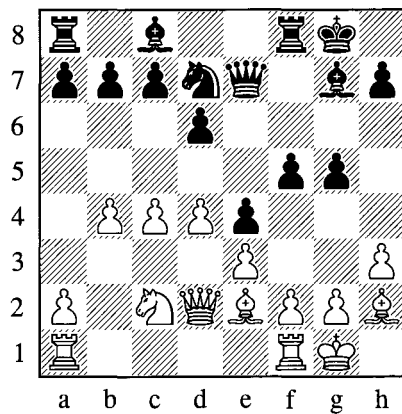
► Ex. 11-3 ◀

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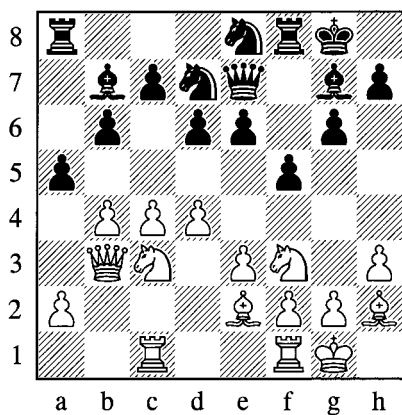
► Ex. 11-6 ◀

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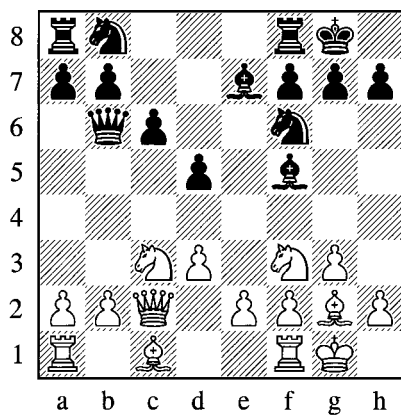


Exercises

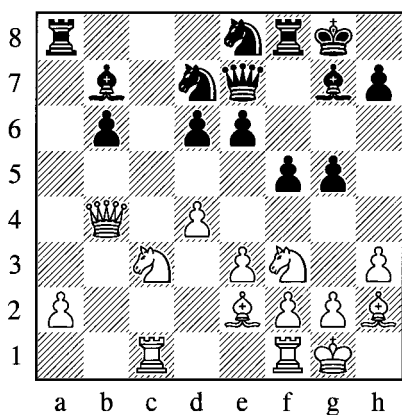
► Ex. 11-7 ◀ ★ ★ △



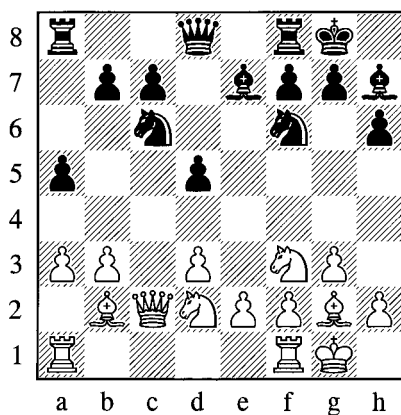
► Ex. 11-10 ◀ ★ ▼



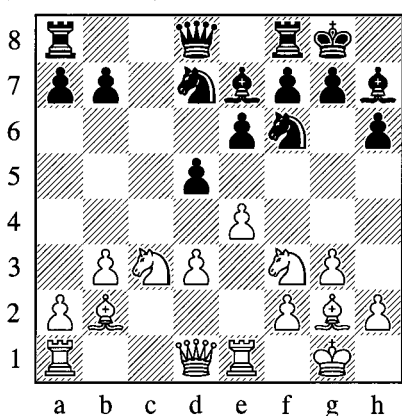
► Ex. 11-8 ◀ ★ △



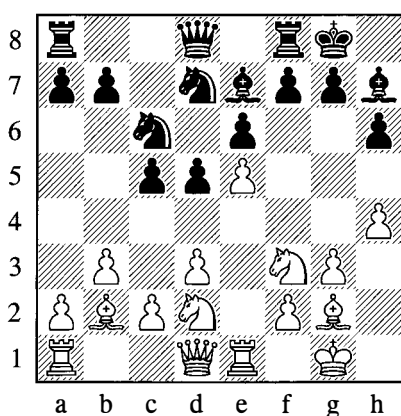
► Ex. 11-11 ◀ ★ ★ ▼



► Ex. 11-9 ◀ ★ ★ ▼



► Ex. 11-12 ◀ ★ ★ ▼



Solutions

Ex. 11-1

Variation from the game

E.Vladimirov – A.Yusupov

Baku 1979

14...♖d7!

(2 points)

Black protects his d4-pawn with this tactical trick.

14...♖g4?! is dubious: 15.♖xd4 ♖xd4 16.♗xd4 e5 17.♗c3 ♗c5 18.♞d2±

15.♖f4

15.♖xd4?? loses to 15...♗f6.

15.♖e2 ♖c5 16.b4 is followed by 16...♖a4 17.♗xb7 ♞b8±.

15...♗g5 16.♖d6

After 16.♖f3 ♖e5 Black has active play.

16...♗e7 17.♖f4 ♗g5=

Ex. 11-2

E.Vladimirov – A.Yusupov

Baku 1979

1.♖f3 d5 2.g3 ♖f6 3.♗g2 ♗f5 4.d3 e6 5.0-0 ♗e7 6.b3 (6.♖h4 ♗g4 7.h3 ♗h5 8.g4 ♖fd7!?) 6...h6 7.♗b2 0-0 8.e3 c5 9.♖e2 ♖c6 10.♞d1 ♞e8! 11.c4 (11.e4 ♗g4 [11...♗g6] 12.e5 ♖d7 [×e5]) 11...♖c7 (11...d4! 12.exd4 cxd4 13.♖e5 ♖xe5 14.♖xe5 – see Ex. 11-1) 12.♖c3 (12.cxd5!? exd5 13.d4 cxd4 14.♖xd4 ♗g4=) 12...♞ad8 13.♞ac1 (13.cxd5 ♖xd5 14.♖xd5 exd5 15.d4 ♗g4=) 13...♖b8?! (13...d4!? 14.exd4 cxd4 15.♖b5 ♖b6 16.♖e5 a6 17.♗xc6 bxc6 18.♖xd4 ♞xd4 19.♗xd4 ♖xd4 20.♖xc6 ♖c5 21.♖xe7† ♖xe7±) 14.cxd5 exd5 15.♖a4 ♖d7 16.d4 cxd4 17.♞xc6!? (17.♖xd4! ♖xd4 18.♗xd4±)

Diagram Ex. 11-2

17...d3!

(1 point)

A necessary intermediate move. 17...bxc6? is bad: 18.♖xd4 ♗e4 19.♖xc6+–

18.♖f1

If 18.♖d2 bxc6 19.♖d4, then Black can choose between 19...♗e4!?∞ and 19...♗b4!?∞.

18...bxc6 19.♖d4 ♗g6!?

19...♗g4 is unclear after 20.f3 ♗g5! or 20.♖xc6 ♖c8!.

20.♖xc6 ♖d6 21.♖xd8 ♞xd8 22.♖e1

White should play 22.♗d4! – either this move or next.

22...♖e5 23.f4? ♖c6 24.♗f1 ♖b4 25.♗a3? ♖e6! 26.♖f2 ♞c8! 27.♞c1 ♞c2 28.♞xc2 dxc2

0–1

Ex. 11-3

D.Norwood – A.Yusupov

Bundesliga 1994

1.g3 d5 2.♖f3 ♖f6 3.♗g2 ♗f5 4.0-0 e6 5.d3 ♗e7 6.♖bd2 0-0 7.b3 h6 8.♗b2 ♗h7 9.e3 c5 10.♖e5!?

Diagram Ex. 11-3

10...♖fd7!

(2 points)

A standard move. Black immediately sets about swapping off the strong knight, and also introduces the option of contesting the e5-square with ...f6 or ...♗f6.

After 10...♖bd7 (1 point) Black also has to reckon with 11.f4.

11.♖df3 ♗f6=

Another option is 11...♖xe5 12.♖xe5 f6!?=.

12.c4 ♖xe5 13.♖xe5 ♖c7 14.d4 dxc4 15.♖g4!?

15.♖c4!?=

15...♖d7 16.♞c1!? ♗e7

16...cxb3?! 17.♖xf6† ♖xf6 18.♞xc5±

17.♞xc4 h5!? 18.♖e5 ♖xe5 19.dxe5 ♞ad8

20.♖xh5

See Ex. 11-4.

Ex. 11-4

D.Norwood – A.Yusupov

Bundesliga 1994

20...♗g6!

(1 point)

The simplest solution, though Black is also

Solutions

better after the immediate 20...♖d2 (also 1 point).

21.♖h3 ♖d2

21...♗d3 can be met by 22.♗e4.

22.♗c3 ♖xa2 23.♖g4 ♗f5 24.♗e4 ♗xe4

25.♖xe4 ♖d7 26.♖g4 ♖d3 27.♖h6 ♖h7

Ex. 11-5

P.Blatny – A.Yusupov

Bundesliga 1994

15...f6!=

(2 points)

Black takes command of the centre with this typical move.

16.b4 e5 17.♗c3 d4 18.♗d2 a4 19.c5 ♗e7

20.♖ad1 ♗h8 21.♖fe1 b6! 22.cxb6 ♖xb6

23.e3! ♗c5!

Ex. 11-6

A.Yusupov – V.Tukmakov

Ashkhabad 1978

1.d4 ♗f6 2.♗f3 g6 3.♗f4 ♗g7 4.e3 0–0 5.♗e2 d6 6.h3 ♗bd7 7.0–0 ♖e8 8.c4 e5 9.♗h2 ♗e4! 10.♗bd2 ♗xd2 11.♖xd2 e4 12.♗e1 ♖e7 13.♗c2 f5 14.b4 g5

Diagram Ex. 11-6

15.c5

(1 point)

A standard move with which White increases the influence of his h2-bishop.

15...♗f6 16.♗a3 f4!?

16...d5 is met by 17.♗e5!±.

If 16...♗e6, then 17.♗b5 ♗e8 18.f4!±.

17.exf4 g4 18.hxg4

18.f5!?! gxf3 (18...♗xf5 19.cxd6 cxd6 20.♗c4 ♖ad8 21.♗e3 ♖d7 22.♗xd6!±) 19.g4 ♗e8! (intending ...h5) leads to a very complicated position.

18...♗xg4 19.♗xg4

19.♗g3 is met by 19...e3!.

If 19.♗c2, then 19...♗xh2 20.♗xh2 ♗h6! 21.g3 ♖xf4! gives Black a dangerous initiative.

19...♗xg4 20.♖ae1?

After the stronger 20.♗c4! ♖ad8 (or 20...dxc5 21.bxc5 ♖ad8 22.♗e5) 21.cxd6 cxd6 22.♖ac1 it would not be so simple for Black to demonstrate that he has sufficient compensation.

20...dxc5! 21.dxc5 ♖ad8 22.♖c1

22.♖c2 ♗f5

22...♗d3 23.♖e3 ♖fd8 24.♖c4†

24.♖fe1?! ♗c3!†

24...♖f7

After 24...♗h8, White should prefer 25.♗c2!± rather than 25.♖xe4 ♖d7∞.

25.♖xe4 ♗f5 26.♖c4

26.♖xb7 ♖xe3 27.fxe3 ♖xa2

26...♖xe3 27.fxe3 ♗d2! 28.♖xf7† ♗xf7

29.♗c4 ♖xa2 30.♗e5† ♗xe5

½–½

Ex. 11-7

A.Yusupov – A.Balshan

Amsterdam 1978

1.c4 b6 2.d4 e6 3.♗f4 ♗b7 4.e3 d6 5.♗f3 ♗d7 6.♗c3 ♗gf6 7.h3 g6 8.♗e2 (8.♗d3 ♗g7 9.e4 ♗h5 10.♗e3 e5∞) 8...♗g7 9.0–0 0–0 10.♗h2 ♖e7 11.♖c1!± ♗e8 (11...e5?! 12.c5! bxc5 [12...exd4?! 13.cxd6±; 12...dxc5?! 13.dxe5 ♗e8 14.♗d5 ♖d8 15.e6! fxe6 16.♗f4±] 13.dxe5 dxe5 and now either 14.♖c2 or 14.♖a4!?) 12.b4 f5 13.♖b3 a5 (13...♖b8! 14.♖a3 a5 15.c5!±)

Diagram Ex. 11-7

14.c5!±

(2 points)

Here too, this typical move is good.

The modest 14.a3 earns 1 point.

15...axb4

14...bxc5 15.bxc5±

15.cxd6 cxd6

15...♗xd6 16.♖xb4± and White threatens ♗e3–b5.

16.♖xb4 g5

16...♗f6 is safer.

See Ex. 11-8.

Solutions

Ex. 11-8

A.Yusupov – A.Balshan

Amsterdam 1978

17.♖e5!

(1 point)

A good move which aims to exchange the knight on d7 and thereby weaken the b6-pawn.

But simply 17.a4 is just as good, as is 17.♖d2 intending ♖c4, and either of these moves also earns 1 point.

17...f4

17...♖df6 18.♖c4±

18.♖xd7 ♖xd7 19.♖xb6 f3 20.gxf3 ♖xf3

20...♗xf3 21.♗xf3 ♖xf3 22.♙g2±

21.d5! g4

21...♖xh3 loses to 22.♗g4+.

22.hxg4

22.♗xf3?! is not so clear. For example: 22...gxf3 23.dxe6?! ♖xe6 24.♖b3 (24.♖xb7 ♖xh3 25.♖d5† ♙h8 26.♖g5 ♖a5 27.♖g3 ♖h5±) 24...d5 25.♖xb7?! (25.♙h1!?) ♖xh3 26.♖xd5† ♙h8 27.♖g5 ♖a5!! 28.♖g3 ♖h5∞ 22...♖h3 23.♙g2 ♖h6 24.♗f3±

Ex. 11-9

A.Rotstein – A.Yusupov

Vienna 1998

1.♖f3 d5 2.g3 ♖f6 3.♗g2 ♗f5 4.0-0 e6 5.b3 ♗e7 6.♗b2 h6 7.c4 0-0 8.♖c3 c6 9.d3 ♗h7 10.♖e1 ♖bd7 11.cxd5 cxd5 12.e4!?

Diagram Ex. 11-9

12...♖c5!

(2 points)

This is more precise than 12...dxe4 13.dxe4 ♖c5 (1 point), because the d3-pawn may prove to be a weakness.

13.♖e2

13.♖e5!?

13...♖b6

13...dxe4 14.dxe4 ♖fxe4 15.♖ad1 ♖b6 16.♖e5 (16.♖xe4 ♗xe4±) 16...♖xc3 17.♗xc3±

14.♖ad1 ♖xd3!

14...dxe4 15.dxe4 ♖fxe4 transposes to the previous note.

15.♖xd3 dxe4 16.♖e2!?

16.♖xe4 ♖xe4 17.♖xe4 ♖fd8 18.♗d4 ♗c5 19.♖e3 ♗xe4 20.♖xe4 ♗xd4 21.♖xd4 ♖xd4 22.♖xd4 ♖xd4 23.♖xd4 ♖d8±

16...exf3 17.♖xf3 ♖ab8± 18.♖a4 ♖b5 19.♗e5 ♖bc8 20.♖c3?! ♖a5 21.♖e3 b5 22.a4 bxa4 23.♖xa4 ♗g6 24.♖b7 ♖g4 25.♖c3 ♖xc3 26.♗xc3 ♖h5! 27.h3 ♖xf2+ 28.♙xf2 ♖xd1 29.♖xe7 ♖xb3 30.♖xa7 ♖d8 31.♖a5 ♖c2† 32.♙g1 ♖d1†

0-1

Ex. 11-10

A.Anastasian – A.Yusupov

Moscow 2003

1.♖f3 d5 2.g3 ♖f6 3.♗g2 ♗f5 4.c4 e6 5.0-0!? c6 6.cxd5 exd5 7.d3 ♗e7 8.♖b3 ♖b6 9.♖c2 0-0 10.♖c3

Diagram Ex. 11-10

10...♖a6!?

(1 point)

Black simply develops his forces quickly and prepares himself for the confrontation in the centre.

A decent alternative is the natural: 10...♖bd7 (also 1 point) 11.e4 dxe4 (or 11...♗g6) 12.dxe4 ♗e6 13.♗e3 ♖a5 14.h3±

11.a3! ♖fe8 12.e4 ♗g6 13.♖h4

13.♗e3± sets more problems. Black would then play 13...♖d8, followed by ...♖c7-e6.

13...♖ad8 14.♖xg6 hxg6 15.b4 ♖c7 16.♖b1 ♖e6 17.♖e2 dxe4 18.dxe4 ♖d7 19.♖b3 a5!? 20.♗e3 ♖a6 21.♗h3 ♗f8 22.bxa5 ♖xa5 23.♖f4 ♖d4=

Ex. 11-11

K.Spraggett – A.Yusupov

Candidates Match (2), Quebec 1989

1.♖f3 d5 2.g3 ♖f6 3.♗g2 ♗f5 4.c4 e6 5.0-0 ♗e7 6.b3 0-0 7.♗b2 h6 8.d3 ♗h7 9.♖bd2

Solutions

♟c6!? (9...c6; 9...c5) 10.a3 a5 11.cxd5
(11.♟e5=) 11...exd5 12.♟c2 (12.♟e5=)

Diagram Ex. 11-11

12...♟d7

Black wants to take control of the e5-square. This move earns 1 point, as do 12...♟d7 or 12...♟e8.

But there is an even better option: 12...♟d6!?

(2 points)

Black will continue with ...♟d7.

13.♟h3!± ♟e8

13...♟f6? 14.♟xd7 ♟xb2 15.♟xc6 ♟xa1
16.♟xb7±

14.♟fe1 ♟f8 15.♟ac1

Spraggett suggested 15.♟ad1 as an improvement.

15...♟e6 16.♟b1?

White should play 16.♟xe6! fxe6 17.♟e5
♟xe5 18.♟xe5, with the point 18...♟xa3
19.♟xc7!±.

16...♟f6 17.♟a1

17.b4 axb4 18.axb4 ♟ed4

17...♟xb2 18.♟xb2 ♟d6

Ex. 11-12

G.Vallifuoco – A.Yusupov

Tunis 1979

1.♟f3 d5 2.g3 ♟f6 3.♟g2 ♟f5 4.b3 e6 5.♟b2
♟e7 6.d3 h6 7.0–0 0–0 8.♟bd2 c5 9.♟e1
(9.♟e5=) 9...♟c6 10.e4 ♟h7 11.e5?! (11.exd5
♟xd5 12.♟e5= or 12.♟c4=) 11...♟d7 12.h4

Diagram Ex. 11-12

12...b5!

(2 points)

The standard plan; Black prepares ...c4.

13.♟f1 ♟b6 14.♟1h2 c4

See *Chess Evolution 1*, Ex. 2-3.

Scoring

Maximum number of points is 19

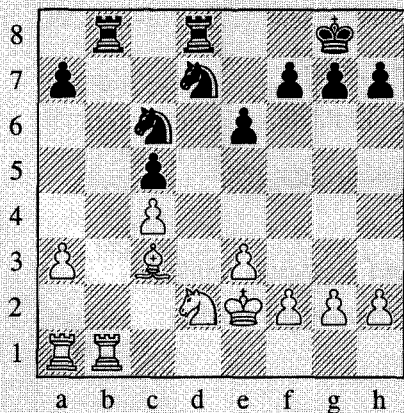
- 17 points and above → Excellent
- 13 points and above → Good
- 9 points → Pass mark

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

Contents

- ✓ Security has priority
- ✓ Improve your position as much as possible
- ✓ The role of patience
- ✓ When we need to hurry up

Diagram 12-1



Don't be too hasty!

The second golden principle which underlies technique is: **Don't be too hasty!**

If our opponent cannot obtain **any active counterplay** and is condemned to passivity, we should be **quietly** improving our position. There are no extra points on offer for winning a game more quickly. It is much more important to win a game **safely**. So security has priority!

Before taking active measures or decisively altering a position (for example by an exchange or a pawn breakthrough) **we should first prepare as thoroughly as possible and undertake all useful improvements to the position, even if they are minimal!** Every useful move should be made. It could well mean the difference between victory and a draw.

The psychological aspect of the game of chess also has its role to play here, since it is certainly not easy for our opponent to stand by and watch us strengthening our position. He will have to make a lot of moves in an inferior position. He will often lose patience, play without motivation and then make a mistake which totally ruins his position. In better positions, patience scores more points than overhasty aggression.

But "Don't be too hasty!" does not mean that we should play passively! The emphasis should be on the strengthening of our own position or the weakening of the opponent's position.

The following examples illustrate the importance of this second principle in the realization of an advantage.

Diagram 12-1

A.Yusupov – J.Lautier

Amsterdam 1994

White is slightly better – his king is already in the centre, and the bishop is slightly stronger than the knight in this position. He wants to exchange one pair of rooks and retain the other. This will help to prevent potential counterplay. But first he wants to get all he can out of the existing structure.

17.♞b5!

This move provokes ...a6 and thus weakens the b6-square. Of course White could not yet be aware that precisely this weakness would decide the game. But that is exactly why one needs good technique; in order to focus on the correct things and make all the useful moves, thus making our future tasks easier.

17...a6

Black cannot allow the doubling of the rooks, and so he must weaken the b6-square.

18.♞xb8 ♞xb8**Diagram 12-2****19.g4!±**

White strengthens his position on the kingside. The pawn advance is indirectly supported by the strong bishop. The advantage of the bishop over the knight in this position is additionally underlined by the mobility of the white pawns (from c3 the bishop is exerting strong pressure on the opponent's kingside pawns).

19...f6 20.h4

White's strategic idea is to provoke a second weakness on the kingside.

20...♟f7 21.h5 ♖b6 22.♞d1

It is always important not to allow counterplay; Black wanted to play ...♖a4 and exchange the potentially strong bishop.

22...♖a4

The knight is not well placed here. 22...♞d8!± is better.

23.♙a1

The bishop can still support the attack on the kingside from a1.

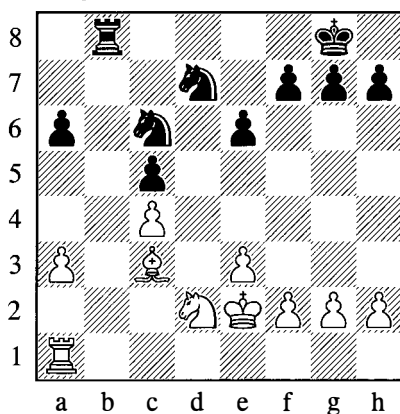
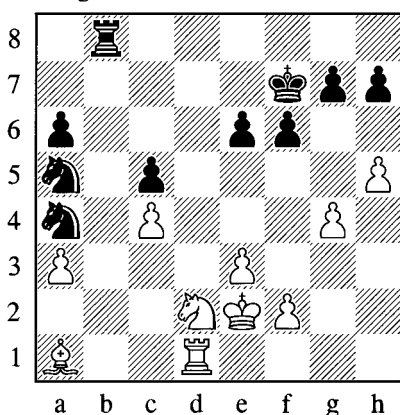
23...♖a5??

Black is worried about his position and seeks active counterplay, but he overlooks his opponent's dangerous reply. A typical situation!

But other moves also lead to a clear advantage for White:

a) 23...♞d8 24.f4 e5 25.fxe5 ♖xe5 (25...fxe5 26.♞b1±) 26.♙xe5 fxe5 27.♞f1+ ♟e7 28.♖e4±

b) 23...♖b2 24.♞b1 (24.♞g1!±) 24...♖a4 25.♞g1!± and White plans f2-f4 and g4-g5.

Diagram 12-3**24.♖e4+—****Diagram 12-2****Diagram 12-3**

White seizes the moment for an immediate attack. The threat is $\text{♞d7}\dagger$, after which all White's pieces would be coordinating in the attack on the kingside.

24...♜b6

24...♜xc4 is hopeless: 25.♞d7† ♜f8 26.h6!+—

And 24...♜e7 is met by 25.h6!+—.

25.g5

White forces matters, having calculated the consequences of Black's reply.

25...f5

25...♜axc4 26.gxf6 gxf6 27.♜xf6 h6 would be no better, because of 28.♜g4+—.

26.♜xc5 ♜axc4

Diagram 12-4

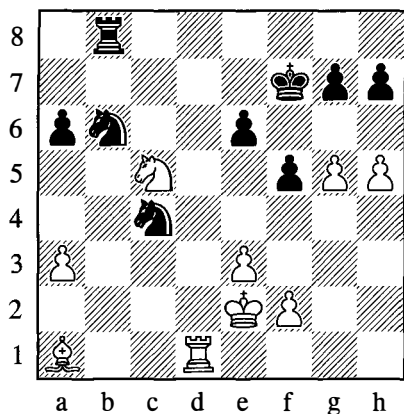


Diagram 12-4

27.♜d7!

If White manages to get his rook onto the 7th rank, then the black position will collapse.

27...♞c8

Here it becomes apparent that Black is losing because of the weakness on b6! One thematic variation is 27...♞b7 28.♜xb6 ♜xb6 29.♞b1 and Black would give a lot to be allowed to move his a-pawn back one square. 29...♞b8 is followed by 30.♞e5 ♞b7 31.♞d4+—.

27...♞d8 is also bad: 28.♜e5† ♜e8 29.♞xd8† ♜xd8 30.♜xc4 ♜xc4 31.♞xg7 ♜e7 (31...♜xa3 32.g6+—) 32.a4+—

28.♜xb6 ♜xb6 29.♞d6

Diagram 12-5

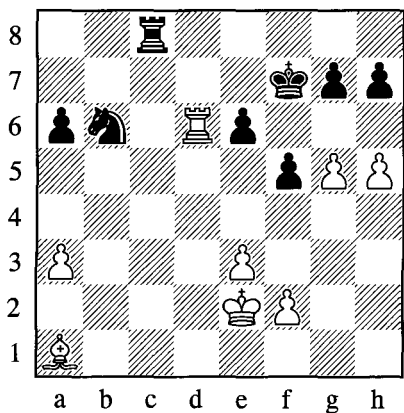


Diagram 12-5

The insecure position of the knight on b6 means that Black will not be able to prevent the white rook landing on d7.

29...♞c2†

Or 29...♞b8 30.♞d4+—.

30.♜f3 ♞a2 31.♞xg7

The simplest way.

31...♜c4 32.♞d7† ♜e8 33.♞a7 ♜d6!? 34.g6 hxg6 35.h6

The h-pawn decides the game.

35...♜e4

Black's final hope is 36...♞xf2#.

36.♜g2 ♞xf2†

Or 36...♜g5 37.♞f6+—.

37.♜g1 ♞d2 38.h7 ♞d1† 39.♜g2 ♞d2† 40.♜f1 1-0

Diagram 12-6

K.Sakaev – R.Kholmov

Moscow 1998

29.♖a1!

This subtle move improves the white position by protecting the a-pawn and therefore threatening 30.a4 ♖b4 31.♟xa5. Black is set some difficult problems.

29...♙d6?

29...a4 would lose the a-pawn after 30.♟c5+.

Black should play: 29...♙d7 30.a4 ♖b4! (30...♖b8 31.♟xa5 ♖c8† 32.♙b3 ♖b8† 33.♙a3 ♖a8 34.♙b4 ♖b8† 35.♙c5± Dvoretsky) 31.♟xa5 ♖xa4 32.♖xa4 ♙xa4 33.♙b4 ♙c2 34.♙c5 ♙e6 35.♟c6± White threatens ♟a7-b5-c7 and is clearly better.

30.a4! ♖b7 31.♟xa5

Black gets no compensation for the pawn. Note how quietly, almost slowly, Sakaev plays for the rest of the game; but he is continually improving his position.

31...♖c7† 32.♙d2 ♙d7 33.♟b3 ♖c4 34.a5 ♙c6

34...♙a4 loses to 35.a6.

35.a6 ♖b4

Diagram 12-7

36.♟a5! ♙a8 37.♙c3 ♖b8 38.♟b3

The black pieces are now passive. Sakaev brings his knight to c5.

38...♖e8 39.♙d2 ♖b8 40.♙c3

This repetition of moves is typical. White gains time with it, safely reaching the time control.

40...♖e8 41.♙d3 ♙c7

Or 41...♖b8 42.♟c5 ♖b2 43.♙e3+.

42.♟c5 ♙b6 43.♖b1† ♙a7 44.♙d2!

Diagram 12-8

White limits counterplay as much as possible, and prepares the transfer of the rook to the 3rd rank.

44...♙c6 45.♖b3 ♖e7 46.♖e3 ♖c7

The exchange of rooks is good for White: 46...♖xe3 47.♙xe3 ♙b5 48.♙f4+–

47.♖g3!

This provokes new weaknesses on the kingside.

47...g6

47...f6 48.♟e6+–

48.♖b3 h5 49.h4

Another useful move.

Diagram 12-6

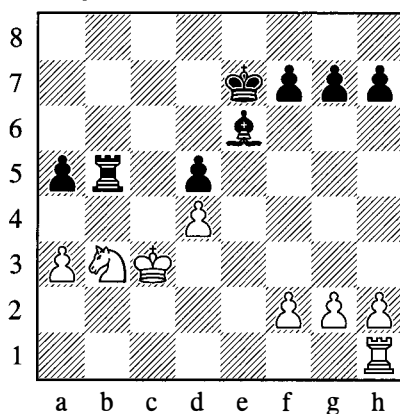


Diagram 12-7

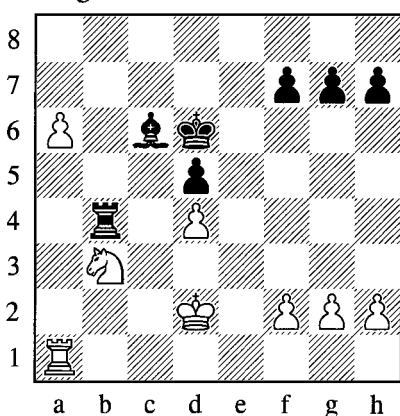


Diagram 12-8

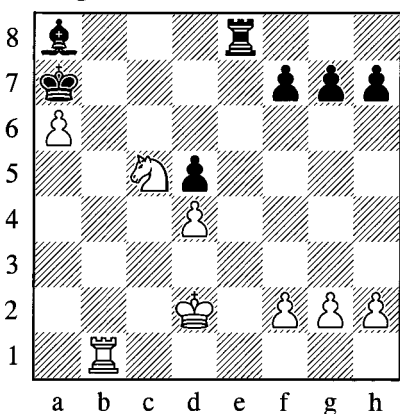


Diagram 12-9 ▼

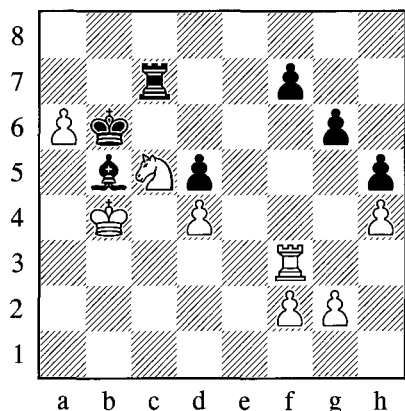


Diagram 12-10 ▲

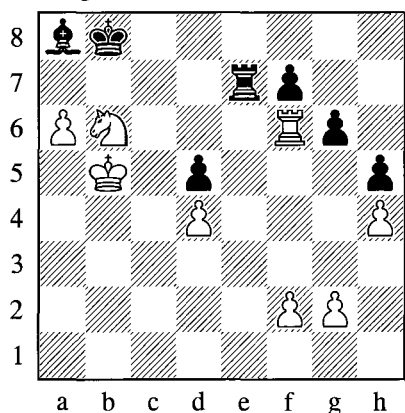
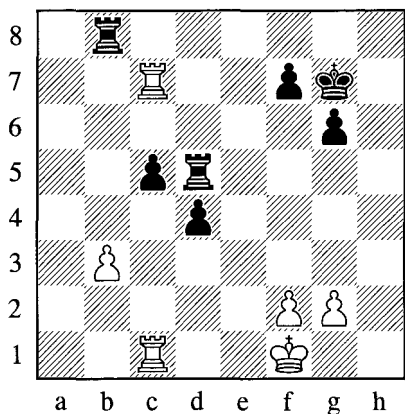


Diagram 12-11 ▼



49...♖e7 50.♗e3 ♜c7 51.♕c3

Activating the king a bit more.

51...♗b5 52.♗b4 ♗b6

If 52...♗xa6, then 53.♗a3 and the pawn ending will be hopeless for Black.

53.♗f3

Diagram 12-9

This shows just how useful the weakening of the position by 47.♗g3 actually was!

53...♗c6

53...f5 is followed by 54.♗e3 ♜c6 55.♗e7+.

54.♗f6 ♗a7 55.♗a5 ♗a8 56.♗b5

Black can hardly move any more.

56...♗b8 57.♗d6 ♗c8 58.♗a4 ♗e7 59.♗b6† ♗c7
60.♗f6 ♗b8

Diagram 12-10

61.g3!

Black has no useful moves left!

61...♗e2

61...♗c7 62.♗d6+–

62.♗xa8 ♗xa8 63.♗xf7

1–0

However, there are situations where we must act at once. For example, there may be tactical chances which arise as the result of a mistake by the opponent – such favourable opportunities must be exploited! And if the opponent has the possibility of gaining counter-chances, we must act at once and not allow this counterplay. (“Don’t allow counterplay!” takes priority over “Don’t be too hasty!”)

Diagram 12-11

K.Kuenitz – M.Dvoretsky

Bad Wiessee 1997

The notes to this example are based on analysis by Dvoretsky.

Black is clearly better, but rook endings are hard to win. Mark Dvoretsky spots a tactical opportunity which exploits the weakness of his opponent’s back rank. This is a chance which may well disappear on the next move. Black must attack immediately!

34...d3!

34...♗b5?! 35.♗e2+

35.♖1xc5

35.♖7xc5? loses immediately to 35...d2.

35...♖h8!!

The threat is ...♖h1#.

35...♖xb3?! allows White to hang on with 36.♖c1±.

Diagram 12-12

36.♔g1

The alternatives are no better: 36.♔e1 d2†→ or 36.g3 ♖xc5 37.♖xc5 ♖h1† 38.♔g2 d2→.

36...♖dd8! 37.♖c1 d2 38.♖d1 ♖de8!

It is important to choose the right rook. 38...♖he8? allows 39.♔f1=.

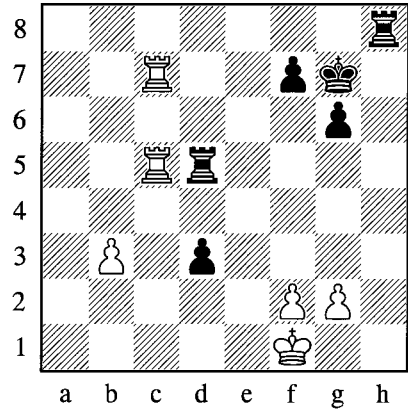
39.♖f1

39.♖xd2 ♖e1#

39...♖e1 40.♖d7 ♖h1†!

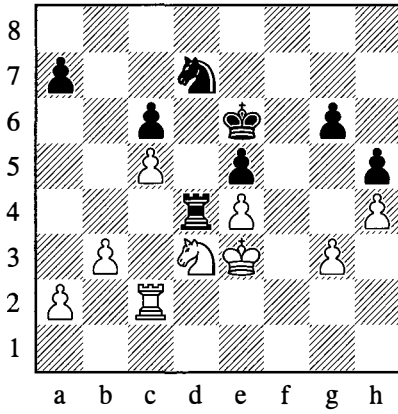
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Diagram 12-12

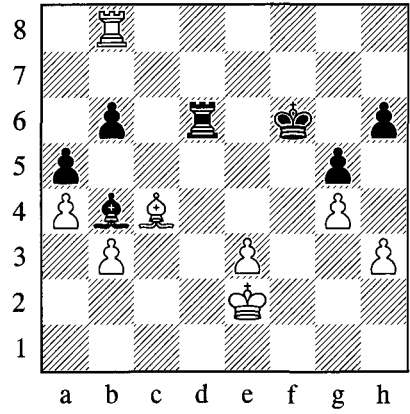


Exercises

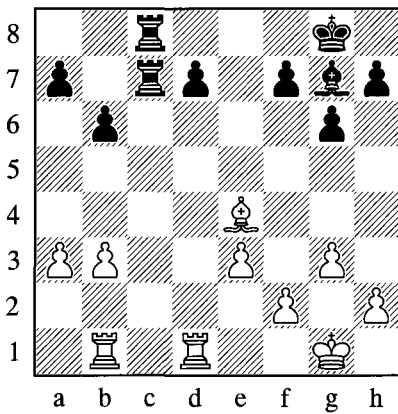
► Ex. 12-1 ◀ ★★★ △



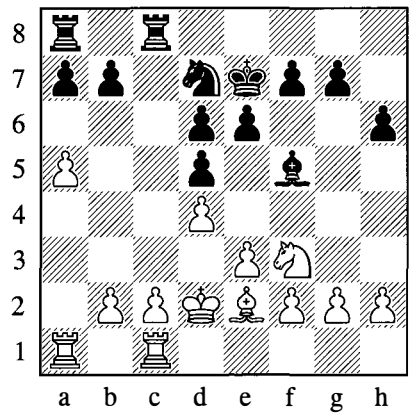
► Ex. 12-4 ◀ ★★ △



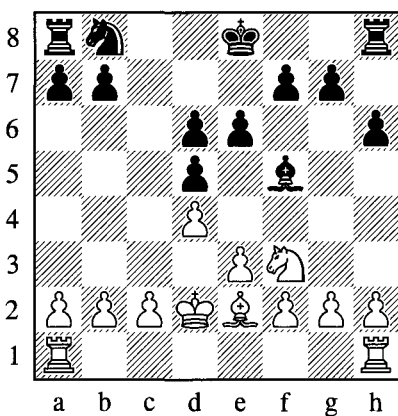
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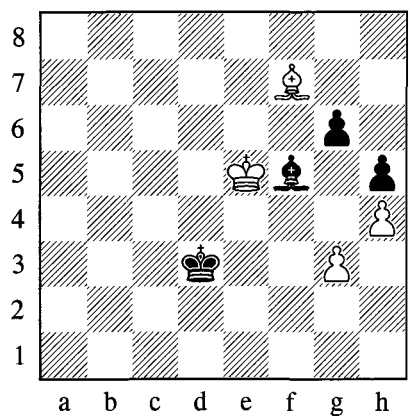
► Ex. 12-5 ◀ ★★ △



► Ex. 12-3 ◀ ★★ △

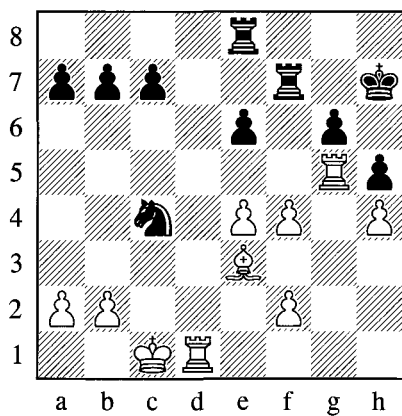


► Ex. 12-6 ◀ ★ △

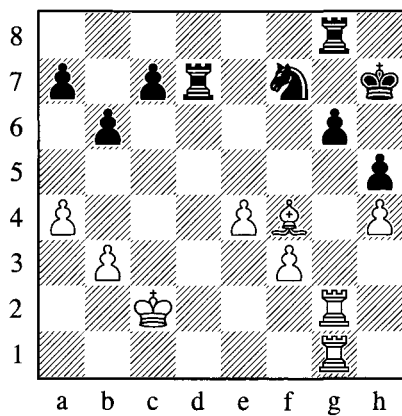


Exercises

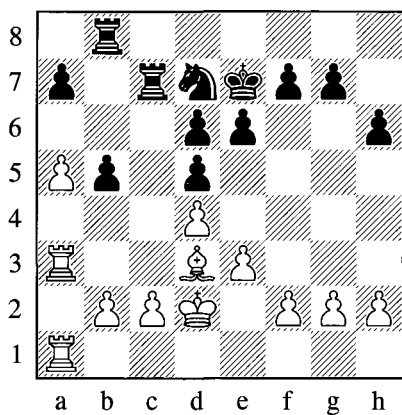
► Ex. 12-7 ◀ ★★★ △



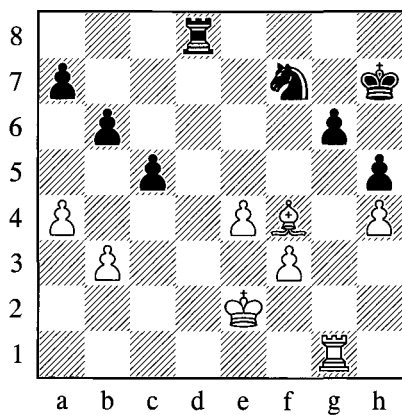
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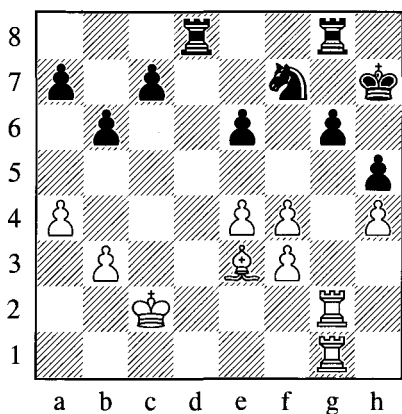
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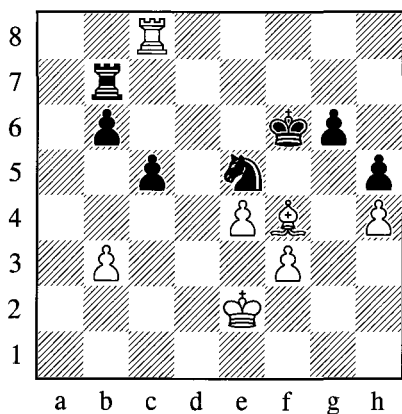
► Ex. 12-11 ◀ ★★ △



► Ex. 12-9 ◀ ★★ △



► Ex. 12-12 ◀ ★★ △



Solutions

Ex. 12-1

A.Yap – J.Pinter

Szirak 1985

51.♖d2!

(2 points)

White wants to exploit the hanging position of the black rook and prepares 52.♖f4† ♖f6 53.♖xd4+.

Note that 51.♖f2? ♖f6 is good, as it leaves White unable to defend his e-pawn.

Nor does the overhasty continuation 51.♖f4†?! ♖f7 52.♖f2? achieve anything, in view of 52...♖f6.

51...♖f6

51...♖e7 loses to 52.♖xe5 ♖xd2 53.♖xc6†. **52.♖f2†!**

(another 1 point)

52..♖e6 53.♖f4†! ♖f7 54.♖e2† 1–0

Ex. 12-2

A.Yusupov – Y.Razuvaev

Kislovodsk 1982

23.a4±

(3 points)

White wants to transfer his bishop to c4 in order to stabilize his queenside and prevent any counterplay down the c-file.

23.♖d5 is not so precise on account of 23...b5, nor is 23.♖d3 in view of 23...d5. You get 1 consolation point for suggesting either of these options.

23...♖f8 24.♖d5 ♖e7 25.♖c4 ♖c5 26.♖d3±

White plans ♖bd1, targeting the weak d7-pawn.

Ex. 12-3

A.Yusupov – H.Wirthensohn

Hamburg 1991

13.a4!

(2 points)

The position is almost level. White tries to

achieve something on the queenside where he has the more mobile pawns.

13.♖hc1 (1 consolation point) does not achieve anything: 13...♖e7 14.c4 dxc4 15.♖xc4 ♖c6 16.♖ac1 ♖e4=

You also get 1 point for 13.♖e1, intending ♖d3.

13...♖e7

13...a5 weakens the b5-square: 14.♖a3±

14.a5 ♖d7

14...♖c6 15.♖a4 is slightly more pleasant for White.

Also reasonable is 14...♖c8!?: 15.♖hc1 ♖c6 16.♖a4, and now rather than 16...b6 17.axb6 axb6 18.♖ca1±, Black should prefer 16...♖c7!?:=.

15.♖hc1 ♖hc8

Better is 15...♖f6 16.♖e1 ♖hc8 17.c3=.

See Ex. 12-5.

Ex. 12-4

A.Yusupov – Y.Razuvaev

Kislovodsk 1982

66.♖f8†!

(1 point)

66.e4? is overly hasty on account of 66...♖e5±. White must first prepare the advance of the e-pawn!

66.♖e8! (2 points) is equally good, reaching the position after move 68 in the game.

66...♖g7 67.♖g8†

67.♖e8 is less exact, because 67...♖d2† 68.♖f3 ♖h2 gives Black counterplay.

67...♖f6 68.♖e8!

(another 1 point)

68...♖c3

68...♖d2† 69.♖f3 ♖h2 70.♖e6† ♖g7 71.♖g3±

69.e4 ♖d4 70.♖d5 ♖g7 71.♖d3 ♖c5 72.♖g8† ♖f6 73.♖e8

White repeats the position, so as to check his variations.

If you do not pay attention, it is still possible to lose everything: 73.♖c4 ♖e5 74.♖e8†

Solutions

♖f4 75.♞f8†? (75.e5! is correct) ♖g3 76.e5??
 ♞xd5+
 73...♖g7 74.♞c8 ♞f6?!

As often happens, the defender does not want to cooperate and repeat moves. It is harder to play waiting moves in a bad position than in a good one.

74...♖f6 is more stubborn: 75.♖c4 ♖e5
 76.♞e8† ♖f4 77.e5±
 75.♞c7† ♖f8 76.e5 ♞f4 77.♞e4 ♞f7?!

Unnecessarily putting his rook in a passive position. The rest is simple.

78.♞c8† ♖e7 79.♞f5 h5 80.♞c7† ♖f8
 81.♞xf7† ♖xf7 82.gxh5 ♞f8 83.♖e4 ♞g7
 84.♖d5 ♖e7 85.♞g6 ♖d7 86.e6† ♖e7
 87.♞f7 ♞f6 88.h6 ♞c3 89.♖c6 ♞d4 90.h7

Black is in zugzwang: 90...♖d8 is met by 91.♖d6.

1-0

Ex. 12-5

A.Yusupov – H.Wirthensohn

Hamburg 1991

16.♖e1±

(2 points)

A prophylactic move. White is preparing to meet 16...♖f6 with 17.f3±. At the same time he improves the position of the knight (it was 'unemployed' on f3 – now it is threatening to go to b4 via d3 to support his efforts on the queenside).

16...♞c7 17.♖d3 ♞xd3 18.♞xd3 ♞b8

Black should prefer 18...♞ac8!? 19.♞a3 ♖b8±.

19.♞a3 b6?!

This helps only White. It would be better for Black to do nothing on the queenside and just wait. Unwarranted activity by the inferior side leads to a further weakening of his position.

20.♞ca1!?

20.axb6 is less precise: 20...♞xb6 21.b3 ♖b8 22.c3?! (22.♞ca1 ♖c6±) 22...a5!= followed by ...♖c6.

20...b5

Now 20...bxa5 is met by 21.b3! and Black does not get his knight to c6. So he would have weakened his a-pawn for no compensation.

See Ex. 12-8.

Ex. 12-6

P.Benko – D.Sahovic

Lone Pine 1978

The following notes are based on analysis by Dvoretzky.

47.♖f4??

White loses a tempo for no good reason. Of course, the principle "Don't be too hasty!" does not mean that we should waste time!

The correct route to victory is: 47.♖f6

(1 point)

47...♖e3 48.♞xg6+–

47...♖e2 48.♖g5 ♖f2??

Black does not accept the gift. A simple draw was there for the taking: 48...♖f3 49.♞xg6 ♞d7 50.♞xh5† ♖xg3 51.♞g6 (51.♞d1 ♞e8!=) 51...♞g4=

After 48...♖f2?? as played, Black is lost: 49.♞xg6 ♞d7 50.♖f4 ♞g4 51.♞f5! (or 51.♞xh5! ♞xh5 52.g4 ♞f7 53.h5+–) 51...♞d1 52.g4 hxg4 53.♞xg4 ♞b3 54.h5+–

1-0

Ex. 12-7

T.Petrosian – M.Botvinnik

World Ch (15), Moscow 1963

27.♞dg1?!

You get 1 consolation point if this was your choice. Petrosian improves his position, but fails to take advantage of a favourable opportunity.

Konstantinopolsky pointed out the correct idea: 27.f5!!

(3 points)

27...exf5 28.exf5 and now:

a) 28...gxf5 29.♞dg1+–

b) 28...♞xf5 29.♞d7† ♖h8 30.♞d4† ♖e5

31.♞xf5 gxf5 32.f4+–

Solutions

c) 28...♖g8!? 29.fxg6† ♜xg6 30.♜xh5†
 ♜g7 31.♙d4† ♜f8 32.♜h8† ♖g8 33.♙c5†
 ♜g7 (33...♘d6 34.♜xg8† ♜xg8 35.♙xd6
 cxd6 36.♜xd6 ♜xf2 37.♜d8† ♜g7 38.♜d7†
 ♜f7 39.♜xf7† ♜xf7 40.♜d2+–) 34.♜h5 ♜f6
 35.♙d4† ♜e6 36.♜e1† ♜d7 37.♜g5+–
27...♖g8 28.♜c2! b6

28...♘d6!? 29.f3 a6±
29.b3 ♘d6 30.f3 ♜d7 31.♜5g2 ♜dd8
 31...♘b5!?
32.a4!± ♘f7

See Ex. 12-9.

Ex. 12-8

A.Yusupov – H.Wirthensohn

Hamburg 1991

21.a6!

(2 points)

It has taken a long time, but now White has a real target to attack – the black pawn on b5. White accepts the potential weakness of his a6-pawn, since the light-squared bishop is able to protect it.

21...b4 22.♜a5 ♜c6 23.f3

Also good is 23.♜b5!? ♜xb5 24.♙xb5 ♜b6
 25.♙d3±.

23...♜cb6±

See Diagram 20-7 on page 225.

Ex. 12-9

T.Petrosian – M.Botvinnik

World Ch (15), Moscow 1963

33.♙c1!

(2 points)

Petrosian cleverly improves the position of his pieces, aiming to bring his bishop to the long diagonal.

33.♙d2! (also 2 points) is equally good.

33...e5

Black plays this move while he still can, but White now obtains a passed pawn.

34.♙e3

34.b4!? was worth considering

34...exf4?!

Either 34...♜df8 or 34...c5!? would be a better defence.

35.♙xf4 ♜d7±

See Ex. 12-10.

Ex. 12-10

T.Petrosian – M.Botvinnik

World Ch (15), Moscow 1963

36.♜d2!

(2 points)

The correct exchange, as in Yusupov – Lautier at the start of the chapter. Black will get fewer chances of counterplay and White can more easily bring his king into play.

36.♜d1 (1 point) has similar aims, but is slightly less accurate.

36...♜xd2† 37.♜xd2 ♜d8† 38.♜e2 c5±

See Ex. 12-11.

Ex. 12-11

T.Petrosian – M.Botvinnik

World Ch (15), Moscow 1963

39.a5!

(2 points)

White prepares to activate his rook.

39.♜a1 (also 2 points) followed by a4-a5 is just as good.

But 39.♜d1 ♜xd1 40.♜xd1 is not so clear after 40...♘d8.

39...♜d7 40.axb6 axb6 41.♜a1! ♜g7

41...♘d8!?±

42.♜a6! ♜b7 43.♜a8 ♜f6

43...b5!? 44.♜c8 c4 can be met by either 45.b4± or 45.bxc4 bxc4 46.♜xc4± (Kasparov).

44.♜c8 ♘e5±

See Ex. 12-12.

Solutions

Ex. 12-12

T.Petrosian – M.Botvinnik

World Ch (15), Moscow 1963

45.♔e3!

(2 points)

Don't be too hasty!

45.♔xe5?! ♔xe5 is less convincing, although 46.♔e3! (1 point) is still good for White. (Instead 46.♖c6? gives Black counterplay after 46...♔d4.) There is no reason to exchange the better piece (here the bishop is much more active) for a weaker one.

45...♔d7 46.♖c6† ♔f7 47.e5! ♔f8 48.♖f6† ♔g7 49.♔e4 b5 50.♖c6 ♔f7

Or 50...c4 51.bxc4 bxc4 52.e6+- (Kasparov).

51.♖xc5+- ♔e6 52.♖d5 ♔e7 53.♔e3 ♖b8 54.♖d6 b4 55.♖a6 ♖b5 56.♖a7† ♔e8 57.f4 ♔f8 58.f5

58...gxf5† 59.♔xf5 ♔g7† 60.♔g6 ♖xe5 61.♔h6 is hopeless for Black.

1-0

Scoring

Maximum number of points is 26

- 23 points and above → **Excellent**
- 18 points and above → **Good**
- 13 points → **Pass mark**

If you scored less than 13 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ The double bishop sacrifice
- ✓ The role of the major pieces

Diagram 13-1

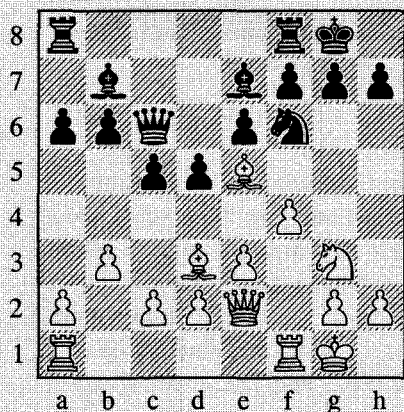
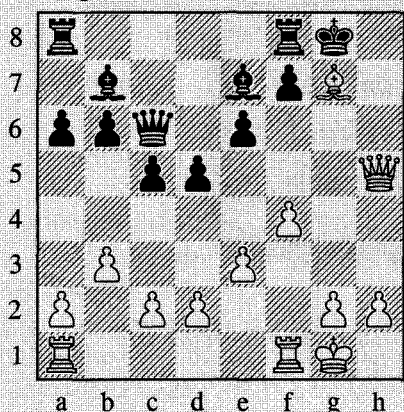


Diagram 13-2



The double bishop sacrifice

The spectacular combination with the sacrifice of the two bishops on h7 and g7 was played for the first time in the famous game of Lasker against Bauer.

The goal of these combinations is the **destruction of the opponent's castled position**. It is also very important to make sure that the **major pieces** are prepared for the ensuing attack. Otherwise the combination cannot be brought to a successful conclusion.

Diagram 13-1

Em. Lasker – J. Bauer

Amsterdam 1889

With his next move, Lasker prepares a combination which had to be calculated in great depth.

14. ♖h5! ♜xh5

If 14...h6, then 15. ♙xf6 ♙xf6 16. ♜xf6+ gxf6 17. ♖g4+ ♜h8 18. ♖h4 ♜g7 19. ♙f3 ♙f8 20. ♙g3+ ♜f8 21. ♖xf6+.

The task is more complicated after the move 14...d4, but White plays 15. ♙xf6 ♙xf6 16. ♖g4 with a powerful attack: 16...♜h8 (16...e5 loses to 17. ♙e4 ♖xe4 18. ♜xf6+) 17. ♙f3 e5 18. ♙xh7! ♜xh7 19. ♖f5+ g6 (Black also loses after both 19...♜g8 20. ♙g3! and 19...♜h8 20. ♜xf6 ♖xf6 21. ♙h3+) 20. ♜xf6+ ♜g7 21. ♜h5+ gxf5 22. ♙g3+.

The toughest defence would be 14...♙f8 15. ♜xf6+ ♙xf6 16. ♙xh7+ ♜f8 (16...♜xh7 is met by 17. ♖h5+ ♜g8 18. ♙xf6 gxf6 19. ♖h6!, and 20. ♙f3 will be decisive) 17. ♙xf6 gxf6+ (Kasparov). Black may have lost a pawn, but he can still put up some resistance.

15. ♙xh7!

This and the subsequent sacrifice are Lasker's most famous tactical discovery.

The routine move 15. ♖xh5 achieves nothing after 15...f5 16. ♙f3 ♖e8=.

15...♜xh7 16. ♖xh5+ ♜g8 17. ♙xg7!

Diagram 13-2

The threat of ♖h8# means that Black must either move the f-pawn or accept the second sacrifice.

17...♜g7

17...f6 is followed by 18.♖f3! (18.♕h6! also wins)
18...♗e8 19.♗h8† ♕f7 20.♗h7+– (Romanovsky).

If 17...f5, then the simplest is: 18.♕e5! (White also wins with 18.♖f3 ♕xg7 19.♖g3† ♕g5 20.♖xg5† ♕f6 21.♗h4! ♕f7 22.♗h7† ♕e8 23.♖g7 ♖b8 24.♖c7 ♗d6 25.♖xb7+–) 18...♖f6 (18...♕f6 loses immediately to 19.♗g6† ♕h8 20.♖f3) 19.♖f3 White also includes his rook in the attack. 19...♕f8 20.♖g3 ♕d8 21.♕xf6 ♕xf6 22.♗h7+–

18.♗g4†

Forcing the opposing king to the edge of the board.

18...♕h7

Diagram 13-3

19.♖f3

An important element in the combination. White has destroyed his opponent's castled position and now brings a second major piece into the attack.

19...e5

The only defence against mate.

20.♖h3† ♗h6 21.♖xh6† ♕xh6 22.♗d7!

The decisive double attack. White wins a bishop and obtains a big material advantage. Black could resign here.

22...♕f6 23.♗xb7 ♕g7 24.♖f1 ♖ab8 25.♗d7 ♖fd8 26.♗g4† ♕f8 27.fxe5 ♕g7 28.e6 ♖b7 29.♗g6 f6 30.♖xf6† ♕xf6 31.♗xf6† ♕e8 32.♗h8† ♕e7 33.♗g7† ♕xe6 34.♗xb7 ♖d6 35.♗xa6 d4 36.exd4 cxd4 37.h4 d3 38.♗xd3 1–0

Here is another classical game, which is one of the most beautiful variations on this theme. (This game also features as Ex. 18-1 in the chapter on 'Hanging pawns' in *Boost Your Chess 3*.)

Diagram 13-4

A.Nimzowitsch – S.Tarrasch

St Petersburg 1914

In this game Tarrasch made use of Lasker's idea. But it is surprising that White has no defence here.

19...♕xh2†!

As was demonstrated later, Black can also win with 19...♕xg2! 20.♕xg2 (20.dxc5 ♗g5 21.♕f6 ♗g4+–)

Diagram 13-3

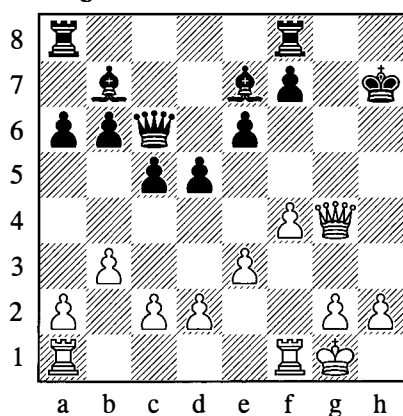


Diagram 13-4

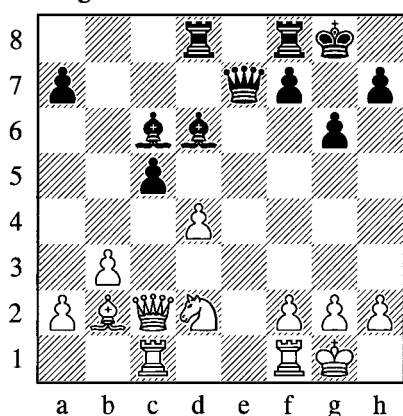


Diagram 13-5

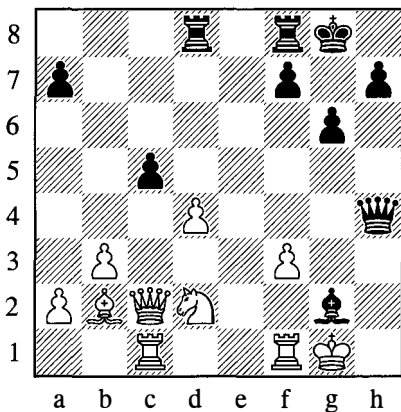
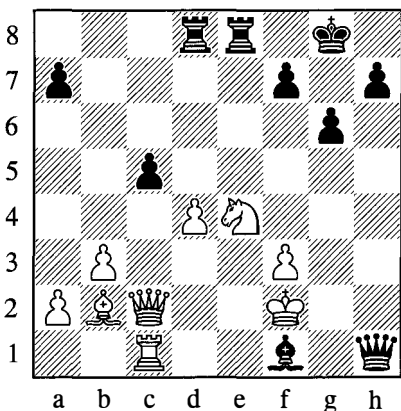


Diagram 13-6



20...♖g5† and all three king moves lose quickly:

a) 21.♔f3 ♜fe8! 22.♞g1 ♜f4† 23.♔g2 ♞e2-+ (Neistadt).

b) 21.♔h3 ♜h5†-+

c) 21.♔h1 ♜f4 22.♔g2 ♜xh2† 23.♔f3 ♜fe8 24.♞h1 ♜f4† 25.♔g2 ♞e2-+

20.♔xh2 ♜h4† 21.♔g1 ♞xg2! 22.f3?

The best practical chance, after which Black must continue playing precisely.

If 22.♔xg2, then 22...♜g4† 23.♔h1 ♞d5 24.♜xc5 ♞h5† 25.♜xh5 ♜xh5† 26.♔g2 ♜g5†-+ (Kasparov).

Diagram 13-5

22...♜fe8!

Black brings his reserves into play and threatens to play ...♞e2.

Here 22...♜g3?? is refuted by 23.♔e4+.

After 22...♞h3? the answer is also 23.♔e4, with an unclear position.

Nor is 22...♜h1† as strong as the game move: 23.♔f2 ♞xf1 (23...♜h2 24.♞g1 ♞h3† 25.♔e3∞) 24.♔xf1∞

23.♔e4

23.♜fel is no better: 23...♞xe1† 24.♞xe1 ♜xe1† 25.♔xg2 ♜e2† 26.♔g3 ♞d5! 27.f4 ♞h5-+

23.♔xg2? loses immediately to 23...♞e2†.

23...♜h1† 24.♔f2 ♞xf1-+

Diagram 13-6

25.d5

Nimzowitsch desperately looks for counterplay.

An important detail is that 25.♞xf1 loses to 25...♜h2†, as the white queen c2 is left unprotected.

25.♔f6† ♔h8 26.♔xe8 is met by 26...♜g2† and 27...♞xe8†-+.

25...f5! 26.♜c3

Or 26.♔f6† ♔f7 27.♔xe8 ♜g2†-+.

26...♜g2† 27.♔e3 ♞xe4†!

The final blow; White will be mated.

28.fx4 f4†!

There is an even quicker win by 28...♜g3†! 29.♔d2 ♜f2† 30.♔d1 ♜e2#.

29.♔xf4 ♞f8† 30.♔e5

30.♔e3 ♞f3#

30...♜h2† 31.♔e6 ♞e8† 32.♔d7

32.♔f6 ♜f4#

32...♞b5#

Sometimes the double bishop sacrifice leads only to perpetual check.

Diagram 13-7

V.Ivanchuk – A.Yusupov

Linares 1993

White played 11.♖xd5 here, which leads to sharp play, and even today is reckoned to be the main variation. After the game Ivanchuk demonstrated the following beautiful variation:

11.♖c3 g6 12.♖xd5 ♖c6 13.♖b3 ♖xc3 14.bxc3

Here the double sacrifice leads 'only' to a draw.

14...♗xh2†! 15.♗xh2 ♖h4† 16.♗g1 ♗xg2!

17.♗xg2

17.f3? would be bad: 17...♖g3 18.♗f4 ♖xf4

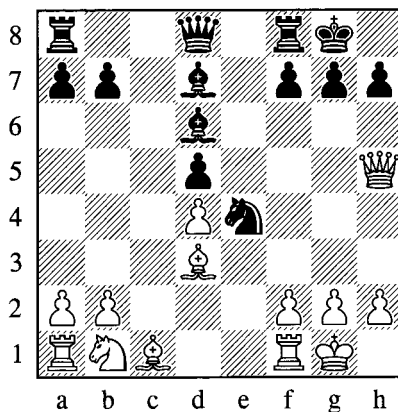
19.♗xg2 ♖d2†

17...♖g4†=

Black has no possibility of bringing in a rook to support the attack, so he must simply give perpetual check.

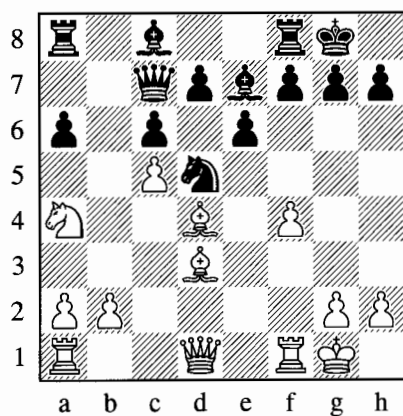
In the test we shall examine this tactical motif in more detail. To make the task somewhat more difficult, there are some positions in the test in which the double bishop sacrifice does not work, because the opponent has some defensive resources (with moves by the f-pawn being of particular importance). You have to investigate the sacrifice and calculate the necessary variations.

Diagram 13-7

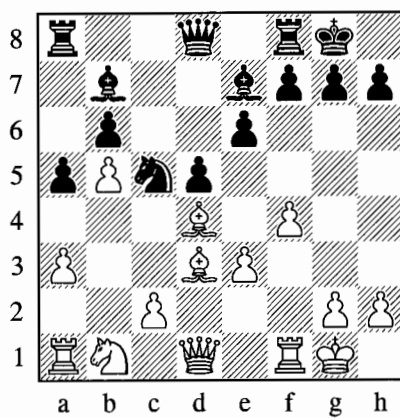


Exercises

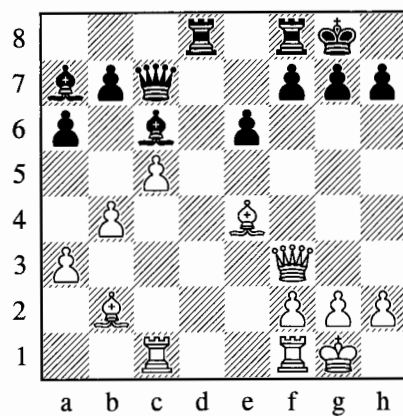
► Ex. 13-1 ◀ ★ ★ △



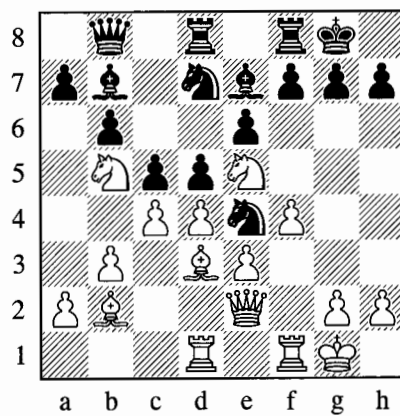
► Ex. 13-4 ◀ ★ ★ △



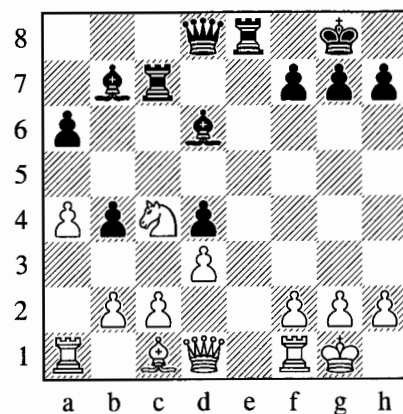
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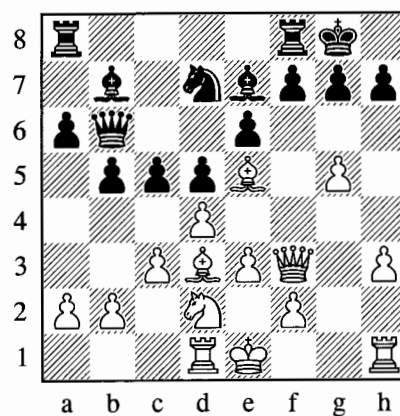
► Ex. 13-5 ◀ ★ ★ △



► Ex. 13-3 ◀ ★ ▼



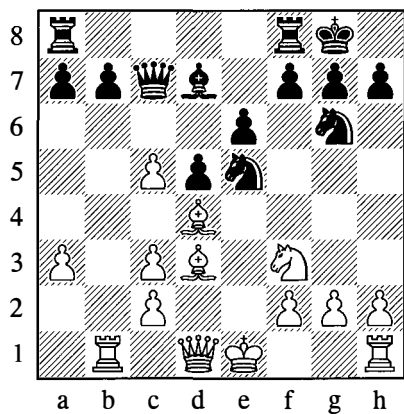
► Ex. 13-6 ◀ ★ ★ △



Exercises

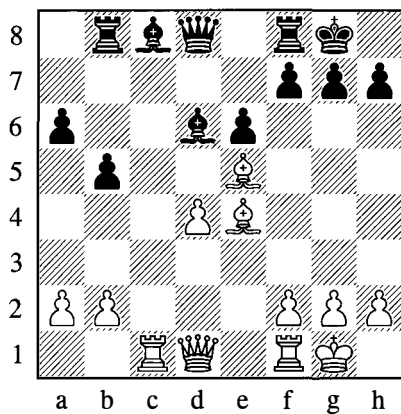
► Ex. 13-7 ◄

★



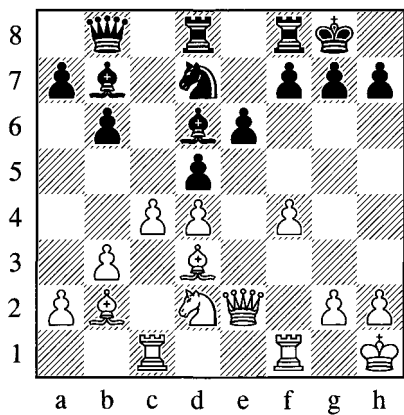
► Ex. 13-10 ◄

★★



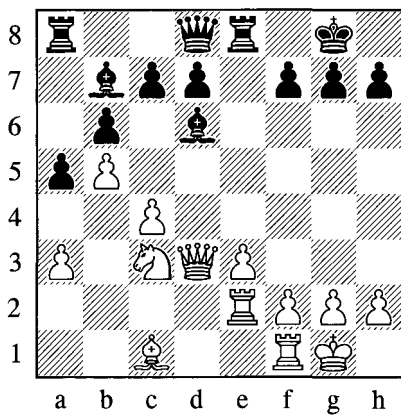
► Ex. 13-8 ◄

★★



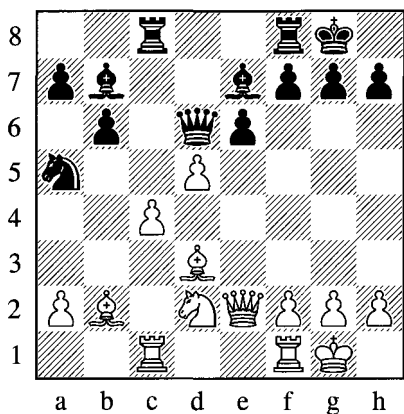
► Ex. 13-11 ◄

★★



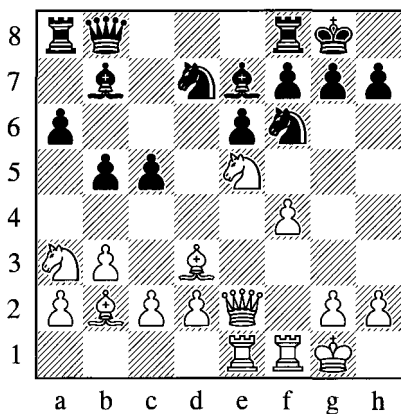
► Ex. 13-9 ◄

★★



► Ex. 13-12 ◄

★★



Solutions

Ex. 13-1

G.Kuzmin – E.Sveshnikov

USSR Ch, Moscow 1973

16. ♖b6!

(1 point)

16. ♖h5?! does not achieve anything on account of 16... ♜f5+.

The immediate 16. ♙xh7† (1 consolation point) does not win: 16... ♜xh7 17. ♖h5† ♜g8 18. ♙xg7 ♜xg7 19. ♖g4† (19. ♜f3? ♖xf4 20. ♜g3† ♖g6+–) 19... ♜h7! Now White must take a draw, because 20. ♜f3? fails to 20... ♖xf4! 21. ♜xf4 ♜f5 22. ♖h3† ♜g6 23. ♖g3† ♙g5+.

16... ♖xb6

Other moves are no better:

a) 16... ♙b7 17. ♖xa8+–

b) 16... ♙a7 and 16... ♙b8 both lose to 17. ♖xd5 cxd5 18. ♙xh7†! ♜xh7 19. ♖h5† ♜g8 20. ♙xg7! ♖xc5† 21. ♜h1 ♜xg7 22. ♖g4† ♜h8 23. ♜f3 ♖c2 24. ♜f5 ♖xf5 25. ♜xf5 exf5 and now depending on which square the black rook chose, White can pick it off with either 26. ♖d4† or 26. ♖h3† ♜g7 27. ♖g3†.

17. ♙xh7†! ♜xh7 18. ♖h5† ♜g8 19. ♙xg7! ♜xg7

19... ♜f6 is followed by 20. ♖g6 ♙xc5† 21. ♜h1 ♜f7 22. ♙h6† ♜h8 23. ♖xf7+–.

20. ♖g4† ♜h7

20... ♜f6 21. ♖g5#

21. ♜f3

(another 1 point)

21... ♙xc5† 22. ♜h1

1–0

Ex. 13-2

A.Miles – W.Browne

Lucerne Olympiad 1982

18. ♙xh7†! ♜xh7 19. ♖h5† ♜g8 20. ♙xg7!

(1 point)

20... ♜xg7

20... ♜f5 and 20... ♜f6 are both met by 21. ♖h8† ♜f7 22. ♙xf8 ♜xf8 23. ♖h7†+–.

(1 point for this variation)

21. ♖g5† ♜h8

21... ♜h7 22. ♖c4+–

22. ♖f6†!

(another 1 point)

22. ♖c4? allows Black to defend: 22... ♜f6

23. ♙h3† ♖h7=

22... ♜g8

22... ♜h7 23. ♖c4+–

23. ♖c4

There is only a draw after 23. ♖c3? ♙e4

24. ♙g3† ♙g6 (or 24... ♖xg3=) 25. ♙h3† ♙h7=.

1–0

Black is soon mated after, for example, 23... ♜fe8 24. ♙h4.

Ex. 13-3

V.Kirilov – S.Furman

USSR 1949

1... ♙xh2†!

Black has an alternative that is even stronger: 1... ♖xc4! 2. dxc4 ♖h4 (also 1 point) 3. h3 (3. g3 ♖h3 4. f3 ♙xg3 5. ♖d2 ♙xf3 6. ♖xf3 ♙e1† 7. ♖xe1 ♖xh2† 8. ♜f1 ♖h1†+–) 3... ♙e6 4. ♖g4 (4. ♙e1 ♙xg2 5. ♖xe6 ♖xh3 6. ♙e8† ♙f8 7. f3 ♖h1† 8. ♜f2 ♖xd1 9. ♙f4 ♖xf3†) 4... ♙g6 5. ♖xh4 ♖xg2† 6. ♜h1 ♙h2† 7. ♜g1 ♙h1#

2. ♜xh2 ♖h4† 3. ♜g1 ♙xg2! 4. ♜xg2 ♖c6!

(1 point)

5. ♙f4

In order to fight on, White had to give up his queen: 5. ♖f3!? ♙g6† 6. ♖g3 ♖xg3† 7. fxg3 ♙e2† 8. ♙f2 (8. ♜f3 ♖h5† 9. g4 ♖h2+–) 8... ♖xf2† 9. ♜xf2 ♖h2† 10. ♜f3 ♖xc2 11. ♜e4+–

5... ♖xf4 6. ♙h1

6. ♙g1 is followed by: 6... ♙f6 7. f3 ♙g6† 8. ♜f1 ♖xg1† 9. ♜xg1 ♙e6 10. ♖d2 (10. ♖f1 ♙g6† 11. ♜f2 ♖h2† 12. ♜e1 ♙g1+–) 10... ♙g6† 11. ♜f1 ♖xf3†+–

6... ♙f6! 7. ♙h2

After 7. ♖g1, White is quickly mated: 7... ♖f3† 8. ♜f1 ♖e2† 9. ♜g2 ♙g6† 8. ♜h2 ♖h5#

7. ♙h3 ♖xf2† 8. ♜h1 ♙e2 9. ♖g1 and Black wins with 9... ♖f5, or with the flashier 9... ♖f3† 10. ♖xf3 ♙h6† 11. ♖h2 ♖exh2† 12. ♜g1 ♙h1†.

Solutions

7...♖g6†!

Mate can no longer be averted. For example:
8.♖h1 ♖e1 †! 9.♗xe1 ♗f3† 10.♖g2 ♗xg2#
0-1

Ex. 13-4

F.Dus Chotimirsky – G.Levenfish

Karlsbad 1911

15.♔xh7?

The sacrifice is unsound here.

White should prefer any other sensible move
(such as 15.♔d2=).

(1 point)

15...♖xh7 16.♗h5† ♖g8 17.♔xg7 ♖xg7
18.♗g4†

Nothing is achieved by 18.♖f3 ♔e4 19.♔d2
♖h8 20.♗g4† ♖f8+.

18...♔g5!

(1 point for spotting this defensive resource)

19.fxg5 ♔e4 20.h4 ♗c7 21.♔d2 ♗g3+

Black went on to win.

Ex. 13-5

K.Junge – C.Kottnauer

Prague 1942

15.♔xd7!

(1 point)

White is also better after 15.♔xe4 or 15.cxd5
(1 point for either of these moves). The move
played in the game is simpler and prepares the
double bishop sacrifice.

15...♖xd7 16.dxc5 ♔xc5?!

16...♔xc5? loses to 17.♔xe4.

Black can avert the double sacrifice with
16...♔f6, but he is then just a pawn down.

17.♔xh7†! ♖xh7 18.♗h5† ♖g8 19.♔xg7

(another 1 point)

19...f5

19...♖xg7 is more resilient, though ultimately
insufficient: 20.♗g4† ♔g5! 21.♗xg5† ♖h8
22.♗h6†! (22.♖f3 f6!=) 22...♖g8 23.♖f3 f6
(23...♔e4 24.♔c3+–) 24.♖g3† ♖f7 25.b4
♔a6 (25...♔e4 26.♖g7† ♖e8 27.♖xd7 ♖xd7

28.♗g7† ♔e8 29.♔c7+–) 26.cxd5 (the
immediate 26.e4!? is also strong) 26...exd5
27.e4! White's attack will prove decisive.

20.♔e5+–

20.♗g6? ♗e8! would allow Black to survive.

20...♔f6 21.♔xb8 ♖h7 22.♗e2 ♖xb8
23.♔d6 ♔a6 24.b4 ♔a4 25.b5 ♔c3 26.♗c2
♔xd1 27.♖xd1 ♖d8 28.♔xf5 ♔b7 29.♔d4
dxc4 30.♗g6† ♔g7 31.♗xe6† ♖h8 32.♗e7
1-0

Ex. 13-6

F.Bruno – N.Stull

Lienz 1983

15.♔xh7†! ♖xh7 16.♗h5† ♖g8 17.♔xg7!

(1 point)

17...♖xg7

Neither 17...f6 18.g6 nor 17...f5 18.♗g6
♖f7 19.♔h6† are any better.

18.♗h6† ♖g8 19.g6!

(another 1 point)

19.♖g1 (also 1 point) and 20.g6 wins too.

19...♔f6 20.♔f3

Or 20.♖g1+–.

20...♖fd8

20...fxg6 21.♖g1+–

21.♔e5

This leads to a quick mate. Another way to
finish it off is 21.gxf7† ♖xf7 22.♔e5† ♔e8
23.♗g6† ♖f8 24.♗f7#.

1-0

Ex. 13-7

M.Mrdja – P.Olivier

Clermont Ferrand 1984

13.♔xe5 ♔xe5 14.♔xh7†! ♖xh7 15.♗h5†
♖g8 16.♔xe5

(1 point)

16...♗c8?

16...♗xc5 was necessary, and after 17.♖xb7
f6 18.♖xd7, rather than 18...fxe5 19.0-0±,
Black has the intermediate move 18...♗b5±
to keep matters less clear.

Solutions

17. ♖xg7!

The second sacrifice leads to an abrupt finish: 17...♗xg7 18.♖g5† ♗h7 19.♖b4+–
1–0

Ex. 13-8

M. Tataev – V. Milov

Novi Sad 1989

First of all, White opens the long diagonal.
18. c5!

(1 point)

18...bxc5 19. dxc5 ♜xc5

19...♜xf4 loses a piece to 20. c6+–.

19...♜xc5 allows the double bishop sacrifice:
20. ♜xh7† ♗xh7 21. ♖h5† ♗g8 22. ♜xg7 f6
23. ♖g6 ♖f7 24. ♜h6†+–
20. ♖xc5

White can play the immediate 20. ♜xh7†!
♗xh7 21. ♖h5† ♗g8 22. ♜xg7+– (also 1 point).
20...♜xc5 21. ♜xh7†! ♗xh7 22. ♖h5† ♗g8
23. ♜xg7

(another 1 point)

23...f6

Or 23...♗xg7 24. ♖g5† ♗h7 25. ♖f3+–.
24. ♖g6 ♖f7 25. ♜h6† ♗h8 26. ♖xf7 ♖g8
27. ♖f3!+–

White will continue with ♜g7† and ♖h3†.
1–0

Ex. 13-9

A. Balazs – J. Torok

Gyor 1992

18. ♜xh7†! ♗xh7 19. ♖h5† ♗g8 20. ♜xg7!
♗xg7

20...f6 21. ♖g6 ♖f7 22. ♜h6†+–
21. ♖g4†

(1 point)

But not 21. ♖c3? ♖h8 22. ♖g3 ♖xg3 and
Black wins.

21...♗h7

The other king moves all lose too:

- a) 21...♗f6 22. ♗e4†+–
- b) 21...♗h8 22. ♖c3 ♖a3 23. ♗b3+–

c) 21...♗h6 22. ♖c3 ♜g5 23. ♖h3† ♗g6
24. ♖h5† ♗f6 (24...♗f5 25. ♖f3†) 25. ♗e4†+–
22. ♖c3

(another 1 point)

22...exd5 23. ♖h3† ♖h6 24. ♖f5†

Or 24. ♖e1 ♜g5 25. ♗f3+–.

24...♗g7 25. ♖xh6 ♗xh6 26. ♖e1 ♜c5

26...♜g5 27. ♗f3+–

27. ♖f6†

Next comes 28. ♖e5, with a quick mate.

1–0

Ex. 13-10

D. Adla – T. Paunovic

La Coruna 1995

The double sacrifice is not sound here!

(1 point)

16. ♜xh7†?

White should play quietly, e.g. 16. ♖f3.

16...♗xh7 17. ♖h5† ♗g8 18. ♜xg7 ♗xg7

19. ♖g4†

Or 19. ♖c3 ♖h8+–.

19...♗f6

(1 point for spotting this defence)

19...♗h6 20. ♖c3 ♖g5+ (also 1 point) is
equally good.

20. ♖c3

20. ♖h4† ♗g6 21. ♖g4† ♖g5+–

20...♗e7

0–1

Ex. 13-11

N. Gamboa – P. Blatny

New York 1996

16...♜xh2†!

(1 point)

16...♜f3! (also 1 point) is very strong too,
meeting 17. gxf3 with 17...♖g5† 18. ♗h1 ♖h5
19. f4 ♖f3† 20. ♗g1 ♖e6+– (another 1 point).

17. ♗xh2 ♖h4† 18. ♗g1 ♜xg2! 19. ♗xg2
♖g4† 20. ♗h2

20. ♗h1 loses to 20...♖f3† 21. ♗g1 ♖e6 (or
21...♖e5).

Solutions

20...♖e5

(another 1 point)

But not 20...♖e6? 21.e4 and Black is suddenly lost.

21.♖d5 ♖h5†

21...♖h5† leads to the same position.

22.♔g1 ♖g5† 23.♖xg5 ♖xg5† 24.♔h1

24.♔h2?? ♖e5†+–

24...♖f6!? 25.♔b2 ♖f3† 26.♔g1?

26.♔h2 is more resilient, though after 26...♖e8 27.♖g1 ♖e6 28.♖g2 ♖d6! White is lost in all variations:

a) 29.♖c2 ♖g6! 30.♖xg6 ♖h5† 31.♔g3 ♖xg6†+–

b) 29.♔a1 ♖h6† 30.♔g1 ♖h3 31.f3 ♖h1†+–

c) 29.e4 ♖h5† 30.♔g1 ♖d1†! 31.♔xd1 ♖xe2+–

d) 29.♖e1 ♖d2 30.♔a1 ♖xf2+–

e) 29.a4 ♖h5† 30.♔g1 ♖d1† 31.♔xd1 ♖xe2+–

f) 29.♔g1 ♖d1†!! 30.♔xd1 ♖xe2+–

26...♖e8+ 27.♖d2 ♖g4†!

Most accurate, although 27...♖e6 28.♔e2 ♖g6† 29.♔g3 h5! 30.♖d4 h4! 31.♖f4 ♖h5 also wins.

28.♔h1 ♖e6 29.f3 ♖h3†

White loses a rook after 30.♔g1 ♖g6† 31.♔f2 ♖g2† 32.♔e1 ♖xd2.

0–1

Ex. 13-12

P.Buecker – T.Koch

Muenster 1989

15.♔xd7! ♔xd7 16.♔xh7†! ♔xh7 17.♖h5† ♔g8 18.♔xg7!

(1 point)

18...♔xg7

Refusing the second bishop does not save Black:

a) 18...f6 19.♖e3! ♖e8 20.♖h8† ♔f7 21.♖h7+–

b) 18...f5 19.♖xe6 ♔f6 20.♔xf6 ♔xf6 21.♖g6† ♔h8 (21...♔g7 22.♖e7+–) 22.♖xf6+–

19.♖g4† ♔h8 20.♖e3

(another 1 point)

20...♔xg2

Black has no defence:

a) 20...♔e4 21.♖h3† (or 22.f5!+–) 21...♔h7 22.♖xh7† ♔xh7 23.♖f3 ♖d8 24.♖h3† ♔h4 25.♖xh4† ♖xh4 26.♖xh4†+–

b) 20...♔f6 21.♖h3† ♔h7 22.♖h5 ♔e4 23.f5!+–

21.♖g3

Or 21.♖h5† ♔g7 22.♖g3†+–.

1–0

Scoring

Maximum number of points is 23

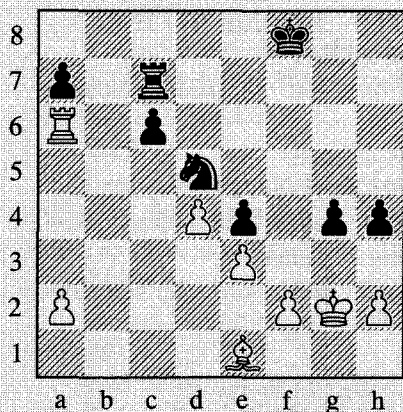
- 20 points and above → Excellent
- 16 points and above → Good
- 12 points → Pass mark

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

Contents

- ✓ The most important strategic element
- ✓ The typical flank attacks a2-a4 and h2-h4
- ✓ The unconventional weapon g2-g4

Diagram 14-1



Pawn play

Some well-known chess experts consider pawn play to be the **most important strategic element** in the game. Indeed, many years ago the famous French player Philidor said: "The pawns are the soul of the game." One has to agree with him – although the pawn is the weakest unit, this is balanced by each side having eight of them, and the pawn structure decisively influences the character of the play.

Diagram 14-1

R. Vaganian – A. Yusupov

Rostov-on-Don 1980

The game was adjourned here. Vaganian thought about his sealed move for about five seconds. Home analysis convinced me that Black had no real worries and I offered my opponent a draw. To my amazement, Vaganian declined it. It was not till I saw his sealed move that I understood how completely right he was! **42.a3!!**

A very strong move, which revised my evaluation of the position! White is preparing to bring his bishop into play with ♖b4 followed by ♖c5. If I exchange my knight for the bishop, then in the rook ending all five of my pawns will be weak!

42.h3 is inadvisable: 42...g3 43.fxg3 ♖xe3† 44.♗f2 ♖c2 gives Black good counterplay.

If 42.♙a5?!, then 42...♖b7 43.♖xc6 ♖b2 and Black activates his rook, with a powerful initiative.

42...♗f7

I searched in vain for a satisfactory solution, just using up valuable time. But I was then allowed back into the game as a result of some mistakes by my opponent!

43.♙b4?!

43.♙a5 first is correct! After 43...♖b7 44.♙b4! ♖xb4 45.axb4 ♖xb4 46.♖xa7† ♗f6 47.♖h7 the white rook attacks the weak pawns: 47...♗g5 48.♖e7 ♖b1 49.♖e5†! ♗f6 50.♖xe4+–

43...♗e6 44.♙a5?!

White underestimates the counterplay; the bishop will be badly placed here.

44.♔c5 is much better: 44...♖b7 45.♖xc6† (things are not so clear after 45.h3 ♖b2 46.hxg4 ♜xe3† 47.♜h3 ♖xf2 48.♜xh4 ♔d5) 45...♜f5 46.♔b4!±

Black activates his forces.

46.♖a6†

Nothing is achieved by 46.dxc5 ♖xc5 47.h3 g3 48.♔d8 ♜xe3†! 49.fxe3 ♖c2† 50.♜f1 ♖c1†=.

46...♜f5 47.♖d6

Diagram 14-2

47...h3†!

The right moment!

48.♜g3?

White brings danger upon himself.

The correct move is 48.♜f1. Black could then try 48...♜xe3†!? 49.fxe3 cxd4, with drawing chances.

48...♜f6! 49.♔d8 ♖xd8!

This exchange sacrifice sets Black on the route to victory!

50.♖xd8 ♜g5

Threatening ...♜h5#.

Diagram 14-3

51.f4†

Or 51.♖h8 c4 52.f4† exf3 53.♜f2 c3 54.a4 ♜e4†-+.

51...exf3

Now the threat is ...♜e4#.

52.♜f2 c4

Black's passed pawns are simply further advanced than White's. Unfortunately I had no time left to calculate the variations.

53.d5 ♜e4† 54.♜e1 g3 55.hxg3 h2 56.♖h8 f2† 57.♜f1 ♜xg3†?

Of course, 57...c3!-+ is correct.

58.♜xf2 h1♖ 59.♖xh1 ♜xh1† 60.♜e1 ♜g3 61.a4 ♜e4 62.a5 ♜c5 63.a6! =

White mops up his opponent's final pawn and thus saves half a point.

½-½

Another chess teacher (Dr. Tarrasch, perhaps?) was in the habit of saying: "Nothing ruins one's position more than thoughtless pawn moves!"

Considering a position from one of his games, the great Anatoly Karpov once wrote that he did not dare

Diagram 14-2

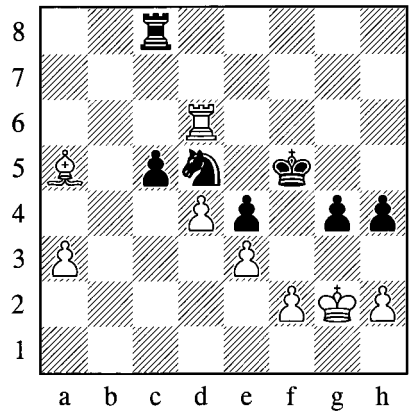
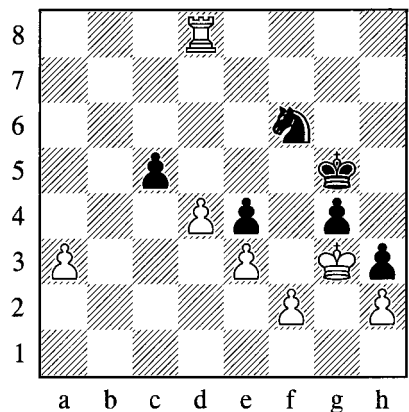


Diagram 14-3



to make any pawn moves on the queenside, since he did not know how his pawns should be placed there in the event of an endgame!

Despite such reservations, it is frequently necessary and desirable to move our pawns. The struggle for the centre demands active operations by the central pawns, and often the c- and f-pawns too. But the flank pawns can and should also be used at the correct moment! In this chapter you will become acquainted with some such operations.

The typical flank attacks a2-a4 and h2-h4 (or ...a7-a5 and ...h7-h5)

If you really want to make an active pawn move, then pushing one of your rook's pawns is **the** move! It generally causes no damage to your own position and often creates problems for your opponent. For example, the operation with h4-h5 can either lead to a pawn wedge after the further advance h5-h6, or it can weaken the opposing castled position by exchanging on g6 and opening the h-file.

Diagram 14-4

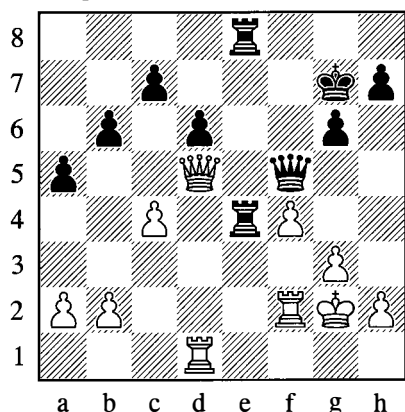


Diagram 14-4

O.Duras – A.Rubinstein

St Petersburg 1909

Black is in control of the open file, and now aims to weaken the opposing defensive bastion.

28...h5!

Planning to continue with ...h4.

29.b3 ♖e3 30.♖d4

30.♖dd2 is possible, intending 30...h4 31.♖xf5 gxf5 32.gxh4 ♖h6 33.♖f3 (Razuvaev), but here too Black can take advantage of his better pawn structure. For example, after 33...♖e2† 34.♖xe2 ♖xe2† 35.♖f2 ♖xf2† 36.♖xf2 ♖h5 37.♖g3 c6! the pawn ending is a win for Black, since the d-pawn works like an outside passed pawn:

a) 38.♖h3 d5 39.cxd5 cxd5 40.♖g3 b5 41.a3 d4 42.♖f3 ♖xh4 43.♖e2 ♖h3 44.♖d3 ♖xh2 45.♖xd4 ♖g3 46.♖e5 ♖g4+–

b) 38.a4 d5 39.cxd5 cxd5 40.♖h3 d4 41.♖g3 d3 42.♖f3 ♖xh4 43.♖e3 ♖h3 44.♖xd3 ♖xh2 45.♖c4 ♖g3 46.♖b5 ♖xf4 47.♖xb6 ♖e5 48.♖xa5 f4 49.b4 f3 50.b5 f2 51.b6 f1♖+–

30...♙f6! 31.h3?

White unnecessarily weakens his kingside.

31.♖dd2 was more stubborn: 31...h4 32.♗xf5+ gxf5 33.♖f3 (33.gxh4?! ♖g8+ 34.♙f1 ♖g4→) 33...hxg3 34.hxg3 ♖e2+ 35.♖f2 ♖xd2 36.♖xd2 ♖e3+ (Lasker). Black will continue with ...a4, possibly followed by ...a3 and bringing the rook to b2.

Diagram 14-5

31...h4!

The white pawn chain is destroyed.

32.♗xf5+

Or 32.g4 ♖g3+ 33.♙h2 ♗xd5 34.cxd5 ♖ee3→.

32...gxh4 33.gxh4 ♖g8+ 34.♙f1

One way or the other, White loses a pawn: 34.♙h2 ♖gg3 35.♙h1 ♖xh3+ 36.♖h2 ♖xh2+ 37.♙xh2 ♖e2+→

34...♖xh3 35.♙e2 ♖e8+ 36.♙d2 ♖xh4→ 37.♖g2 ♖eh8!

Black wants to exchange a pair of rooks!

38.♙c3 ♖h3+ 39.♖d3 ♖xd3+ 40.♙xd3 ♖h3+

Diagram 14-6

41.♙d4

If 41.♙e2, then simply 41...a4! and the white queenside is also destroyed!

41...♖f3 42.♙d5 ♖xf4 43.♙c6 ♖g4! 44.♖f2 ♖g7

Black won without any problems:

45.♙d5 ♖e7 46.♖f1 ♙g5 47.♖g1+ ♙f4 48.a3 ♙f3 49.♖f1+ ♙g4 50.♖g1+ ♙h3 51.♖f1 ♖e5+ 52.♙c6 ♙g2 53.♖f4 ♙g3 54.♖f1 ♖c5+ 55.♙b7 f4 56.♖c1 d5 57.♖g1+ ♙f2 58.♖b1 d4 59.♖c1 d3 60.b4 axb4 61.axb4 d2 62.♖c2 ♙e3 63.bxc5 d1♗ 64.♖c3+ ♙d4 65.cxb6 ♙xc3

0-1

Diagram 14-7

G.Seul – A.Yusupov

Essen (rapid) 2000

Since Black has not yet castled kingside, he has an interesting option.

10...h5!

A typical move, which prepares an attack on the opponent's fianchetto position.

11.♗g5

11.h4!? was possible, but White did not want to

Diagram 14-5

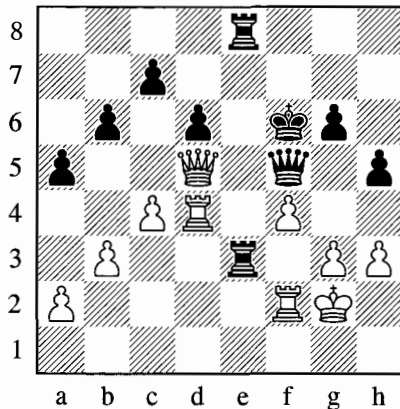


Diagram 14-6

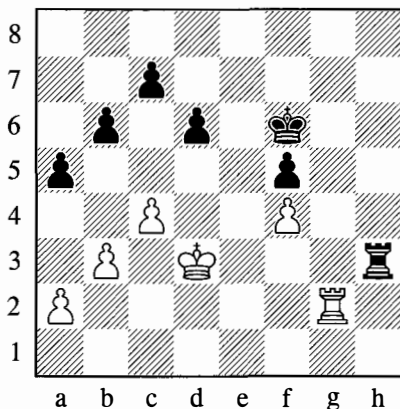


Diagram 14-7

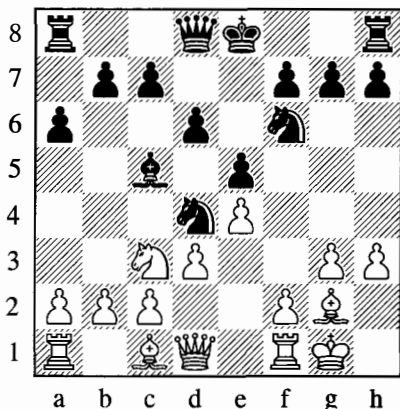


Diagram 14-8

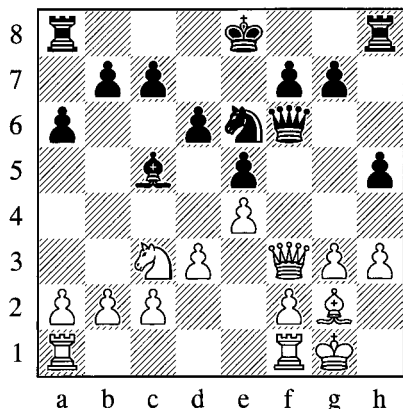


Diagram 14-8

weaken the g4-square. After 11...♖d7 12.♘e2 the position would be level.

11...♘e6 12.♙xf6

If 12.♙d2, then 12...h4 13.g4 ♘h7 and Black plays on the dark squares with ...♘f8-g6 or ...♘hg5.

12...♖xf6 13.♖f3?!

13...♖h6! 14.♘d5 h4 15.♙h2

Of course, White does not want to weaken the f4-square by playing g3-g4 here.

15...c6

Driving away the strong knight.

16.b4?

White's position was unpleasant, but this leads to a very advantageous situation for Black, who gets a good knight against a bad bishop.

16...♙d4 17.c3 cxd5 18.cxd4 ♘xd4 19.♖g4 hxg3 20.fxg3 0-0 21.♙a1 dxe4

21...b5! was also good.

...0-1

The unconventional weapon g2-g4 (or ...g7-g5)

This manoeuvre often weakens your own castled position and should only be employed if it brings concrete advantages. For me, how a player handles the g-pawn tells me a lot about his class! In the following two games Karpov surprised his opponent twice!

Diagram 14-9

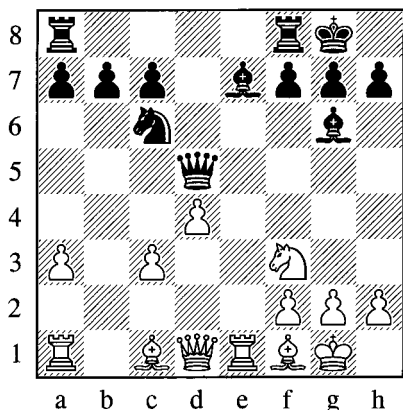


Diagram 14-9

A.Karpov – L.Portisch

Lucerne Olympiad 1982

First Karpov exploits his chance to attack in the centre.

15.c4! ♖d7

15...♖d6 16.d5 ♙f6 runs into: 17.c5! (Karpov) 17...♖d7 18.dxc6 ♖xd1 19.♙xd1 ♙xa1 20.♙f4+–

16.d5 ♙f6 17.♙a2

17.♙g5?! is weaker: 17...♙xa1 18.dxc6 ♖xd1 19.♙xd1 ♙f6 20.cxb7 ♙ab8 and the b7-pawn is a weakness rather than a strength.

17...♘a5 18.♙f4! ♙fe8

18...b6 would be a better defence: 19.♘e5 ♙xe5 20.♙xe5 ♙ae8±

19.♙ae2

Threatening to exchange rooks and then play ♖xc7.

19...♖ec8?

It is not a good idea to abandon an open file to the opponent. It would have been better to exchange a pair of rooks: 19...♖xe2 20.♖xe2 ♖f8 21.♘e5 ♖d8+ 20.♘e5 ♖f5 21.♙d2!

Diagram 14-10

This double attack decides the game. White is not only attacking the knight, but also threatening to play 22.g4!.

21...♘xc4

Desperation, but Black cannot avoid the loss of a piece. For example: 21...b6 22.g4! ♖c2 23.♖xc2 ♙xc2 24.♙xa5 ♙xe5 25.♖xc2+—

22.g4!

White can simply play 22.♘xc4 ♖xd5 23.♙f4+—, but Karpov finds an even stronger solution.

22...♘xe5

If 22...♖c2, then 23.♖xc2 ♙xc2 24.♘xc4+—.

And 22...♖xe5 is followed by 23.♖xe5 ♘xe5 24.g5+—.

23.gxf5 ♘f3† 24.♙g2 ♙h5 25.♖a4 ♘h4† 26.♙h3 ♙xe2 27.♙xe2

1–0

Diagram 14-11

A.Karpov – L.Portisch

Turin 1982

The following notes are based on analysis by Karpov.

White gains control over important light squares (either d5 or f3, depending on Black's response) with a surprising move.

22.g4! ♖d7?

This move loses a pawn by force.

Black had to try: 22...♖f4!? 23.♙d6 ♖xd6 (23...cxd6 24.♙d5± leaves Black unable to escape the pin on the a-file) 24.♖f3 ♖d7 (24...♖f8 is met by 25.♙xf7† ♙h8 26.♖g3!? ♖xg3† 27.fxg3 ♖xf7 28.♖xa5+—) 25.♖e2 Doubling rooks on the e-file will give White a clear advantage:

a) 25...♖a6 26.♖ae1 ♖f6 27.♖g3+—

b) 25...♘c6 26.♖ae1±, and the attempt to challenge for the e-file with 26...♖e8? fails to 27.♖xf7†.

c) 25...♘c4±

Diagram 14-10

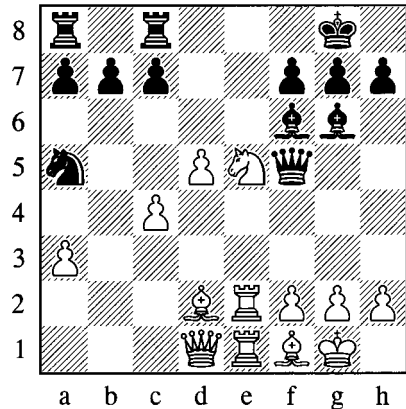


Diagram 14-11

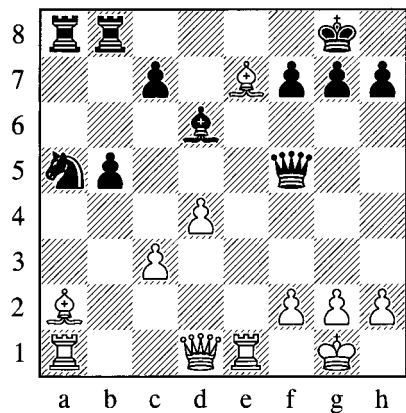
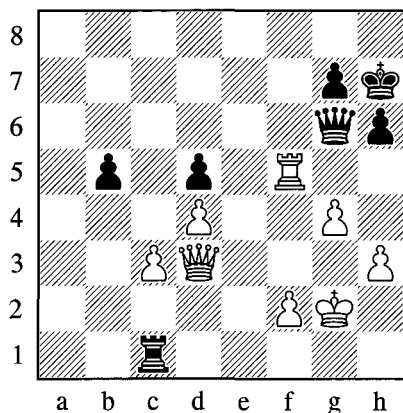


Diagram 14-12

**23. ♖f7! ♜h8**

23... ♜f7 is followed by 24. ♖xa5! ♖xa5 (24... ♜xe7 25. ♖f3+ -) 25. ♖b3+ ♜g6 26. ♖e6+ and White will deliver mate: 26... ♜f7 27. ♖e5+ ♜g6 28. ♖g5+ ♜h6 29. ♖f7 ♖a1+ 30. ♜g2 g6 31. ♖h5+! gxh5 32. g5#

24. ♜xd6 ♖xf7 25. ♖e7 ♖f8 26. ♜c5+-

26. ♜xc7 would also be good, but Karpov prefers the safer option.

26... ♖f4 27. ♖e2 h6 28. ♖e4 ♖f7 29. ♖e5 ♜c4 30. ♖xa8 ♖xa8 31. ♖f5 ♖g6 32. ♖e4 ♜h7 33. h3

Further consolidating the white position.

33... ♖a1+ 34. ♜g2 ♖c1 35. ♜b4 ♜d6?! 36. ♜xd6 cxd6 37. ♖d3 d5

Diagram 14-12

38. f3!

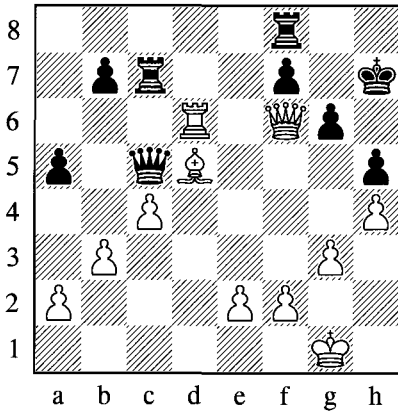
Noticing that Black is able to move neither his king nor his queen, Karpov simply prepares h4-h5.

1-0

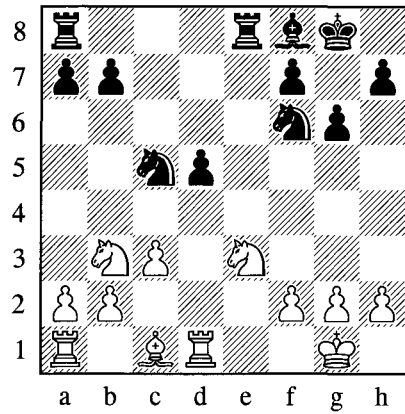
In the exercises which follow, you should pay particular attention to pawn moves.

Exercises

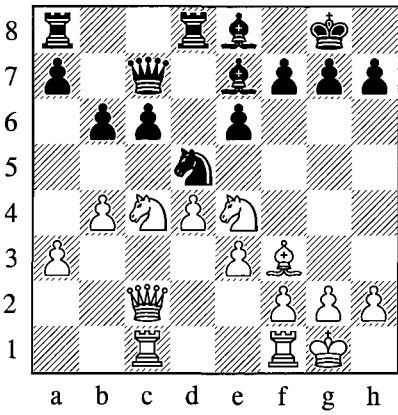
► Ex. 14-1 ◀ ★ △



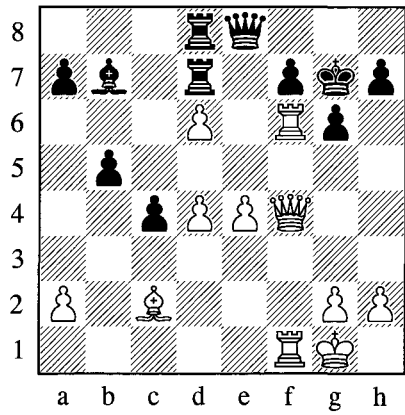
► Ex. 14-4 ◀ ★★★ △



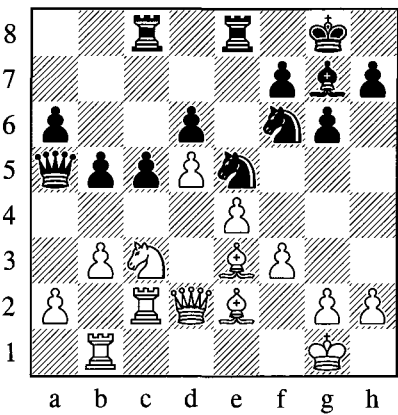
► Ex. 14-2 ◀ ★★ ▼



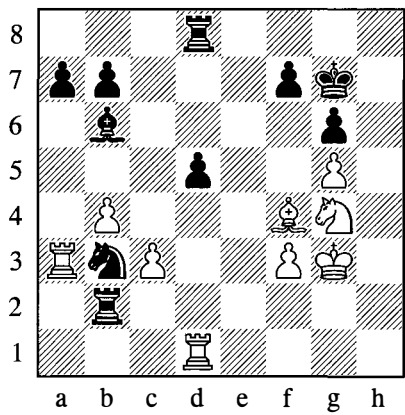
► Ex. 14-5 ◀ ★★ △



► Ex. 14-3 ◀ ★★ △

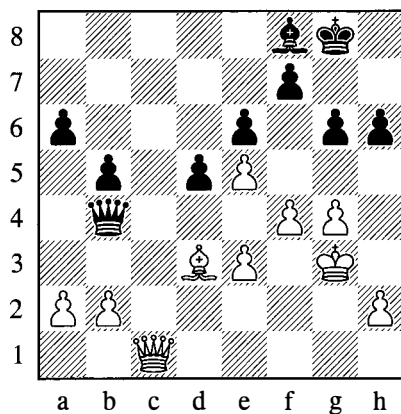


► Ex. 14-6 ◀ ★★ △

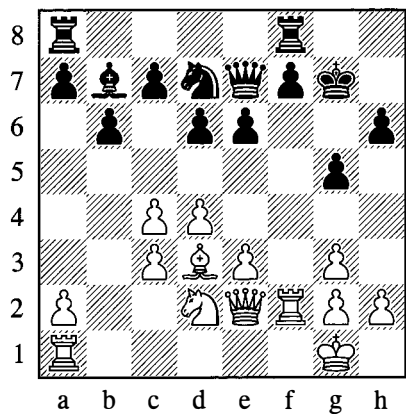


Exercises

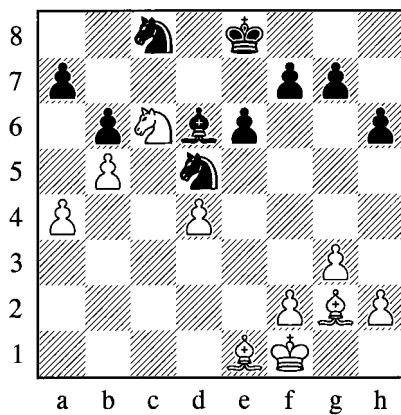
► Ex. 14-7 ◀ ★★ ▼



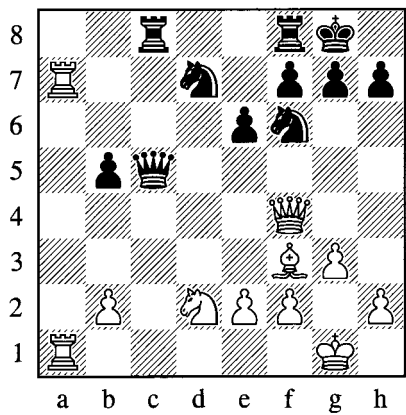
► Ex. 14-10 ◀ ★★ △



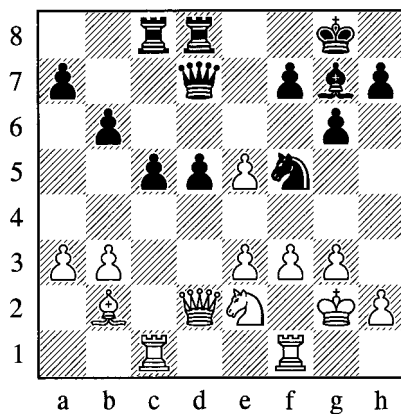
► Ex. 14-8 ◀ ★★ ▼



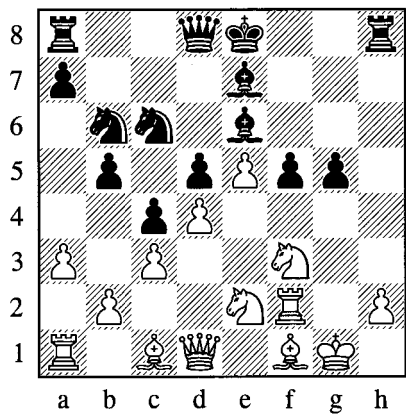
► Ex. 14-11 ◀ ★★ ▼



► Ex. 14-9 ◀ ★★ ▼



► Ex. 14-12 ◀ ★★ △



Solutions

Ex. 14-1

M.Euwe – C.Carls

The Hague 1928

25.g4!

(1 point)

White breaks open his opponent's castled position.

25.♔e4 is also possible, although after 25...♖g8 White's simplest is probably to go back and play as in the game with 26.♔d5 ♖h7 27.g4!.

25...♞a3

Or 25...hxg4 26.h5! ♞g8 27.♔xf7+–.

26.gxh5 ♞c1† 27.♖h2 ♞h6 28.♔xf7! ♞g7

28...♞xf7 29.hxg6†+–

29.hxg6† ♖h8 30.♞g5

1–0

Ex. 14-2

Y.Pelletier – A.Yusupov

Essen (rapid) 2000

17...a5! 18.bxa5 b5!

(2 points)

Black takes command on the queenside.

19.♖b6

Better is 19.♖e5 ♔xa3 20.♞a1 ♞xa5+.

19...♖xb6 20.axb6 ♞xb6 21.♖c5 ♞xa3

22.♖d3 ♞c8 23.g3 b4† 24.♖e5 b3 25.♞b1

♞a4 26.♞c3 b2 27.♖d3

27.♖c4 ♞b5+

27...♞b8 28.♞c2 ♔a3 29.♔d1 ♞a5 30.♞c3

♔e7 31.♔b3? ♞a3

0–1

Ex. 14-3

A.Yusupov – G.Schebler

Bundesliga 1996

20.a4!±

(2 points)

This leads to the desired blockade of the queenside.

20...b4 21.♖d1 ♞c7 22.♞bc1!

A useful waiting move. Black may meet 22.♖f2 with 22...♞ec8, or 22.♖b2 with 22...♞ce7, so White waits to see where Black will double his rooks before committing his knight.

22...♞ce7

22...♞ec8 23.♖b2!

23.♖f2?!

This allows Black an unexpected chance; first 23.♔f1! would be correct.

23...♖ed7

Black misses the incredible resource 23...♖eg4!!∞, with the point 24.fxg4? ♖xe4†.

24.♔g5 ♞a8 25.♖h1 ♞d8±

Getting out of the pin with 25...♞ee8 is more sensible.

You can find the rest of the game on page 90 of *Build Up Your Chess 2*.

Ex. 14-4

G.Kasparov – A.Kharitonov

USSR Ch, Moscow 1988

19.g4!!

(3 points)

White increases the pressure on the isolani. The threat is 20.g5.

19...h6

19...♞e5 should be met by the solid 20.♖d4 ♞ae8 21.♖f3±, rather than the unclear 20.f4 ♞e6 21.g5 ♖h5 22.♖xd5 ♞ae8±.

20.h4

20.♖xd5 ♖xd5 21.♞xd5 ♞el† 22.♖g2 ♖xb3 23.axb3 ♞ae8 allows Black counterplay.

20...♖xb3?

Better is 20...♞e4 21.g5 ♖h5± (Kasparov).

21.axb3 ♔c5

21...♞e4 22.♞a4!±

22.g5 hxg5 23.hxg5 ♖e4 24.♖g4! ♔b6

25.♖g2 ♖g7 26.♔f4 ♞ad8 27.f3, ♖c5 28.b4

♖b3 29.♞a3 ♞e2† 30.♖g3 ♞xb2

See Ex. 14-6.

Solutions

Ex. 14-5

A.Yusupov – G.Kamsky

Tilburg 1992

31.h4!

(2 points)

A standard move. White immediately attacks on the kingside.

The preparatory moves in the centre, 31.e5 and 31.d5 (1 point for either of these), are also strong.

31...b4!?

After 31...h5 32.e5+, the weakness of the g6-pawn will soon tell.

32.h5

32.♙a4? ♜xe4 would let Black escape with approximate equality.

32...a5

Deflecting the bishop does not work: 32...b3 33.axb3 cxb3 34.♙xb3 ♜xe4 35.h6+ ♗h8 36.♜xe4 ♙xe4 37.♞xf7 (37.♞e1+–) 37...♙f5 38.♞xd7 ♞xd7 (38...♙xd7 39.♞a1+–) 39.g4+–

33.d5 c3 34.♙a4 ♙a6 35.♞f2 ♙c4 36.♗h2!?
♗g8 37.h6 ♞f8

37...♙d3 38.e5+–

38.♙xd7 ♞xd7 39.e5+– ♙xd5 40.e6 ♙xe6
41.♞xe6 a4 42.♜e3 ♞d8 43.d7 b3 44.♞e8
1–0

Ex. 14-6

G.Kasparov – A.Kharitonov

USSR Ch, Moscow 1988

31.c4!

(2 points)

This is even stronger than 31.♞h1 or 31.♙e5+ (1 point for either of these moves), as now the c-pawn can support the attack too.

31...♞e8

After 31...d4, White can win with 32.♞d3 or 32.♙e5+.

32.c5 ♙d8 33.♞xa7 ♞ee2 34.♞xd5 ♙e7
35.♞xb7
1–0

Ex. 14-7

A.Yusupov – A.Beliavsky

Frankfurt (rapid) 1998

28...g5!

(2 points)

Black goes for play on the dark squares.

Another pawn break with a similar aim is 28...d4 (1 point).

29.♙b1?!

29.♗f3 gxf4 30.exf4 ♜d4 31.♜d2 ♙c5–

29...gxf4+ 30.exf4 ♜d4 31.♜c2 ♙c5
32.♜h7?! ♗f8 33.♜xh6+ ♗e8 34.♜h8+
♗d7 35.♜a8 ♜f2+– 36.♗h3 ♜f3+ 37.♗h4
♙e7+ 38.g5 ♜xf4+ 39.♗h3 ♜f1+ 40.♗g3
♜xb1 41.♜b7+ ♗e8 42.♜c8+ ♙d8 43.h4
♜d3+ 44.♗g4 ♜c4+ 45.♜xc4 dxc4 46.h5
♗f8

0–1

Ex. 14-8

V.Neverov – A.Yusupov

Ohrid 2001

35...f6!

(2 points)

Black takes control of the important e5-square.

White can meet the immediate 35...♗d7 with 36.♙e5+±.

36.♗e2 ♗d7 37.♗d3 a6! 38.♗c4 axb5+
39.axb5 ♙f8! 40.♙xd5 ♗d6+ 41.♗d3 exd5
42.♙b4 h5 43.h3 g6

Threatening ...♗xb5.

44.♙xd6

½–½

Ex. 14-9

A.Hellmayr – V.Bologan

Frankfurt (rapid) 2000

Black finds an original way to win a pawn.

20...d4! 21.exd4 ♙xe5–

(2 points)

Solutions

Ex. 14-10

S.Lputian – E.Rozentalis

Volgograd 1985

1.g4!

(2 points)

This pawn move prepares ♖f1-g3-h5, and is also directed against Black's planned ...f5.

Nothing is achieved by either 1.♖af1 f5= or 1.e4 c5=.

1...♞ae8 2.♖f1 f5!? 3.gxf5 e5 4.e4?! 4.f6†!? ♖xf6 5.♖g3 ♜c8 6.♜f5±

4...♖f6 5.♞e1 ♜f7±

Ex. 14-12

V.Anand – A.Morozevich

Frankfurt (rapid) 2000

Appearances can be deceptive!

17.h4!

(2 points)

This leaves Black's superficially threatening kingside set-up in positional ruins.

17...g4

17...gxf4 18.♖f4±

18.♖g5 ♜c8 19.♞h2±

19.♜c2! looks even stronger.

Ex. 14-11

V.Smyslov – S.Gligoric

Warsaw 1947

21...g5!

(2 points)

22.♜e3

The only square for the queen.

Counter-attacking the black queen does not work: 22.b4 ♜c1†! 23.♞xc1 ♞xc1† 24.♜g2 gxf4+

22...♜xe3 23.fxe3 ♞c2 24.♖e4 g4†

Scoring

Maximum number of points is 24

- **20** points and above → **Excellent**
- **16** points and above → **Good**
- **12** points → **Pass mark**

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

Contents

- ✓ Candidate moves
- ✓ The significance of active moves

Diagram 15-1

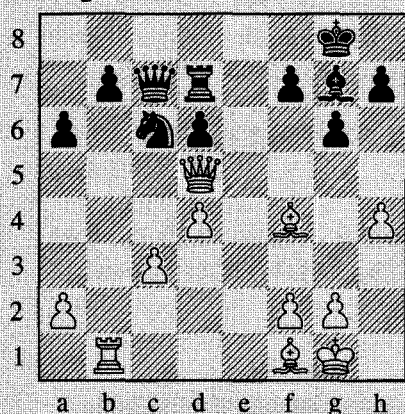
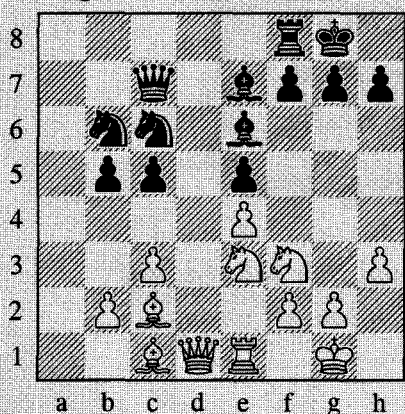


Diagram 15-2



Active moves

In many other chapters we have emphasized the importance of active moves when calculating variations. We should first of all examine the active moves (checks, captures, attacks). It is from these active moves that we normally choose our candidate moves. Of course a game of chess is not totally made up of active moves. We often have to defend or simply regroup our pieces. **But it is absolutely necessary to be aware of all sensible active options.**

When you overlook a quiet move, then normally the damage will not be too great. But if you overlook an active move by your opponent, then the game can be over straight away.

In the examples which follow, look for these active options. Most of the examples are taken from the games of World Champion Mikhail Tal, one of the most aggressive players in the history of chess!

Diagram 15-1

A.Naiditsch – P.Leko

Dortmund 2005

The black position looks solid, but the young German player succeeds in finding a breach in it.

26. ♖xa6! ♜a5

26...bxa6 is followed by 27. ♖xc6! ♖xc6 28. ♖b8† ♜f8 29. ♜h6 and Black cannot ward off the mate.

27. ♜f1

Or 27. ♜b5+.

27... ♜f8 28. g3 ♜d8 29. c4+–

White went on to win.

Diagram 15-2

M. Tal – A.Cherepkov

USSR Ch, Alma-Ata 1968

Typically for Tal, he seizes every opportunity to sharpen the play!

20. ♜d5!? ♜xd5?!

Black should prefer 20... ♖b7±, but he evidently did not want to leave this strong knight in place.

Objectively speaking, taking the knight is not so very bad, but Black is entering Tal's realm.

21.exd5 ♖d8 22.♙xh7!

The point of White's 20th move.

22...♗f8

22...♗xh7 would be bad: 23.♞c2† ♗g8 24.dxe6+—

23.♙e4 ♞d6 24.♞c2

24.♞e2!? is also interesting, though it does not promise White any more than a slight advantage: 24...♙xd5 25.♞d1 ♞e6 26.♙xd5 ♞xd5 27.♞xd5 ♞xd5 28.♞xb5 ♞d1† (28...e4 29.♗d2±) 29.♞f1 ♞c2 30.♙e3 ♞xb2 31.♞d3±

24...♙xd5 25.♙xd5 ♞xd5 26.♞h7

Diagram 15-3

Black now has to defend very precisely; he cannot afford to make any mistake.

26...♙f6

Or 26...f6 27.♗h4±.

27.♗g5 ♗e7 28.♗e4

Another approach is: 28.♞h8†! ♗g8 29.♗h7† ♗e7 30.g4±

28...♗g8 29.♙e3 ♙e7 30.♗g3 ♞d6?

Diagram 15-4

After a lot of good moves, Black finally overlooks a tactical trick.

30...g6 had to be played.

31.♗f5! ♞g6 32.♞xg8†!

1-0

Diagram 15-5

M.Tal – L.Shamkovich

USSR Ch, Baku 1972

The following annotations are based on analysis by Tal.

15.f4!

Once more, Tal chooses the most active continuation. 15.♗xf6† ♙xf6 16.♞e4 g6 17.h4± was not enough to satisfy him.

15...♙xf4

15...♗xe4 is bad, on account of 16.♞xe4 f5 17.♞e2 h6 18.h4+—.

16.♗xf6† ♗xf6

16...gxf6 17.♞e4+—

17.♙xf6 gxf6 18.♞g4† ♗h8

Diagram 15-3 ▼

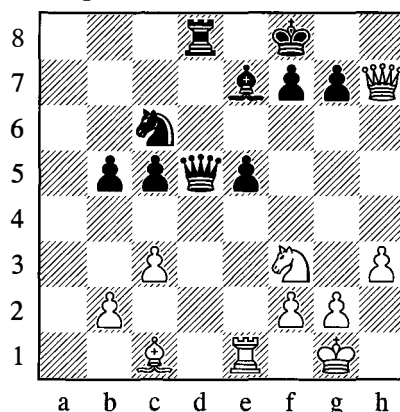


Diagram 15-4 ▲

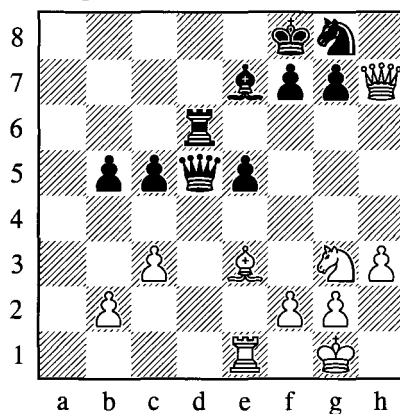


Diagram 15-5 ▲

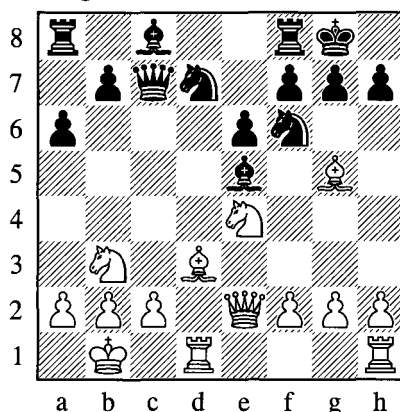


Diagram 15-6

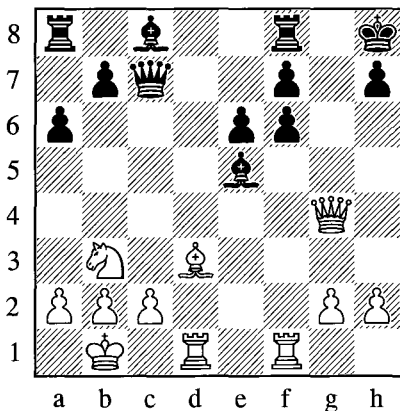


Diagram 15-7

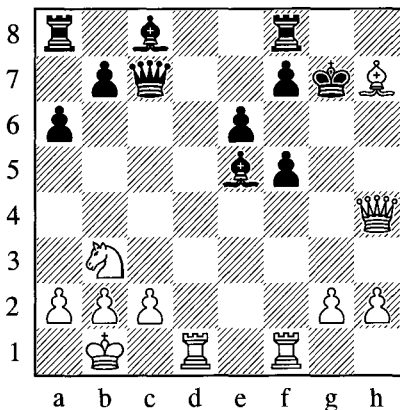
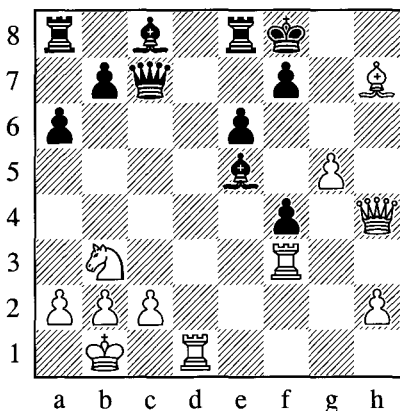


Diagram 15-8



18...♙g5 is followed by 19.h4 ♖f4 20.♗h5 ♙h6
21.♗df1+.

19.♗hf1 ♙e5

Diagram 15-6

Now comes a typical sacrifice.

20.♙xh7!

20.♗xf6 would lead to success after 20...♙xf6?
21.♗h5+., but is less clear following 20...♗g8!
21.♗h5 ♗g7 22.♗h6 f5.

20...f5

If 20...♙xh7, then simply 21.♗d3 leads to mate.

21.♗h4

21.♗h5!+– is probably slightly more precise.

21...♙g7

Diagram 15-7

22.♗f3

22.g4!? is also good: 22...♗h8 23.♗g5+–.

22...♗e8

22...♙f6 would be a more stubborn defence,
though White is still winning after 23.♗g3+ ♗xg3
24.♗xg3+ ♙xh7.

23.g4!?

Or 23.♗dd3!+–.

23...f4

23...♗e7 is followed by 24.♗h5! ♗h8 25.gxf5 ♗xh7
26.♗g1+ ♙h8 27.♗xh7!+–.

24.g5 ♙f8

Diagram 15-8

25.♗xf4!

The decisive combination.

25...♙xf4

The alternatives are also hopeless:

a) 25...f5 26.gxf6 ♙xf4 27.♙g6+–

b) 25...♗d8 26.♗xd8+ ♗xd8 27.♗f1 and the
weakness of the f7-pawn gives White a decisive
advantage.

26.♗h6+ ♙e7 27.♗f6+ ♙f8 28.g6

Threatening 29.g7#.

28...♙h6 29.♗f1!

This leads to a forced mate: 29...♗d8 30.♗h8+ ♙e7
31.♗xf7+ ♙d6 32.♗d4+ ♙c6 33.♗c5#

1–0

Diagram 15-9

M. Tal – D. Suttles

Sukhumi 1972

Now comes a surprising combination.

27. ♖xa5! ♜xa5 28. ♜d8† ♕f8 29. ♞d2

With a double attack on a5 and h6. But Black can defend against both the threats.

29... ♞c7 30. ♜e8 ♜g7 31. ♞g5

Diagram 15-10

31... ♜a7

The following variations show that Black cannot coordinate his forces in time:

a) 31... ♜b6 32. ♞f6† ♜g8 33. ♜g5 ♜a8 34. ♜xe6!+–

b) 31... h6 32. ♞f6† ♜g8 33. ♜h4! and 34. ♜xg6+– will follow.

c) 31... ♞d7 32. ♞f6† ♜g8 33. ♜d8 ♞c7 34. ♜g5 and now ♜xh7 is a decisive threat.

32. ♞f6† ♜g8 33. ♜g5

The penetration by the knight decides matters; White threatens both ♜xe6 and ♜xh7.

33... ♞d7 34. ♜d8 b6 35. ♜xd7 ♜xd7 36. b3

Black does not have sufficient compensation for the queen and Tal wins without any great trouble.

36... ♜g7 37. ♞f3 h6 38. ♞a8† ♕f8 39. ♜e4 ♜d1†

40. ♜h2 ♜b2 41. ♜d6 ♜d3 42. ♞f3

1–0

Diagram 15-9

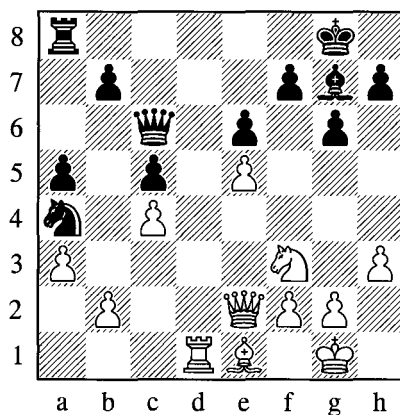
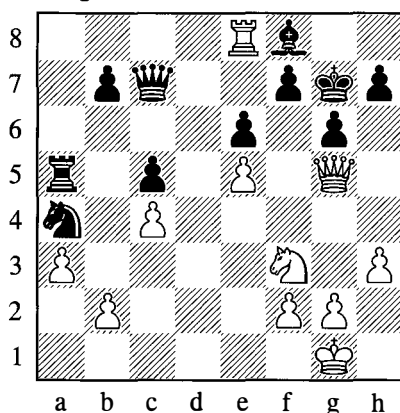
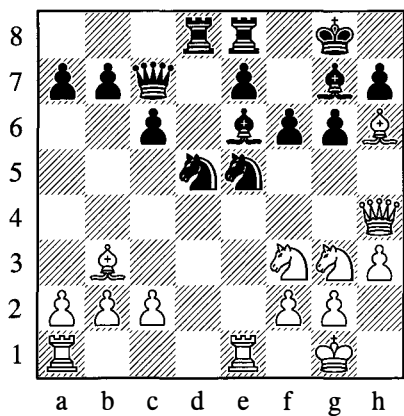


Diagram 15-10

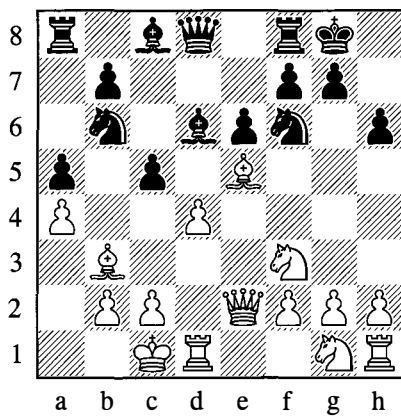


Exercises

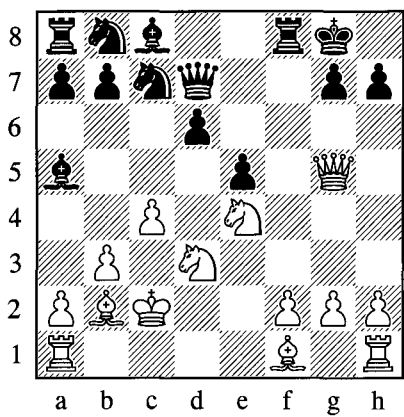
► Ex. 15-1 ◀ ★★ ▲



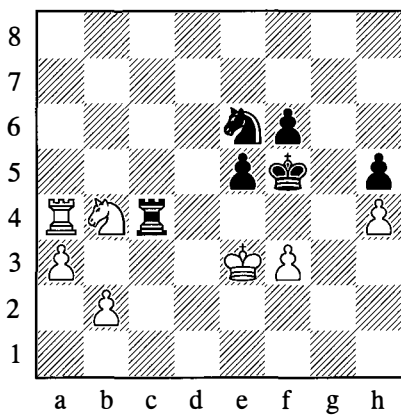
► Ex. 15-4 ◀ ★ ▼



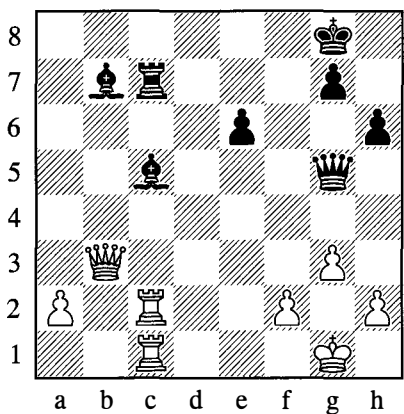
► Ex. 15-2 ◀ ★★ ▼



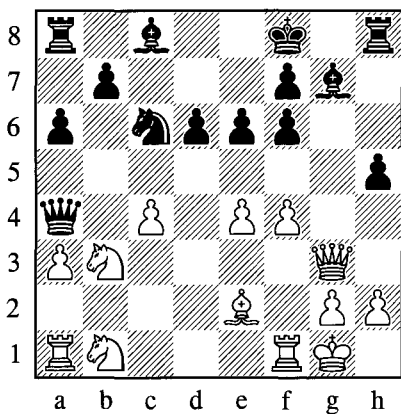
► Ex. 15-5 ◀ ★ ▲



► Ex. 15-3 ◀ ★★★ ▼

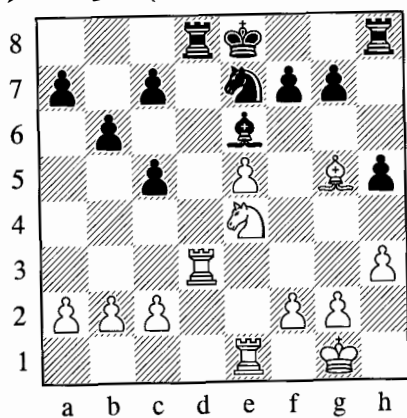


► Ex. 15-6 ◀ ★★ ▲

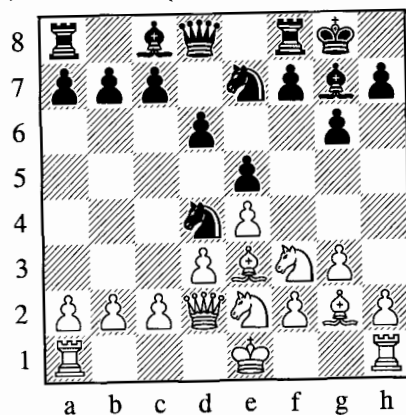


Exercises

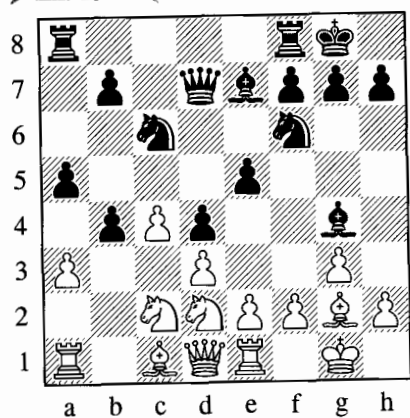
► Ex. 15-7 ◀ ★★ △



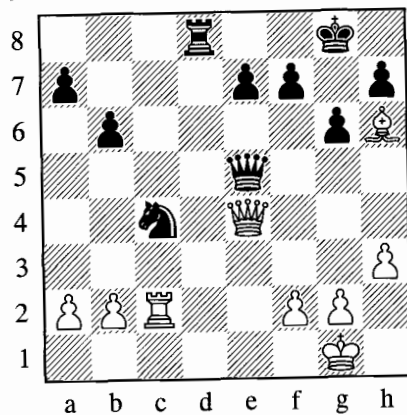
► Ex. 15-10 ◀ ★ ▼



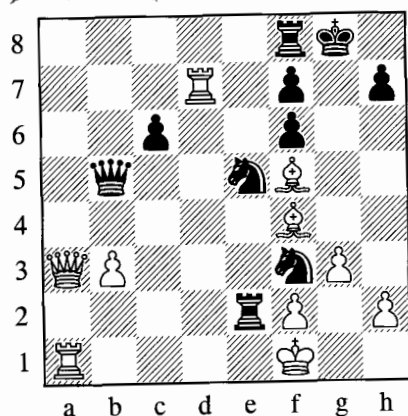
► Ex. 15-8 ◀ ★★ ▼



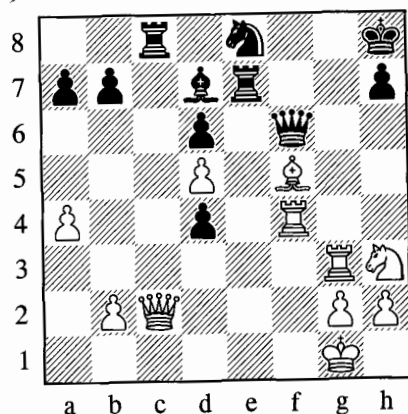
► Ex. 15-11 ◀ ★★ △



► Ex. 15-9 ◀ ★ △



► Ex. 15-12 ◀ ★★★★★ △



Solutions

Ex. 15-1

M.Tal – J.Timman

Skopje Olympiad 1972

18. ♖xe5!

(1 point)

18... fxe5 19. ♖g5

(another 1 point)

But not 19. ♖xg7? ♜xg7 20. ♖g5, which allows Black to defend with 20... ♖g8+.

19... ♖f6

19... ♖f5 loses to 20. ♖xg7 ♜xg7 21. ♖xf5+ gxf5 22. ♖xh7+ ♜f6 23. ♖h6#.

20. ♖xe6

20... ♖xh4 is met by 21. ♖xc7+.

If 20... ♖d7, then 21. ♖g4 ♜c8 22. c4 ♖c7 23. ♖d1 ♖xe6 24. c5+.

1-0

Ex. 15-2

H.Westerinen – M.Tal

Tallinn 1973

The following notes are based on analysis by Tal.

16... ♖c6!

(2 points)

The most active continuation.

Also reasonable is 16... ♖e6 17. ♖e3 ♖c6 (1 point).

16... b5 17. ♖d1 bxc4? is weaker, because of 18. ♖xe5 ♖f5 19. ♖xc4+ d5 20. ♖xd5∞.

17. f3 ♖f5 18. ♖g3

18. ♖e2 b5 19. ♖ac1 ♖xe4 20. fxe4 bxc4 21. ♖b1 ♖xe4+.

18... ♖g6

18... ♖e6? allows 19. ♖xf5! ♖xg5 20. ♖e7+.

19. ♖c1 ♖ba6

Threatening ... ♖b4+.

20. ♖a3

Other ways of meeting Black's threat are no better:

a) 20. a3 ♖c5 21. b4 ♖xd3 22. ♖xd3 ♖xc4+ →

b) 20. ♖d1 ♖c5 21. ♖xc5 dxc5+.

20... ♖b5 21. ♖b2 ♖xa3 22. ♖e3

22. ♖xa3 ♖xd3 23. ♖xd3 ♖c5+ 24. ♖b2 ♖d4+ →

22... ♖b4 23. ♖xa3 ♖xd3 24. ♖xd3 ♖a6

A possible finish might be 25. ♖b2 ♖b6 26. ♖e2 ♖xa2+ 27. ♖c3 ♖d4+ 28. ♖xb4 a5+ 29. ♖b5 ♖xb3#.

0-1

Ex. 15-3

B.Spassky – M.Tal

Tallinn 1973

29... ♖xf2! →

(2 points)

29... ♖f6 (1 consolation point) should win too, but is much less incisive.

30. ♖xf2

There is no hope after 30. ♖f1 ♖f5 31. ♖xc7 ♖e3+ 32. ♖e2 ♖f2+ 33. ♖d3 ♖d2+ 34. ♖c4 ♖a6+ →.

30... ♖f6+

It is more accurate to play: 30... ♖f5+!

(another 1 point)

31. ♖g1 (after 31. ♖e1 ♖e4+, the black rook will join the attack decisively) 31... ♖e4+ →, transposing to the position reached after move 35 in the game.

31. ♖e1

White also loses after both 31. ♖g1 ♖d4+ and 31. ♖e2 ♖e5+ 32. ♖e3 ♖a6+ 33. ♖f2 ♖f7+.

31... ♖e5+ 32. ♖f1

32. ♖e2 ♖xc1+ 33. ♖d2 ♖g5+ →

32... ♖a6+!?

Better is 32... ♖f5+, winning as in the note to Black's 30th move above.

33. ♖g1 ♖d4+ 34. ♖g2 ♖e4+ 35. ♖g1!?

35. ♖h3 loses after 35... ♖xc2 36. ♖xc2 ♖f1+.

A much more stubborn defence is 35. ♖f2. Black can still win if he goes back with 35... ♖d4+ 36. ♖g2 ♖b7+, but he must avoid 35... ♖f7+! 36. ♖g1 ♖b7? 37. ♖c8+ ♖xc8 38. ♖xc8+ ♖h7 39. ♖c2=.

35... ♖b7+ 36. h4 ♖h1+ 37. ♖f2 ♖f7+

38. ♖e2

Solutions

Or 38.♔e3 ♖e4† 39.♙d2 ♜d7† 40.♔c3 ♜d4#.

38...♖e4†

White is facing huge material losses to avoid mate:

a) 39.♖e3 ♙a6† 40.♙d2 ♜d7†—+

b) 39.♙d1 ♜d7† 40.♜d2 ♖h1† 41.♔c2 ♙e4†—+

0–1

Ex. 15-4

M. Tal – T. Petrosian

USSR Ch, Moscow 1973

13...c4!

(1 point)

14.♙xc4 ♜xa4

Black has seized the initiative on the queenside.

15.♜h3 ♜b6 16.g4 a4 17.g5 hxg5 18.♜hxg5 a3 19.b3 ♙b4 20.♜dg1 a2 21.♙b2 ♜xc4† 22.♖xc4 ♜d5 23.♜e4

23.♙xg7 b5 24.♖d3 ♙c3† 25.♖xc3 ♜xc3—+ 23...f6 24.♙f4 ♙a3† 25.♙a1 ♜xf4—+ 26.h4 ♜f7 27.♜g4 ♖a5

The threat of ...♙b2† is decisive.

0–1

Ex. 15-5

M. Tal – O. Averkin

USSR Ch, Moscow 1973

70.♜d5!

(1 point)

The threat of 71.♜e7# decides the game on the spot.

1–0

Ex. 15-6

M. Tal – Zilberstein

Riga 1973

White traps the opposing queen.

18.♜c3!

(1 point)

18...♖xb3 19.♜fb1 ♖c2 20.♜a2+

(another 1 point)

20...h4 21.♖e1 ♖xa2

21...♖xb1 was a slightly better way to give up the queen, although White is still much better.

22.♜xa2 f5 23.exf5 exf5 24.♙f3 ♙d4† 25.♙h1 ♜d8 26.♜c3 ♙d7 27.♜d5 ♜e6 28.♖b4 ♙c6 29.♖xd6† ♙g7 30.♜c7! ♜xc7 31.♖xd4† ♙g6 32.♜g1 ♜ad8 33.♖e5

1–0

Ex. 15-7

M. Tal – L. Shamkovich

Dubna 1973

21.♙f6!?

(1 point)

21.♜xd8† ♙xd8 22.♜d1† (1 consolation point) 22...♙e8= is not as interesting.

21...♜xd3 22.♙xg7!

(another 1 point)

Tal seizes every opportunity to sharpen the position.

22...♜d4?

22...♜d2 is met by 23.♜xd2 ♜g8 24.♙f6 ♙xh3 25.g3±.

But 22...♜h7 is an improvement: 23.♜f6† ♙d8 24.♜xh7 ♜d2 25.♜c1 ♜f5 26.♙f6† ♙c8 27.♜g5 ♜d4 and Black has decent counterplay.

23.♙xh8 h4 24.♙f6 ♜g6 25.f3±

Ex. 15-8

J. Rukavina – M. Tal

Dubna 1973

13...e4!

(1 point)

14.dxe4

The other ways of capturing are no better:

a) 14.♙xe4 ♜xe4 15.dxe4 d3—+

b) 14.♜xe4 ♜xe4 15.♙xe4 b3—+

(1 point for this variation)

14...d3! 15.♜e3 ♙xe2 16.♖a4 ♜g4—+

Solutions

17. ♖d1 ♙f6 18. ♜a2 ♙c3 19. ♙d2 ♜d4
20. axb4 ♙xd2 21. ♜xd2 axb4 22. ♜b3 ♜a1
23. ♜xa1 ♜xa1 24. ♖xg4 ♖d4! 25. ♜b2
25. ♜xb4 ♖f3+
25... ♖f3+ 26. ♖h1 ♜e1 27. ♖ge3 ♜xf2
0-1

Ex. 15-9

M. Tal – A. Vooremaa

Riga 1971

34. ♜xf8!

(1 point)

The black king is in a mating net: 34... ♖xf8
35. ♙h6+ ♖e8 36. ♜a8+ ♜b8 37. ♜xb8#
1-0

Ex. 15-10

G. Barcza – M. Tal

Tallinn 1971

9... ♙h3!

(1 point)

10. ♖fxd4
10.0-0 ♖xf3+ 11. ♙xf3 ♙xf1+
10... ♙xg2 11. ♜g1 exd4 12. ♖xd4 c5 13. ♖b5
♙f3+ 14. g4 d5
14... ♜d7 is simpler.
15. ♙xc5 ♜c8 16. ♙a3 dxe4 17. dxe4 ♜b6
18. ♙xe7 ♜xb5 19. ♙xf8 ♜xb2 20. ♙xg7
♖xg7 21. ♜c1 ♜d8 22. ♜e3 ♜xc2 23. ♖f1
♜d1+
0-1

Ex. 15-11

Variation from the game

P. Keres – M. Tal

Parnu 1971

23. ♜d2!!

(1 point)

Taking the knight loses to 23... ♜d1+.
23. ♜xe5 ♖xe5 24. ♜c7 f6 25. ♜xe7 ♜d7 is a
level endgame.

23... ♜c8

Black is lost in all lines:

- a) 23... ♜xe4 24. ♜xd8#
- b) 23... ♖xd2 24. ♜xe5+–
- c) 23... ♜xd2 24. ♜a8+–

(1 point for these three variations)

- d) 23... ♜b8 24. ♜xd8+ ♜xd8 25. ♜xc4+–

24. ♜xc4!+–

Ex. 15-12

E. Bukic – M. Tal

Yugoslavia – USSR, Budva 1967

31. ♜xc8!

(1 point)

This is most convincing, but White has
another promising possibility: 31. ♙e6! (also
1 point) 31... ♙xe6 32. ♜xf6 ♖xf6 33. ♜d2
♙xd5 34. ♖f4 (another 1 point), and White
should win.

On the other hand, 31. ♜g8+? is bad:
31... ♖xg8 32. ♙xh7+ ♜xh7 33. ♜xf6 ♜xc2+–
31... ♙xc8 32. ♙xc8

(another 1 point)

But not 32. ♙e6?! ♙xe6 33. ♜xf6 ♖xf6
34. dxe6 ♜xe6+.

32... ♜e1+

32... ♜h6 is refuted by: 33. ♙e6

(1 point for this variation)

33... ♜xe6 (33... ♖f6 34. ♜xf6+–) 34. dxe6 d3
35. ♖g5+–

33. ♖f2 ♜e7 34. ♙e6+–

(another 1 point)

34... ♜xe6

34... ♖g7 35. ♖xe1 ♖xe6 36. ♜e4 ♜c7
37. dxe6 ♜c1+ 38. ♖f2+–

35. dxe6 ♖f6 36. ♜g3 ♖g8 37. ♜f7! ♜h4+

37... ♜xe6 38. ♜xh7+ sets up a fork.

38. ♜g3 d3

After 38... ♜e4 39. ♖g5 ♜c2+ 40. ♖g1 ♜b1+
41. ♜f1, the threat of ♖f7# is decisive.

39. ♜f8 ♜d4+ 40. ♖f1

1-0

Scoring

Maximum number of points is 23

- 19 points and above ➔ **Excellent**
- 15 points and above ➔ **Good**
- 11 points ➔ **Pass mark**

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

Contents

- ✓ The intermediate check in defence
- ✓ The intermediate check after a capture
- ✓ Checking active options

Intermediate checks

We have often heard the lament: "I was playing well today, but then I overlooked a check!" The consequences of an unexpected check can be serious. There is hardly anything worse in a game than being surprised by an intermediate check. (As a friend of mine once sagely remarked, it could be intermediate mate!)

Intermediate check is an important weapon for the defence. It can often be the introduction to a counter-attack.

It is easier to overlook an intermediate check if it follows the capture of a piece. We automatically think: "We have captured something, our opponent will have to recapture." But he may not have to! Before recapturing, he can opt to attack our most valuable piece.

The following examples illustrate just how important it is to always **check out all checks!**

Novikov – Nikolaev

Kharkov 1978

1.d4 d5 2.c4 dxc4 3.♘f3 ♘f6 4.e3 ♗g4 5.♗xc4 e6
6.♗c3 a6 7.a4?! ♗c6 8.h3 ♗h5 9.g4?! ♗g6 10.♗h4
♗b4 11.♗xg6 hxg6 12.♞f3?!

Diagram 16-1

White has really not handled the opening well; he has yet to develop several of his pieces. Black makes an attempt to seize the initiative.

12...e5!

12...♗a5 13.♗a2 c5 would also be good.

13.g5!?

White was pinning his hopes on this move, but Black had worked out the variations well.

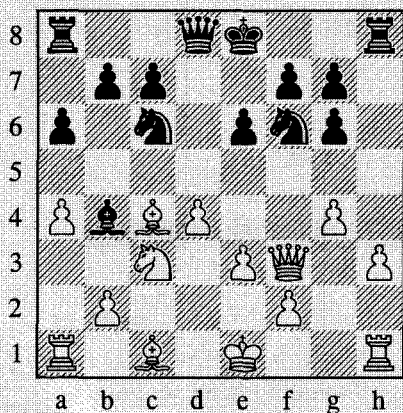
13.d5 is answered by the counter-attack 13...e4!, vacating the e5-square for the c6-knight.

Simply 13.0-0 is worth considering, aiming to catch up with development.

13...exd4

There now follows a complicated sequence of exchanges.

Diagram 16-1



14.gxf6 dxc3 15.fxg7 cxb2† 16.♔e2

Things look good for White; he threatens not only gxf8♖†, but also ♖xf7#. But Black has an intermediate check.

If instead 16.♔f1, there follows the deflecting sacrifice: 16...♗d1†! 17.♗xd1 bxa1♗ 18.gxf8♖† ♗xf8†

Diagram 16-2

16...♗d3†!

This is how Black 'defends' the f7-square and his position!

16...bxc1♗† would lose to 17.♖hxc1 ♗d2† 18.♔f1.

17.♔xd3

17.♔xd3 is followed by another intermediate check: 17...0-0-0†! 18.♔e2 bxa1♗† and the white king is very exposed.

17...bxa1♗ 18.gxf8♖† ♗xf8 19.♔e4! ♗c3 20.♔xc6† ♗xc6 21.♗xc6† bxc6

The complicated combination has brought Black an extra pawn, but in view of the doubled pawns, White should be able to hold this endgame. The correct plan is 22.h4!, pushing the h-pawn in order to exchange it, as otherwise it remains isolated and weak.

Diagram 16-3

Y.Gruenfeld – L.Polugaevsky

Riga 1979

17...b4!?

Of course Black wants to drive back the white knight, which would leave White on the defensive. For that reason, the following combination is practically forced.

18.♗b5!

18.♗a4? may look tempting, but it is not sound: 18...♗xa4 19.♗xe6† fxe6 20.♔h5† ♗f7 21.♔xf7† ♔xf7 22.♗d7† ♔g6 23.♖xb7 ♔c5-+

18...axb5!?

Black is happy to accept the challenge, because he has seen that he will have a strong intermediate check.

19.♔xb5† ♔c6 20.♗f3!

The point of White's combination.

Diagram 16-2

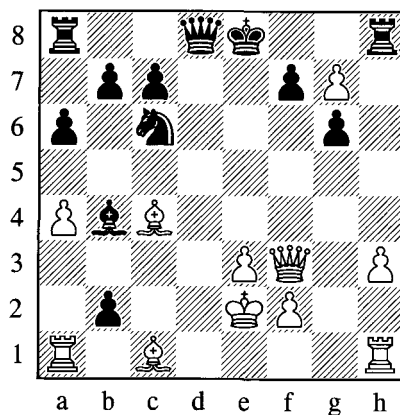


Diagram 16-3

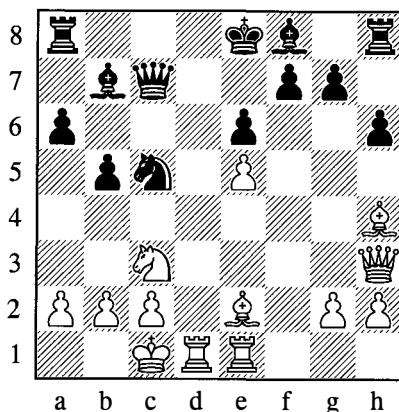


Diagram 16-4

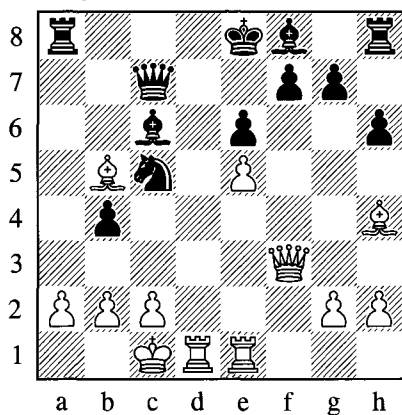


Diagram 16-5 (analysis)

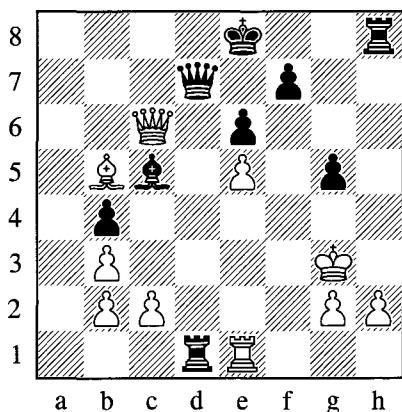


Diagram 16-6

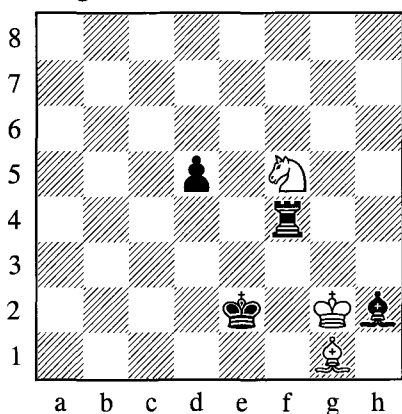


Diagram 16-4

20...♖b3†!

A shock for White, who reacts wrongly and finds himself in a lost position.

Black would be quickly mated after 20...♙xb5?? 21.♖xa8† or 20...♙c8?? 21.♙xc6† ♖xc6 22.♖xc6† ♙xc6 23.♙d8#.

21.♙b1?

21.axb3! is correct, leading to really complicated variations. The following is just a summary of some very extensive analysis: 21...♙a1† 22.♙d2 ♖d7†! 23.♙e3! ♙c5† 24.♙f4 g5† 25.♙xg5! (25.♙g3!?) 25...hxg5† 26.♙g3 ♙xd1 27.♖xc6! (27.♙xc6 ♙xe1†)

Diagram 16-5

27...♙d3†!? Another intermediate check, which weakens the white pawn structure. (27...0-0! is also possible.) 28.cxd3 ♖xc6 29.♙xc6† ♙e7± Although White is two pawns up, Black can count on a draw in view of the opposite-coloured bishops and the blockaded white pawns.

21...♙a5!

Black defends his piece and refutes the attack. Over the next few moves, Black stabilizes his position.

22.♙d4! ♙c8! 23.♙ed1 g5 24.♙xc6†

24.♙d7 is followed by: 24...♖xd7 25.♙xd7 ♙xf3 (or 25...♙xd7 26.♖xf7† ♙e7 27.♙xc6† ♙xc6→) 26.♙c7† ♙c6 27.♙xc8† ♙d7 28.♙a8 ♙xb5→ 24...♖xc6 25.♖d3 ♙e7→

Diagram 16-6

V.Chekhover

1948

White must first remove his knight from danger and only then take the bishop on h2. In this study the composer fits in a whole series of intermediate checks and intermediate moves.

1.♙d4†! ♙d3 2.♙e6!

2.♙xh2? ♙xd4→

2...♙f6!

But not 2...♙e4?, when White draws with 3.♙c5† ♙c4 4.♙xe4 ♙xg1 5.♙f6.

3.♙c5†

Another intermediate check.

3...♙c4 4.♚d7!

4.♙xh2? loses to 4...♖h6† 5.♙g2 ♖g6† 6.♙f1 ♖xg1†.

4...♖d6!

4...♖f7?! only leads to a draw: 5.♚b6† ♙b5 6.♙xh2! (6.♚xd5? ♙xg1 7.♙xg1 ♙c4+) 6...♖h7† 7.♙g2 ♖g7† 8.♙f3 ♖xg1 9.♚xd5=

5.♚b6† ♙b5?

This is how the composer's intended solution continued.

However, the study is in fact unsound, as shown by the correct move 5...♙b3! and now:

a) 6.♙xh2 d4! 7.♙xd4 (White also loses after 7.♚c8 ♖h6† 8.♙g2 ♖g6† 9.♙f1 ♖xg1† 10.♙xg1 d3 or 7.♙g3 d3 8.♙e3 ♖xb6) 7...♖xd4 8.♙g3 ♙b4 9.♙f3 ♙b5 10.♚c8 ♖d7 11.♙e4 ♙c5 12.♙e5 ♖c7 13.♚d6 ♖e7+—

b) 6.♙c5 d4! 7.♙xd6 ♙xd6 8.♚d5 d3 9.♚e3 (9.♙f3 ♙c5+) 9...d2 10.♙f3 ♙c5 11.♚d1 ♙c2 12.♙e2 ♙d4—

Diagram 16-7

6.♚c8!

Not 6.♙xh2? ♖xb6+.

6...♖d8!?

6...♖c6 7.♚a7+ =

Diagram 16-8

7.♚a7+

Another intermediate check!

7...♙a6 8.♙xh2

At last White can take the bishop.

8...♖h8†

8...d4 9.♚c6 d3 10.♚b4† also leads to a draw.

9.♙g2 ♖g8† 10.♙f1 ♖xg1† 11.♙xg1 ♙xa7 12.♙f2 ♙b6 13.♙e3 ♙c5 14.♙d3=

In the following test, intermediate checks have a decisive part to play. Of course some of the checks are hidden and only to be found in the variations. It may also happen that the opponent is planning an intermediate check!

To avoid serious mistakes, it should become your habit to automatically and quickly check for all checks and active moves, both for yourself and for your opponent, before making your move.

Diagram 16-7

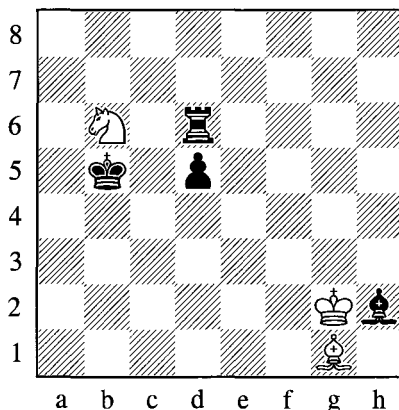
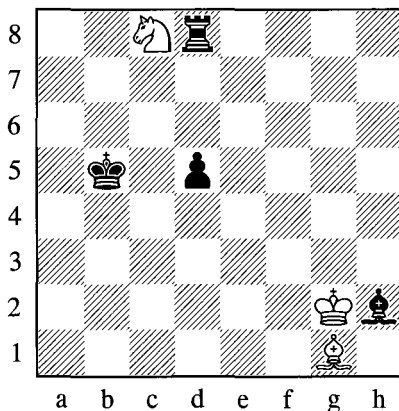
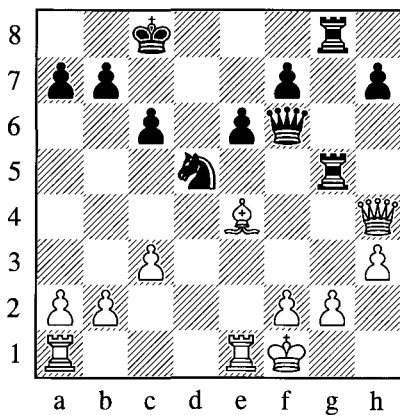


Diagram 16-8

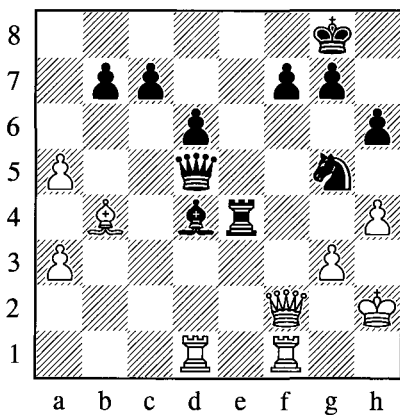


Exercises

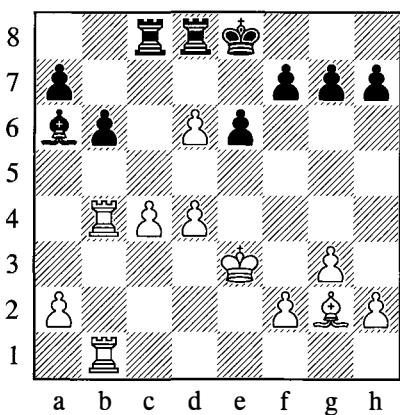
► Ex. 16-1 ◀ ★ ▼



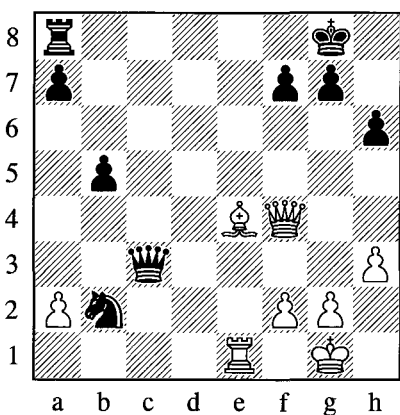
► Ex. 16-4 ◀ ★ ▼



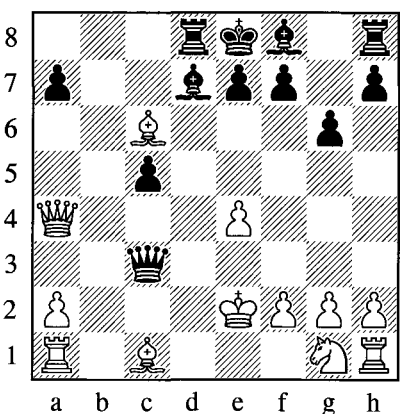
► Ex. 16-2 ◀ ★★★ △



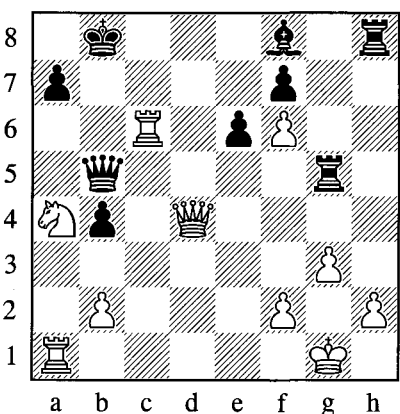
► Ex. 16-5 ◀ ★★ △



► Ex. 16-3 ◀ ★★★★★ △

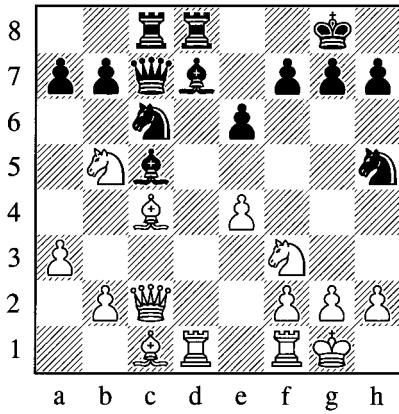


► Ex. 16-6 ◀ ★ ▼

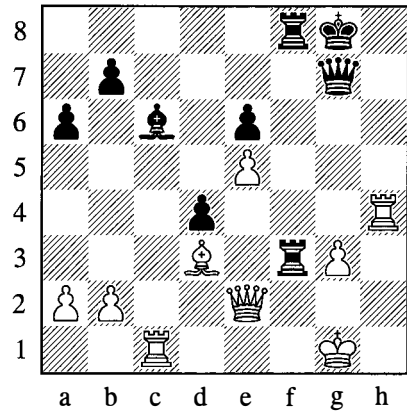


Exercises

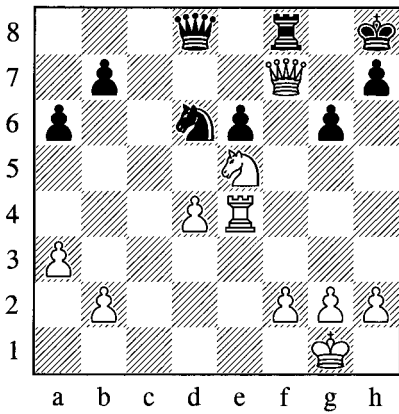
► Ex. 16-7 ◀ ★★ ▼



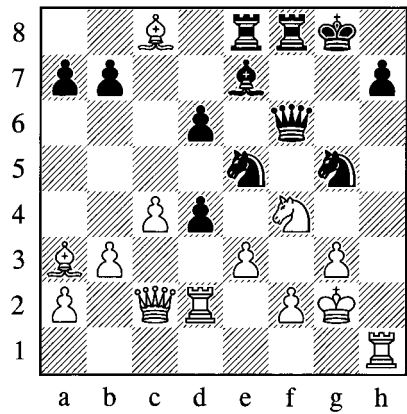
► Ex. 16-10 ◀ ★★ △



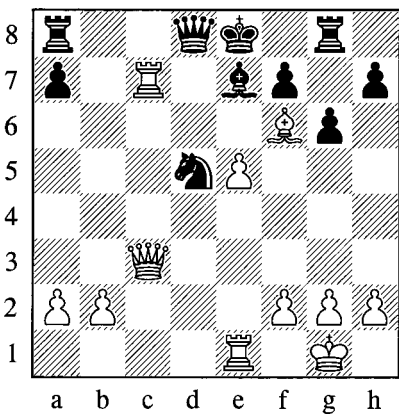
► Ex. 16-8 ◀ ★★ △



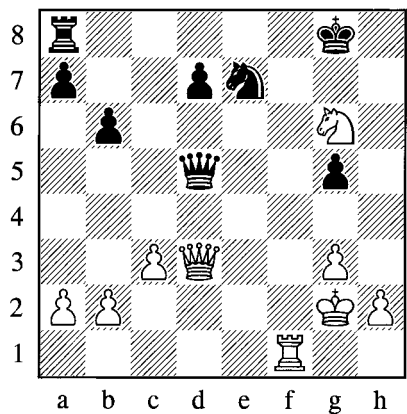
► Ex. 16-11 ★ △



► Ex. 16-9 ◀ ★★ △



► Ex. 16-12 ◀ ★★ △



Solutions

Ex. 16-1

V.Soloviev – T.Petrosian

Moscow 1950

22...**g**xg2! 23.**g**xf6 **g**g1†! 24.**g**e2 **g**xe1†
25.**g**xe1 **g**xf6–+

(1 point)

Ex. 16-2

G.Kasparov – A.Karpov

World Ch (1), Moscow 1985

24.**g**d3±

Defending the c-pawn with this move (or with 24.**g**f1) earns you only 1 consolation point.

As Mark Dvoretsky demonstrated, the strongest continuation is: 24.**g**a4!

(1 point)

24...**g**xc4 25.**g**b7

(another 1 point)

25...b5 26.d7†!+–

(another 1 point)

This intermediate check would have decided the game on the spot.

24...**g**xd6 25.**g**a4 b5 26.cxb5 **g**b8 27.**g**ab4 **g**b7 28.**g**xb7 **g**xb7 29.a4 **g**e7 30.h4 h6 31.f3 **g**d5 32.**g**c1 **g**bd7 33.a5 g5 34.hxg5 **g**xg5 35.g4 h5 36.b6 axb6 37.axb6 **g**b7 38.**g**c5 f5 39.gxh5 **g**xh5 40.**g**c4 **g**h8 41.**g**b5 **g**a8 42.**g**bc4
1–0

Ex. 16-3

A.Yusupov – R.Morenz

Graz 1981

13.**g**b3!!

(1 point)

13.**g**b1? **g**d3†! 14.**g**xd3 **g**xc6†+ Isakov – Nikitin, Corr. 1947.

(1 point for this variation)

13.**g**f3? is also met with the queen check:
13...**g**d3†! 14.**g**e1 **g**g7!=

13...**g**xa1

An important detail is that 13...**g**xb3 is met by 14.**g**xd7†!+–.

(1 point for this variation)

14.**g**b2 **g**b1 15.**g**f3!

(another 1 point)

White embarks on the decisive attack with this fresh rook sacrifice.

15...**g**xh1 16.**g**e5 e6 17.**g**xd7† **g**xd7

17...**g**e7 18.**g**b7+–

18.**g**b8† **g**d8

18...**g**e7 19.**g**c6#

19.**g**b5†! **g**e7 20.**g**b7† **g**f6

20...**g**d6 21.**g**xf7#

21.**g**xf7† **g**g5 22.**g**f3†

1–0

Sadly I feel obliged to admit that I did not make a single original move in this game – it was all simply 'plagiarism'! From here, the earlier game Nezhmetdinov – N.N., Kazan (simul) 1951, concluded 22...**g**h5 23.g4†! **g**xg4 24.**g**xe6† **g**f4 (24...**g**h5 25.**g**h3#) 25.**g**e5† **g**xe4 26.**g**g5#!

Ex. 16-4

A.Yusupov – G.Kuzmin

USSR Ch, Vilnius 1980

36...**g**xh4†!

(1 point)

I had overlooked this check!

However, it is not the only way for Black to win: 36...**g**e5 37.**g**xd4 **g**e2+–

37.**g**xh4 **g**e5†! 38.**g**g3

38.**g**g1 **g**h3#

38...**g**e4

0–1

Ex. 16-5

A.Yusupov – Z.Ribli

Montpellier 1985

31.**g**c1!

(1 point)

31...**g**d3 32.**g**xf7†!

(another 1 point)

Solutions

Taking the queen immediately would not be good: 32.♖xc3? ♘xf4 33.♖f3 ♘e2† 34.♙f1 ♖e8 35.♖e3? (35.♙d5=) 35...♘d4 36.♙h7† ♙f8†

1-0

Now after 32...♙xf7 33.♖xc3 ♘f4, White can win with either 34.♖c7†! or 34.♖f3.

Ex. 16-6

A.Yusupov – V.Tukmakov

Leningrad 1987

With his previous move, White had taken a knight on c6. But there now follows an intermediate check.

24...♖xg3†!

(1 point)

The most stubborn defence, with which Black at least retains material equality.

After 24...♖xc6 25.♖f4†, White regains the rook with a clear advantage.

25.♖xg3 ♖xc6 26.♙d1!±

Although White is still better, I was unable to win the game.

Ex. 16-7

B.Gelfand – A.Yusupov

Linares 1991

16...♖b8

(1 point)

Other squares for the queen are worse:

a) 16...♖b6? 17.b4 ♙f8 (17...♘xb4 18.axb4 ♙xb5 19.♖xd8†+–) 18.♙e3 ♖a6 19.♘d6+–

b) 16...♖a5?! should not be met by 17.♙d2?! ♖b6 18.b4, on account of 18...♘xb4 19.axb4 ♙xb5†.

However, White has several promising replies, of which 17.e5! looks most convincing.

17.♙e5!

17.b4 ♙e7=

17...♙xf2†!

(another 1 point)

17...♙xe6? 18.♖xc5±

18.♖xf2 ♙xe6 19.♖xd8†

19.♖h4!? is more dangerous, though after 19...♖xd1 20.♖xd1 ♙b3! White is only slightly better.

19...♘xd8

This pawn sacrifice is unnecessary.

The simpler 19...♖xd8 is preferable, meeting 20.♖h4 with 20...♙c4!±.

Ex. 16-8

A.Yusupov – M.Sorokin

Elista Olympiad 1998

29.♘xg6†! hxg6 30.♖h4†! ♖xh4 31.♖xf8† ♘h7 32.♖xd6+–

(2 points)

A forced variation has netted White a second pawn.

32...♖e4 33.♖c7† ♘h6 34.♖c1† g5 35.g3 ♘h5

35...♖xd4 36.h4+–

36.♖d1† ♘g6 37.h3 ♘f6 38.♖d2 b5 39.♘h2

1-0

Ex. 16-9

A.Yusupov – L.Dominguez

Yerevan 2001

29.♖c6†

(1 point)

29...♘f8 30.♖d7

Most convincing, although 30.♖d1 should also be good enough to win.

30...♖e8

30...♖a5 31.♖xa8†+–

31.♖xd5

Here too, 31.♖d1 (also 1 point) is strong; both 31...♙xf6 32.exf6 and 31...♘xf6 32.exf6 leave Black helpless.

31...♙xf6 32.♖xf7†!+–

(another 1 point)

The point of White's play. Now 32...♖xf7 33.♖xa8† ♘g7 34.exf6† is crushing.

1-0

Solutions

Ex. 16-10

M.Schaefer – A.Yusupov

Mainz (rapid) 2001

34.♔h7†!

(1 point)

34...♙f7?

34...♙xh7 is necessary: 35.♞xh7 ♔xh7=

35.♙xf3† ♕xf3 36.♞c7†

1–0

(another 1 point)

Ex. 16-11

A.Yusupov – A.Dgebuadze

Cannes 2005

28.♕e6†!+–

(1 point)

The simplest solution, though 28.♕xb7 dxe3
29.fxe3 also wins.

28...♙h8

28...♖xe6? 29.♙xh7#

29.♞xd4+– d5 30.♕b2

Or 30.♞xd5 ♕xa3 31.♞xe5+–.

30...♕a3 31.♕xa3

1–0

Ex. 16-12

N.Sopkov – M.Zvirbulis

Ulyanovsk 1949

1.♞f3!

(1 point)

1.♙xd5† ♖xd5± is less clear.

1...♙xd3 2.♖xe7†!

(another 1 point)

2...♙g7 3.♞xd3

1–0

Scoring

Maximum number of points is 23

- 19 points and above.....→ **Excellent**
- 15 points and above.....→ **Good**
- 11 points.....→ **Pass mark**

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

Contents

- ✓ Typical regroupings
- ✓ The struggle against the opposing pieces

Diagram 17-1

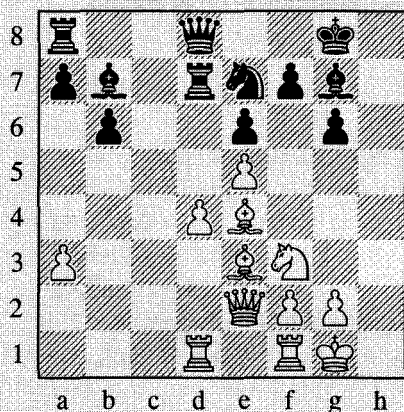
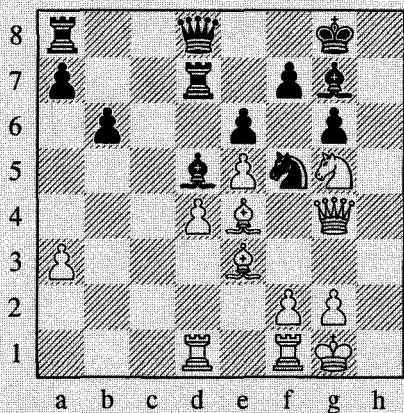


Diagram 17-2



Improving the position of your pieces

This important subject was introduced in Chapter 23 of *Build Up Your Chess 2*. As was emphasized there, the improvement of the position of your pieces is one of the most frequent positional operations in a game. In this chapter we shall further practise this skill. We can learn a lot of typical ideas and redeployments from the study of grandmaster games.

Diagram 17-1

L. Polugaevsky – T. Petrosian

Moscow 1981

23. ♖g5!±

This standard move brings the knight into the attack and clears the path to the kingside for the white queen.

If 23. ♗g5, then 23... ♙xe4 24. ♖xe4 ♜c8=.

23... ♖f5

23... ♖d5 is also answered by 24. ♖g4!±.

24. ♖g4! ♗d5

After 24... ♙xe4 25. ♖xe4±, White threatens ♗g5, and 25... ♖xd4? would lose to 26. ♗xd4 ♜xd4 27. ♙xd4 ♖xd4 28. ♖f6†.

24... ♖xe3 is also dangerous after 25. fxe3 ♗h6 and now:

a) 26. ♖xe6!? is interesting, but not best: 26... ♙xe3† 27. ♖h2 fxe6 (27... ♖e8? is met by 28. ♗xg6! fxe6 29. ♙f8† ♖xf8 30. ♖xf8+–) 28. ♖xg6† ♗g7 29. ♖xe6† ♖h8 30. ♖h3† ♖g8=.

b) 26. ♖xf7! ♙xe3† 27. ♖h2 ♖xf7 28. ♖xf7 ♗xe4 29. ♙d1+– and White threatens not only the banal 30. ♖xe4, but also 30. ♖h3.

In reply to 24... ♖b8, Polugaevsky suggested 25. ♖h3, meeting 25... ♖xe3? with 26. ♖h7† ♖f8 27. ♖xe6†! fxe6 28. fxe3† and White wins.

Diagram 17-2

25. ♗xf5!

The f5-knight was a good defensive piece.

25. ♗xd5 would be less clear: 25... ♙xd5 26. ♖e4 ♖d7!∞ (Belov).

25...gxf5

25...exf5 would also be dangerous. After 26.♖h3, White's threats include ♖h7† followed by ♜h3 and ♜h6, and ♜h7 followed by ♜g5.

26.♖h5 f6 27.♖h7† ♜f8

Diagram 17-3

28.♜h3!

This retreat prepares a further attack; the threat is 29.♜h6.

28.exf6?! is illogical, because after 28...♖xf6 Black has gained a tempo in comparison to the game.

28...♖e7

If 28...fxe5 29.dxe5 ♜xe5?, then 30.♜h6† ♜g7 31.♖h8†+.

29.exf6!?

29.♜f4 ♖f7 30.♜h5 ♖g8 would give chances of a draw.

However, maintaining the tension with 29.♞fe1 merits consideration.

29...♖xf6 30.♜g5 ♖f7 31.♜f4±

Diagram 17-4

Polugaevsky places his pieces optimally. Under pressure, Black feels he has to try to simplify the position.

31...♜f6

31...♖g8 would be worse: 32.♜g6† ♜f7 33.♜e5†+.

32.♖h6† ♜e7!?

32...♜g7 is a better defence, though White can play 33.♖h4 followed by ♞d3-g3 with a continuing attack.

33.♞c1!

Another strong move, blocking off the black king's escape to the queenside, and threatening 34.♜xd5 ♞xd5 35.♞c7†.

33...♞ad8

Diagram 17-5

34.♞fe1!+–

White brings his last piece into play and increases the pressure. Black now sacrifices the exchange, but he will not be able to save the ending.

34...♜xg5

34...♞g8 35.♜xd5†+–

35.♖xg5† ♖f6

35...♜e8 36.♜h5 is hopeless for Black.

Diagram 17-3

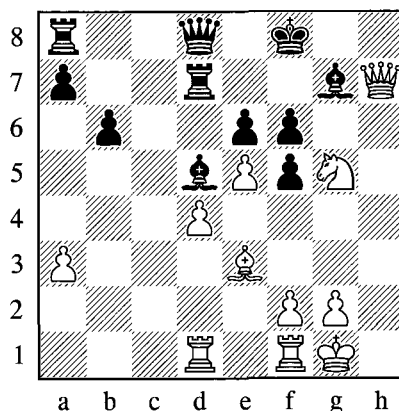


Diagram 17-4

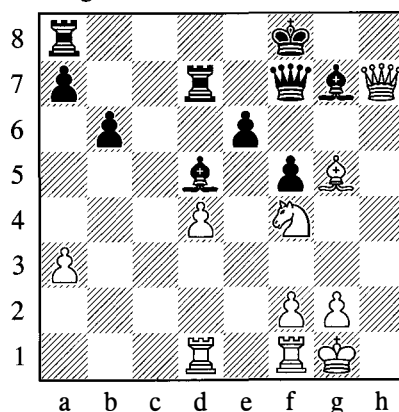


Diagram 17-5

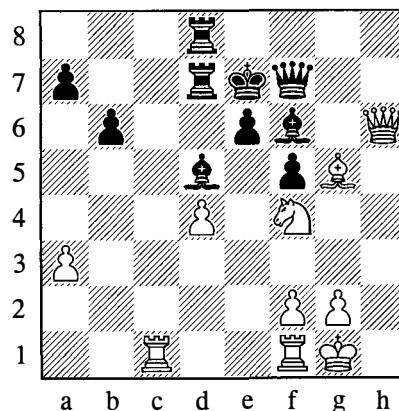
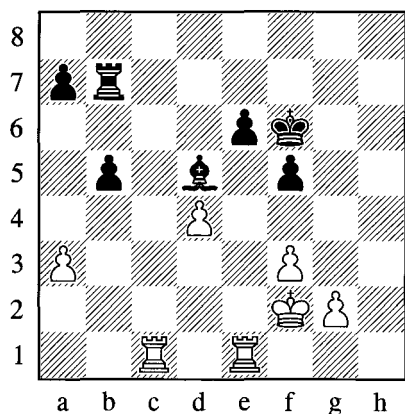


Diagram 17-6



36. ♖g6† ♔f7 37. ♗e5† ♔e7 38. ♖g6† ♔f7
39. ♗e5† ♔e7 40. ♖xf6† ♔xf6 41. ♗xd7† ♖xd7
42. ♔b5 43. ♔f2 ♖b7

43... ♗c4 would last a bit longer, but the white rooks have other files available and will soon find their way into the opposing camp.

Diagram 17-6

44. ♖h1!

White activates his rooks.

44... ♖b6?! 45. ♖c7!

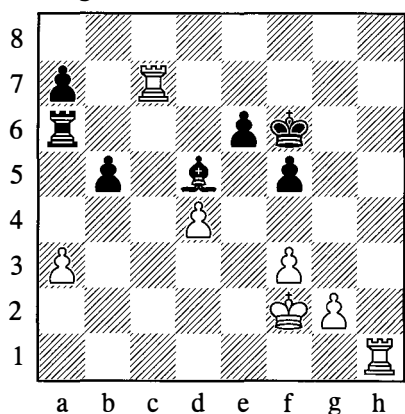
Polugaevsky coordinates the white rooks for an attack against the king.

45... ♖a6

Black overlooks the main threat.

Diagram 17-7

Diagram 17-7



46. ♔f4!

There is now no defence against mate! 46... ♗g6 is followed by 47. ♖ch7! and 48. ♖h6#.

1-0

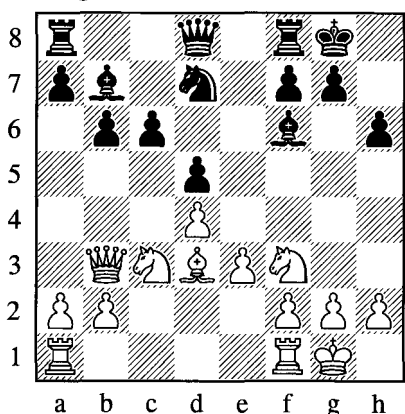
In addition to the important tasks of coordinating our pieces and finding ideal positions for them, we must also try to disrupt our opponent's coordination.

One simple but useful idea is to post a rook on the same file the opposing queen. This can result in numerous tactical possibilities. Frequently the opposing queen will look for a safer position, and as a result find itself on a less active square.

L. Polugaevsky – A. Saïdy

Tallinn 1973

Diagram 17-8



1. c4 ♗f6 2. ♗c3 e6 3. ♗f3 d5 4. d4 ♗e7 5. ♗g5 0-0
6. e3 h6 7. ♗h4 b6 8. ♗d3

In later games, Polugaevsky would switch to the move 8. ♖b3.

8... ♗b7 9. ♗xf6 ♗xf6 10. cxd5 exd5 11. 0-0 ♗d7

The best move here is probably 11... c5, attacking the white centre straight away.

12. ♖b3 c6

Diagram 17-8

13. ♖ad1

White positions his pieces very actively and prevents the strategically important breakthrough ...c5. The

position of the rook on the same file as the opposing queen can be dangerous for Black once the position is opened.

13...♞e8

Another example of Polugaevsky's opening strategy can be seen in the following game: 13...♞e7 14.♞e5 ♞d6 15.f4 ♞f6 16.e4 c5!? (16...dxe4 17.♞xe4±) 17.dxc5 ♞xc5† 18.♖h1 dxe4 19.♞xe4 ♞c8 20.♞g6 ♞c7 21.♞b5 ♞e7 22.♞fe1 ♞d5? (22...♞ae8∞) 23.♞xd5 ♞xd5 24.♞xd5 ♞ad8 25.♞b3 ♞d2 26.♞c3 ♞d4 27.♞f3 1-0 Polugaevsky – Doroshkevich, USSR Ch 1975.

Diagram 17-9

14.♞b1!

A clever regrouping. White brings the bishop to a safe position, further restraining ...c5 and preparing a possible battery on the b1-h7 diagonal with ♞c2.

14...♞b8?!

It is understandable that Black moves his queen away from the potentially dangerous d-file, but later praxis showed that he would be better off playing 14...♞f8, or first 14...g6 and then ...♞f8.

15.♞fe1

White is preparing to break in the centre with e3-e4.

15...♞e7

Black wants to regroup his pieces, the bishop going to d6 and leaving the f6-square for the knight. But White strengthens the threat of a breakthrough with a clever move.

Diagram 17-10

16.a3!

Creating a new possibility for the queen-bishop battery. After opening the centre with e3-e4, the white bishop can come into play via a2 and increase the pressure on f7.

16...♞d6

It may be better to play 16...♞f6 17.e4 (17.♞e5 is also good) 17...dxe4 18.♞e5 ♞d5 19.♞xe4 ♞d6, and now White should be content with 20.♞c2!±, because the tactical 20.♞xc6 ♞xc3 21.♞xc3 ♞f6! offers Black strong counterplay.

17.e4!

Everything is prepared for this breakthrough.

17...dxe4 18.♞xe4 ♞e7

Diagram 17-9

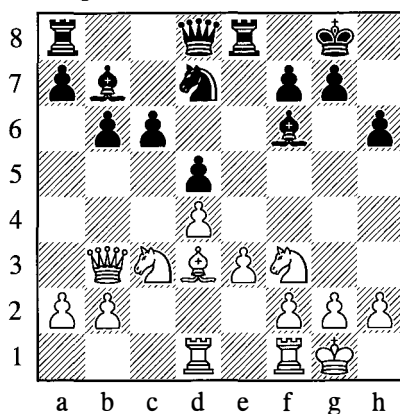


Diagram 17-10

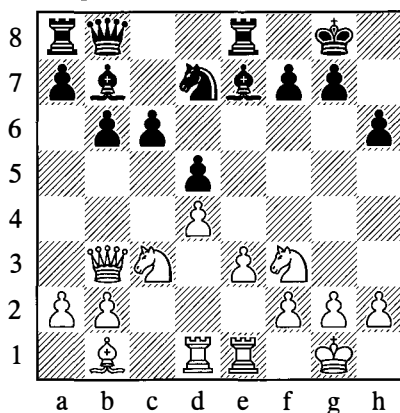


Diagram 17-11

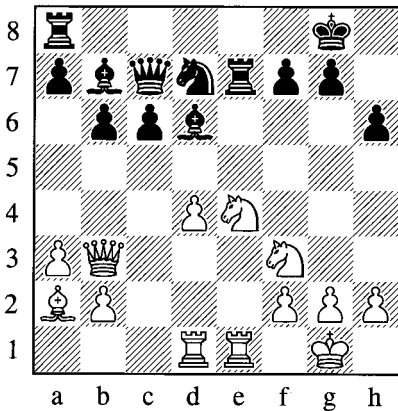
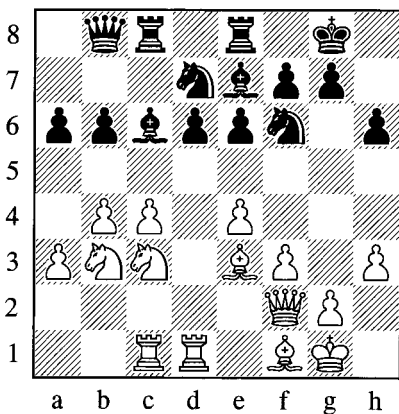


Diagram 17-12



If 18... ♖f8, then 19. ♗d3! g6 20. ♕e5 ♕xe5 21. ♕f6+ ♖g7 22. dxe5 ♗xe5 23. ♕d7+— (Polugaevsky).

Nor is 18... ♕f8 much better: 19. ♗a2 ♕e6 (19... ♗e6 20. ♗c3 ♗e7 21. ♕xd6 ♗xd6 22. ♗xe7 ♗xe7 23. ♕e5±) 20. ♕e5 ♗xe5 21. dxe5± (Polugaevsky).
19. ♗a2 ♗c7

Diagram 17-11

20. ♕eg5!

A decisive combination, but one which is the natural result of intelligent strategy on the part of Polugaevsky. He has prepared all his forces ideally for it.

20... ♕f6

20... ♗xe1+ is followed by 21. ♗xe1 hxg5 22. ♗xf7+ ♕h8 23. ♗h5#.

21. ♗xe7 ♗xe7 22. ♗xf7+

Black is losing at last two pawns.

22... ♕h8

Or 22... ♗xf7 23. ♕xf7 ♗c7 24. ♕d8+ ♕h7 25. ♕xb7 ♗b8 26. ♗c1+—.

23. ♕e5!

1–0

Diagram 17-12

L. Polugaevsky – L. Ljubojevic

Bugojno 1980

It sometimes happens that you want to regroup pieces which are already well placed, so as to attain new strategic goals. In this game, Polugaevsky wants to attack on the queenside with a4-a5, and regroups his rooks in an original way to support this.

20. ♗b1!

This places the rook opposite the black queen and prepares a3-a4.

20... ♗c7

20... ♗a8? simply loses the b-pawn: 21. ♗xb6

21. ♗dc1! ♗a7?!

21... ♗d8 would have been better, according to Polugaevsky.

22. a4

Now the attack works even better, since the black queen is unfortunately placed. The threat is a4-a5.

22... d5 23. exd5 exd5

Diagram 17-13

24.a5±

White is better equipped for the opening of the game. His rooks are in the right positions and are supporting his pawns.

24...♙xb4?

According to Polugaevsky, this was the decisive mistake, although Black is in a difficult position in any case.

If 24...♙d8, then 25.cxd5±.

24...dxc4 is a better defence: 25.axb6 ♖b8 26.♙xc4 (26.♙a5!?) 26...♙xb4 27.♙xa6 ♙b7±

25.axb6 ♖b8 26.c5

The white pawns have been pushed far forward, and Black's chances of survival are slim.

26...♙b7

Other tries also fail:

a) 26...♙xe3 27.♙xe3 ♙b7 28.♙a2+—

b) 26...a5 27.♙a2 ♙a3 28.♙xa5+— (Polugaevsky).

27.♙d4 ♙e6

Diagram 17-14

28.♙a2!

White takes advantage of the isolated position of the b4-bishop and suddenly attacks it.

28...♙a3 29.♙c3+—

There is no defence against ♙a5.

29...♙d8 30.♙a5 ♙xc5 31.♙xc5 ♙xc5 32.♙xc5 d4 33.♙xb7

A piece up, White simplifies the position.

33...♙xb7 34.♙c7 ♙b8 35.♙xb7 ♙xb7 36.♙c8† ♙h7 37.♙d3† g6 38.♙c7 ♙bxb6 39.♙xf7† ♙g8 40.♙b7 ♙xb1† 41.♙xb1

1–0

Diagram 17-13

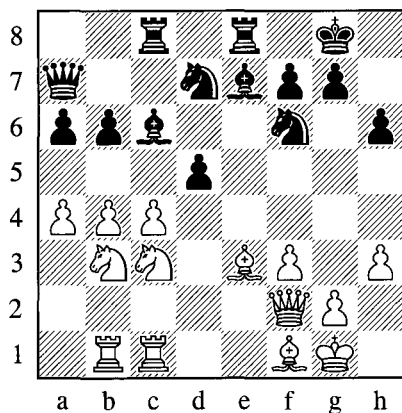
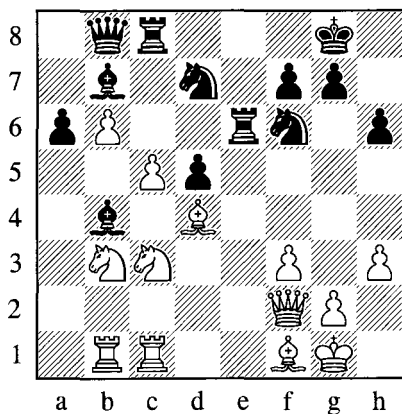


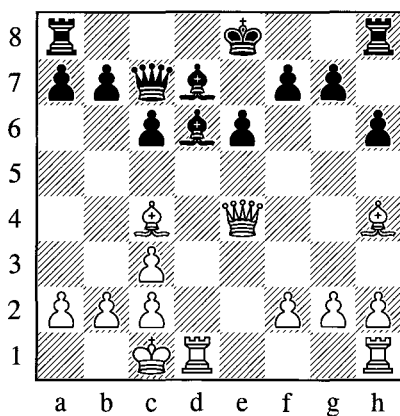
Diagram 17-14



Exercises

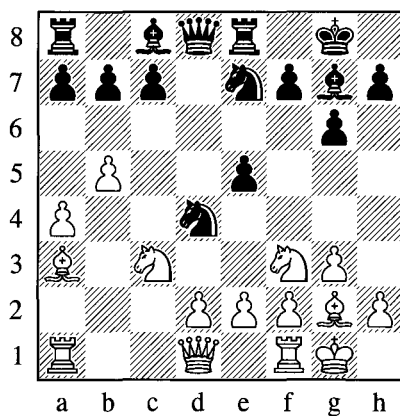
► Ex. 17-1 ◀

★★



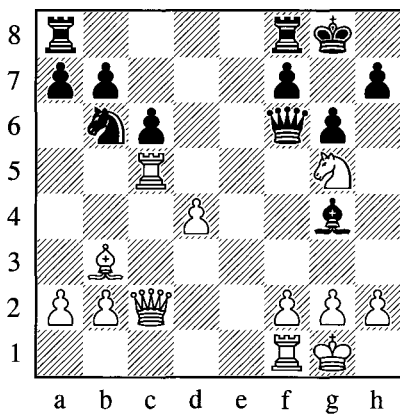
► Ex. 17-4 ◀

★★



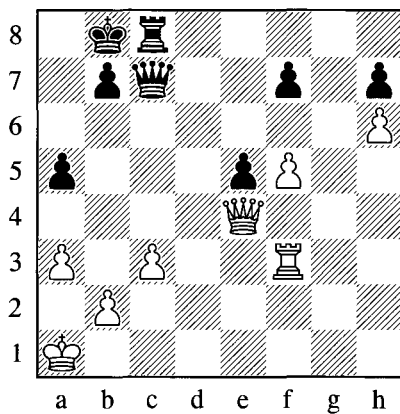
► Ex. 17-2 ◀

★★



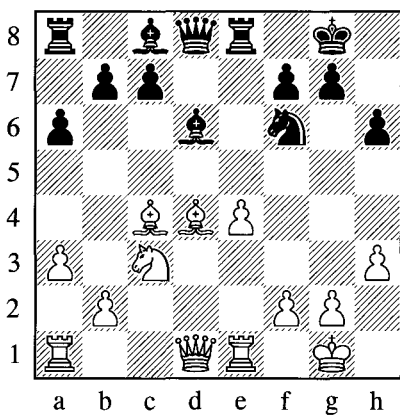
► Ex. 17-5 ◀

★★



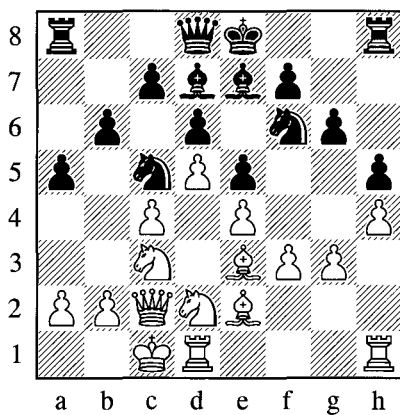
► Ex. 17-3 ◀

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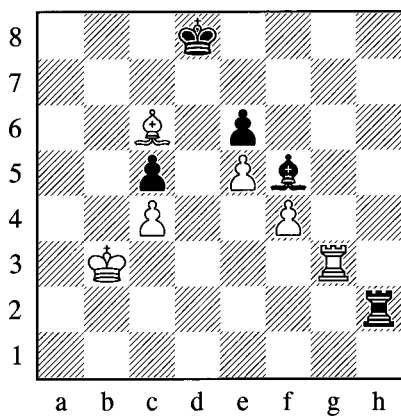
► Ex. 17-6 ◀

★★

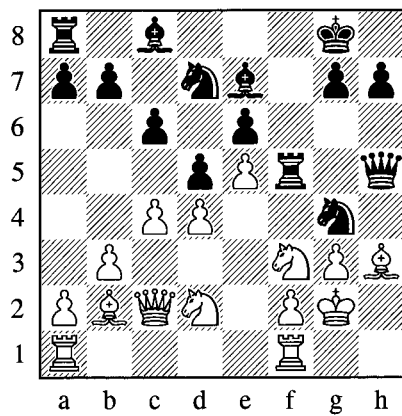


Exercises

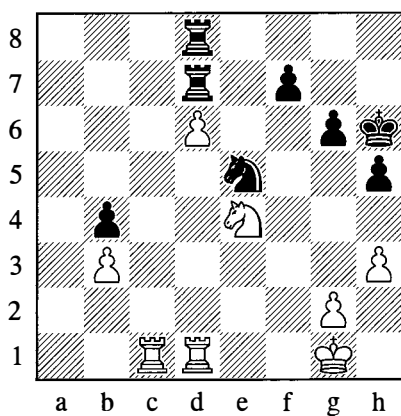
► Ex. 17-7 ◀ ★★★ △



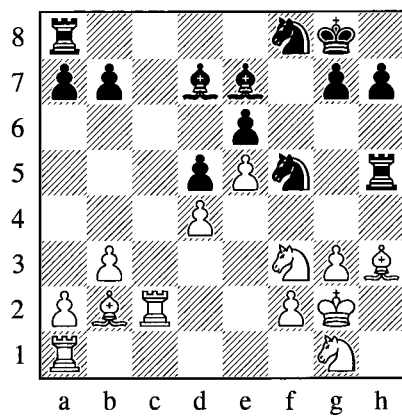
► Ex. 17-10 ◀ ★★★★★ △



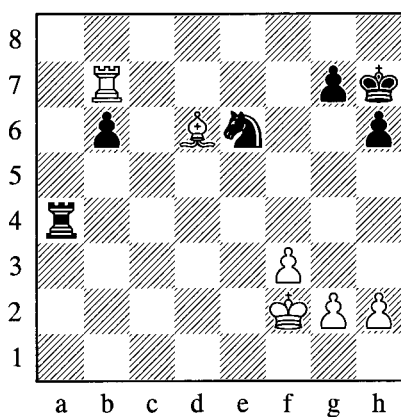
► Ex. 17-8 ◀ ★★ △



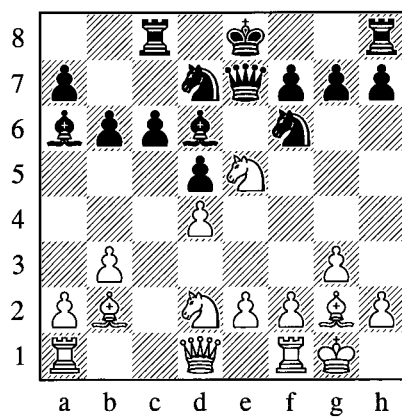
► Ex. 17-11 ◀ ★★ △



► Ex. 17-9 ◀ ★★ △



► Ex. 17-12 ◀ ★★ △



Solutions

Ex. 17-1

P.Keres – L.Schmid

Zürich 1961

15. ♖d4!

(1 point)

White tries to make it difficult for his opponent to castle. Other moves are not so promising. However, you get 1 consolation point for any of the following suggestions:

- a) 15. ♖xd6 ♗xd6 16. ♖d1 ♗c5 17. ♖d3 0–0=
- b) 15. ♖b1 c5 16. ♗g4 g5±
- c) 15. ♖d3 g5 16. ♖g3 ♖xg3 17. hxg3 0–0–0±
- d) 15. ♗g4 g5 16. ♖g3 ♖xg3 17. hxg3 0–0–0±

15... ♖e5

White is also better after 15... ♖f4† 16. ♖b1 ♖g8.

16. ♗c5±

(another 1 point)

16... ♖f6?

Black would have better chances to hold the position after: 16... g5 17. ♖g3 ♖f4† 18. ♖b1 ♗b6 19. ♗xb6 (19. ♗a3 c5 20. ♖xf4 gxf4 21. ♖he1 0–0–0=) 19... axb6 20. ♖xf4 gxf4 21. ♖d4 f3 (21... e5?! 22. ♖e1 or 22. ♖xf7†±) 22. gxf3±

17. ♖xf6 ♗f4†

17... gxf6 18. ♖d2±

18. ♖d2! gxf6 19. ♖h1

White brings all his forces into the attack.

19... b6 20. ♗h5 0–0–0 21. ♖a6† ♖c7 22. g3 ♗f5 23. ♗xf7+ e5 24. ♖d6 ♖h7 25. ♖xc6†! ♖b8 26. ♗d5 ♗xf2 27. ♗d6† ♖a8 28. ♖b7† ♖xb7 29. ♖c7†

1–0

Ex. 17-2

V.Liberzon – Lazarev

USSR 1961

18. ♗e4!

(2 points)

White brings his queen into the attack as quickly as possible!

18... ♖f5 19. ♗f4?

White sets a trap. 19. ♗h4 h5 would be less accurate.

19... ♖ad8?

This natural move is a mistake.

19... ♖g7? 20. g4!± would not be good either.

19... h6 is a better defence: 20. ♖f3 ♖g7±

20. ♗h4! h5

20... h6 21. ♗xh6 ♗g7 22. ♗xg7† ♖xg7 23. ♖d1±

21. ♖xf5! gxf5

Taking with the queen is no better: 21... ♗xf5 22. ♖xf7 ♗xf7 (the point of White's play is 22... ♖xf7 23. ♗xd8†+–) 23. ♖xf7†+–

22. ♗xh5 ♗g7 23. ♖xf7†! ♖xf7 24. ♖xf7+– ♖d5

After 24... ♗xf7 25. ♗g5† White picks up the d8-rook.

25. ♖e1

Or 25. ♖h6† ♖f8 26. ♖e1+–.

25... ♗xd4

25... ♗xf7 26. ♖e8† ♖g7 27. ♗h8† ♖g6 28. ♖g8†+–

26. ♗g6†

A quicker finish is 26. ♖h6† ♖g7 27. ♖e7† ♖h8 28. ♗e8#.

26... ♖f8 27. ♖g5

1–0

Ex. 17-3

S.Furman – R.Kholmov

Sverdlovsk 1963

15... c5!

(1 point)

Black wants to use his queenside pawns to drive away his opponent's active pieces.

The idea does not work if the pawn are advanced in the other order: 15... b5 16. ♖a2 c5? is followed by 17. ♖xf6 ♗xf6 18. ♖xf7†! ♖xf7 19. ♗d5†±.

However, the solid 15... ♖e6 (also 1 point) is equally good: 16. ♖xe6 ♖xe6 17. e5 c5=

16. ♖e3?

16. e5 is a better reply: 16... cxd4 17. ♗xd4=

Solutions

16...b5 17.♔d5 ♖xd5 18.♗xd5 ♙e6
19.♗h5?! ♙b3 20.♗g4 ♗c8 21.♗f3 ♗e6
22.♙f4 ♙xf4 23.♗xf4 ♖ad8+ 24.f3 ♖d4
25.♖e2 ♖d7 26.♗e3 c4 27.♖c3 ♖d3 28.♗f2
♗e5 29.♖e2 ♖ed8 30.♖ae1 ♖8d4 31.♗h4?

White plays too passively. He should have tried breaking out with 31.f4.

31...a5 32.♗f2 b4 33.axb4 axb4 34.♖d5
c3 35.bxc3 bxc3 36.♖e3 ♖d2 37.♖c1 ♖4d3
38.♖f1 ♖d1 39.♖e1 ♖xe1 40.♗xe1 ♗d4+
41.♗f2 c2

0-1

Ex. 17-4

M. Taimanov – S. Witkowski

Dresden 1959

12.♖g5!?

(2 points)

The white knight heads via e4 to c5. The black knight can be forced away from the centre with e2-e3.

The move played is even stronger than 12.e3 (1 point) 12...♖xf3 13.♗xf3, although that is also pleasant for White.

12...♖b8 13.♖c1± h6 14.♖ge4 f5 15.♖c5
b6 16.♖a6 ♙xa6 17.bxa6 c5 18.a5 e4 19.d3
♖d5 20.♖xd5 ♗xd5 21.axb6 axb6

21...♗a2!? is an interesting attempt to secure counterplay.

22.♙b2 ♗a2 23.♙xd4 ♙xd4 24.dxe4 fxe4
25.e3±

Ex. 17-5

I. Cheparinov – V. Korchnoi

Amsterdam 2008

45.♖g3!

(2 points)

White activates his rook and prepares to attack the opposing pawns with 46.♖g7.

The tempting 45.f6 (1 point) would be less clear after 45...♗d6±.

45...♖d8

45...♗d6 46.♖g7 ♗xh6 47.♖xf7+–

46.♖g7+– ♖a7 47.♖a2 ♖d7 48.♖xh7 ♗b6
49.♗a4 ♖d5 50.♖xf7 ♖b5 51.♗c2 ♗xh6
52.c4 ♖c5 53.f6 ♗e3 54.♗g2! e4 55.♖g7
♖g5 56.♖xb7+ ♖a6 57.♖b8 ♖xg7 58.fxg7
1-0

Ex. 17-6

A. Yusupov – I. Hausner

Bundesliga 1996

17.♖db1!

(2 points)

White improves his worst piece and intends to bring it into the game with ♖a3-b5.

17...♗c8 18.♖a3±

See Exercises 17-8 and 17-9 in *Boost Your Chess 3*.

Ex. 17-7

A. Yusupov – V. Hort

Switzerland 2005

63.♖a4!

(2 points)

White threatens ♖b5 to attack the weak c5-pawn. In the endgame the king is a powerful piece and must take part in the action!

63.♖g7 (1 point) is less clear after 63...♙c2+!.
63...♖b2 64.♖a5!

(another 1 point)

64...♖c7

After 64...♖b4 65.♙b5 ♖c7 66.♖g7+, the white king penetrates decisively to b6.

65.♙a4!

White now threatens ♖g7+ followed by ♙b5 and ♖b6.

The immediate 65.♙b5? would lose material to 65...♖a2+.

65...♖a2 66.♖b5+– ♙e4 67.♙d1

Or 67.♖g7+–.

67...♙c6+ 68.♖xc5 ♖a5+ 69.♖d4 ♖a2
70.♖g7+ ♖b6 71.♙g4 ♖d2+ 72.♖e3 ♖g2
73.♖g8!

White is ready to play ♙xe6 next.

1-0

Solutions

Ex. 17-8

A.Yusupov – J.Gallagher

Switzerland 2005

34.♖d5!

(1 point)

This forces a decisive weakening of the black position.

34...f6 35.♖f1!+-

(another 1 point)

Nothing is achieved by 35.♖xf6? ♖xd6=.

35...♖f7

After 35...f5 36.♖c5, Black loses the exchange.

36.♖xf6 ♖g7 37.♖e6 ♖a7 38.♖c5 ♖a1†

39.♖h2 ♖c1 40.d7 ♖g8 41.♖e8†

1-0

Ex. 17-9

L.Polugaevsky – L.Alster

Marianske Lazne 1959

43.♖e5!±

(2 points)

White coordinates his forces in the attack on g7. The b-pawn is not dangerous, since the rook and the bishop can both easily stop it.

After 43.♖xb6 (1 consolation point), Black has chances to defend with 43...♖a7±.

43.♖e5± (1 point) is a reasonable idea, but not as threatening as the game move.

43...♖g8?!

43...♖a2† is more resilient, though White retains good chances with 44.♖g3 ♖a6 (44...♖a5 45.f4±) 45.f4±. Instead of this, an example of how White could go wrong is 45.♖e7 b5 46.f4 ♖g6 47.♖h4? ♖xf4!! 48.♖xf4 ♖f6 49.♖b7 g5† 50.♖xg5† hxg5† 51.♖h5 ♖a2=.

44.♖e7

Taking the b-pawn is less accurate: 44.♖xb6 ♖f7±

44...♖f4 45.♖xg7† ♖f8 46.♖g4 ♖d3†

47.♖e3 ♖xg4 48.♖d6†

Intermediate check!

48...♖f7 49.fxg4 ♖b2 50.♖e5 ♖a4?!

Black allows his knight to be dominated, but even the better 50...♖c4† is not enough to save the game: 51.♖d4 b5 52.♖f4 ♖g6 53.♖c5+-

51.♖d4! ♖g6 52.h4 h5 53.g5 ♖f5 54.♖d3 b5 55.♖c2 b4 56.♖b3

1-0

Ex. 17-10

L.Polugaevsky – J.Durao

Lugano Olympiad 1968

17.♖d3!

(2 points)

Polugaevsky finds the sensitive point in the black set-up – the hanging position of the knight on g4!

17.♖d1 (also 2 points) followed by 18.♖e2 (another 1 point) is equally good.

Either of the rook moves 17.♖ae1 or 17.♖h1 earns 1 consolation point.

17...♖f8 18.♖e2!

(another 1 point)

18...♖g6 19.♖g1!±

(another 1 point)

19...♖h6

19...♖g5 20.f4 ♖h4† 21.gxh4 ♖e3† 22.♖f2 ♖g4† 23.♖e1 ♖xh4† 24.♖d1 ♖g6 25.♖c2+-

20.♖xh5

Also possible is 20.♖xf5 ♖xf5 21.♖ac1±.

20...♖xh5 21.♖df3 ♖d7 22.cxd5

Polugaevsky prefers to keep control of the position, rather than rushing to win material with 22.g4±.

22...cxd5 23.♖fc1 ♖f5 24.♖c2 ♖f8

See Ex. 17-11.

Solutions

Ex. 17-11

L. Polugaevsky – J. Durao

Lugano Olympiad 1968

25. ♖c1!

(2 points)

The simplest solution. Black has no defence against the threats of 26.g4 and 26.♗g4.

However, the immediate 25.g4 (also 2 points) is equally good: 25...♘h4† 26.♙g3 ♖h6 27.g5 ♘xf3 28.gxh6+–

And another valid move order is 25.♗g4 ♖h6 26.♗c1 ♖g6 27.♗h5+– (also 2 points).

25...g5 26.g4 ♘h4† 27.♙g3 ♘xf3 28.♘xf3 ♖h6 29.♗xg5 ♗xg5 30.♘xg5 ♖g6 31.f4+–

White has 'only' won a pawn, but the black position is devoid of any counterplay.

31...♗c6 32.♖h1 a5 33.♗f1 h6 34.♘f3 ♙h7 35.♗d3

1–0

Ex. 17-12

L. Polugaevsky – G. Garcia

Wijk aan Zee 1979

12. ♖e1!

(2 points)

White places his rook opposite the black queen and prepares e2–e4.

12.f4 (1 consolation point) can be met by 12...c5 13.♘df3 cxd4∞.

12...♗b4

If 12...♘xe5, then 13.dxe5 ♗xe5 14.♗xe5 ♖xe5 15.e4! d4 (15...dxe4 16.♘xe4 0–0 17.♘d6+–) 16.♘f3±.

12...0–0 is answered by 13.e4 with a strong initiative.

13.a3 ♗xd2 14.♖xd2 0–0 15.♖g5!? ♖fe8 16.b4 ♘xe5

16...♘e4? loses the exchange: 17.♖xe7 ♖xe7 18.♘xd7 ♖xd7 19.♗h3+–

After 16...♖e6 17.♖h4±, White may continue with ♗h3.

17.dxe5 ♘d7

17...♘e4 18.♖xe7 ♖xe7 19.♖ad1 ♗c4 20.f3 ♘g5 21.h4 ♘e6 22.f4±

18.♖xe7 ♖xe7 19.f4±

Scoring

Maximum number of points is 26

- **22** points and above.....> **Excellent**
- **18** points and above.....> **Good**
- **13** points.....> **Pass mark**

If you scored less than 13 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ Pawn sacrifices for the initiative
- ✓ Tangible compensation
- ✓ Defending against gambits

Pawn sacrifices in the opening

There are many opening variations in which one side, White more often than not, sacrifices one (or even several) pawn(s).

The compensation usually consists of some tempi, a lead in development and the initiative. **You must then try to increase your initiative and move onto the attack.** The initiative is somewhat abstract and can disappear with time. For that reason, the side which has sacrificed a pawn needs to play very energetically.

However, there are also situations in which you not only have a lead in development, but also some **tangible advantages**: the better pawn structure, the bishop pair or some weaknesses in the opponent's position. **Such tangible compensation secures you a long-lasting initiative.** Then you will try to keep up the pressure on the opposing position for a long time, with the intention of recovering the pawn at an appropriate moment without having to surrender any of the other advantages in return for it.

It is often appreciably more difficult to mount a defence against a gambit than to attack. To stand up against long-lasting pressure you have to be very well versed in the art of defence. **The best method is often a well-timed counter-sacrifice**, which may exchange or divert the opposing pieces and give yourself time to complete your development and put an end to the opponent's initiative. You have to study a lot of examples involving situations like this in order to understand the character of the play. Here are just two examples taken from two gambit variations.

A.Yusupov – N.Bakulin

USSR 1979

1.c4 ♘f6 2.♘c3 e6 3.e4

The Flohr-Mikenas system in the English Opening often leads to original positions.

3...c5

3...d5 4.e5 d4 5.exf6 dxc3 6.bxc3 ♖xf6 is a safer alternative, when I recommend that Black continues with a quick ...e5.

4.e5 ♘g8

Black hopes to attack the e5-pawn and to exploit the weak d4-square, but he has to retreat his only developed piece, thereby losing some tempi.

5.♘f3 ♘c6

After 5...d6 6.exd6 ♙xd6, White can break in the centre: 7.d4 cxd4 8.♘xd4 a6 (8...♙c5 9.♙e3 e5 10.♘db5 ♙xe3 11.fxe3 ♖xd1† 12.♙xd1 ♘a6 13.♘d5± Kasparov – Porro, Cordoba [simul] 1992) 9.♙e3 ♘f6 10.c5! ♙xc5 11.♘xe6 ♖xd1† 12.♙xd1 ♙xe6 13.♙xc5± White has the bishop pair in an open position.

Diagram 18-1

6.d4!

White sacrifices the e5-pawn and opens the centre. He is aiming for rapid development.

6...cxd4 7.♘xd4 ♘xe5 8.♙f4

A natural move, but not the only one: 8.♘db5, intending ♘d6†, secures White a long-term initiative. In the test there will be some examples from this line.

8...♘g6

8...f6 weakens the black position, which can be underlined with the move 9.♖a4. See Yusupov – Yudasin, USSR Ch 1981, which features as Ex. 21-11 in *Boost Your Chess 3*.

9.♙g3 a6

9...♘f6 10.♘db5 e5 is the principal alternative for Black.

Diagram 18-2

10.♖d2?

White simply continues quietly and improves his position. He will have permanent pressure against Black's backward d-pawn.

10.♖a4 is a more active option.

10...♘f6 11.0-0-0 ♙b4 12.♙d3 0-0

12...♖a5!? should be answered with: 13.♘b3! ♙xc3 14.♘xa5 ♙xd2† 15.♙xd2 b6 16.♘b3 ♙b7 17.f3 ♙c8 18.♙c2 White's bishop pair provides compensation for the sacrificed pawn.

13.♘c2 ♙e7

Diagram 18-1

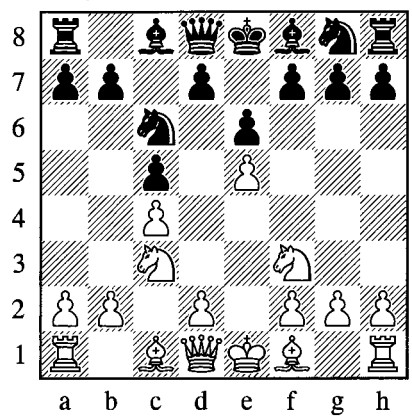


Diagram 18-2

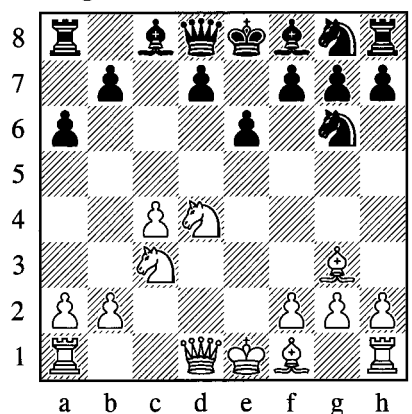


Diagram 18-3

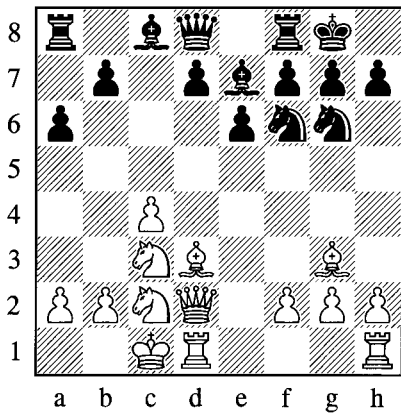


Diagram 18-3

14. ♖e2!

White prepares h2-h4. The immediate 14.h4 can be met by 14... ♖h5∞.

14... e5

This weakens the d5-square, but it is not easy to find a better continuation.

14...d5 is followed by: 15.h4! (but not 15.cxd5? ♖xd5 16. ♖xd5 exd5 17. ♗xd5 ♗xd5 18. ♗xd5 ♖e6±) 15...dxc4 16.h5 ♗xd2† 17. ♗xd2 ♖h8 18. ♖f3! The knight being locked in on h8 together with the active position of the white pieces give White sufficient compensation.

If 14...b5, then 15. ♖f3 maintains the pressure on Black.

15.h4 h5

Black wants to stop the pawn storm on the kingside, but this weakens the castled position.

16. ♖e3

White could continue to play slowly and improve the position of his king: 16. ♖b1!? d6 17. ♖e3±

16... ♖b4!?

Black tries to hinder the penetration of the white knights to d5.

17. ♗c2

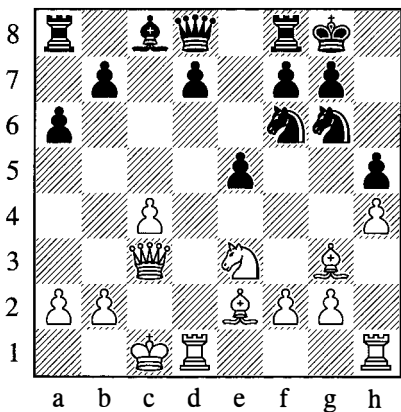
This unpins the knight and once more prepares ♖d5.

17... ♖xc3 18. ♗xc3

The bishop pair assures White of compensation.

Diagram 18-4

Diagram 18-4



18...d6!

This is how to react in such situations. Black is prepared to return the pawn in order to complete his development.

After 18... ♖e4 19. ♗c2 ♖xg3 20.fxg3, White will regain the pawn by ♖xh5 with an edge.

18...b5!? was also a possibility, aiming to initiate counterplay on the queenside.

19. ♗b4

White can now recover the d6-pawn. However, in return Black can bring all his forces into the game.

19... ♖f4

This is not bad, but 19... ♖e6!? would be logical and simpler.

20. ♖f3 ♖g4 21. ♖b1

21. ♖xg4 ♜xg4 22. ♖xf4 ♜xf2 is very hard to evaluate.

21... ♖xf3 22. gxf3 ♜g6

Diagram 18-5

My experienced opponent has solved almost all his problems with very solid play. White tries to complicate the game.

23. ♖xb7!?

A simpler approach is: 23. ♖xd6 ♖c7 24. ♖b6! (24. ♜f5 ♖ac8 25. ♖c1 ♖fd8 is better for Black) 24... ♖xb6 25. ♖xb6=

23... ♖a5! 24. ♖b3

Attack and defence are equally balanced.

24. ♖xd6?? would be a blunder: 24... ♖fb8! 25. ♖c6 ♖xb2†! 26. ♜xb2 ♖b8†—+

24... ♖fd8?!

This is too passive.

24... ♖ab8 is correct, and after 25. ♖c2 ♖b6 followed by ... ♖fb8, Black obtains counterplay.

25. ♖d3!±

Diagram 18-6

25... ♜e7?!

Black continues to play too cautiously and surrenders the initiative to White. He has a couple of better options at his disposal:

a) 25... e4 26. fxe4 ♜xe4 27. ♖hd1 ♖ab8 28. ♖a3 is only slightly better for White.

b) 25... ♖ab8 26. ♖a3 ♖xa3 27. ♖xa3 ♖b6 28. ♖d1 ♖c8!±

26. ♖hd1 ♜c6 27. ♖a3

White will be clearly better after the exchange of queens, because he can attack the pawn weaknesses on d6 and a6.

27. ♖xd6 ♖db8 28. ♖d3 ♜b4 would give Black counterplay.

27... ♖xa3 28. ♖xa3 ♜c8

Diagram 18-7

29. f4!±

White wants to activate the bishop.

29... f6 30. fxe5 dxe5 31. ♖xd8 ♜xd8 32. ♖b3

Now the rook is activated.

32. ♖d3?! is not clear: 32... ♜e6 33. ♖d7 ♜c5 and White is forced back.

However, both 32. b4!? and 32. f4!? are interesting.

32... ♜e6?!

Diagram 18-5

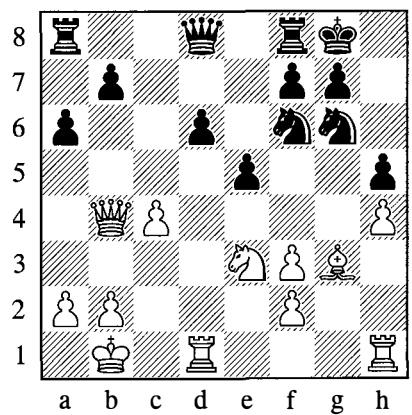


Diagram 18-6

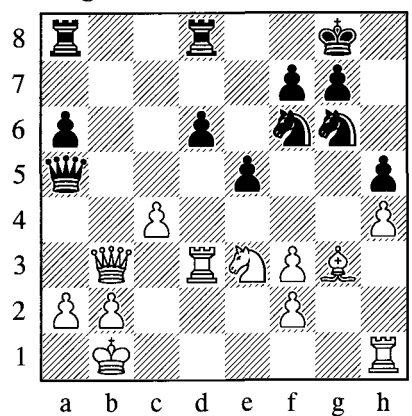


Diagram 18-7

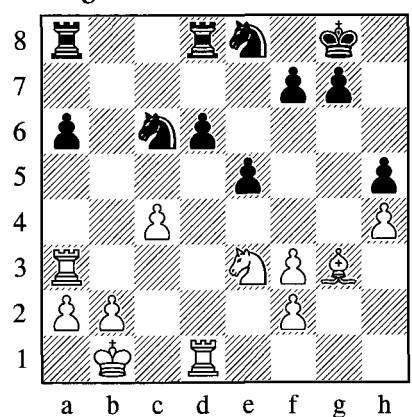


Diagram 18-8

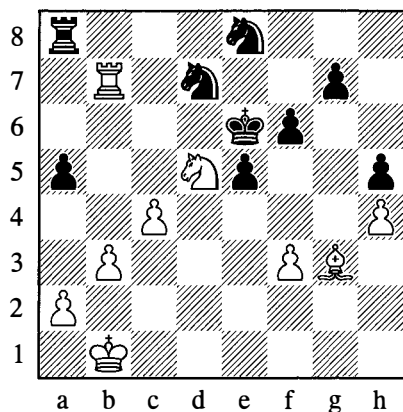


Diagram 18-9

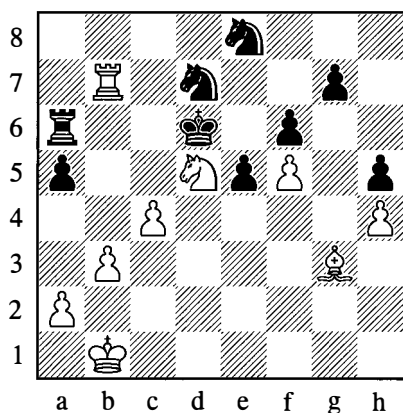
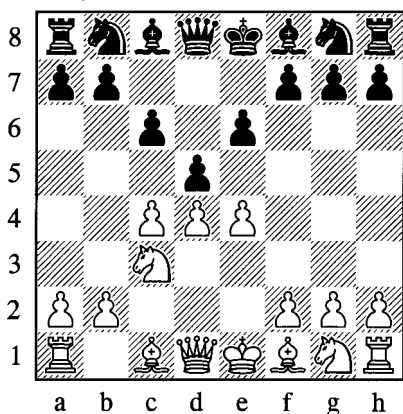


Diagram 18-10



32...Qd6 is better: 33.f3 Qf7 34.c5 (34.Bb6 Qc8!)
34...Qb6 35.Qc3 Qc8±
33.Bb6 Qf7 34.Qd5 a5 35.b3 Qc5

35...Ba7!? would make it harder for White to make progress.

36.f3 Qd7 37.Bb7 Qe6

Diagram 18-8

38.f4!?±

A second attempt to activate the bishop.

38.Qxd7 Qxd7 39.Qb6+ Qc6 40.Qxa8 Qb7 would not be so clear.

38...Ba6?!

38...Qd6 is a trickier defence: 39.f5+! (39.Qxd7 Qxd7 40.Qb6+ Qc6 41.Qxa8 Qf5∞ or 41...Qe4∞)
39...Qxf5 40.Qc7+ Qd6 41.Qxa8 Qxg3 42.Qb6±
39.f5+ Qd6

Diagram 18-9

40.Qe1!

Finally the bishop comes into the game with decisive effect.

40...Qc6

40...a4 would be more stubborn.

41.Bb5 Qd6?!

The final chance to put up some resistance was 41...Qb6 42.Qxb6 Bxb6 43.Qxa5+.

42.Qe7+ Qc7 43.Qxa5+ Bxa5

43...Qb6 44.Qd5+—

44.Qxa5 Qd8 45.Qd5

1-0

J.Lautier – M.Gurevich

Biel 1993

1.c4 e6 2.Qc3 d5 3.d4 c6 4.e4

Diagram 18-10

The Marshall Gambit, which typically leads to sharp play, though Black can decline it with 4...Qb4.

4...dxe4 5.Qxe4 Qb4+

Black can also decline the gambit here with 5...Qf6, or with 5...Qd7 followed by 6...Qgf6.

6.Qd2 Qxd4 7.Qxb4 Qxc4+ 8.Qe2

The alternative 8.Qe2 is less popular.

8...Qa6

As well as this principled move Black also has other options.

Taking the g-pawn is very dangerous for Black: 8...♖xg2 9.♗d6 (or 9.♕f3 ♖g6 10.♘e2 ♘a6 11.♕a3 ♘e7 12.♖g1 ♗f6 13.♘c3 ♘f5 14.♘e4 with a strong attack) 9...♘d7 10.0-0 ♖g5† (10...♗xf2 11.♕h5 ♗e3† 12.♙b1 ♗e5? 13.♕xf7†! ♙xf7 14.♖f1† ♘gf6 15.♗e7† ♙g8 16.♘f3+-) 11.f4 ♗e7 12.♗d2 c5 13.♕c3 ♘gf6 14.♕f3 White had ample compensation for the pawns in Furman – Kopaev, Vilnius 1949.

There are somewhat safer alternatives in 8...♘e7, 8...♘d7 and 8...c5!.

9.♕c3

A solid move; White does not hurry.

Black can respond to 9.♕a5 with 9...b6 10.♗d6 ♘d7.

Another main line is 9.♕d6 b6.

Diagram 18-11

9...♘e7

This move has remained popular, even after this game. Black returns the g7-pawn, but develops his kingside quickly.

The alternative is 9...f6 10.♘f3 ♘e7 11.0-0 0-0 12.♖e1, and the bishop pair gives White compensation for the pawn.

As always, 9...♗xg2 is dangerous: 10.♗d6 ♗xh1?? 11.0-0-0+-

10.♕xg7 ♖g8 11.♕f6 ♗f4?!

The bishop is actively posted on f6, so attacking it is a good idea, but it is better to do so with the rook: 11...♖g6 12.♕c3 e5!? (12...♗xg2 13.♗d2 ♗xh1 is still dangerous, on account of 14.0-0-0 ♘d5 15.♘f3 ♗g2 16.cxd5 cxd5 17.♘e5 with a strong attack) 13.♘f3 ♕f5? Black has no problems.

Diagram 18-12

12.♕c3!

A principled move; White again sacrifices a pawn.

Exchanging the bishop offers no prospects of an advantage: 12.♕xe7 ♙xe7 13.g3 ♗e4 (after 13...♗e5 14.♗b1 White will continue with 15.♘f3) 14.♘f3 ♘b4 A slightly risky approach. (14...b6 15.♗d4= is safer) 15.0-0 ♖d8 16.♗b3 ♘d3 17.♕xd3 ♖xd3 18.♗b4† ♙e8∞

12...♖xg2 13.♘f3 f6?!

Lautier analysed 13...♘g6?! 14.♙f1 and now:

a) 14...♖g4 15.h3+-

Diagram 18-11

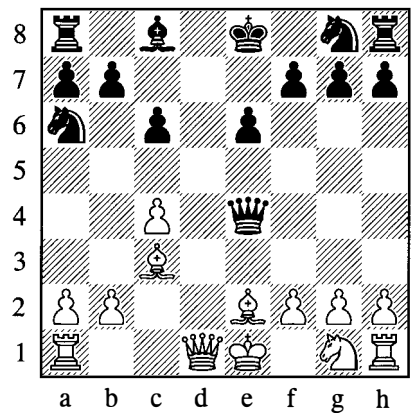


Diagram 18-12

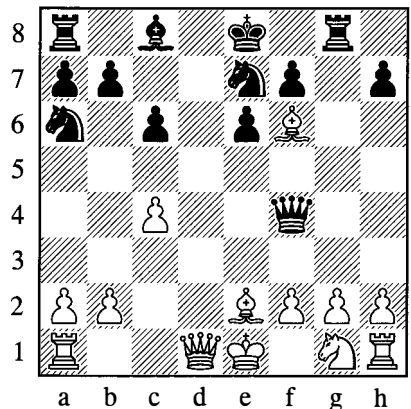


Diagram 18-13

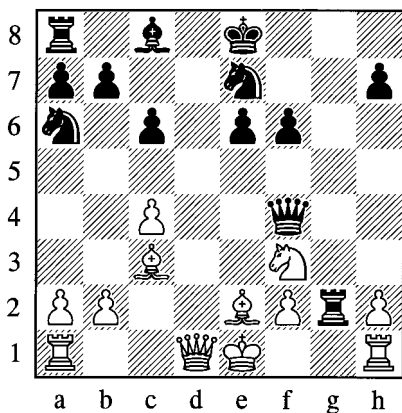
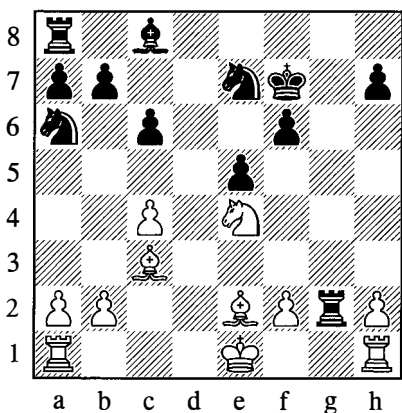


Diagram 18-14



b) 14...e5 15.♗xg2 ♕h3† 16.♗xh3 ♜f5† 17.♗g2 ♖f4† 18.♗f1 ♜h3† 19.♗e1 ♖g2† 20.♗d2 ♖d8† 21.♗c2 ♖xd1 22.♖axd1 ♖f4 23.♖he1 ♖xe2 24.♖xe2 ♜xf3 25.♖xe5† ♗f8 26.♖d8†+—

c) 14...♖h4 15.♕e5 ♜f5 16.♕g3 ♜h3 17.♗e1 ♖xg3 18.♖xg3 ♜g2 19.♖f1 ♖xf3† 20.♖xf3 ♜xh2 21.♖d4+—

After 13...♖f5 14.♕e5 ♜h6 15.♖d2 ♜xd2† 16.♖xd2 ♖g6 17.♖e4 ♗e7 18.h4! (intending 19.h5), White had excellent compensation in Onischuk – Novikov, Lindsborg 2002.

Diagram 18-13

14.♖d2!!±

A totally surprising solution. A pawn down, White is aiming for an endgame! There are two reasons for this – the black queen is very actively posted in the centre and is limiting White's options, and secondly the bishop pair will be strong in the endgame.

14.♖d3 e5 15.♖xh7 can be answered with: 15...♕g4! 16.♕d2 (16.♖h8†! ♗f7 17.♖xa8 ♕xf3 18.♕xf3 ♜xf3†) 16...♖f5 17.♖xf5 (17.♖h8†? ♗f7 18.♖xa8 ♕xf3+—) 17...♖xf5 18.h3 ♕xf3 19.♕xf3 ♖g7= (Lautier).

14...♖xd2† 15.♖xd2 e5

Or 15...♗f7 16.♖e4 e5, with a transposition of moves.

16.♖e4 ♗f7

Diagram 18-14

17.♖d1!

Lautier increases the pressure on the black position.

When one side has the initiative, it can sometimes win material. But that has to be done at the correct moment, or else there may be no advantage to be gained.

Going for material with 17.♖g3 would not be as good here: 17...♖g6 18.♕f3 ♕h3!? and Black obtains compensation for the exchange.

17...♖g8?!

An understandable decision since the rook could become trapped, but it gives White time to develop the attack.

17...♖c7 is followed by 18.♕h5† ♗g7 19.♖g3 ♕h3 20.♕f3 ♗f7 21.♕xg2 ♕xg2 22.♖g1+—.

If 17...♕g4, then 18.♖g3 ♕xe2 19.♗xe2 ♖g6 20.♖d7†±.

If 17...♖g6, then simply 18.♙f3±.

17...♖f5!? 18.♙d8 ♖c7, followed by ...♗e6, would perhaps be the best defensive try.

18.f4!

Diagram 18-15

Although the queens have been exchanged, White correctly treats the position like a middlegame, aiming to open files for his rooks and diagonals for his bishops and launching an attack on the black king.

18...♗g6

Black can no longer find a good defence, since almost all the white pieces are more active than their black counterparts:

a) 18...exf4 19.♙h5† ♗g6 20.♗xf6+—

b) 18...♙f5 19.♗d6† ♗e6 20.♗xb7 ♖ab8 21.♙d6† ♗f7 22.♗a5± (Lautier).

19.♙d6!

White now attacks the base of the f6-e5 pawn chain.

19...♗e7

19...♙e6? loses to 20.f5.

20.♙xf6 ♗xf4

20...exf4 21.h4!+—

21.♙xe5 ♗xe2

Diagram 18-16

22.♙d6†!

22.♗xe2 would be less accurate, because of 22...♙e6 23.♙d6† ♗d7.

22...♗e8 23.♗xe2 ♙h3

Or 23...♙g4† 24.♗e3 ♙d8 25.♙g1+— (Lautier).

24.♙h6!+—

Lautier continues to play very energetically and does not give his opponent any time to consolidate his position.

Diagram 18-17

24...♙g4†

24...♙g2 is followed by 25.♙g1! ♙f3† 26.♗xf3 ♙xg1 27.♙xh7 and the shattered black army cannot hold up against the coordinated opposing forces. For example: 27...♙c8 28.♗f6† ♗d8 29.♙d7#

24...♙f5 25.♗f6† ♗f7 26.♗xg8 ♙xg8 27.♙f1 ♙e8† 28.♗d2 ♗g7 29.♙h4 ♙g6 would be slightly more stubborn, but would not save Black.

25.♗e3 ♙f5

Diagram 18-15

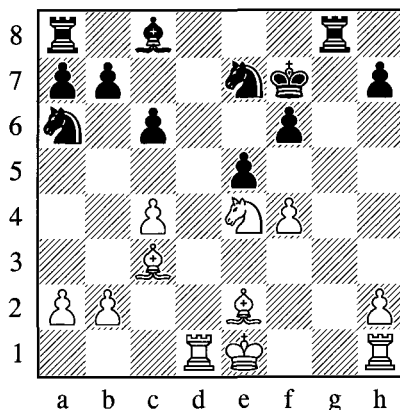


Diagram 18-16

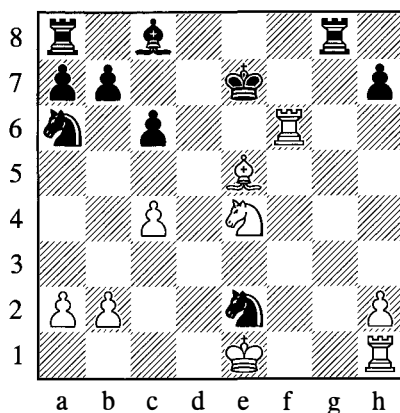


Diagram 18-17

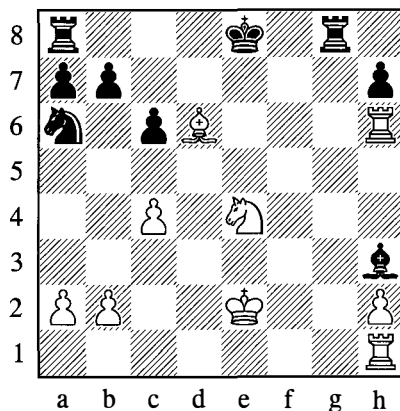
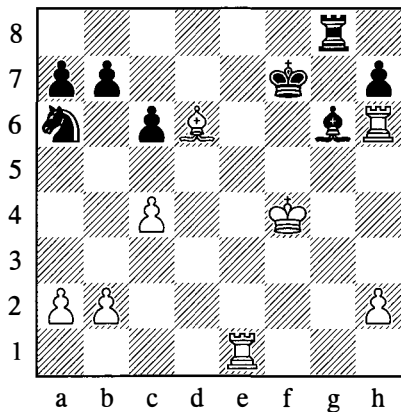


Diagram 18-18



25...♔f7 26.♖f6† ♔g7 27.♖g1 ♔h8 28.♙e5+- (Lautier).

26.♘f6† ♔f7 27.♘xg8 ♖xg8 28.♔f4!? ♙g6 29.♖e1

Diagram 18-18

White converts his material advantage without any difficulties.

29...♖d8 30.♖e7† ♔f6 31.c5 ♘b4 32.♖exh7 ♘d5† 33.♔f3 ♖e8 34.h4 ♖e3† 35.♔f2 ♔f5 36.♖g7 ♖e6

36...♙e8 is followed by 37.♖g5† ♔e4 38.♖e6† ♔d4 39.♖xd5+- (Lautier).

37.h5

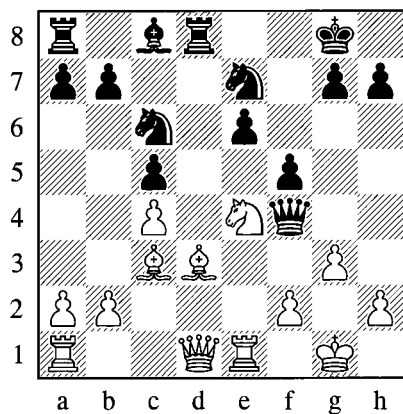
1-0

In the test, if you are playing for the side which has sacrificed a pawn, try to continue to develop your initiative. Bring all your forces into play and provoke weaknesses in the opposing position and attack these weaknesses. Use your pawns to force opposing pieces away from good positions.

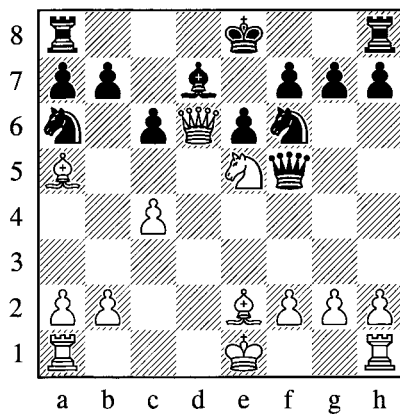
If you are defending, you have to consider whether it is perhaps sensible to return the material in order to simplify the position and to consolidate.

Exercises

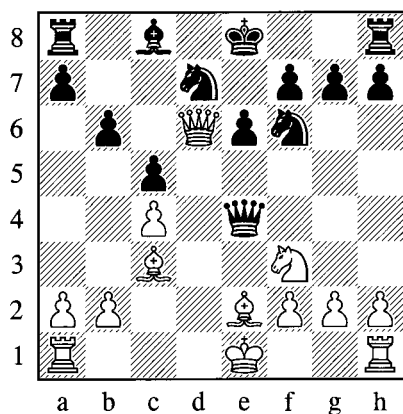
► Ex. 18-1 ◀ ★★★ ▼



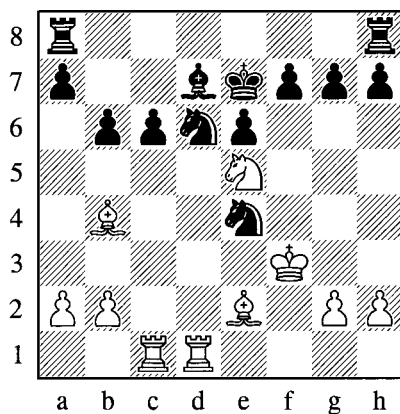
► Ex. 18-4 ◀ ★★ ▼



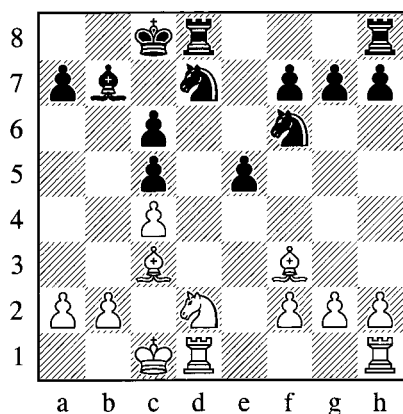
► Ex. 18-2 ◀ ★★ ▲



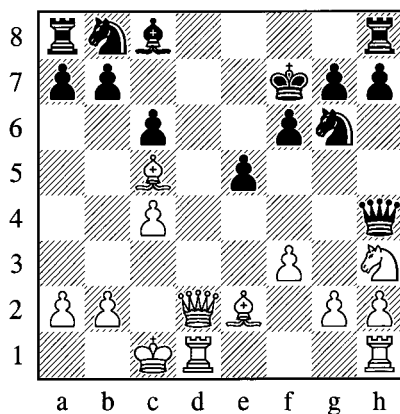
► Ex. 18-5 ◀ ★★ ▲



► Ex. 18-3 ◀ ★★ ▲

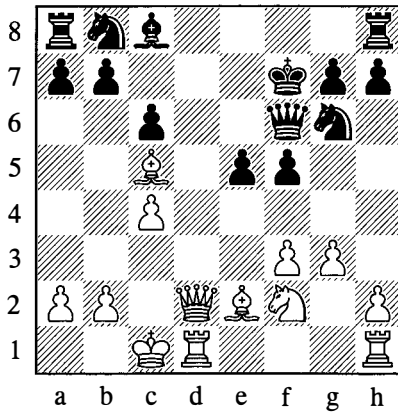


► Ex. 18-6 ◀ ★★ ▲

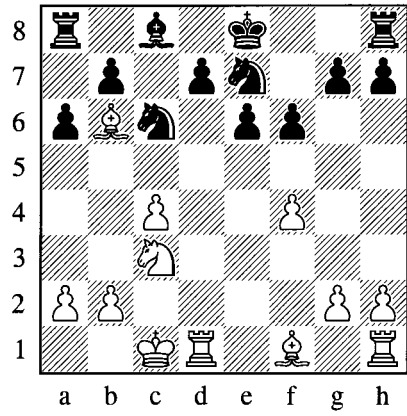


Exercises

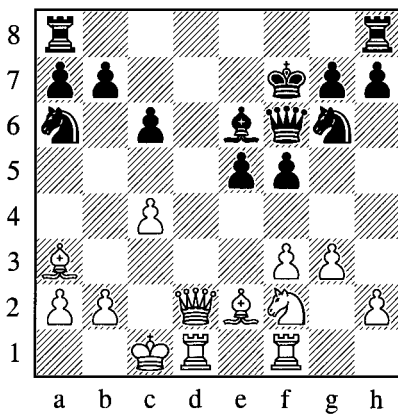
► Ex. 18-7 ◀ ★ ★ △



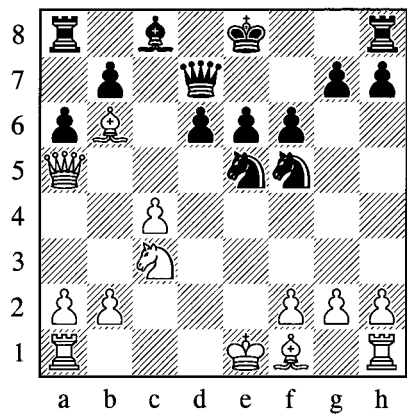
► Ex. 18-10 ◀ ★ ★ ▼



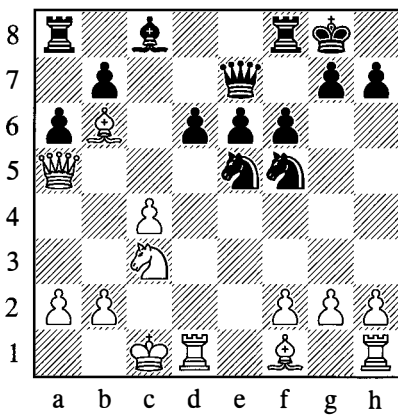
► Ex. 18-8 ◀ ★ ★ △



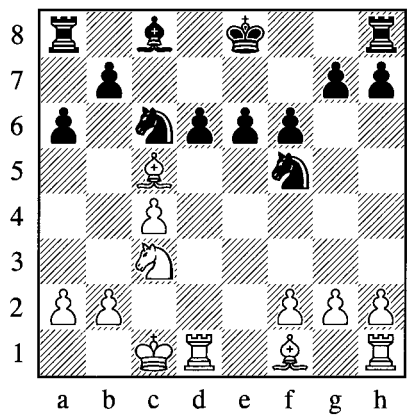
► Ex. 18-11 ◀ ★ ★ △



► Ex. 18-9 ◀ ★ ★ △



► Ex. 18-12 ◀ ★ ★ △



Solutions

Ex. 18-1

I.Sokolov – P.San Segundo

Madrid 1994

The following notes are based on analysis by Sokolov.

1.d4 d5 2.c4 c6 3.♘c3 e6 4.e4 dxe4 5.♗xe4 ♙b4† 6.♙d2 ♖xd4 7.♙xb4 ♗xe4† 8.♙e2 c5 9.♙c3!? (9.♙xc5) 9...♗e7 (9...♗xg2? 10.♙f3 ♗g5 11.♗e2 and the threats of 12.♗g1 and 12.♗d6 give White a strong initiative) 10.♗f3 (10.♙xg7!?) 10...0-0 11.0-0 f6! (blocking the a1-h8 diagonal and covering the weaknesses on e5 and g5) 12.♙d3 ♗f4 13.♗e1 (13.♗d2!?) 13...♗bc6 14.♗d2 ♗d8 (14...e5!?) 15.♗e4 f5! (15...♗e5? 16.♗xf6†! gxf6 17.♙xe5 fxe5 18.♙xh7†+–) 16.g3!? (16.♗g3!? is also interesting, but not 16.♗xc5? ♗d6+–)

Diagram Ex. 18-1

16...♗c7?

For this retreat you get only 1 consolation point.

If 16...♗h6, then 17.♗xc5±.

The correct move is 16...♗xe4!.

(2 points)

White must choose between:

a) 17.♗xe4 fxe4 18.♗g4 (18.♙xg7 ♗xd3 19.♗g4 e5 20.♗g5 ♗g6 21.♙h6 ♙h3+–) 18...e5 19.♗xe4 ♙f5+–

(another 1 point for this variation)

b) 17.♙xe4 ♗xd1 18.♗axd1 fxe4 19.♗xe4†

17.♗g5 e5

17...h6 18.♗xe6 ♙xe6 19.♗xe6 ♗d7 20.♗e3±

18.♗h5! h6 19.♗f7† ♗h8 20.♗f3

20.h4!?

20...♗d5!

20...♗xd3? 21.♗xe5 ♗xc3 22.♗xc6 ♗xc6 23.♗xe7+–

21.♗g5!

21.♗xc7?! ♗xc7 22.♗xe5 ♗xe5 23.♙xe5 ♗xd3 24.♙xc7 ♙d7=

21...♗de7

21...hxg5 22.♗h5† ♗g8 23.cxd5±

22.h4!?

White has a dangerous attack.

Ex. 18-2

Variation from the game

Z.Polgar – Ki.Georgiev

Pardubice 1994

1.d4 d5 2.c4 e6 3.♗c3 c6 4.e4 dxe4 5.♗xe4 ♙b4† 6.♙d2 ♖xd4 7.♙xb4 ♗xe4† 8.♙e2 ♗d7 9.♗f3 c5 10.♙c3 ♗g6 11.♗d6! (11.0-0 and 11.♗d2 have also been tried here) 11...b6? (11...♗c6 was played in the actual game – see Ex. 18-3.)

Diagram Ex. 18-2

12.♗d2!

(2 points)

White exploits the weakening of the long diagonal.

12...♗g6 13.♙f3 ♗b8 14.♙c6+–

Ex. 18-3

Z.Polgar – Ki.Georgiev

Pardubice 1994

1.d4 d5 2.c4 e6 3.♗c3 c6 4.e4 dxe4 5.♗xe4 ♙b4† 6.♙d2 ♖xd4 7.♙xb4 ♗xe4† 8.♙e2 ♗d7 9.♗f3 c5 10.♙c3 ♗g6 11.♗d6! ♗c6! 12.♗xc6 bxc6 13.♗d2 ♙b7 14.0-0-0 0-0-0 15.♙f3! (15.♗b3 ♗e4) 15...e5?! (15...♗b6 16.g4!)

Diagram Ex. 18-3

16.g4!±

(2 points)

This flank attack has an important aim in the centre – White wants to win the e4-square for her knight.

16.♗he1 ♗he8 17.♗b3 e4= (Polgar).

16...h6

16...♗he8 17.g5±

17.h4 h5

17...g5 18.hxg5 hxg5 19.♗e4± (Polgar).

18.gxh5!?

18.g5 ♗g4 19.♗e4 is also excellent for White.

18...♗b8

18...♗xh5 19.♗e4±

19.♗hg1 ♗xh5 20.♗e4!

20.♙xh5 ♗xh5 21.♗xg7±

Solutions

20...♙c8 21.♘d6 f6 22.♘f7+ ♔d8
23.♗xh8 ♔xh8 24.♙xh5 ♔xh5 25.♖xg7
♘b6 26.♖d8 ♔xh4 27.b3 ♖f4 28.♙a5
1-0

Ex. 18-4

I.Sokolov – R.Sherbakov

Leeuwarden 1994

1.d4 d5 2.c4 e6 3.♘c3 c6 4.e4 dxe4 5.♘xe4
♙b4† 6.♙d2 ♖xd4 7.♙xb4 ♖xe4† 8.♙e2 ♘a6
9.♙a5 (9.♙c3) 9...♙d7 10.♘f3 ♘f6 11.♖d6
♖f5 12.♘e5

Diagram Ex. 18-4

12...♖xf2†!

(1 point)

12...b6 13.♙c3 is promising for White.

13.♗xf2 ♘e4† 14.♗f3 ♘xd6 15.♖hd1 ♗e7
(another 1 point)

16.♖xd6

For 16.c5!?, see Ex. 18-5.

16...♗xd6

White's best continuation here is: 17.♘xf7†
♗e7 18.♘xh8 ♔xh8 19.♙c3 c5=

Ex. 18-5

Ki.Georgiev – R.Sherbakov

Yugoslavia 1996

1.c4 e6 2.♘c3 d5 3.d4 c6 4.e4 dxe4 5.♘xe4
♙b4† 6.♙d2 ♖xd4 7.♙xb4 ♖xe4† 8.♙e2
♘a6 9.♙a5 ♙d7 10.♘f3 ♘f6 11.♖d6 ♖f5
12.♘e5 ♖xf2† 13.♗xf2 ♘e4† 14.♗f3 ♘xd6
15.♖hd1 ♗e7 16.c5!? ♘xc5 17.♙b4 b6
(17...♙ce4 18.♖xd6 ♘xd6 19.♖d1±) 18.♖ac1
♘ce4! (18...f6 19.♘xd7 ♗xd7 20.♖xc5 bxc5
21.♙xc5± or 18...a5 19.♙a3±)

Diagram Ex. 18-5

19.♙d3!

(2 points)

This assures White of good compensation.

If 19.♘xc6† ♙xc6 20.♖xc6 (1 point), then
20...♖hd8! (Δ...♘c5) 21.♖c7† ♖d7 22.♖xd7†
♗xd7 23.♙b5† ♗c7! 24.♖c1† ♘c5±.
19...♘g5†

19...f5 is followed by 20.♙xe4 fxe4† 21.♗e3
c5 22.♖xc5!! and now:

a) 22...♘f5† 23.♗xe4 bxc5 24.♖xd7†
♗e8 (24...♗f6 25.♖f7† ♗g5 26.♙d2† ♗h4
27.♙e1† ♗g5 28.h4†!! ♗h6 29.♙d2† ♗h5
30.g4†±) 25.♙xc5±

b) 22...bxc5 23.♙xc5± (Georgiev).

20.♗f4 c5 21.♘d7 cxb4

21...e5†! 22.♘xe5 (22.♗xg5 f6† 23.♘xf6
gxf6† 24.♗h6 cxb4 25.♖c7† ♗e6∞) 22...♘e6†
23.♗g3 cxb4 24.♘c6† ♗f8 25.♙b1±
(Georgiev).

22.♘e5 ♖ac8

Black could try 22...f6!? 23.♖c7† ♗f8 24.h4
fxe5† 25.♗xg5 ♖d8 26.♖xa7 ♘f7† 27.♗g4
h5† 28.♗g3 ♖h6. Although White retains
compensation, Black has chances to survive.

23.♘c6†

23.h4 f6 24.♘c6† ♖xc6 25.♖xc6 e5†
26.♗e3 ♘e6 is unclear.

23...♗f6

23...♗d7 24.♙b5! (24.♘e5†=) 24...a6
25.♘a7† axb5 26.♖xd6† ♗xd6 27.♘xc8†
♗d7 28.♘xb6† ♗d6 29.♗xg5±.

24.h4 e5†

24...h6 25.hxg5† hxg5† 26.♗e3!±
25.♗e3 ♘e6 26.♖f1† ♘f4 27.g3±

Ex. 18-6

A.Khalifman – V.Filippov

Kazan 1995

The notes for Exercises 18-6 to 18-8 are based
on analysis by Khalifman.

1.d4 d5 2.c4 c6 3.♘c3 e6 4.e4 dxe4 5.♘xe4
♙b4† 6.♙d2 ♖xd4 7.♙xb4 ♖xe4† 8.♙e2 ♘e7
9.♖d2 ♘g6 10.♘h3! f6!? 11.0-0-0 ♗f7 12.f3
♖h4 13.♙c5! e5 (13...♖h5 14.♙e3 b6 15.♘f2
♖a5 16.♖xa5 bxa5 17.♘e4±)

Diagram Ex. 18-6

14.♘f2!

(2 points)

White plans ♘e4-d6.

14.♙f2 (1 point) is not so strong: 14...♖h5
15.f4 ♙g4∞

Solutions

14...f5

14...d7?! 15.g3 ♖h5 16.♙e3±

15.g3 ♖f6

After 15...♖h6 16.♙e3 f4 17.gxf4 exf4 (17...dxf4 18.d3!±) 18.♙d4, White has a powerful attack.

See Ex. 18-7.

Ex. 18-7

A.Khalifman – V.Filippov

Kazan 1995

16.♖h1!±

(2 points)

White prepares his attack, setting up the possibility of ♖e4.

Also worth considering is 16.h4 (1 point).

16...♖a6

16...d7 17.♙a3 ♘g8 (17...♖e6 18.♖c2!±) 18.♖c2! (18.♖b1!?) 17...♖g5† 19.f4!±

17.♙a3 ♙e6

Nor do other moves solve Black's problems:

a) 17...♘g8 18.♖e4!±

b) 17...c5 18.♖e4 ♖c6 (18...♖e7 19.♖d6† ♘g8 20.f4!±) 19.♖d6† ♘g8 20.♖g5±

c) 17...♖e6 18.♖e4 h6 19.♖d6† ♘g8 20.♙d3 ♖e7 21.g4±

See Ex. 18-8.

Ex. 18-8

A.Khalifman – V.Filippov

Kazan 1995

18.♖e4!

(2 points)

18...fxe4

18...♖d8 19.♖g5† ♘f6 20.♖c3 ♖b6 21.f4±

19.fxe4 ♖f4 20.gxf4 ♖hd8 21.♙d6 ♘g8 22.fxe5 ♖h4 23.♖f4

The endgame is of course good for White, but 23.♖e3! is even stronger. For example: 23...♙d7 24.♖xa7!±

23...♖xf4† 24.♖xf4 ♙e8 25.♙df1±

Ex. 18-9

G.Kasparov – A.Sokolov

Belfort 1988

1.c4 ♖f6 2.♖c3 e6 3.e4 c5 4.e5 ♖g8 5.♖f3 ♖c6 6.d4 cxd4 7.♖xd4 ♖xe5 8.♖db5 a6 9.♖d6† ♙xd6 10.♖xd6 f6 11.♙e3 ♖e7 12.♙b6 ♖f5 13.♖c5 (13.♙xd8 ♖xd6 14.♙c7) 13...d6 14.♖a5 ♖e7 (14...♖d7!?) 15.0-0-0 0-0

Diagram Ex. 18-9

16.f4!±

(2 points)

Kasparov does not hesitate!

The more cautious 16.♖b1 (1 point) is not bad either.

16...♖c6

16...d7 17.♙d3 looks good for White, but 16...d7!± may be playable.

17.♖a3 e5 18.g4!±

18.c5!± ♖f7 19.cxd6 ♖fd4 20.♙d3 ♙e6 21.fxe5 ♖b5! was unclear in Hernandez Onna – Rodriguez Cespedes, Havana 1980.

18...♖fd4 19.♖d5 ♖f7 20.f5 g6 21.♖g1! gxf5 22.g5 ♘h8

Perhaps 22...fxg5!± was worth a try.

23.gxf6

White has a strong initiative.

Ex. 18-10

A.Karpov – Z.Ribli

Reggio Emilia 1989

1.c4 ♖f6 2.♖c3 e6 3.e4 c5 4.e5 ♖g8 5.♖f3 ♖c6 6.d4 cxd4 7.♖xd4 ♖xe5 8.♖db5 a6 9.♖d6† ♙xd6 10.♖xd6 f6 11.♙e3 ♖e7 12.♙b6 ♖f5 13.♖c5 ♖e7 14.♖xe7†! ♖xe7 15.f4 ♖5c6 16.0-0-0

Diagram Ex. 18-10

16...d5!

(2 points)

Black is prepared to return the pawn. But in return he wants to free his queenside.

After 16...0-0 (1 consolation point), Black still has to find a way to free his position.

Solutions

17.a3!?

17.cxd5?! is followed by 17...♖xd5 18.♗xd5 exd5 19.♗xd5 ♕e6±. The game continuation is similar to this variation, but with White having an extra tempo for a2-a3.

However, the natural move 17.♕e2! would set Black greater problems.

17...♕d7 18.cxd5

Instead of taking back the pawn, White could consider 18.g3!? followed by ♕g2, with compensation.

18...♗xd5 19.♗xd5 exd5 20.♗xd5 ♕e6 21.♗d6 ♖e7 22.♕c5 ♖f7=

Ex. 18-11

G.Kasparov – A.Beliavsky

Linares 1991

1.c4 e6 2.♖c3 ♗f6 3.e4 c5 4.e5 ♗g8 5.♗f3 ♗c6 6.d4 cxd4 7.♗xd4 ♗xe5 8.♗db5 a6 9.♗d6† ♕xd6 10.♗xd6 f6 11.♕e3 ♗e7 12.♕b6 ♗f5 13.♗c5 d6 14.♗a5 ♗d7

Diagram Ex. 18-11

15.f4!

(2 points)

The position is almost identical to Ex. 18-9. Here too Kasparov attacks energetically.

15...♗c6

15...♗g6 16.g3 ♗c6 17.♗g1± (Kasparov).

After 15...♗g4 16.♕d3, White may castle kingside with some advantage.

16.♗a3 e5

16...♗ce7!? 17.0-0-0 ♗c6 18.♗b3 ♕d7 19.♗g1 d5 gave Black reasonable counterplay in Psakhis – Greenfeld, Israel 1991.

17.♕d3 0-0 18.0-0 exf4?

18...♗f7!?

19.♗xf4 ♗fe7 20.♗d1 ♗g6 21.♗ff1 ♗ge5 22.♕e4 ♗f7 23.b3 ♕e6 24.♗xd6±

24.♗xd6± intending to follow up with ♗d5-f4, may be even stronger.

Ex. 18-12

V.Korchnoi – J.Timman

Candidates Match (4), Brussels 1991

1.c4 ♗f6 2.♖c3 e6 3.e4 c5 4.e5 ♗g8 5.♗f3 ♗c6 6.d4 cxd4 7.♗xd4 ♗xe5 8.♗db5 a6 9.♗d6† ♕xd6 10.♗xd6 f6 11.♕e3 ♗e7 12.♕b6 ♗f5 13.♗b4 ♗c6?! (13...♗e7) 14.♗c5 ♗e7 (14...d6 15.♕xd8 dxc5 16.♕b6±) 15.0-0-0 ♗xc5 (15...d6 16.♗a3±) 16.♕xc5 d6!?

Diagram Ex. 18-12

17.♕xd6

You only get 1 point for this move. Although White recovers the pawn, in doing so he loses the advantage of the bishop pair.

Instead of this, he should keep up the pressure: 17.♕a3!

(2 points)

17...e5 (17...♖e7 18.♕d3±) and now both 18.♗d5 and 18.♗e4 0-0 19.♗xd6 would offer White an edge.

17...♗xd6 18.♗xd6 ♖e7 19.c5!?

19.♗d2=

19...♕d7 20.g3 ♗ac8 21.♕h3?

21.♕g2=

21...♗e5!±

Scoring

Maximum number of points is 25

- 21 points and above ➤ **Excellent**
- 17 points and above ➤ **Good**
- 12 points ➤ **Pass mark**

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

Contents

- ✓ Playing on automatic pilot
- ✓ The importance of intermediate moves

Diagram 19-1

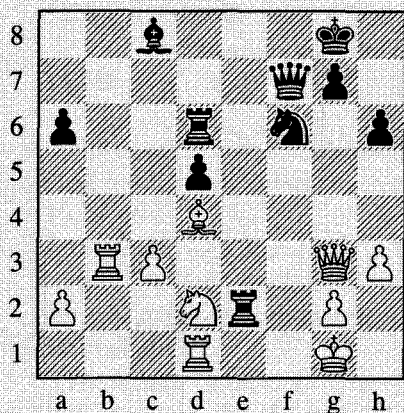


Diagram 19-1

Y.Sakharov – R.Kholmov

USSR Ch, Kiev 1964

35...♖e4!

What looks like a mistake turns out to be the start of a combination.

36.♖xe4 ♗g6!

It is this intermediate move which justifies 35...♖e4. Instead of recapturing, Black attacks a stronger piece – the queen.

36...dxe4 leads to a draw: 37.♗xd6 ♗xg2†! 38.♖xg2 ♗f3† 39.♖h2 ♗e2† 40.♖g3 ♗f3†=

37.♗b8?

White is not up to the task. The correct reaction is 37.♗f1! and now:

a) 37...♗xg3? 38.♖xg3+–

b) 37...♗e6 38.♖f6†! ♗xf6 39.♗xf6 ♗xg3 40.♗f2±

c) 37...♗e8 38.♗f8†! ♖xf8 39.♗f3†=

d) 37...♗xg2†!? 38.♖xg2 (38.♗xg2? ♗xg2† 39.♖xg2 ♗xh3†+–) 38...♗xh3† 39.♖xh3 ♗xf1† 40.♖h2∞

37...dxe4!

But not 37...♗xg3? 38.♗xc8† ♖h7 39.♖xg3 and White has a decisive material advantage.

38. ♖xc8† ♕h7

After the white queen moves away, Black will be attacking the g-pawn.

39. ♖b8

Or 39. ♖h2 ♖f3-+.

The intermediate move 39. ♖f1 can now be parried by 39... ♖e6. For example: 40. ♖f6 ♖xg2†! 41. ♖xg2 ♖xg2† 42. ♕xg2 gxf6-+

39... ♖exg2†

39... ♖exg2† 40. ♕h1 ♖g1†! also leads quickly to mate.

40. ♕h1 ♖h2†!

A typical combination.

41. ♖xh2

41. ♕xh2 is answered by 41... ♖xa2†!-+.

41... ♖f3†

0-1

Diagram 19-2

L.Guldin – A.Ufimtsev

Gorky 1950

20. hxc6?!

Making this capture, White evidently only reckoned on the recapture.

20... ♖f2!

This strong intermediate move wins material.

21. gxh7†

White's intermediate check does not change the situation.

21... ♕h8 22. ♖f3

22. ♕xf2 loses to 22... fxe4†.

22... fxe4 23. ♖f4 ♖xf4!

But not 23... exf3?? 24. ♖g6#.

24. ♖xf4 ♖xh1 25. ♖h2 ♖d5

25... cxd4 is also crushing.

26. ♖xh1 e3

0-1

Diagram 19-3

M.Taimanov – B.Sliwa

Moscow 1956

24. ♖d1! ♖a5

The only move.

Diagram 19-2

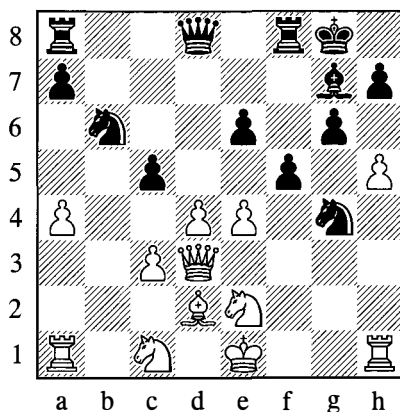


Diagram 19-3

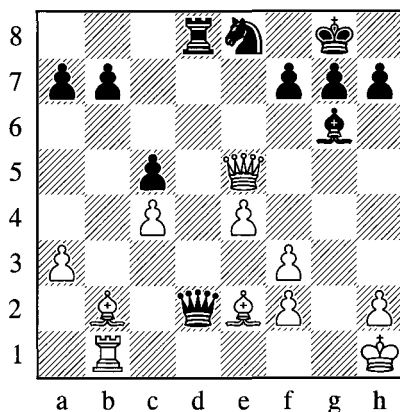


Diagram 19-4

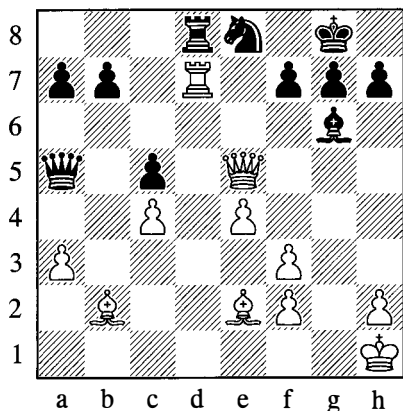


Diagram 19-4

25...♖a8

If 25...f6, then 26.♖e6† ♖h8 27.♖e7+–.

And 25...h6 is simply met by 26.♙c3 ♖b6 27.♖e7+–.

26.♖g2

White avoids 26.♖xb7? ♖e1†.

26...b6?

27...♖b6 is a better way to save the b-pawn, though Black remains under great pressure.

27.♖d5!

The black rook does not have enough squares.

27...♖a4

Black tries a counter-attack on the white rook.

Neither 27...♖b8 28.♙e5 ♖c8 29.♖b7 nor 27...♖c8 28.♖b7 offers Black any hope.

28.♙d1!

28.♖xa8? ♖xd7 would not be as good, but this intermediate move ruins the coordination between the black pieces.

1–0

Diagram 19-5

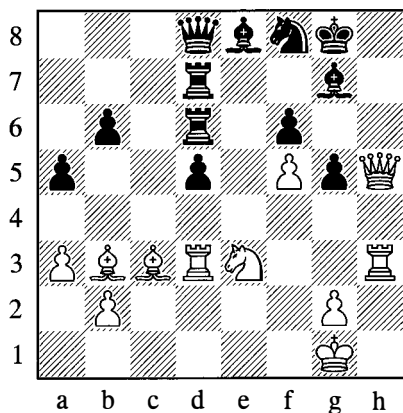


Diagram 19-5

C.Schlechter – I.Gunsberg

Monte Carlo 1901

With his last move, ...♖f7-d7, Black attacked the queen. But it does not have to move away!

37.♙xd5! ♖xd5

Or 37...♙xh5 38.♙xf6† ♖h8 39.♖xh5† ♙h6 40.♖xh6† ♖g7 41.♙e8†! ♖xh6 42.♖h3#.

38.♖xd5 ♙f7

The queen is still taboo: 38...♙xh5 39.♖xd7† ♙e6 40.♙xe6†+–

39.♖xd7

39.♖xf7†! is another way to win.

39...♖xd7 40.♖d3!+– ♙xb3 41.♖xd7 ♙xd7 42.♖e8† ♙f8 43.♖c6 ♙h7 44.a4

1–0

Diagram 19-6

M.Tal – Z.Solmanis

USSR 1970

Instead of recapturing on b3, Tal immediately attacks!

1. ♖xg6! bxa2?

1...fxg6? loses at once to 2. ♜xg7+!

The correct defence is: 1... ♜xc3! 2. ♜xc3 (2. ♖xf7+ ♜f8 3. ♜xc3 bxa2 4. ♜e1 ♜fe4 5. ♜e3 ♜xf7=) 2...bxa2 3. ♖xf6 ♖xf6 4. ♜e8+! ♜g7 (4... ♜xe8 5. ♜xf6 fxg6=) 5. ♜g3 a1 ♜+ 6. ♖b1+ ♜h6 7. ♜f4+ ♜g7 8. ♜g3+ =

2. ♖xf6 a1 ♜+

2... ♖xf6 3. ♜h6+–

3. ♜h2 ♜axc3 4. ♖xf7+

Even two queens cannot save Black, since both of them are out of play.

4... ♜h7

Or 4... ♜f8 5. ♜e8+ ♜xf7 6. ♜e7+ ♜g6 7. ♜xg7+–.

5. ♖g6+

It is mate in a few moves.

1–0

Diagram 19-6

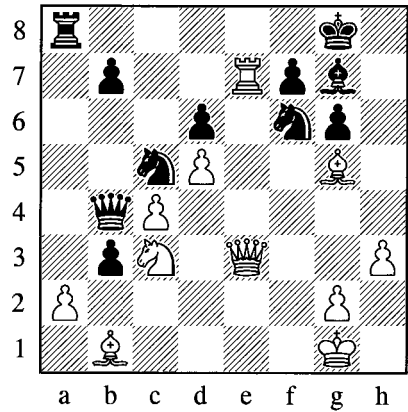


Diagram 19-7

Dobirzin – Boensch

Halle 1977

1. d7!

White finds a forced win.

1... ♜d8

1... ♖xd7 2. ♜xd3+–

2. ♜f6 ♜xd7

2... ♜xd7 is followed, not by 3. ♖h6? ♜d4! and Black defends against the mate, but with the intermediate move 3. ♖g5, after which 3... ♜c8 4. ♖h6!+– is decisive.

3. ♖h6 ♜d4 4. ♜e1!

Threatening mate!

4... ♖e4

4... ♖e6 5. ♜e5+–

5. ♜xe4!

1–0

Diagram 19-7

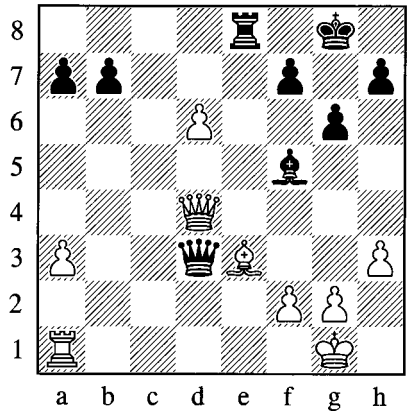


Diagram 19-8

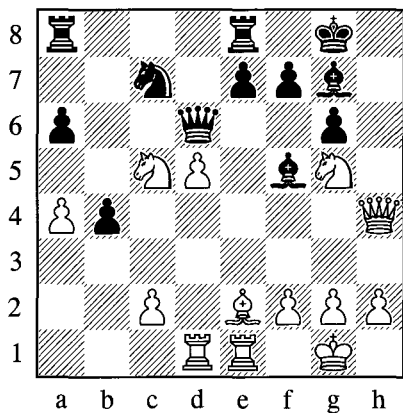


Diagram 19-8

B.Spassky – L.Schmid

Varna Olympiad 1962

22. ♔d3!

The most direct route to victory, although the positional continuation 22. ♖ce4 ♔xe4 23. ♖xe4 would also offer White a decisive advantage.

22... ♜xc5

After 22... ♔xd3, White throws in a couple of intermediate checks before recapturing: 23. ♜h7† ♕f8 24. ♖ce6† fxe6 (24... ♖xe6 25. dxe6+–) 25. ♜xd3+– (or 25. dxe6+–)

23. ♔xf5 ♖xd5

Or 23... gxf5 24. ♜h7† ♕f8 25. ♜h5! ♕g8 26. ♜xf7† ♕h8 27. ♜d3+–.

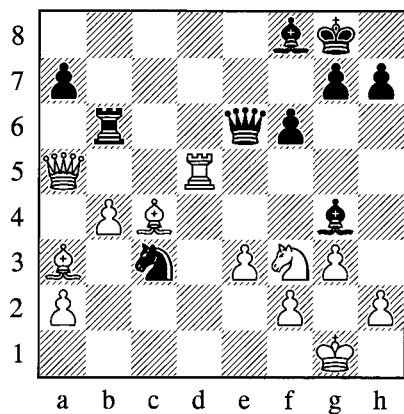
24. ♔e6!

24. ♔xg6! is equally effective.

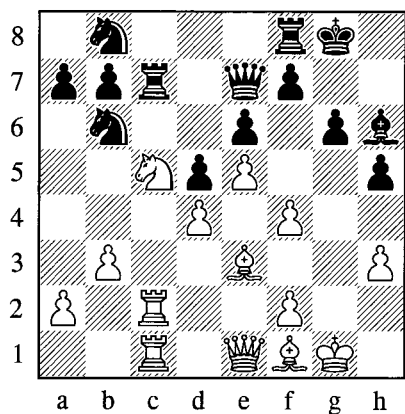
1–0

Exercises

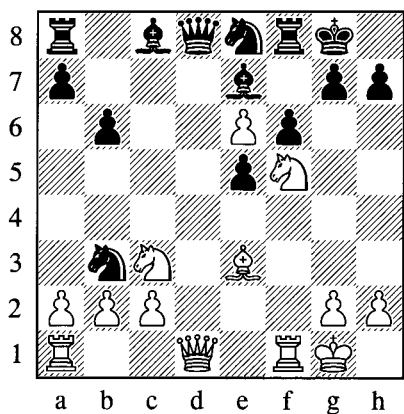
► Ex. 19-1 ◀ ★★★ ▼



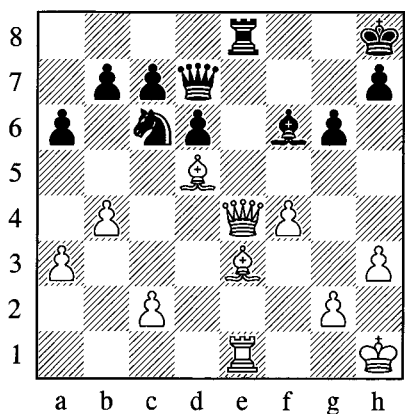
► Ex. 19-4 ◀ ★ △



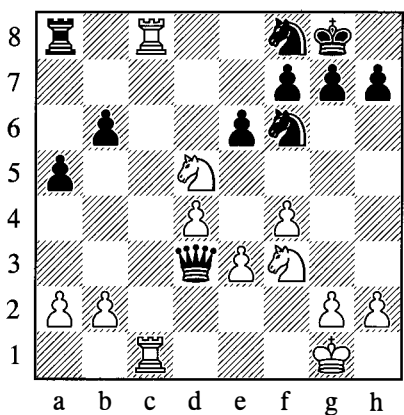
► Ex. 19-2 ◀ ★★ △



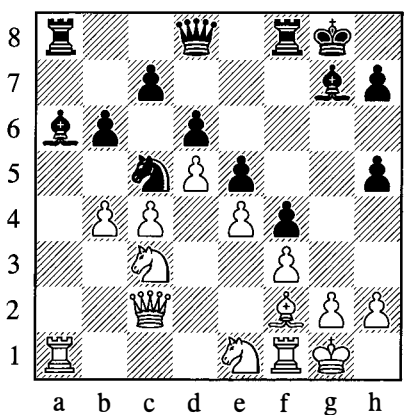
► Ex. 19-5 ◀ ★★★ △



► Ex. 19-3 ◀ ★ △

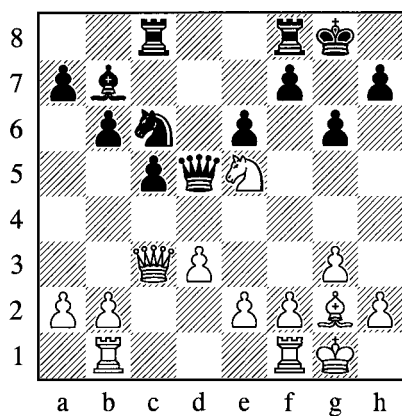


► Ex. 19-6 ◀ ★★ ▼

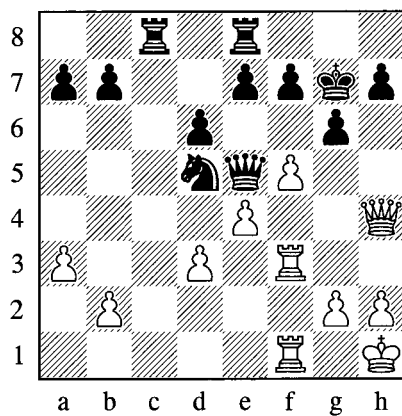


Exercises

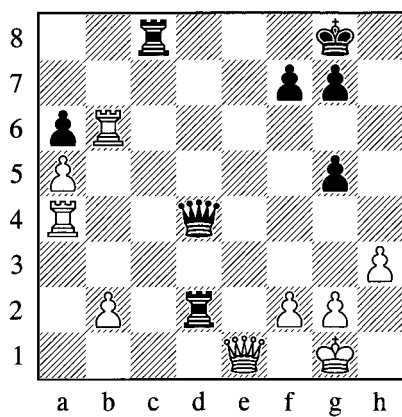
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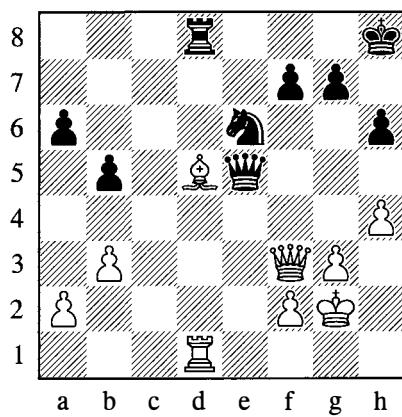
► Ex. 19-10 ◀ ★★★ △



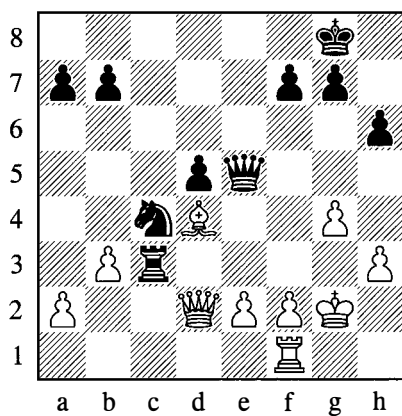
► Ex. 19-8 ◀ ★ ▼



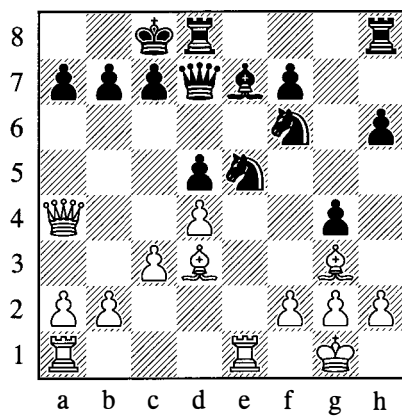
► Ex. 19-11 ★★ △



► Ex. 19-9 ◀ ★★ ▼



► Ex. 19-12 ◀ ★★ △



Solutions

Ex. 19-1

K.Spraggett – O.Rodriguez

Tarras 1990

29...♙xf3!!+–

(1 point)

29...♙b5? is bad, on account of: 30.♙c5! ♜xc4 31.♙xc4 ♙xa5 32.bxa5 ♜e2† 33.♙g2 ♙xf3† 34.♙xf3 ♜g1† 35.♙g2+–

30.♙d4

Or 30.♙c5 ♜xc4! 31.♙xc4 ♙d6! and things continue as in the game.

30...♜xc4!

(another 1 point)

30...♜e2† (1 point) is also good enough to win: 31.♙f1 ♜xd4 32.♙xe6† ♜xe6 33.♙f5 ♜g5 34.h4 ♙d6+–

31.♙xc4 ♙d6!

(another 1 point)

Threatening ...♙d1#.

32.♙d4 ♜e2† 33.♙f1 ♜xd4

34.exd4 ♙xd4 and 34.b5 ♜b3! are both hopeless for White.

0–1

Ex. 19-2

E.Geller – J.Vatnikov

Kiev 1950

15.♜d5!

(2 points)

Nothing is achieved by 15.axb3? ♙xe6=.

If 15.♙g4?, then 15...♜xa1 16.♜xg7 ♜xg7 17.♙h6 ♙d4†+–.

15.♙xd8!? ♙xd8 16.e7 (1 consolation point) is not clear, on account of 16...♙xf5 17.exf8♙† ♙xf8 18.cxb3 ♙e6 and Black has reasonable compensation for the exchange.

15...♜d4

Other moves also lose: 15...♜xa1 16.♜dxe7†+– or 15...♙xe6 16.♜dxe7† ♙h8 17.♙xd8 ♙xd8 18.axb3+–.

16.♜dxe7† ♙h8 17.♜g6†! hxg6 18.e7 ♙c7

19.exf8♙†

1–0

Ex. 19-3

Vasiliev – Burliaev

USSR 1974

1.♜e5!

(1 point)

1.♜e7? would be bad: 1...♙h8 2.♙xa8 (2.♜e5 ♙xe3† 2.♙h1 g6+–) 2...♙xe3†!+–

After the game move, White threatens 2.♜e7† followed by 3.♜xf7#, as well as 2.♜xd3. Black loses in all variations:

a) 1...♙xc8 2.♜e7†! ♙h8 3.♜xf7#

b) 1...♜xd5 2.♜xd3 ♙xc8 3.♙xc8 ♜xe3 4.♜e5+–

1–0

Ex. 19-4

V.Ravikumar – N.Kamel

Graz 1978

25.f5! ♙xe3 26.f6!+–

(1 point)

This pawn wedge will decide the game.

26...♙xf2† 27.♙xf2 ♙e8 28.♙f4 ♙h7

29.♜xe6! ♙xc2 30.♜g5† ♙h8 31.♙xc2 ♜c6

32.♙g2

After 32...♜d8 33.♙d3 Black has no defence against White simply moving his knight and penetrating to h6 with his queen.

1–0

Ex. 19-5

L.Rellstab – H.Ahues

Berlin 1930

37.♙d4!

(1 point)

37.♙d3± is not so strong.

37...♙f8

37...♙xe4 38.♙xf6† ♙g7 39.♙xg7† ♙xg7

40.♙xe4+–

38.♙e8!!

(another 1 point)

Sadly, the white player missed this stunning follow-up. The game continued 38.♙xc6 bxc6

Solutions

39.♙xf6† ♚xf6 40.♚c8† ♜xe8 41.♚xe8† ♜g7 42.♚c8, and White eventually won the rook ending.

38...♜g7

Taking the queen loses: 38...♚xe8 39.♙xf6† ♜g7 40.♚xe8# or 38..♚xe8 39.♚xe8 ♚xe8 40.♙xf6#.

39.♜xf8†! ♜xf8 40.♚e8!+–

(another 1 point)

This final tactical point ends Black's resistance:

- a) 40...♚xe8 41.♙xf6#
- b) 40...♜g7 41.♚xf8 ♙xd4 42.♚f7†+–
- c) 40...♜xd4 41.♚xf8† ♜g7 42.♚f7†+–

Ex. 19-6

Gaidarov – A.Vitolinsh

Riga 1978

1...♙xc4!±

(1 point)

Black's idea is that after 2.♚xa8 ♜xa8 3.bxc5, he has the intermediate move 3...♜a6!±.

(another 1 point for this variation)

Ex. 19-7

Tikan – Peebo

Tartu 1977

1...♜d4!

(1 point)

Nothing is achieved by: 1...♜xe5 2.♜xe5 ♜xe5 3.♙xb7=

2.♙xd5 ♜xe2† 3.♜h1 ♙xd5† 4.f3 ♜xc3

0–1

(another 1 point)

Ex. 19-8

A.Graf – T.Tabatadze

Frunze 1989

27...♚c1!

(1 point)

27...♜xa4? would leave Black in a lost endgame after 28.♜xd2.

After the move played, it is White who is lost: 28.♚xd4 ♚xe1† 29.♜h2 ♚xd4+– or 28.♜xc1 ♜xf2† 29.♜h1 ♜xg2#.

0–1

Ex. 19-9

Based on the game

V.Letunov – E.Ubilava

USSR 1973

30...♜g3†!

(2 points)

After 30...♜xd2 31.♙xe5 ♜xf1?? 32.♙xc3 the knight is trapped.

30...♜e4† (1 consolation point) allows White to battle on: 31.f3 ♜xd2 32.fxe4 ♚c2±

31.♜h2

31.fxg3 ♜e4†+–

31...♜xd2

Or 31...♜e4! 32.f3 ♜xd2 33.fxe4 ♜xf1†+–.

32.♙xe5 ♜xf1† 33.♜h1 ♚xh3† 34.♜g2 ♚h4+–

Ex. 19-10

B.Stein – H.Pfleger

Bundesliga 1988

22.fxg6!

(1 point)

22.exd5 is met by 22...f6!±.

22...♜f6

22...fxg6 loses at once to 23.♚f7†.

23.♚xf6!

(another 1 point)

23...♜xf6 24.♜xh7† ♜f8 25.♜h6†!

(another 1 point)

Of course not 25.♚xf6? ♚c1† and White is mated.

25...♜g8

25...♜g7 26.♚xf7†+–

26.♚xf6

The c1-square is now protected!

26...exf6 is followed by 27.♜h7† ♜f8 28.♜xf7#.

1–0

Solutions

Ex. 19-11

I.Bilek – I.Farago

Hungarian Ch 1973

34.♙xe6!

(1 point)

Naturally not 34.♙xf7? ♚xd5–+.

34...♜xd1 35.♙a8†!

(1 point)

Nothing is achieved by 35.♙xd1? ♙xe6=, and after 35.♙xf7? ♜d8+ Black defends against the mate threat.

However, the intermediate check wins: 35...♖h7 36.♙xf7 h5 37.♙g8† ♖h6 38.♙h8#

1–0

Ex. 19-12

P.Keres – C.Alexander

Hastings 1954/5

17.♙f5!

(2 points)

17.♙b5?! is not clear after 17...c6! 18.♙xa7 cxb5.

However, 17.♙xa7 (1 point) also leads to an advantageous position: 17...♖c6 18.♙a8† ♖b8 19.a4 ♙d6 20.a5 ♙c6 (20...♙xg3 21.a6 c6 22.♙f5!+–) 21.♙h4 ♖e4 22.♙xd8 ♜xd8 23.a6 b6 24.♙xc6 ♖xc6 25.♙xe4 dxe4 26.♙xe4±

17...♙xf5 18.♜xe5 ♙d3

18...♙d7 is followed by 19.♙xa7 ♙e8 20.♜ae1 ♖e4 21.♙a8† ♖d7 22.♙xb7 ♖d6 23.♙xd5+–.

18...♙g6 is a more stubborn defence: 19.♜xe7 ♜d7 20.♜xd7 ♖xd7 21.♙xa7±

19.♜xe7 ♜d7 20.♜e3!

20.♜d1?? ♜xe7!+–

20...♙a6 21.♙xa6 bxa6 22.♙e5

1–0

Scoring

Maximum number of points is **24**

- **20** points and above → **Excellent**
- **16** points and above → **Good**
- **12** points → **Pass mark**

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

Contents

- ✓ Attacking one weakness
- ✓ Manoeuvring against two weaknesses
- ✓ The correct way to play if the opponent defends his weakness

The principle of two weaknesses

In a game against an intelligent defender, it will not be enough to play against a single weakness. It is normally possible to defend one weakness sufficiently well. Attack and defence will cancel each other out.

But it becomes much harder for the defending side if he also has to worry about a second weakness. (This is also well known from military strategy – a war on two fronts is a logistical nightmare.)

So things become at least twice as difficult for the defending side. The attacker then uses the technique which was described by Nimzowitsch as manoeuvring against two weaknesses – he attacks each weakness in turn. To do this, the attacking side relies on superior lines of communication. The defender is constantly obliged to regroup his forces, and the moment may come when he cannot manage this in time.

Diagram 20-1

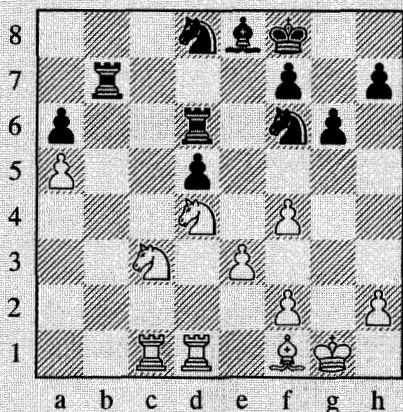


Diagram 20-1

B. Gelfand – A. Karpov

Vienna 1996

The following notes are based on analysis by Gelfand.

Black has two weaknesses – the d5- and a6-pawns. Black has successfully defended his d-pawn and now White tries to increase the pressure on the a6-pawn. In doing so he does not forget his own a-pawn and carefully protects it.

28. ♖a1!

A very subtle move. White prepares 29. ♖db1.

28... ♜c7?!

Not the best reaction, which Gelfand's next move clearly demonstrates.

28... ♜e4?! is wrong, because of 29. ♜db5! ♜xb5 30. ♜xe4+ (Huzman).

Black should play either 28... ♜e7 or 28... ♜e6 29. ♜xe6† (29. ♖db1 ♜xb1 30. ♖xb1 ♜xd4 31. exd4 ♜e7 32. ♜a2±; 29. ♜ce2!±) 29... fxe6 30. ♖db1±.

29. ♜a2!

The knight heads to b4 to attack both weaknesses!

29...♖b7

Or 29...♟c6 30.♟xc6 ♜xc6 31.♜xa6! ♜a4 32.♞dcl ♞xc1† 33.♟xc1±.

Diagram 20-2

30.f3!

White is playing according to the principle, “Don’t be too hasty!” and improves his position, first taking control of the e4-square.

30...♟e6 31.♞db1 ♞e7

Exchanging pieces does not help Black: 31...♞xb1 32.♞xb1 ♟xd4 33.exd4 ♞e6 (33...♟h5 34.♞b6±) 34.♟f2 ♟h5 35.f5 gxf5 36.♟b4 White wins the a6-pawn and obtains a dangerous passed pawn.

32.♟b4±

Now the a6-pawn is in danger.

Diagram 20-3

32...♟c5

Black has to defend the a-pawn this way, because 32...♟xd4 33.exd4 ♞a7 is followed by 34.♟xa6 ♞xa6 35.♜xa6 ♞xa6 36.♞b6 ♞xb6 37.axb6 ♜c6 38.♞cl+.

33.♞cl

By attacking a defending piece, White indirectly increases the pressure on a6.

33...♞b7

If 33...♞c7, then simply 34.♞a2 with the threat of ♞ac2.

34.♞ab1

The way Gelfand regroups his rooks is impressive.

34...♟fd7 35.♟bc6

Clearing the way for the white rook.

35...♞c7

After 35...♞xb1 36.♞xb1 ♟e6 37.♟f2 White is clearly better. The threat is simply ♞b7 with a further strengthening of the white position.

36.♟e5

Diagram 20-4

An interesting moment in the game. White wants to exchange some pieces. That will make it easier both to invade the black camp and attack the existing weaknesses.

36...♟e7

If 36...♟xe5, then 37.fxe5 ♞d8 38.♞b6±.

37.♞c3

Black is now practically forced into playing ...f6, in view of the threat of ♞bc1 followed by ♟xd7.

Diagram 20-2

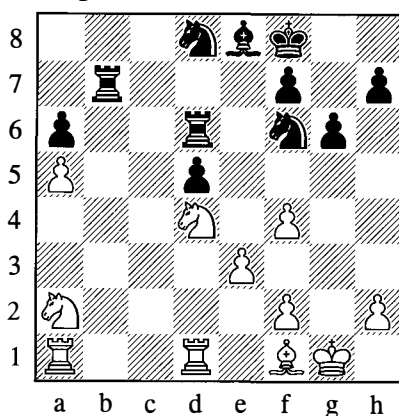


Diagram 20-3

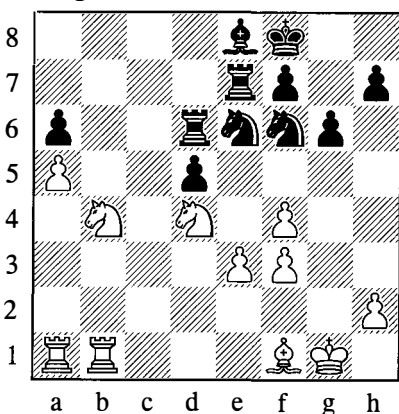


Diagram 20-4

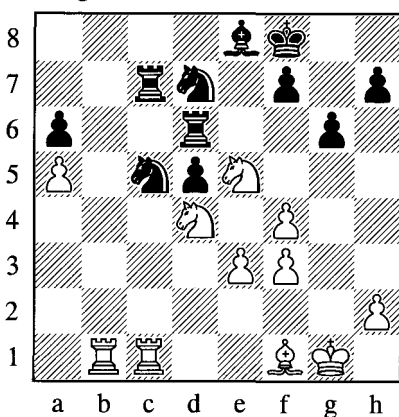


Diagram 20-5

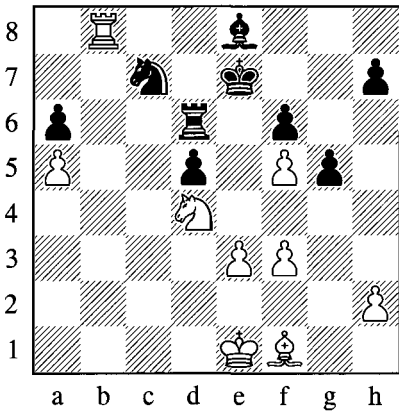
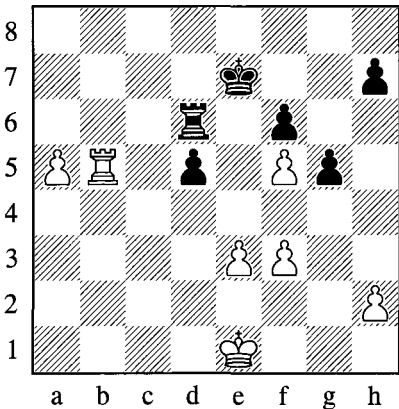


Diagram 20-6



37...f6 38.♖xd7

38.♖d3 would also be strong: 38...♖e6 39.♙xc7 ♖xc7 40.♙c1±

38...♙xd7 39.♙b8

White can also get an advantage in material with: 39.♙bc1 ♖e6 40.f5!? (or 40.♖xe6 ♙xc3 41.♖f8+ ♙e7 42.♖xg6+ hxg6 43.♙xc3 d4±) 40...gxf5 41.♖xf5 ♙xc3 42.♙xc3 d4 43.♖xd4 ♖xd4 44.exd4 ♙d5 45.♙c5± (Ftacnik).

39...♖e6

39...♙e7 would be more resilient: 40.f5 g5±

40.♙xc7+ ♖xc7 41.♙f2

White brings his king into the game too.

41...♙e7 42.f5 g5 43.♙e1!

Diagram 20-5

White is threatening to activate his king even more, bringing it to c5. Black cannot see any active options and makes the transition to a lost rook ending.

43...♙b5

43...♙f7 44.♖d2 h5 45.♙c3 h4 46.♙b4 is quite hopeless for Black.

44.♙xb5 ♖xb5

Or 44...axb5 45.♙b7 ♙d7 46.♖d2+–.

45.♖xb5 axb5 46.♙xb5+–

Diagram 20-6

Gelfand has achieved a winning position in majestic fashion. The rest is given without comments.

46...♙c6 47.♙xd5 ♙c3 48.♖d2 ♙a3 49.♖c2 ♙xe3 50.♖b2 ♙e2+ 51.♖b3 ♙xh2 52.a6 ♙h1 53.♖b4 ♙a1 54.♙a5 ♙b1+ 55.♖c5 ♙b8 56.a7 ♙a8 57.♖c6 h5 58.♖b7 ♙xa7+ 59.♖xa7 ♖d6 60.♖b6 h4 61.♙c5 h3 62.♙c2 ♖e5 63.♙h2 ♖xf5 64.♙xh3 ♖f4 65.♖c5 f5 66.♖d4 g4 67.fxg4 fxg4 68.♙h8 ♖f3 69.♖d3

1–0

The principle of two weaknesses shows us the correct way to approach those positions in which the opponent has a single weakness, but is able to defend it relatively easily. Although we often first attack the weakness, so that our opponent is occupied with its defence and cannot undertake any operations of his own, we do not simply continue playing against the weakness, but rather try to **provoke a fresh weakness**, as far away as possible from the original one.

This second weakness might be a pawn, but might also be something more abstract, such as an open file. What is important is that it is something our opponent will have to be worry about!

Diagram 20-7

A.Yusupov – H.Wirthensohn

Hamburg 1991

Black has one weakness in this position – the b4-pawn. But this weakness is being very well protected by the two rooks. White really has to provoke a fresh weakness, and starts a pawn attack on the kingside.

25.g4!

White wants to open a file on the kingside and keep his opponent busy there too

25...♖h8

The threat of opening a file is already having an effect – the black rook is diverted to the kingside and White can exchange a pair of rooks on the queenside!

26.♖b5! ♖hb8?!

26...♖xb5 would be slightly better.

27.♖xb6 ♖xb6

Diagram 20-8

28.g5

White has not only managed to swap off one defender of the b4-pawn, but he has also obtained the opportunity to open a file on the kingside.

28...hxc5 29.hxc5 ♖d7

29...♖e8?! is followed by: 30.♖h1 ♖c7 31.♖h7! ♖f8 32.♖h8† ♖e7 33.♖c1 ♖xa6 34.♖a8 ♖c7 35.♖xa7 ♖d7 36.♖b1± White intends ♖a2-b3, and Black will have major problems protecting his b4-pawn.

30.♖h1±

White prepares an invasion on the kingside.

30...♖b8 31.♖h7 ♖g8

31...♖f8!? 32.♖h8† ♖e7 is a better defence.

Diagram 20-9

32.c3!

With the black rook passive, White now activates his forces on the queenside. But why does he exchange off the weak b4-pawn? The reason is that after 32.♖c1!?, intending ♖b1-a2-b3, Black has a good defence in 32...♖b6! 33.♖b1 ♖c4 with counterplay.

32...bxc3† 33.♖xc3

Diagram 20-7

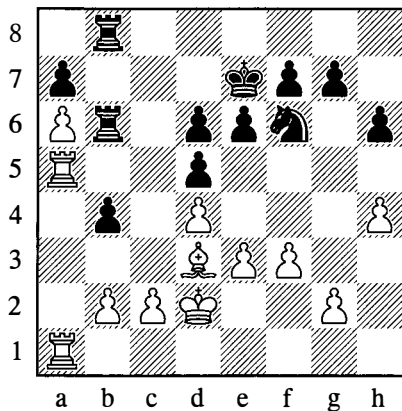


Diagram 20-8

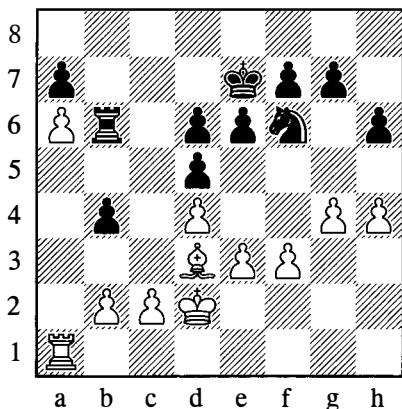
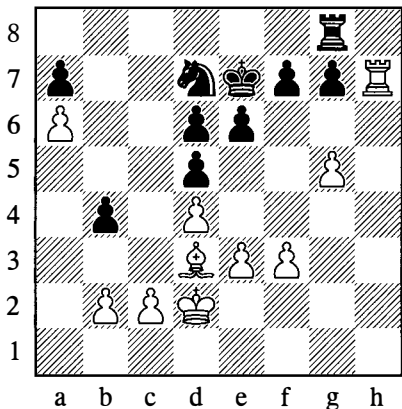


Diagram 20-9



Instead of the weak b4-pawn Black now has worries about his a7-pawn: The white king is threatening to penetrate on the queenside.

33...♔d8 34.♕b4

Otherwise the black king would get to b6.

34...♔c7 35.♕a5 ♖b6

Threatening 36...♗c4†.

35...♗b8? 36.♗b5± leaves the knight trapped, as after an exchange of minor pieces, White can win the rook ending by simply advancing his b-pawn.

Diagram 20-10

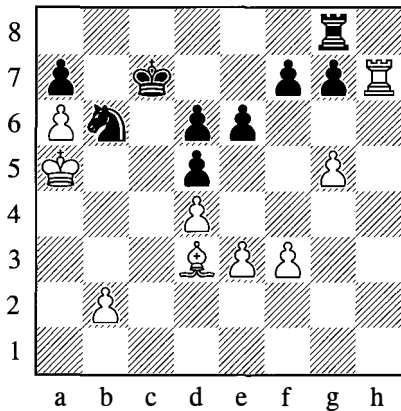


Diagram 20-10

36.♖h2!

This is the best way to parry Black's threat, as after the obvious 36.b3 Black can redeploy his knight: 36...♗c8! 37.♖h2 ♗e7 and if 38.♗b5 (to prevent ...♗c6†), then 38...♗f5 gives Black counterplay.

36...♗c8

36...♗c4† is bad: 37.♗xc4 dxc4 38.♖c2 d5 39.b3+—

36...♗c8 is followed by 37.♖c2†, and it is not easy for black to effectively redeploy his knight.

37.b3 ♕d7 38.♖h7! ♖g8

In time trouble, Black shrinks from trying his luck with the more active 38...♖c3. The following variation shows his decision was correct: 39.♗b5† ♕e7 40.♕b4 ♖xe3 41.♖h8! (threatening ♖e8#) 41...f6 42.♖b8 and the threat of ♖xb6 is decisive.

Diagram 20-11

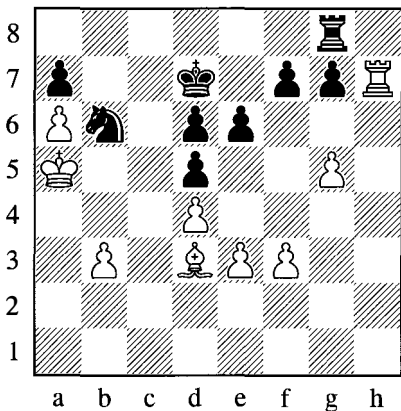


Diagram 20-11

39.f4!?

With the intention, after 39...♗c8, of playing 40.f5!. Once more an operation on the kingside induces Black to weaken his queenside defences.

39...♕e7 40.♗b5

White wants to bring his bishop to b7 and only then set his king in motion. Why not play the immediate 40.♕b5? At the last moment I noticed a hidden trap: 40...♗a8! and after 41.♕c6?? ♖b8, White cannot prevent 42...♖b6#!

40...f6

Black tries to distract his opponent, but only succeeds in weakening his second rank. He would have been better sitting tight with 40...♗c8!±.

41.♗e2

Intending to meet 41...♕f7 with 42.♗h5†.

41...fxg5 42.fxg5 ♗d7

42...♕f7 just loses a tempo: 43.♗h5† ♕e7 44.♕b5±

The best defence is 42...♖a8!±, which is very easy to overlook.

Diagram 20-12

43.♔b5!

The white king is now set to invade.

43...♖f8!±

Black had to play 43...♖b8, although it is passive. After 44.♙g4 ♕f7 45.♞h2± White is clearly better.

44.♞h2 ♖d7 45.♔c6+- ♞c8†

If 45...♞b8, then 46.♞h7+-.

46.♔b7 ♞b8† 47.♔xa7 ♞xb3 48.♞h8!

White employs all his resources.

48...♖f8

48...♞xe3?! is met by 49.♙h5, and Black must give up a pawn to avert the threatened mate: 49...♖f8 50.♞g8 g6 51.♙xg6 ♖xg6 52.♞g7† White's two passed pawns will suffice to win the game.

49.♙d1

Diagram 20-13

49...♞b4

49...♞b2?! loses to 50.♙a4 followed by ♙c6-b7.

Black should probably look for practical chances with 49...♞xe3!± and:

a) After 50.♔b7 ♞e1! White can go wrong: 51.♞g8? (or 51.a7? ♞xd1 52.a8♞ ♞b1† 53.♔c7 ♞c1†±) 51...♞xd1 52.♞xg7† ♔e8 53.a7 ♞a1 (53...♞b1† 54.♔c6 ♞a1±) 54.a8♞† ♞xa8 55.♔xa8 e5 and Black has drawing chances.

b) I had seen a relatively simple way to win: 50.♔b6! ♞a3 51.♔b5 followed by 52.♙a4+-.

50.♙c2 ♞c4 51.♙d3 ♞b4 52.g6!

Threatening ♞g8.

52...e5

Or 52...♞b3 53.♙c2 ♞b2 54.♙a4 ♖xg6 55.♞b8 ♞a2 56.♞b4+-.

53.♙f5 exd4 54.exd4 ♞xd4 55.♔b6

Now the way is clear for the a-pawn.

55...♞a4

After 55...♞b4† 56.♔a5 ♞b2, White can win with either 57.♞g8 or 57.♞h4.

56.♞g8!

White continues to exploit all Black's weaknesses right to the end!

56...♖e6 57.a7

1-0

Diagram 20-12

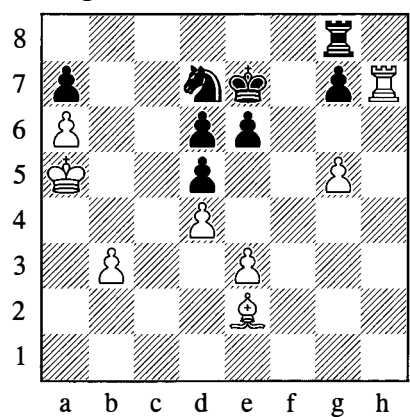
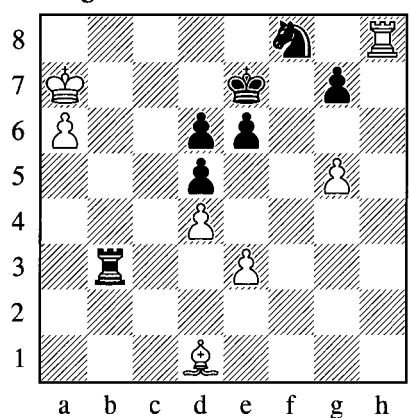
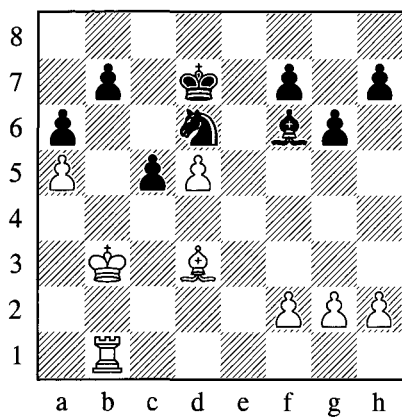


Diagram 20-13

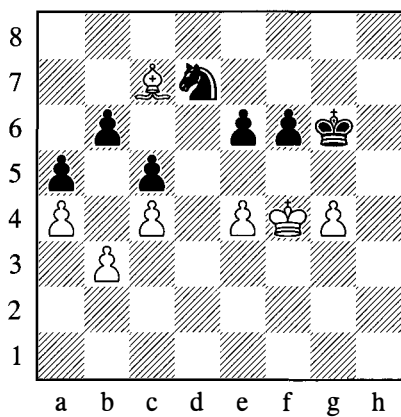


Exercises

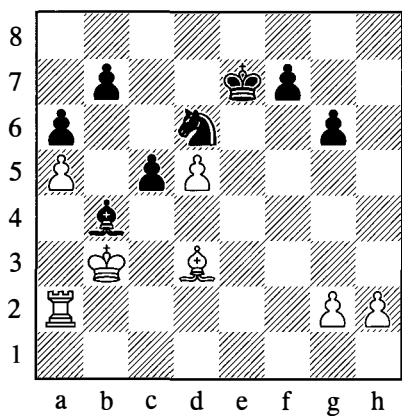
► Ex. 20-1 ◀ ★★★ △



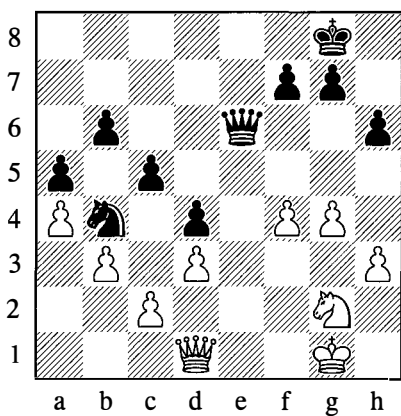
► Ex. 20-4 ◀ ★★ △



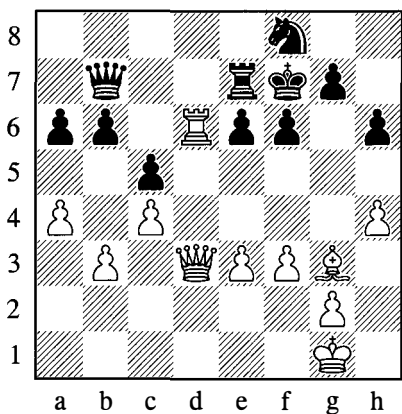
► Ex. 20-2 ◀ ★★ △



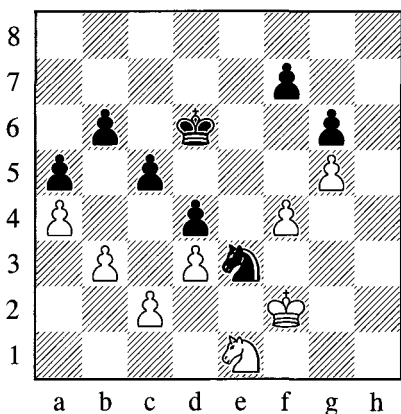
► Ex. 20-5 ◀ ★★ ▼



► Ex. 20-3 ◀ ★★ △

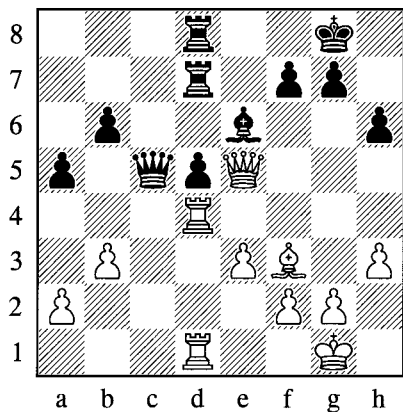


► Ex. 20-6 ◀ ★★ △

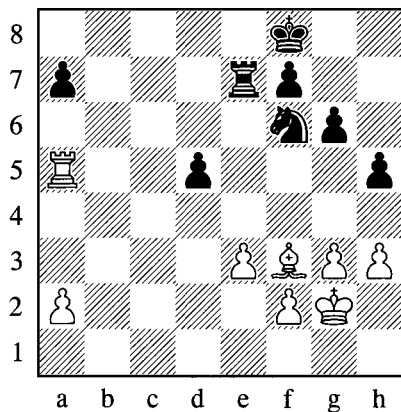


Exercises

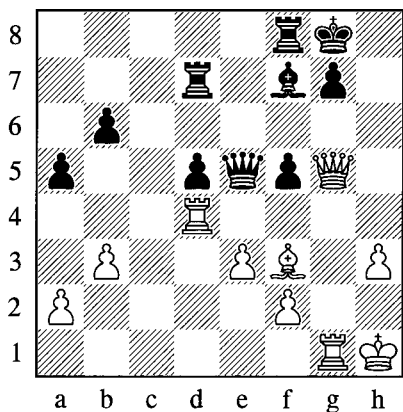
► Ex. 20-7 ◀ ★ ★ △



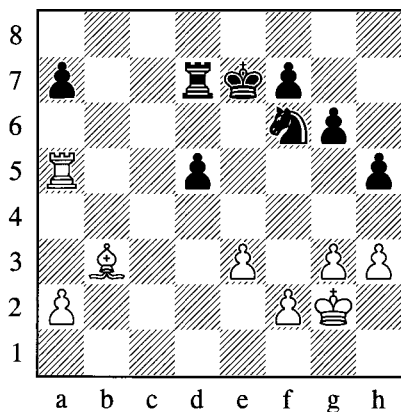
► Ex. 20-10 ◀ ★ ★ △



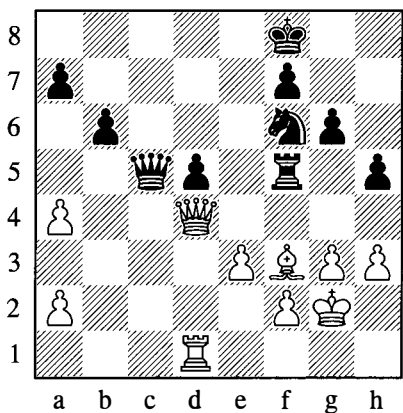
► Ex. 20-8 ◀ ★ ★ △



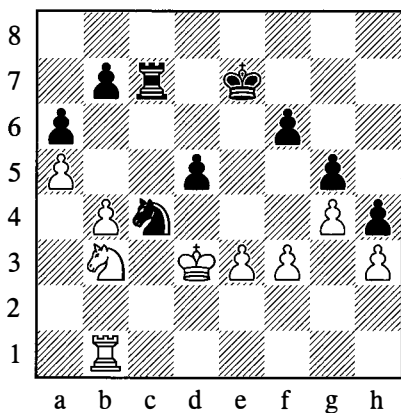
► Ex. 20-11 ★ ★ △



► Ex. 20-9 ◀ ★ ★ △



► Ex. 20-12 ◀ ★ ★ △



Solutions

Ex. 20-1

V.Smyslov – M.Tal

Bled Candidates 1959

34.f4!±

(3 points)

The passed pawn on d5 is safely blockaded, so White tries to arrange a second weakness on the kingside.

Advancing the f-pawn is the most direct way to go about this, though 34.g4 (2 points) and 34.g3 (1 point) are also possible.

34...♙d4 35.♖f1 ♙e3

If 35...f5, then White can play 36.♖e1, aiming to follow up with ♖e2 and h4-h5 (Smyslov).

36.f5 ♙d2 37.fxg6 hxg6

37...fxg6 38.♖f8 ♙xa5 39.♖h8±

38.♖a1 ♜e7 39.♖a2 ♙b4±

39...♙e1?? 40.♖e2†+–

See Ex. 20-2.

Ex. 20-2

V.Smyslov – M.Tal

Bled Candidates 1959

40.h4!

(2 points)

White creates his second passed pawn.

40...♜f6 41.g4 ♙e1 42.h5 ♜g5 43.♖a1 ♙d2

44.♖h1+– gxh5 45.gxh5 c4†

45...♜h6 46.♜a4 c4 47.♙e2+– (Smyslov).

46.♙xc4 ♜h6 47.♖f1! ♜xh5

47...♙g5 48.♙e2+– (Smyslov).

48.♖f6 ♜e4 49.♙e2†

Clearing the c4-square for the king.

49...♜g5 50.♖xf7 ♙e3

50...♙xa5 51.♙d3 ♜d6 52.♖d7+– (Smyslov).

51.♖e7 ♜f4 52.♙d3 ♜d6 53.♜b4

Threatening ♖e6.

53...b6 54.axb6 ♙xb6 55.♙xa6 ♙d4 56.♖e6

♙e5 57.♜c5 ♜f7 58.♙d3 ♙b2 59.♙g6 ♜g5

60.♖e8 ♙a3† 61.♜c6 ♜f3 62.♖e4† ♜g5

63.♙h7 ♜h6 64.♙f5 ♜g5 65.♙g4

1–0

Ex. 20-3

A.Miles – R.Dzindzichashvili

Tilburg 1978

38.h5!

(2 points)

White fixes Black's weaknesses on the kingside.

An alternative approach is 38.e4 (1 point), intending e4–e5, but that seems less clear.

38...♙d7 39.♖xd7 ♖xd7

39...♜xd7 40.♖g6†+–

40.♖xd7† ♜xd7 41.♙c7! a5?! 42.♜f2 g5

43.hxg6† ♜xg6 44.♜g3 ♜g5 45.e4 h5

46.♜h3

46.f4†? ♜g6 47.♜h4 allows Black to set up a fortress with 47...f5=.

46...♜h6 47.♜h4 ♜g6 48.♙d8 ♜h6 49.♜g3

♜g7 50.♜h4 ♜h6 51.♙c7 ♜g6 52.g3 ♜h6

53.g4! bxg4 54.fxg4 ♜g6 55.♜g3 ♜g5

55...f5 56.gxf5† exf5 57.♜f4!+–

56.♜f3 ♜h6

56...e5 57.♜g3 ♜g6 58.♜h4 ♜h6 59.♙d8

♜g6 60.g5! fxg5† (60...f5 61.exf5† ♜xf5

62.♜h5 e4 63.g6+–) 61.♙xg5 ♜b8 62.♙d8

♜d7 63.♜g4+– and Black is in zugzwang.

57.♜f4 ♜g6

See Ex. 20-4.

Ex. 20-4

A.Miles – R.Dzindzichashvili

Tilburg 1978

58.e5!

(2 points)

White creates a passed pawn on the kingside. Black cannot adequately defend the two weaknesses (his queenside pawns and the white passed pawn) and ends up in zugzwang.

58...fxe5†

Or 58...f5 59.gxf5† exf5, and now 60.♙d6 puts Black in zugzwang, while 60.e6 also wins.

59.♙xe5 ♜f7 60.♙c7 ♜f6 61.g5† ♜f7

62.♜g4 ♜g6 63.♙d6

Solutions

Black is in zugzwang:

a) 63...e5 64.♙c7 e4 65.♙f4 (or 65.♙d8+–) 65...e3 66.♙xe3 ♘xg5 67.♙e4 followed by ♙d5-c6 and White wins.

b) 63...♙f7 64.♙h5 ♘g7 65.♙c7 ♙h7 (65...e5 66.♙g4 ♙g6 67.♙d8 e4 68.♙f4+–) 66.g6† ♙g7 67.♙g5 ♙g8 68.♙h6 ♙h8 69.g7† ♙g8 70.♙g6 e5 71.♙f5 ♙xg7 72.♙e6 ♙f8† 73.♙xe5 ♙f7 74.♙d5+– (Miles).

1–0

Ex. 20-5

B.Spassky – V.Korchnoi

Candidates Match (5), Kiev 1968

The notes to Exercises 20-5 and 20-6 are based on analysis by Korchnoi.

29...h5?!

Black must bring about a second weakness, but he attacks with the wrong pawn. You get 1 point if you chose this.

29...g5?! (1 point) is not clear either: 30.♙d2 f6 31.♙e1! and White retains good defensive chances.

The correct move, as pointed out by Flohr, is 29...f5! ♣.

(3 points)

Black intends 30...fxg4 31.fxg4 g6, when he can later create a passed pawn with ...h5.

30.♙h2 hxg4 31.hxg4 g6?! 32.g5! ♙f8 33.♙g3 ♙e7 34.♙d2 ♙d5?!

34...♙d6 would make it more difficult for White to exchange queens favourably. For example: 35.♙e1 ♙d5 36.♙g2 ♙c6 37.♙e1 ♙xe1† 38.♙xe1 b5! ♣

35.♙e1! ♙xe1† 36.♙xe1 ♙d6 37.♙f3 ♙e6 38.♙g2 ♙b4 39.♙e1 ♙f5 40.♙g3 ♙d5 41.♙g2

41.♙f3? ♙xf4 42.♙h4† ♙xg5 43.♙f3† ♙f5 44.♙h4† ♙f6!–+

41...♙e3 42.♙e1 ♙d5 43.♙g2 ♙e3 44.♙e1 ♙e6 45.♙f2 ♙d6?!

45...♙d5 would allow Black to keep pressing, although White should be able to defend.

See Ex. 20-6.

Ex. 20-6

B.Spassky – V.Korchnoi

Candidates Match (5), Kiev 1968

46.c4!

(2 points)

White seizes the chance to rid himself of the weakness on c2 and secure his queenside.

46.♙f3 (1 point) would leave White facing a longer battle to draw.

46...♙e6 47.♙g2 ♙d1†

Targeting the b3-pawn does not promise success: 47...♙c2 48.♙h4 ♙a1 49.♙e2 ♙xb3? 50.♙d1± (Dvoretzky).

48.♙f3 ♙c3 49.♙h4 ♙a2 50.♙e2 ♙b4 51.♙d2

½–½

Ex. 20-7

M.Botvinnik – E.Zagoriansky

Sverdlovsk 1943

The principle of two weaknesses is not only employed in the endgame, but frequently in the middlegame too. In this case, the first weakness is the isolated d-pawn. White now decides to attack on the kingside to provoke a second weakness there.

25.g4!

(2 points)

25...♙c6

25...♙d6? 26.♙xd6 ♙xd6 27.e4±

26.g5! hxg5 27.♙xg5

White threatens ♙h4 followed by ♙h5.

27...f6?!

A better way to defend against White's threat was 27...♙c2 28.♙h4 ♙f5 29.♙g3±.

28.♙g6 ♙f7 29.♙g3 f5?! 30.♙g5 ♙e6?!

Black could try 30...♙d6, when White should avoid 31.♙xf5? ♙f6, but simply 31.♙h2± is promising.

31.♙h1 ♙e5

Here too, 31...♙d6! could be considered.

32.♙g1 ♙f8

See Ex. 20-8.

Solutions

Ex. 20-8

M.Botvinnik – E.Zagoriansky

Sverdlovsk 1943

33.♖h6!

(2 points)

White threatens ♖h4, and at the same time attacks the b-pawn.

33.♖h4 (1 point) is less clear: 33...♗d6 34.♙h5 ♖f6±

However, 33.♖f4! (also 2 points) is another strong option. For example: 33...♙e6 34.♖h4± or 33...♙e8 34.♙g4 ♗df7 35.♙h5 ♖e7 36.♙xe8 ♗xe8 37.♖h5±.

33...♗b8?!

33...♗d6 loses to 34.♖xg7†, and 33...g6 34.h4± leaves Black under great pressure.

The most resilient defence is: 33...♗c8! 34.♖h4 (34.♖xb6 ♗c2±) 34...♙f8±

34.♖h4 ♙f8 35.♖h8† ♙g8 36.♖f4+–

White attacks all the black weaknesses in turn; now the f5-pawn is the target.

36...♗bb7 37.♖g5 ♖f7 38.♖h5

Or 38.♙h5 ♖f6 39.♙g6+–.

38...♖a1† 39.♙g2 g6 40.♖xg6 ♙h7 41.♖d6† ♖be7 42.♖d8†

1–0

Ex. 20-9

W.Uhlmann – B.Rogulj

Bucharest 1979

28.a5!

(2 points)

White takes the opportunity to attack on the queenside.

28.g4? (1 consolation point) is less clear: 28...hxxg4 29.hxxg4 ♖xd4 30.♖xd4 (30.exd4? ♖f4) 30...♖e5 31.a5 bxa5 32.♖a4 g5 33.♖xa5 ♖e7±

Another strong move is 28.♖b2! (also 2 points), which threatens g3-g4. Black should defend with 28...♖e7!±, rather than 28...♖c6 29.g4! ♖g5 (29...hxxg4? 30.hxxg4 ♖g5 31.♖b4†

♖c5 32.♖f4 ♙e4 33.♖h1!+–) 30.♖b4† ♖c5 31.♖f4 ♙e4 32.h4+– (Dvoretsky).

28...♖xd4

28...♖xa5? 29.g4+–

29.♖xd4 bxa5 30.♖a4 ♖e5 31.♖xa5 ♖e7

See Ex. 20-10.

Ex. 20-10

W.Uhlmann – B.Rogulj

Bucharest 1979

32.♙d1!

(2 points)

White brings his bishop to b3. He can then deploy his pawns on the kingside without hindrance.

Nothing is achieved by 32.♙xd5? ♖e5 33.e4 ♙xe4 34.f4 ♖f5 35.♖b5 ♙g7 36.♙c6 ♖xb5= (Uhlmann).

32.g4 (1 consolation point) is less clear than the game move: 32...hxxg4 33.hxxg4 g5±

32...♖d7

Black could try to hinder White on the kingside with 32...g5!? 33.♙b3 g4.

33.♙b3

33.♙a4! is even more precise, aiming to gain a tempo after 33...♖c7 34.♙b3.

33...♙e7

Here too, 33...g5!? is worth considering.

See Ex. 20-11.

Ex. 20-11

W.Uhlmann – B.Rogulj

Bucharest 1979

34.f4!±

(2 points)

White has the strong plan of ♙f3 followed by g4-g5.

34...♖c7

34...♙e6 35.♙f3 ♙e4? 36.♖xd5! ♖xd5 37.♙xe4 f5† 38.♙f3+–

35.♙f3

Don't be too hasty!

Solutions

If 35.♔xd5?, then 35...♖xd5 36.♗xd5 ♖c2+
37.♕f3 ♗xa2=.

35...♕e6 36.g4!

36.e4?! is not so clear: 36...♖c3+ 37.♕g2
♖xe4 38.♔xd5+ ♕f5 and his active king gives
Black counterplay.

36...hxc4+ 37.hxc4 ♕e7

Black can no longer defend the d-pawn:
37...♗d7 38.g5 ♖g8 (38...♖e4 39.♗xd5+–)
39.e4 ♖e7 40.♗a6+ ♗d6 41.♗xa7+–

**38.g5 ♖e4 39.♔xd5 ♖d6 40.♗a6 ♖f5 41.e4
♖d6 42.♕g4 ♖c8 43.f5! ♖b6**

43...gxf5+ 44.exf5 ♖b6 45.f6+–

**44.f6+ ♕d6 45.♕f4 ♕c5 46.♔b3! ♕b5
47.♗xb6+! axb6 48.e5 ♕c6 49.♔f7! ♗xf7**

50.e6 ♗h7 51.f7

1–0

Ex. 20-12

A.Yusupov – Zhu Chen

Bad Homburg 1998

50.f4!

(2 points)

White also opens a front on the kingside.

50.♖d4 (1 point) is solid, but the move in
the game gives White better practical chances.

50...♕d6

This attempt to defend solidly is too passive.
Black had to play actively to maintain the
balance: 50...♖a3! 51.♗b2 ♖c4 52.fxc5 fxc5
53.♖c5 ♖b5 54.♖xb7 ♖c3+ 55.♕e2 d4 with
sufficient counterplay.

51.♖d4 ♖c8 52.fxc5 fxc5 53.♗f1+ ♖b2+?

53...♖e5+ 54.♕e2 ♖c6! 55.♗f6+ ♕e7
56.♗f5 ♖xd4+ 57.exd4 ♖c2+ 58.♕d3 ♗h2
59.♗xd5 ♗xh3+ 60.♕e4 ♗g3 61.♗xg5 h3+
54.♕e2 ♖a4 55.♗f6+ ♕e7 56.♗g6+– ♕f7
57.♗xg5 ♖c4 58.♗f5+ ♕g7 59.♗xd5 ♗xb4
60.♗d6 ♕f7 61.g5 ♖c3+ 62.♕d3 ♖b5
63.♗b6

1–0

Scoring

Maximum number of points is 26

- **22** points and above.....→ **Excellent**
- **17** points and above.....→ **Good**
- **13** points.....→ **Pass mark**

If you scored less than 13 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ Better lines of communication
- ✓ Better positions for pieces
- ✓ Some guidelines for the side with the advantage in space

An advantage in space

The side whose pawns are further advanced than those of his opponent often has an advantage in space. This side then has much better lines of communication, which is an effective advantage in positions in which play can be carried out on both flanks.

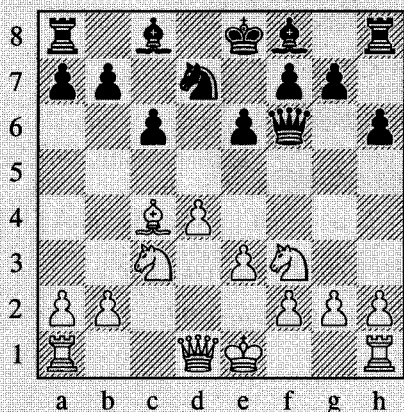
Space is only one element in the position, and it is often less important than, for example, an open file or pawn weaknesses. Nevertheless there are plenty of positions in which the possession of more space is an advantage.

The side which has an advantage in space can position its pieces better and regroup them more easily. The side which has less space often has a problem doing that: it has too few good squares available for too many pieces.

Some guidelines for the side which has the advantage in space:

- 1) **Avoid any unnecessary exchanges of pieces**, because such exchanges provide more space for the opposing side's remaining pieces.
- 2) **Carefully prepare to open a file**, so as to penetrate with your major pieces.
- 3) **Try to prepare a pawn advance**, in order to drive the opposing pieces even further back.
- 4) If the situation permits, you may try to **manoeuvre against two weaknesses**. Better lines of communication play an important part in this.
- 5) It is very important to think prophylactically and to **prevent any attempts by your opponent to free himself**.

Diagram 21-1



A.Yusupov – A.Dreev

Tilburg 1992

1.d4 d5 2.c4 c6 3.♘f3 ♘f6 4.♘c3 e6 5.♙g5 h6
6.♙xf6 ♗xf6 7.e3 ♘d7 8.♙d3 dxc4 9.♙xc4

Diagram 21-1

9...♙d6

9...g6 is a popular alternative.

10.0-0

Obviously Dreev was not afraid of 10. ♖e4 ♗b4†
11. ♕e2 ♜e7 12. ♜c2∞.

10... ♜e7

10...0-0! is weaker, because of 11. ♖e4 ♜e7
12. ♖xd6 ♜xd6 13. e4 followed by e4-e5, with
advantage to White (Sveshnikov).

Diagram 21-2

11. ♖e4

White must prevent the freeing move ...e5. The
text is better than:

a) 11. ♜d3 0-0 12. ♖e4 ♗c7 13. ♖g3 e5 14. ♗b3
♜e8 15. ♗c2 ♖f6 16. dxe5 ♗xe5 17. ♖xe5 ♜xe5 18. e4
♗e6= Beliavsky – Dolmatov, USSR Ch 1979.

b) 11. ♜c1 0-0 12. ♜e2 e5 13. ♖e4 exd4 14. ♖xd6
♜xd6 15. ♜fd1 ♜e7 16. ♜xd4 ♖f6= Gheorghiu –
Larsen, Buenos Aires 1979.

11... ♗c7 12. ♜c1 0-0

12...e5 is met by 13. d5!±.

13. ♜c2

It is difficult to decide where the white queen
is best placed, on c2 or e2. Here is an example of
how Black can play against the latter: 13. ♜e2 ♜d8
14. ♜fd1 ♖f8 15. ♖e5 ♗d7 16. f4 ♗e8 17. a3 a5
18. ♗a2 ♖h8 19. ♜f3 a4! and Black had achieved
counterplay in Razuvaev – Dreev, Moscow 1989.
Black will later play ...f6 to activate his light-squared
bishop. The move ...a4 is typical; Black is suffering
from a lack of space, so he tries to grab some space
on the queenside.

Diagram 21-3

13... ♜d8

13...b6!? is worth considering, intending to meet
14. ♗b5 with 14... ♗xh2†! 15. ♖xh2 cxb5∞.

13... ♜b8 may be followed by: 14. ♗b3 ♖f6?!
15. ♖xf6† ♜xf6 16. ♜c5 ♗b6 17. ♜c3 ♗d7 18. ♖e5
♜e7 19. ♗c2 ♗c7 20. f4± Razuvaev – Yusupov,
USSR Ch 1980.

14. ♜fd1

A typical way of playing in positions where you
have an advantage in space. White concentrates
his forces in the centre and aims to prevent Black's
freeing operations (above all ...e5); after ...e5 he will
continue with d4-d5.

14. ♗b3!? is also a useful move for White.

14... a5

Diagram 21-2

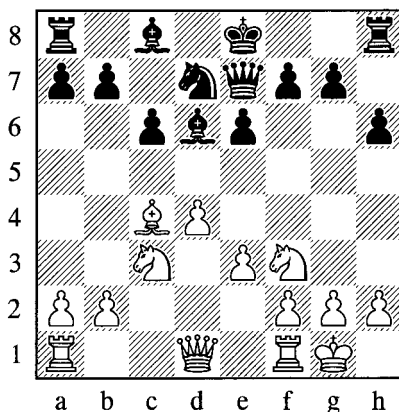
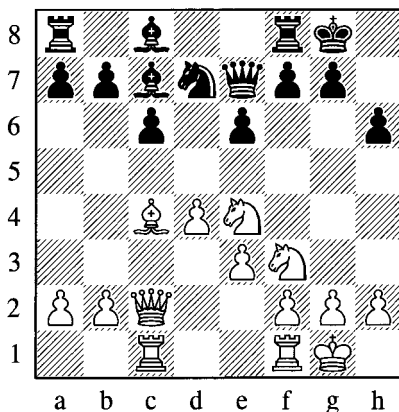


Diagram 21-3



14...♖f8, intending ...♗d7-e8, is part of the standard plan for Black. But Dreev first wants to secure some space on the queenside with ...a5-a4.

14...b6 is interesting. For example: 15.♗b5 ♗xh2† 16.♖xh2 cxb5 17.♞c7 ♗a6 18.♗d6 ♖f8 19.♗e5 ♗xe5 20.dxe5 ♞d7 21.♞c6 ♗b7= 15.♗b3!?

Diagram 21-4

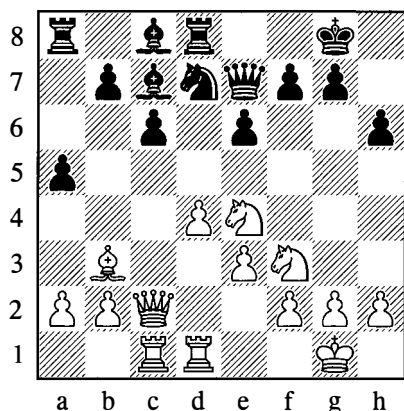


Diagram 21-4

White hinders ...a4. He enjoys more space and has good lines of communication. But the black position is very hard to crack open; Black may be passive, but he has no weaknesses.

15...♗f8

Dreev's plan is clear – he wants to activate his light-squared bishop with ...♗d7-e8 and eventually ...f6.

16.a3

Another useful move, which also gains some space, since White now covers the b4-square. White will also have the possibility of bringing his bishop via a2 to b1, to put it to work along another diagonal.

16...♗d7 17.♗c5 ♞a7

Diagram 21-5

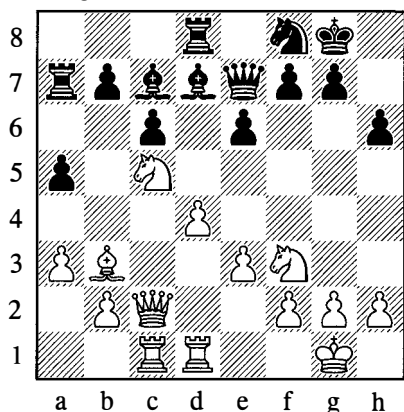


Diagram 21-5

17...♞ab8 is not an improvement: 18.e4!± ♗c8 (after 18...♗e8 19.e5 ♗b6 20.♗e4± it is difficult for Black to find anything active to do) 19.♗d3!± ♗g6 (19...♗d7 20.e5±) 20.e5 ♗h4! 21.♗de1!± The exchange of knights is useful for White in this instance, since the black knight could protect the kingside. 21...♗xf3† (21...♗g6!?) 22.♗xf3 ♗d7 23.♞e4 c5!± (after 23...♗e8 24.h4± White may continue with h4-h5 and ♗c2) 24.♞xc5 ♗c6 (24...♗b6 25.♞c3±) 25.♞f4 ♗xf3 26.gxf3!± Despite the opposite-coloured bishops, Black's position remains difficult. He does not have sufficient compensation for the sacrificed pawn. White won after a long and hard struggle in Yusupov – M.Gurevich, Munich 1993.

18.e4!

An important move. After the subsequent e4-e5, White gains even more space and prevents ...f6.

18...♗e8 19.e5±

The white advantage may not be all that big, but it is very stable. Black must remain in a passive position.

19...♙b6 20.♘e4

White chooses not to exchange pieces yet. However, 20.♙e4 is a good alternative: 20...♙xc5 21.dxc5 ♜xd1† 22.♙xd1 and White has a clear advantage, in view of the bad bishop on e8.

20...♞aa8!

Diagram 21-6

A good regrouping, which demonstrates Dreev's class. Black wants to attack the white d-pawn after ...♞d7 and ...♞ad8.

21.♙a2!

Clearing the b3-square for the white queen.

21...♞d7

21...a4? is wrong here: 22.♘c3 c5 23.d5±

22.♙b3 ♙a7

22...♙d8?! is met by 23.♘c5±.

23.♘d6 ♞d8!

Dreev defends very well and sets a trap, the details of which White did not work out properly.

If 23...♞ad8, then 24.♙c3± targets the weakness on a5.

Diagram 21-7

24.♘xb7?

Simply 24.♙b1± would be better. White can then play on the kingside and enjoy his advantage in space.

24...♞xb7! 25.♙xb7 ♙b6!±

Threatening ...♞a7.

26.d5!?

White had planned 26.♞xc6 ♞b8 27.♞xb6 ♞xb7 28.♞xb7, but now saw that this is not clear, because of 28...♙c6! 29.♞b3 ♙d5 and Black gets enough material for the queen.

26...cxd5

26...exd5 is possible: 27.♞xc6 ♞b8 28.♞xb6 ♞xb7 29.♞xb7 ♙c6 30.♙xd5 ♘e6!=

27.♘d4 ♘g6

Diagram 21-8

Black now gets a pawn for the exchange. The position remains balanced.

28.♘c6 ♙xc6 29.♙xc6

29.♞xc6?! is worse: 29...♞b8 30.♙a6 ♘e5 and Black has the initiative.

29...♘e5 30.♙c2 ♘g4 31.♞f1

After 31.♞d2? White was afraid of 31...♙g5.

Diagram 21-6

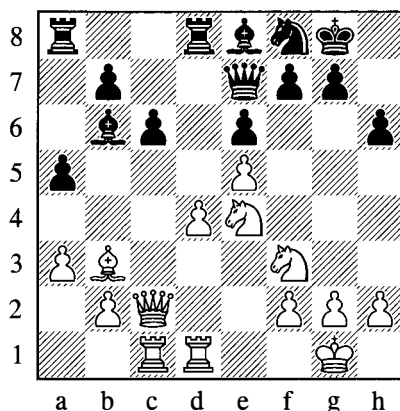


Diagram 21-7

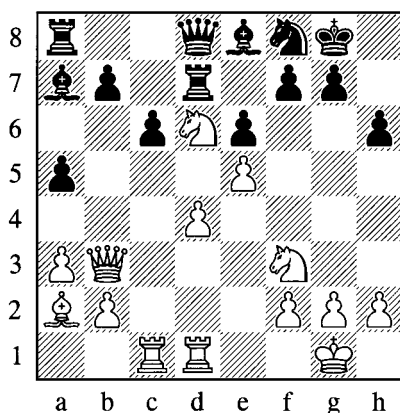


Diagram 21-8

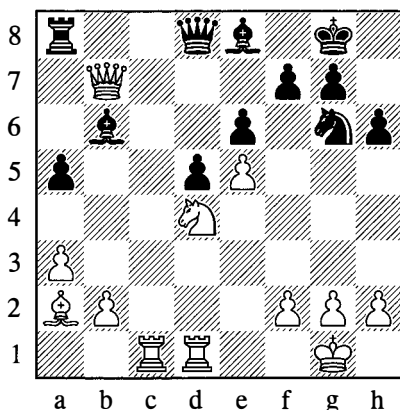


Diagram 21-9

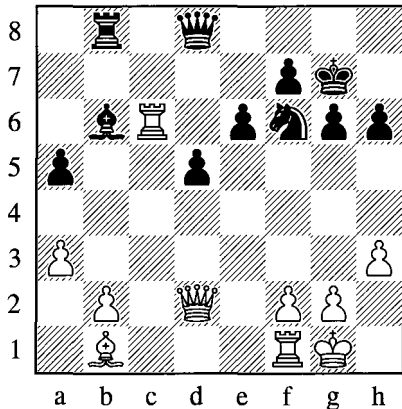


Diagram 21-10

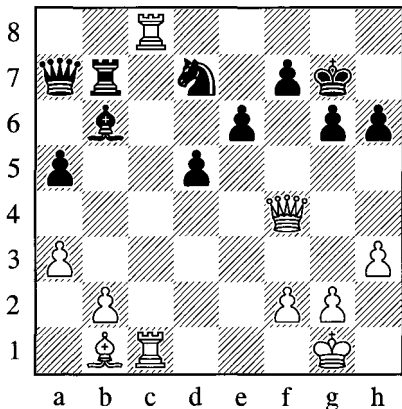
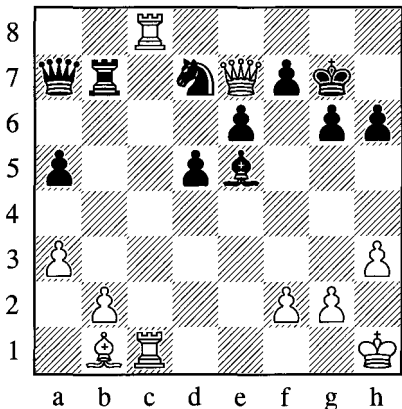


Diagram 21-11



31...♖b8 32.♗b1 g6 33.h3 ♜f6 34.♙d2 ♔g7
35.♗c6

White consolidates his position and prepares for play on the c-file.

Diagram 21-9

35...♙d7

Black begins to lose the thread in time trouble. It was worth considering 35...e5 or 35...♜d7, with sufficient compensation in either case.

36.♗fc1 ♙a7?!

36...e5!? would still be sensible.

37.♙f4

White brings his pieces closer to the black king.

37...♖b7?!

37...♗d4 would be met by 38.♗c7.

38.♗c8 ♜d7??

Either 38...e5 or 38...♗d4!? would be better.

The ensuing passage of play is typical of time trouble, with neither player finding the best moves.

Diagram 21-10

39.♙d6?

39.♗h8! wins straight away: 39...♜xh8 40.♙xh6+ ♜g8 41.♗c8+—

39...♗d4?

39...♗xf2+ 40.♜h1 ♗h4 is the right way for Black to defend his kingside, intending 41.♗1c7? ♙f2! 42.♗xb7 ♙e1+ 43.♜h2 ♗f2—+.

40.♜h1?!

40.♙e7! is clearly stronger, meeting 40...♜b6 with 41.♙d8+.

40...♗e5?

40...♗xb2?! is also met by 41.♙e7!! and the threat of ♙d8 gives White a powerful attack.

However, Black could still save himself with 40...♗f6=.

We have already seen this position as Diagram 1-9 in the first chapter. The game concluded:

41.♙e7!

Diagram 21-11

White is threatening ♙d8 followed by ♙h8#. With the time-trouble phase over, both players were quite amazed to realize that White was now totally winning!

1-0

V.Korchnoi – A.Onischuk

Wijk aan Zee 1997

1.c4 f5 2.♖c3 ♜f6 3.d4 g6 4.f3**Diagram 21-12**

A pet line of Korchnoi's. White may not get any particular advantage, but he steers the game in the direction of a King's Indian Defence.

4...♙g7 5.e4 fxe4 6.fxe4 d6 7.♞f3

Another set-up is 7.♙e2 followed by ♙g5.

7...0-0 8.♙e2 c5

After 8...e5 9.dxe5 dxe5 10.♙xd8 ♖xd8 11.♙g5 c6 12.0-0 White is better, according to Korchnoi.

8...♞c6 is worthy of consideration.

9.d5 ♞g4 10.0-0 ♞e5

10...♞d7 11.♙e1 ♞de5 12.♞h1 e6 13.♙g3 exd5 14.♙g5 ♙d7 15.♞xd5± was Korchnoi – Miton, Krynica (rapid) 1998.

11.♙g5 ♞bd7**Diagram 21-13****12.♞h1!**

White has an advantage in space. Korchnoi describes very appositely the reason for Black's problems: "The e5-square is the pride and joy of the black position, but there are simply too many pieces which would like to occupy that outpost. Such a situation often proves to be a serious problem. Sooner or later Black will be forced to exchange on f3, and White will be ready to capture with the pawn."

12...h6 13.♙d2 a6 14.♙c2 ♖b8

14...♞f7, intending ...♞de5, is worth considering, as is 14...♙e8!?

15.a3 ♙e8**Diagram 21-14****16.b4**

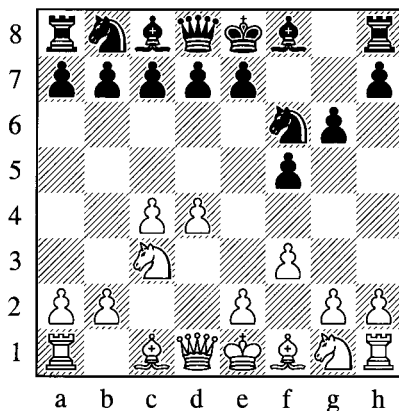
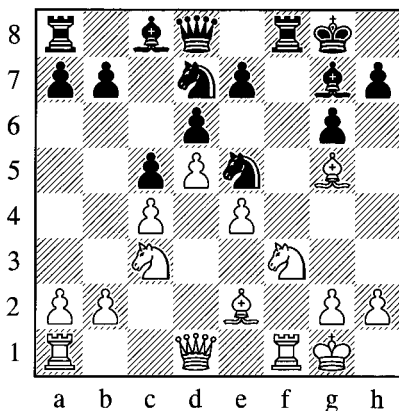
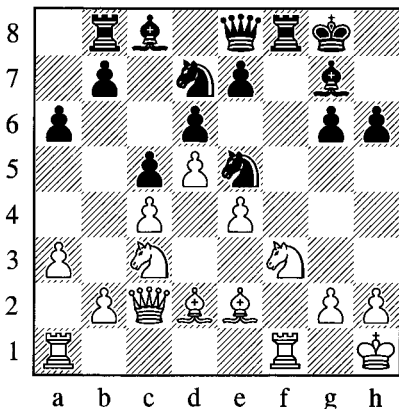
White is preparing a massive assault. Black now finally takes the knight on f3, but if he was going to make this exchange, he probably should have done so earlier

16...♞xf3 17.gxf3 b5

White would reply to 17...e5 with 18.dxe6 ♙xe6 19.f4, with attacking chances.

18.cxb5 axb5 19.f4!?

It is also possible to first play 19.♖ab1 c4 and only then 20.f4.

Diagram 21-12**Diagram 21-13****Diagram 21-14**

The exchange sacrifice $19.\text{♟xb5!}$ is interesting: $19...\text{♙xa1}$ $20.\text{♜c7}$ ♞f7 $21.\text{♞xa1}$ (Korchnoi) and White has good compensation.

$19...\text{♞f7?!}$

Black cannot get any communication between the two flanks without moving his e-pawn. However, $19...e6?!$ would be too early: $20.\text{♜xb5}$ ♙xa1 $21.\text{♞xa1}$ $exd5$ $22.\text{♜xd6}$ ♞e6 $23.e5$ (Korchnoi) and White is very active.

Black could try $19...c4!?$, preparing ...e6.

$20.\text{♞g1}$ ♙d4?!

Diagram 21-15

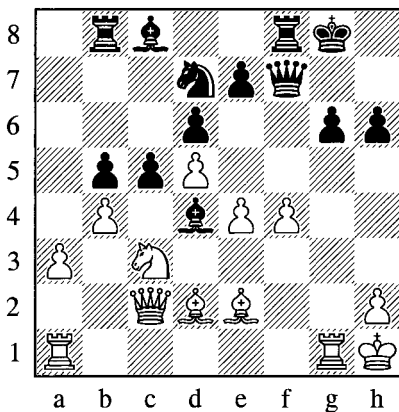


Diagram 21-15

$21.e5!?$

White takes advantage of his superior communication and the weaknesses on the kingside to mount a rapid attack against his less well coordinated opponent.

But $21.\text{♙h5!}$ might be even stronger!

$21...\text{♜xe5}$

If $21...\text{♙xg1}$ $22.\text{♞xg1}$ ♜h7 , then $23.e6+-$.

$22.fxe5$ ♙f5 $23.\text{♙d3}$ ♜xd3

$23...\text{♙xg1}$ $24.\text{♞xg1}$ ♜h7 would be slightly better, although White is still doing well.

$24.\text{♞xd3}$ ♙xg1 $25.\text{♞xg1}$ ♜h7 $26.bxc5$

White will now have the possibility of getting a far-advanced central passed pawn.

$26...dxc5$ $27.\text{♜e4}$ ♞f5?!

The attempt to keep the queens on the board leads to a rapid end. Better is $27...\text{♞f3}\dagger$ (or first $27...c4$) $28.\text{♞xf3}$ ♞xf3 $29.d6\pm$ (Korchnoi).

$28.\text{♞e3}$ ♞h5?! $29.d6$

$29.\text{♜xc5}\pm$ is simpler.

$29...\text{♞f3?}$

$29...exd6$ would be more resilient: $30.\text{♜f6}\dagger$ ♞xf6 $31.exf6$ ♞e8! $32.\text{♞f4}$ ($32.\text{♞xe8}$ $\text{♞f3}\dagger=$) $32...\text{♞d5}\dagger$ ($32...\text{♞e2}$ $33.\text{♞f1!}$ $\text{♞d5}\dagger$ $34.\text{♞f3!}+-$) $33.\text{♞g2}$ $g5$ $34.\text{♞f1}\pm$

Diagram 21-16

Now there is a beautiful finish.

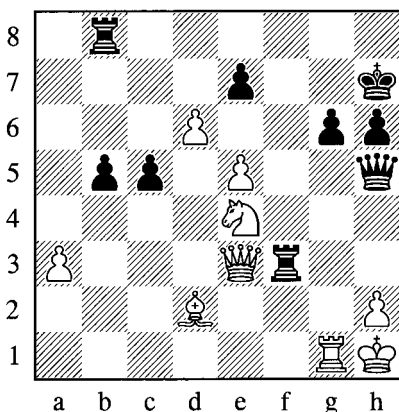
$30.dxe7!$ ♞xe3 $31.\text{♜f6}\dagger$ ♜h8 $32.\text{♜xh5}$ ♞d3 $33.\text{♞xg6}$

Or $33.\text{♞f1}+-$.

$33...\text{♞xd2}$ $34.\text{♞d6!}$

1-0

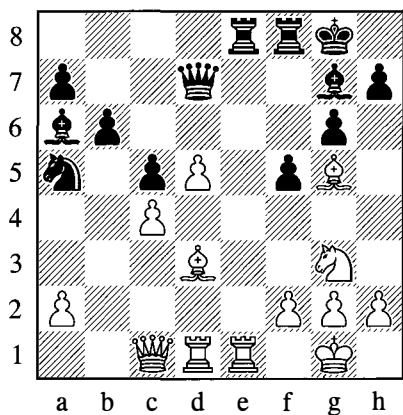
Diagram 21-16



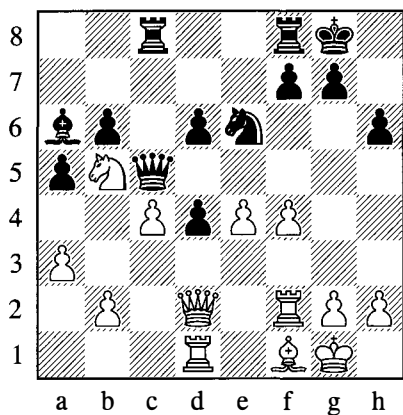
An advantage in space must not be overestimated, but a strong player can squeeze a great deal out of such an advantage. In the test you will see a lot of examples from games by Korchnoi, and there is a great deal you can learn from them.

Exercises

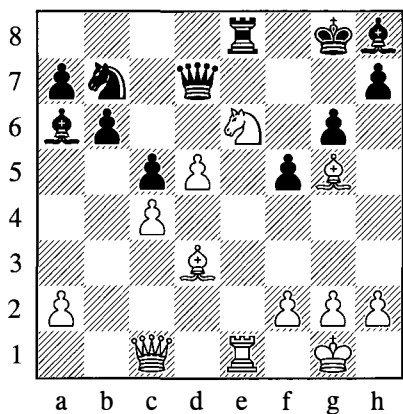
► Ex. 21-1 ◀ ★★ △



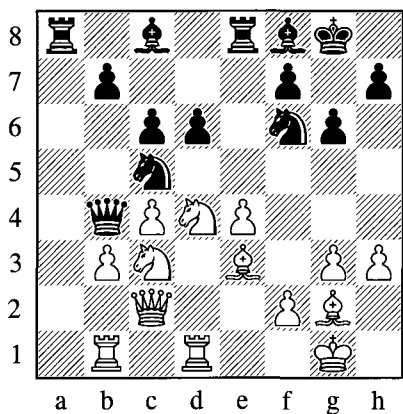
► Ex. 21-4 ◀ ★ △



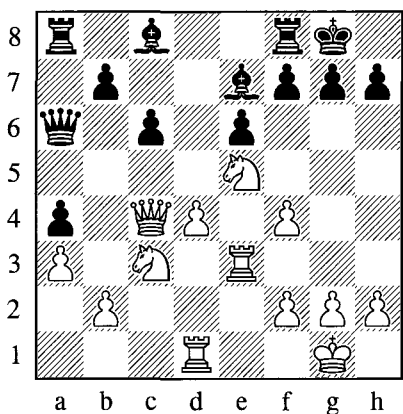
► Ex. 21-2 ◀ ★★★ △



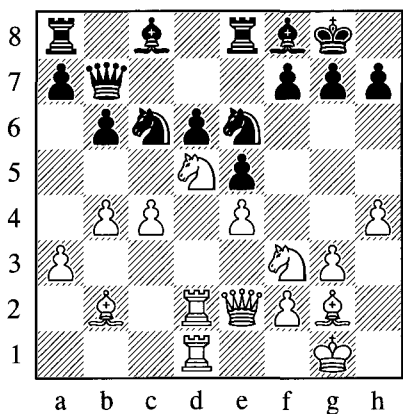
► Ex. 21-5 ◀ ★★★ △



► Ex. 21-3 ◀ ★★ △

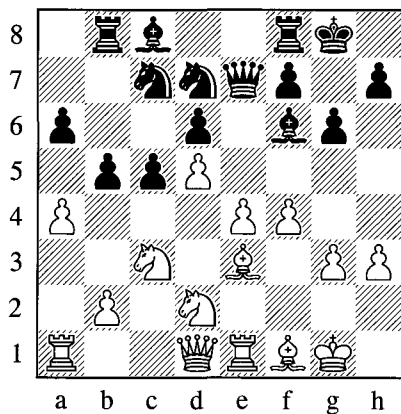


► Ex. 21-6 ◀ ★ △

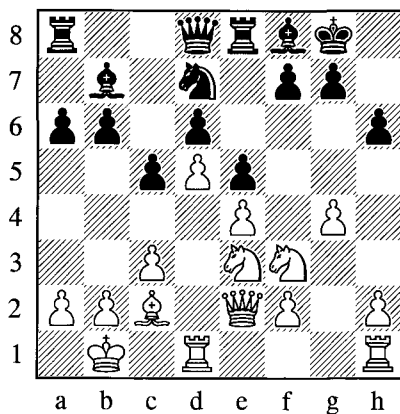


Exercises

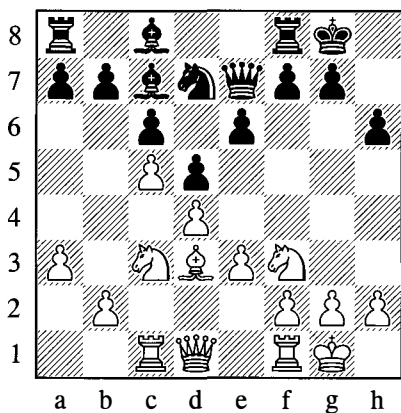
► Ex. 21-7 ◀ ★★ △



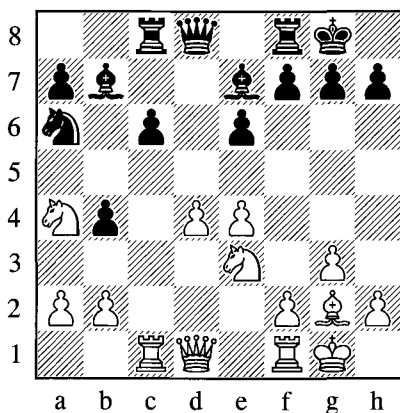
► Ex. 21-10 ◀ ★★★ △



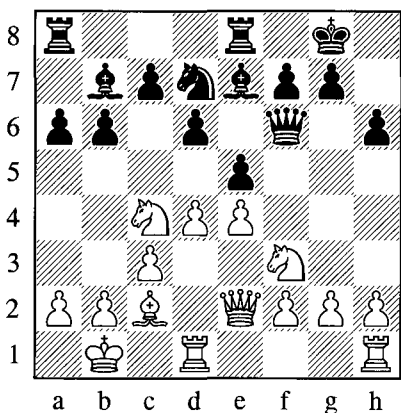
► Ex. 21-8 ◀ ★★ △



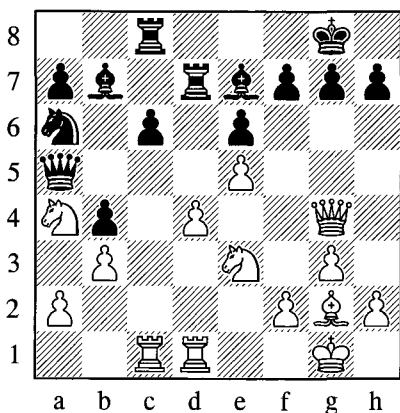
► Ex. 21-11 ◀ ★★ △



► Ex. 21-9 ◀ ★ △



► Ex. 21-12 ◀ ★★ △



Solutions

Ex. 21-1

A.Beliavsky – B.Gulko

Linares 1990

1.d4 ♘f6 2.c4 g6 3.♘c3 d5 4.cxd5 ♘xd5
5.e4 ♘xc3 6.bxc3 ♙g7 7.♙c4 0–0 8.♘e2 ♘c6
9.0–0 b6 10.♙g5 ♙b7 11.♙d2 ♙d6 12.♙ad1
♘a5 13.♙d3 c5 14.d5 e6 15.c4 ♙a6 16.♙c1!
exd5 17.exd5 ♙ae8 18.♘g3! ♙d7 19.♙fe1 f5?!
(19...♘b7 20.♙xe8 [20.♘e4 f5] 20...♙xe8
21.♘e4±)

Diagram Ex. 21-1

20.♘e2!

(2 points)

White improves the position of the knight, and will bring it to e6.

20.♘f1 (1 point) is not bad, but is less active.

20...♘b7?

Too passive. 20...♙a4± had to be played.

21.♘f4 ♙xe1†

21...h6 22.♘g6 hxg5 23.♘xf8±

22.♙xe1 ♙e8 23.♘e6 ♙h8

23...♘d6 24.♘g7±

See Ex. 21–2.

Ex. 21-2

A.Beliavsky – B.Gulko

Linares 1990

24.♘c7!!

(1 point)

24...♙xe1† 25.♙xe1 ♙xc7 26.♙e8† ♘g7

27.♙d2!

(another 1 point)

Nothing is achieved by 27.♙e7 h5.

But 27.♙c1! (also 1 point) is just as good.

27...♙d8 28.♙c3† ♘h6 29.♙e3†

29.♙xh8 ♙xh8 30.♙xh8 ♘d6=

29...♙g5

29...g5 30.♙h3† ♘g6 31.♙xf5† ♘h5

32.♙h3#

30.f4!

(another 1 point)

30...♙g4 31.♙xh8+– ♙d1† 32.♙f1 ♘d6
33.♙h3† ♙h5 34.♙c3 ♘e8 35.d6! ♙d1
36.♙h3†
1–0

Ex. 21-3

Y.Pelletier – A.Yusupov

Switzerland 2002

17.♙a2!±

(2 points)

White follows the first of the guidelines that we gave at the start of the chapter – in positions with an advantage in space, unnecessary exchanges should be avoided.

17...b5?!

17...♙d8!? 18.f5 ♙b6 would be a better way to seek counterplay.

18.♘e4± b4 19.axb4 ♙xb4 20.♙b1 f5
21.♘c5 ♙b5 22.♙c1 ♙d8 23.♘cd3! ♙d6
24.♘c5 ♙e7 25.♙c3 ♙d5 26.g3 ♙d6 27.♘f3
h6 28.h4 ♙b8 29.♙d2 ♙a6?! 30.♘xa6 ♙xa6
31.♙xc6 ♙b7 32.♙c4± ♘h7 33.♙e2 ♙d7
34.♙xa4 ♙db5 35.♙a6 ♙c7 36.♙exe6 ♙xb2
37.♙xh6†!– gxh6 38.♙xh6† ♘g8 39.♙g6†
♙g7 40.♙e6† ♙f7 41.♙h8†
1–0

Ex. 21-4

A.Khalifman – A.Yusupov

Las Palmas 1993

27.b4!+–

(1 point)

27...axb4 28.axb4 ♙c6

28...♙h5 29.♘xd6+–

29.♘a7! ♙xe4 30.♘xc8 ♙xc8 31.f5 ♘g5

32.♙f4 ♙e7

32...♙e3† 33.♙xe3 dxe3 34.♙xd6+–

(Dautov).

33.♙e1 ♙d8 34.♙xd4 ♙b7 35.♙xd6 ♙c7

36.♙d7 ♙b8 37.♙d6 ♙a8 38.♙xb6 ♙b8

39.♙a5! ♙a6 40.b5

1–0

Solutions

Ex. 21-5

V.Korchnoi – B.Ivkov

Hastings 1955/6

20. ♖d2!

(2 points)

White takes advantage of the unsafe position of the black queen and threatens ♖c2 followed by b3-b4.

20... ♗b6

Black loses material after both 20... ♖xe4 21. ♖xe4+ and 20... ♖a6 21. ♖c2 ♗a5 22. ♖d5! ♗d8 (22... ♗xd2 23. ♖xf6+–) 23. ♖b6+– (Korchnoi).

21. b4+–

(another 1 point)

21... ♖xe4 22. ♖xe4 ♖xe4 23. ♗d3 ♖xf2

No better are 23... f5 24. ♖e6!+ and 23... d5 24. ♖e6 c5 25. ♖xf8 ♗xf8 26. cxd5+–.

24. ♖f2 ♗c7 25. ♗e1 ♗xe1† 26. ♗xe1 ♖d7 27. b5 h5 28. bxc6

Another winning plan is 28. ♗b3!?, intending bxc6 followed by ♗b1 and ♗b7 (Korchnoi).

28... bxc6 29. ♖b5 ♗b8?

29... ♗d8 is more resilient, in view of 30. ♖xd6? ♖f5!.

30. ♖xd6 ♗xd6 31. ♗xd6 ♖xd6 32. ♗d1 ♖e6

Or 32... ♖xg3 33. ♗xd7+– (Korchnoi).

33. ♗xd6 ♖xc4 34. ♖d4 ♖e6 35. ♖xc6 ♗c8 36. h4

1–0

Ex. 21-6

V.Korchnoi – M.Filip

Stockholm 1962

22. h5!?

(1 point)

This gains even more space on the kingside. 22. ♖e3 (also 1 point) is good too.

22... h6 23. ♖e3!?

An alternative plan is 23. ♗e3 ♗b8 24. ♖h4+ followed by ♖f5.

23... ♗c7 24. ♖f5 ♗d8 25. ♗d3 a5 26. ♖c3 axb4 27. axb4 b5! 28. cxb5 ♖a7 29. ♗d2?

29. ♖b2+ is correct, with the point that 29... ♖xb5 is met by 30. ♖xe5 dxe5 31. ♗xd8 ♖xd8 32. ♗xb5.

29... ♖xb5

Black has now obtained good counterplay, although White won in the end.

Ex. 21-7

V.Korchnoi – M.Tal

USSR Ch, Yerevan 1962

19. e5!

(1 point)

A standard sacrifice in such structures.

19... dxe5 20. ♖de4

(another 1 point)

20... ♗d8

After 20... ♖e8 21. axb5 axb5 22. ♖xb5, White has regained the pawn with a clear advantage.

21. ♖xf6† ♖xf6

21... ♗xf6 22. fxe5 ♖xe5 23. ♖f4+–

22. d6

White has several promising options here:

a) 22. ♖xc5! ♗e8 23. fxe5 ♖fxd5 24. ♖xd5 ♖xd5 25. axb5 axb5 26. ♗d4±

b) 22. axb5 axb5 23. d6!±

22... ♖e6 23. fxe5 b4! 24. ♖d5 ♖xd5 25. ♗xd5 ♖b7 26. ♗d2 ♗d7 27. ♖h2± b3!

27... f6 loses to 28. ♖c4! (Korchnoi).

28. ♗ac1 ♗xa4 29. ♖c4 ♖c8 30. ♗f1 ♗b4 31. ♖xe6 ♖xe6 32. ♖h6 ♗e8 33. ♗g5

White has a continuing attack.

Ex. 21-8

V.Korchnoi – K.Robatsch

Havana 1963

13. e4!

(2 points)

A standard move. White gains space in the centre.

13... dxe4 14. ♖xe4 e5 15. d5

15. ♗e1 can be met by 15... ♗d8! (Korchnoi), or with the more adventurous

Solutions

15...f5 16.♔d5† cxd5 17.♖xd5 ♖d8 18.dxe5 ♜e8, with approximate equality.

15...♖xc5 16.dxc6 ♖d8?

16...♖xe4 17.♖d5 ♖d8 18.cxb7 ♔xb7 19.♖xc7 ♜c8 20.♖xd8 ♜fxd8 21.♖xe5±

17.♖d5 ♖d6 18.♖xc7 ♖xc7 19.♜xc5! ♜xd1 20.cxb7 ♜xf1† 21.♖xf1 ♖xb7 22.♔xb7 ♔xb7 23.♖xe5±

Ex. 21-9

V.Korchnoi – A.Karpov

Hastings 1971/2

1.d4 ♖f6 2.♖f3 e6 3.♔g5 b6 4.e4 h6 5.♔xf6 ♖xf6 6.♔d3 ♔b7 7.♖bd2 d6 8.♖e2 a6 9.0–0–0 ♖d7 10.♖b1 e5 11.c3 ♔e7 12.♖c4 0–0 13.♔c2 ♜fe8

Diagram Ex. 21-9

14.d5!†

(1 point)

White takes more space in the centre.

14...c5?

Black would be better trying 14...c6!?, followed by ...b5 and ...♖b6 (Korchnoi).

Another possible improvement is to regroup immediately with 14...♔f8 followed by ...♖d8.

15.♖e3 ♔f8 16.g4 ♖d8±

See Ex. 21-10.

Ex. 21-10

V.Korchnoi – A.Karpov

Hastings 1971

17.g5!

(2 points)

White wants to open the files leading to the enemy king.

17.h4 (1 consolation point) is not so strong, because after 17...g6 the position remains closed.

17...h5

17...hxcg5 18.♜dg1 is very risky for Black. After both 18...♔e7 19.h4 and 18...f6 19.h4, White's attack is very dangerous.

Black could try and keep the position partially closed with 17...g6!? 18.gxh6 ♔xh6 19.h4 ♔f4 (Keres), but it is still promising for White.

18.g6!

(another 1 point)

18...fxg6 19.♜hg1 ♖f6 20.♖g5 ♔e7 21.♖e6 ♖f8

Black is not saved by: 21...♜ac8 22.♜g2 ♖f8 23.♜dg1 ♖h7 24.♜xg6 ♖xg6 (24...♖xg6 25.♖xh5†+–) 25.♜xg6 ♖xg6 26.♔d1+– (Korchnoi).

22.♖c7+–

Ex. 21-11

V.Korchnoi – A.Yusupov

Rotterdam 1988

18.e5!±

(2 points)

White wins even more space in the centre. The weakening of the d5-square does not play any great part.

18...♜c7

Another possible continuation is 18...♖d7 19.♖g4 c5 20.d5! ♖xa4 21.dxe6! ♔xg2 22.♖f5 g6 23.♖xe7† ♖g7 24.♖xg2+– (Kovacevic). Although this variation may not be forced, it nevertheless illustrates some useful ideas.

19.♖g4 ♜d7 20.♜fd1 ♖a5 21.b3 ♜c8±

See Ex. 21-12.

Ex. 21-12

V.Korchnoi – A.Yusupov

Rotterdam 1988

22.h4!

(2 points)

The time has come to take action on the kingside.

Playing 22.♔e4 (also 2 points) first is equally good.

22...♖d8 23.♖h2 g6 24.h5 ♖f8 25.hxcg6 ♖h6† 26.♖g1 hxcg6 27.♔e4! ♖g5 28.♖f3!

Solutions

Of course White does not exchange the queens!

28...♖b8 29.♘g2 ♜cd8 30.♞h1! ♜xd4

31.♞h8†!!+- ♜xh8 32.♞xf7 ♜d1 33.♞xd1

♞xd1 34.♜xd1 ♞xe5

34...♜d7 35.f4 ♞h5 36.♞e8† ♜f8

37.♜f2+-

35.♞e8†

1-0

Scoring

Maximum number of points is 24

- 20 points and above.....→ **Excellent**
- 16 points and above.....→ **Good**
- 12 points.....→ **Pass mark**

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

Contents

- ✓ Typical mistakes in calculating variations
- ✓ A type of intermediate move

Diagram 22-1

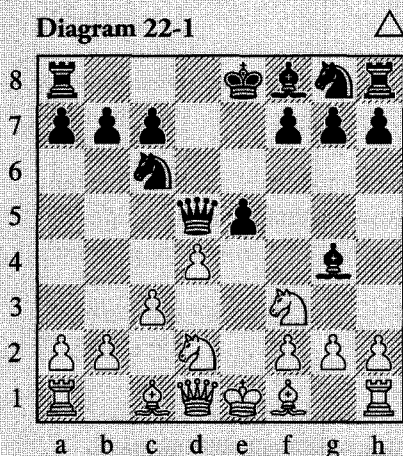
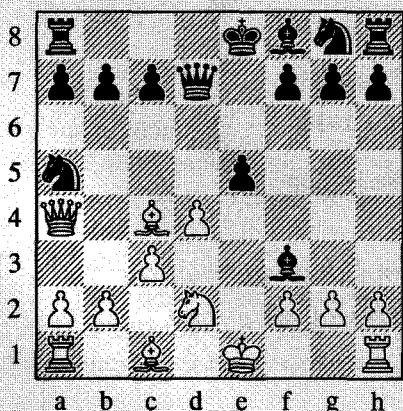


Diagram 22-2



Counter-blows

A frequent tactical mistake is to only take into account the automatic reply an opponent might make – if we take a piece, we often consider only a recapture; if we attack a piece, we count on that piece being moved away. Unfortunately our opponent is not always obliged to do what we expect him to do! We must not forget that the opponent can also capture a different piece or that he can move over to the attack. Of course, a counter-blow is merely a type of intermediate move. But constant practice in this element of tactics will help us avoid a lot of careless mistakes!

P.Keres – M.Botvinnik

USSR Ch, Moscow 1955

1.e4 e6 2.d4 d5 3.♘d2 ♘c6 4.c3 e5 5.exd5 ♙xd5
6.♙g3 ♙g4?

A rare opening slip by Botvinnik. 6...exd4 is correct: 7.♙c4±

Diagram 22-1

7.♙c4! ♙xf3?

Black overlooks the following counter-blow by his opponent.

Black should retreat with 7...♙d7, though White can then choose between 8.dxe5 0–0–0 9.♙a4 and 8.d5 ♘a5 9.♙xe5 ♙d1 10.♙xd7 ♙xd7 11.♙xd1, with the advantage in either case.

8.♙b3!

White does not have to capture!

Neither 8.♙xf3 ♙xf3 9.♙xf3 exd4 nor 8.♙xd5 ♙xd1 9.♙xd1 exd4 offers White any advantage.

8...♙a5?!

8...♙d7 is slightly better: 9.♙xf3 ♘a5 (after 9...exd4 10.0–0! the threat of 11.♙e1† is decisive) 10.♙xf7†! ♙xf7 11.♙b5†±

9.♙a4† ♙d7

9...b5 is followed by: 10.♙xd5 bxa4 11.♙xf3 ♙b8 12.b4! (or 12.dxe5+–) 12...axb3 13.axb3 ♙xb3 14.♙b1+–

Diagram 22-2

10.♙xf7†!

Another intermediate move. Black loses the pawn without any compensation.

10...♔d8 11.♖xd7† ♔xd7 12.♜xf3+—

There now follow some practice positions. Try as usual to concentrate on the active options, and afterwards you can play through the games on the board.

Diagram 22-3

M.Tal – Y.Averbakh

Riga 1961

The knight is under attack and has no retreats. Has Tal overlooked something?

21.♜xf6†!

The immediate 21.♙xc5? would not be as strong: 21...♖xc5 22.♜xf6† ♙xf6 23.♖xf6 hxg5 24.♙b3 ♜h7! 25.♙xf7 (25.♖xf7† ♔h6) 25...♖d6 26.♖xg5 ♜g7 27.♙ad1 ♖f6=

21...♙xf6

After 21...♖xf6 22.♖xf6 ♙xf6 23.♜f3±, the black pawns on c5 and h6 are hanging.

22.♙ad1

Another intermediate move; White gains a tempo.

22...♖e7

22...♜d4 is followed by: 23.cxd4 cxd4 24.♙xd4! hxg5 (24...exd4 25.e5+—) 25.♙a7+—

Diagram 22-4

23.♙xc5!

The crucial counter-blow.

23...♙xd1

Black in turn finds an intermediate move, but it is not enough to save him.

23...♖xc5 loses to 24.♖xf6 hxg5 25.♙xd8† ♜xd8 26.♖xd8†.

24.♙xd1

But not 24.♙xe7? on account of 24...♙xe1† 25.♜h2 ♙xg5±.

24...♖xc5 25.♖xf6 hxg5

Diagram 22-5

26.♙b3!+—

This key move justifies the combination. There is no good defence against the threats of ♖xf7† and ♖xg6†.

Diagram 22-3

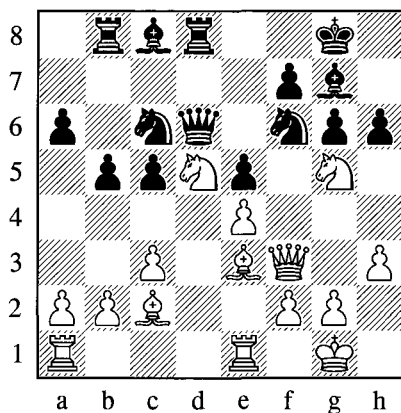


Diagram 22-4

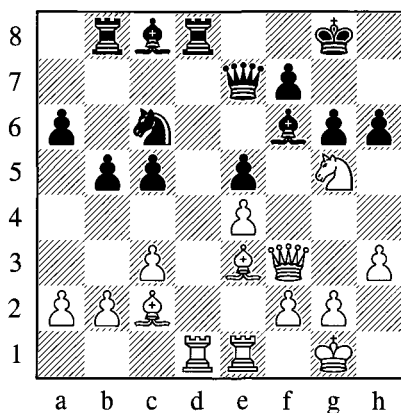
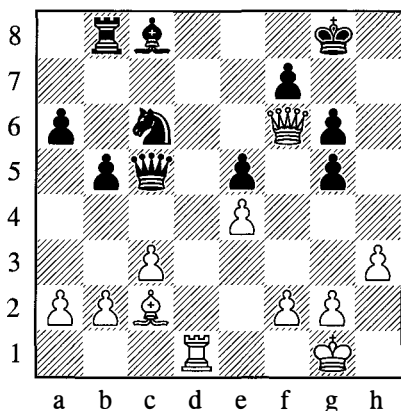


Diagram 22-5



26...♖b7

If 26...♙e6, then 27.♙xe6 fxe6 28.♞d7+–.

27.♞xg6† ♕f8 28.♞h6† ♕e8

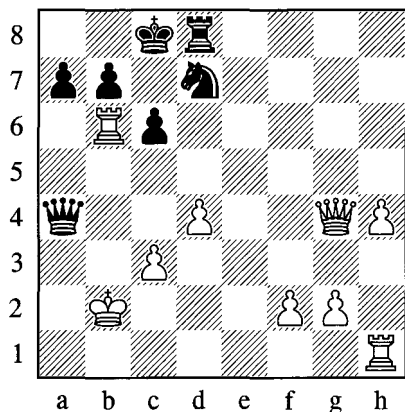
Other moves are no better:

a) 28...♙g8 loses to 29.♞d6+–.

b) 28...♕e7 29.♞d5 ♞b6 30.♞xg5† ♕e8 31.♞g8† ♕e7 32.♞xc8+–

29.♞d5! ♞b6 30.♞h8† ♕e7 31.♞xc8

1–0

Diagram 22-6**Diagram 22-6**

M.Gongora Reyes – J.Bellon Lopez

Santa Clara 1999

The following notes are based on analysis by Dvoretzky.

27...♞f8!!

This unexpected intermediate move changes the evaluation of the position. Black threatens ...♞xf4† and gains valuable time.

27...axb6 28.♞a1 ♞b5† 29.♕c2 leads to an advantage for White (who threatens simply 30.♞a8† ♕c7 31.♞f4†), since Black cannot unpin his knight. For example: 29...♞f8 30.♞a8† ♕c7 31.♞xf8! (but not 31.♞g3† ♕e5! 32.♞xf8 ♞e2†=) 31...♕xf8 32.♞f4† ♕d7 33.♞f7†!+–

28.♞e2

If 28.f4, then 28...axb6 29.♞a1 ♞b5† 30.♕c2 ♕c7+.

And 28.f3 is followed by another intermediate move:

Diagram 22-7

28...♞e8! (Δ...♞e2†) 29.f4 axb6 and Black wins, because White cannot give a check on the b8-h2 diagonal.

28...♕xb6 29.♞e6† ♕d8 30.♞d6† ♕d7

Black consolidates his position and wins the game.

31.f3 ♞f5

31...♞e8 would be even stronger.

32.♞a3 ♞b5† 33.♕a2 ♞c2† 34.♕a1 b6 35.♞c1 ♞d2

0–1

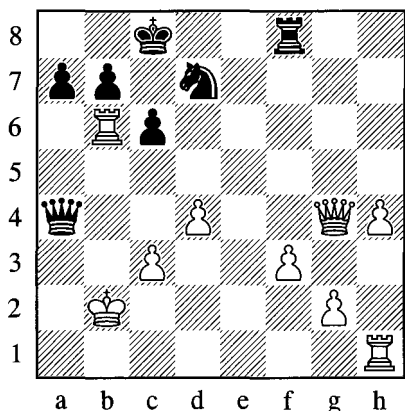
Diagram 22-7 (analysis)

Diagram 22-8

R.Dautov – F.Berkes

Budapest 2004

After White's latest move (24.f4), Black can play against the weaknesses in the white position.

24...♞xd2

This strong intermediate move weakens his opponent's dark squares.

However, simply retreating the attacked knight is also promising: 24...♞g6 25.♙d3 ♙b6!±, and now 26.e4? would lose to the double attack 26...♞d6.

25.♞xd2 ♞g6

Unable to protect the e3-pawn and the dark squares, White now tries to simplify the position.

26.g5?

26.♙d3 ♞xe3 27.♞xe3 ♞xe3 28.♙xg6 fxg6 would be the best solution for White, though here too Black has the initiative and will obtain more than enough compensation for the exchange. For example: 29.♞f1 ♞g3† 30.♙h2 g5!

26...♞e4 27.♞xe4 ♞xe4† 28.♙f3

28.♙f2 ♙b6→

28...♞xe3 29.♞xe3 ♞xe3

White is under some pressure.

30.♙f2?

A decisive mistake. 30.♞d7± would be more stubborn.

30...♙b6! 31.f5 ♞f4 32.♞d8†

White did not feel like waiting for the discovered check...

0–1

Diagram 22-8

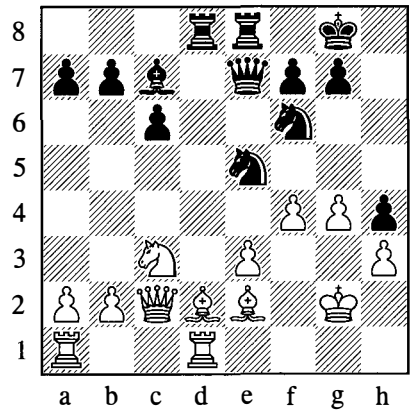


Diagram 22-9

R.Dautov – O.Romanishin

Istanbul 2003

The white d5-pawn is under attack. But White can ignore the threat because he can attack a more valuable piece!

23.e5!

The bishop cannot move away, on account of 24.d6 and Black loses a piece. He hopes that he can hold the position with the help of the following counter-blow.

Diagram 22-9

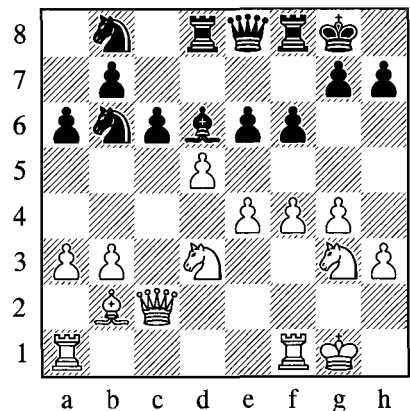
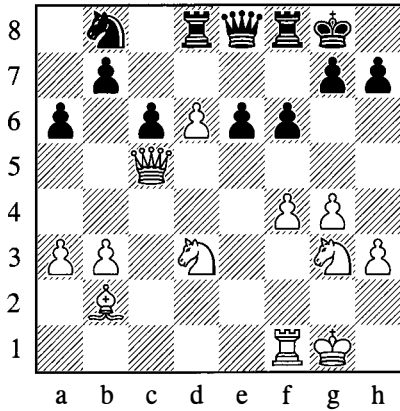


Diagram 22-10



23... ♖xd5

23... ♗e7 24.d6+-

24.exd6 ♖e3 25. ♖c5 ♖xf1 26. ♗xf1

Diagram 22-10

White has two minor pieces for a rook and pawn. But his positional advantage is obvious – a strong passed pawn and good squares for his knights. Black can exchange the passed pawn, but he has nothing with which to oppose the coordinated play of the white pieces.

26... b6 27. ♖xb6 ♗xd6 28. ♖e3 ♖f7 29. ♖c5 ♗fd8 30. b4 a5 31. ♗c3

31. ♖ge4 is also strong.

31... ♖a7 32. ♗e1 axb4 33. ♗xb4 ♗e8 34. ♖f5! ♗d5 35. ♖xe6 c5 36. ♗c3 ♖c6

36... ♖xa3 37. ♖fxg7+-

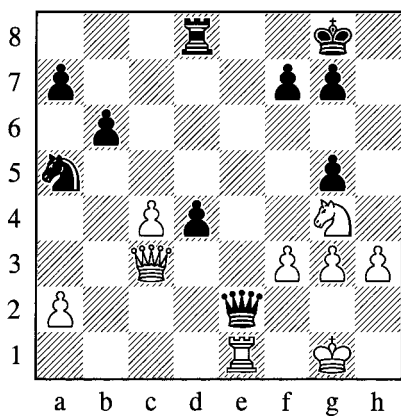
37. ♖e4 c4† 38. ♖g2 ♗d3 39. ♖xc4 1-0

In the test you have to find a counter-blow (either at once or in a variation). Look for active moves!

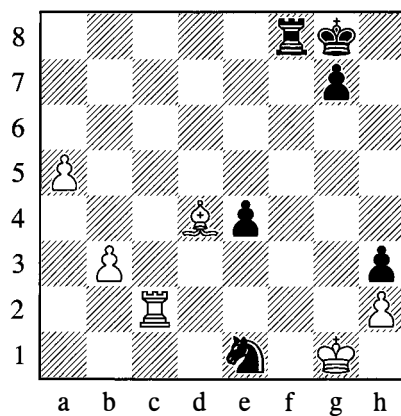
Exercises

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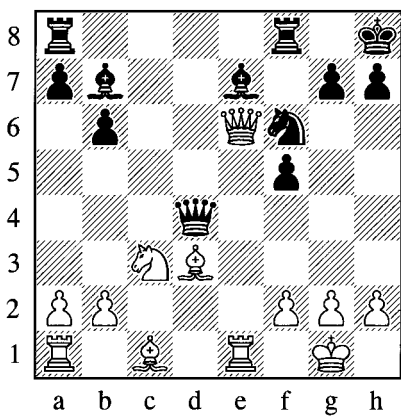
► Ex. 22-1 ◀ ★ ★ △



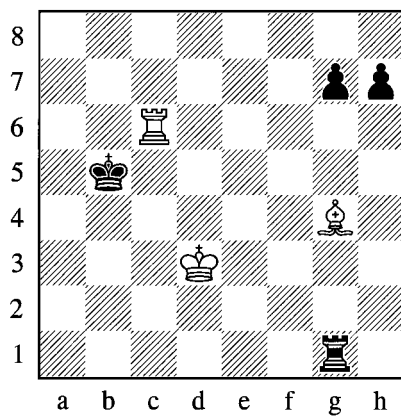
► Ex. 22-4 ◀ ★ ★ △



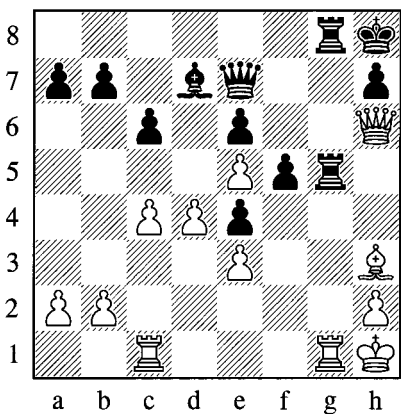
► Ex. 22-2 ◀ ★ ★ △



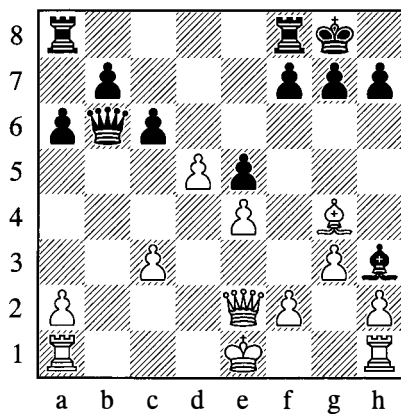
► Ex. 22-5 ◀ ★ ★ ★ △



► Ex. 22-3 ◀ ★ ▼

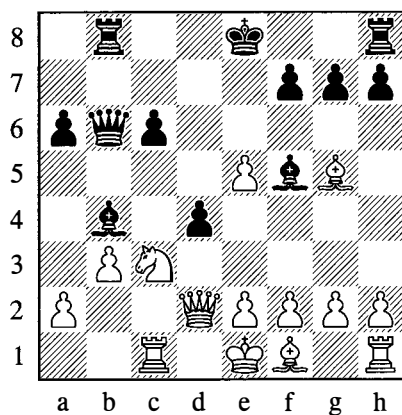


► Ex. 22-6 ◀ ★ ▼

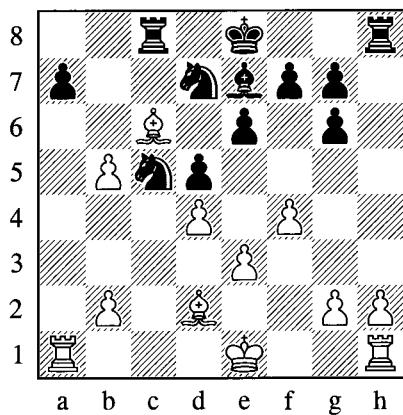


Exercises

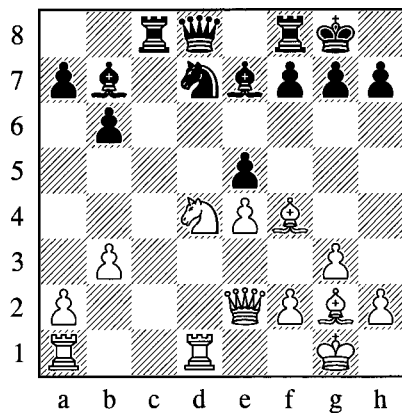
► Ex. 22-7 ◀ ★★★ △



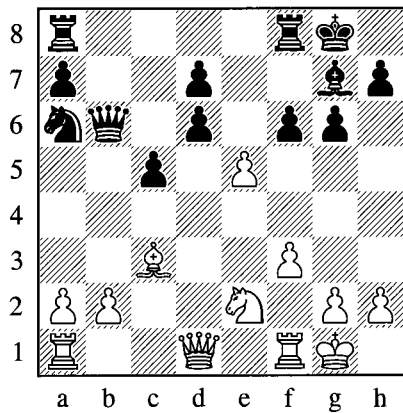
► Ex. 22-10 ◀ ★★ △



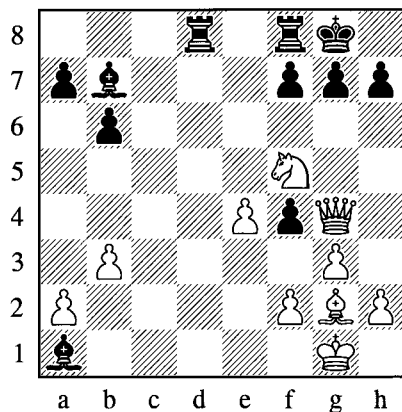
► Ex. 22-8 ◀ ★★ △



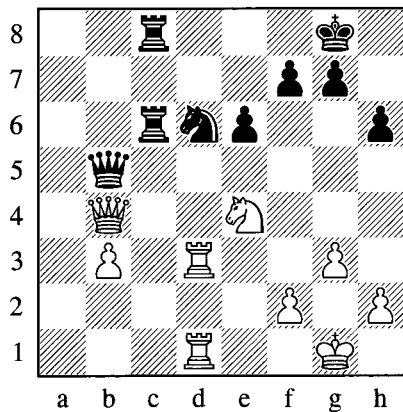
► Ex. 22-11 ◀ ★ △



► Ex. 22-9 ◀ ★ △



► Ex. 22-12 ◀ ★★★ △



Solutions

Ex. 22-1

A. Shirov – A. Yusupov

Ajaccio (rapid) 2005

32. ♖xa5!

(1 point)

32... ♖xf3 33. ♖e5+–

(another 1 point)

The simplest solution.

33... d3

If 33... f6, then 34. ♖c7+–.

34. ♖f1 ♖c6 35. ♖xg5 ♖e8 36. ♖f6†

1–0

Ex. 22-2

A. Yusupov – N.N.

Warsaw (blitz) 2005

18. ♖xe7!

18. ♖xf5? ♖e4†

18... ♖xg2

18... ♖ae8 is answered by: 19. ♖e3!

(2 points for this variation)

19... ♖xc3 20. ♖xf8†+–

19. ♖e3+–

Ex. 22-3

N.N. – A. Yusupov

Warsaw (blitz) 2005

21... ♖8g6!

(1 point)

22. ♖h4 runs into 22... ♖xg1†.

0–1

Ex. 22-4

P. Stokstad – B. Kristensen

Copenhagen 1992

47. ♖c5!!

(2 points)

47. ♖c4? ♖f3† 48. ♖h1 ♖xd4+–

47... ♖c8

Taking the rook is no good: 47... ♖xc2 48. ♖xf8 e3 (48... ♖xf8 49. a6 e3 50. a7+–)

49. ♖d6 e2 50. ♖g3 e1 ♖† 51. ♖xe1 ♖xe1 52. a6+–

48. ♖c3! ♖f3†

After 48... e3! White is only slightly better.

49. ♖f2 ♖xh2 50. ♖g3 ♖f3 51. ♖xh3 ♖f7?

Pushing the e-pawn is Black's only chance:

51... e3! 52. ♖b4 ♖e8±

52. b4+–

White is now ready to advance the a-pawn, and Black has no counterplay.

Ex. 22-5

The end of a study by

S. Kaminer

1927

3. ♖f3

(1 point)

White loses after both 3. ♖d7? ♖d1† and

3. ♖c4? ♖g3†.

3... ♖g3 4. ♖e2

(another 1 point)

4. ♖e4? ♖xc6 5. ♖f4† ♖xf3†+–

4... ♖xf3 5. ♖h6!

(another 1 point)

The point of the study!

5... gxf3

Against other moves, White takes the h-pawn with an easily drawn rook ending.

6. ♖xf3=

Ex. 22-6

D. Fridman – V. Zvjaginsev

Essen 2002

18... ♖a5!

(1 point)

18... ♖xg4 19. ♖xg4 ♖a5 is less clear after 20. 0–0.

18... ♖c5! (also 1 point) is equally good, and is liable to transpose.

19. ♖c1

19. ♖xh3 ♖xc3†+–

19... ♖xg4 20. ♖xg4 cxd5 21. exd5 ♖xd5†

22. 0–0 ♖xa2 23. ♖e4 b5 24. ♖xe5 ♖fe8

Solutions

25. ♖d4 ♜e2 26. ♜a1

26. ♜fe1 ♜xe1† 27. ♜xe1 ♜xe1† 28. ♔g2 ♜ee8–+

26...h5 27. ♜fd1 ♜e6 28. ♜d5 ♜ae8 29. ♜d2 ♜g4 30. ♜d4 ♜h3 31. ♜dd1 h4 32. ♜g2 ♜f5

Keeping the queens on allows Black to combine threats to the white king with advancing the a-pawn.

33. ♜f1 ♜f3 34. ♜d3 ♜c6 35. ♜c1 a5–+ 36. gxf4 a4 37. ♜g3 a3 38. ♜g5 ♜e2

0–1

Ex. 22-7

A.Graf – R.Dautov

Bundesliga 2004

15.e4!

(3 points)

An important counter-blow.

After 15. ♜f4 (1 consolation point) 15... ♙g6, it is not clear how White should continue, for example 16.e6?! is strongly met by 16...f6!.

15.a3 does not help White: 15... ♙xc3 16. ♜xc3 dxc3 17. ♜d6 (17. ♜xc3 ♜xb3–+) 17... ♜b7–+ 15... ♙g6

White also gets an advantage after other replies:

a) 15... ♙xe4 16. ♔xe4 ♙xd2† 17. ♙xd2+

b) 15...dxc3 16. ♜c2 ♙g6 17. ♙e3 (or 17. ♙d3+) 17... ♜c7 18. f4+

c) 15... ♙xc3 16. ♜xc3 dxc3 17. ♜d6! ♜b7 18. exf5! ♜d7 19. ♜a3 ♜d4 20. ♙e2+–

16. ♙c4

16. ♙d3!? is also good.

16...h6 17. ♙f4 dxc3

17... ♙xc3 18. ♜xc3 dxc3 19. ♜xc3 ♙xe4 20. 0–0 0–0 21. e6!+–

18. ♜e2 c2† 19. ♔f1 ♜d8 20. f3 0–0 21. ♜xc2+–

Ex. 22-8

R.Dautov – Z.Gyimesi

Budapest 2004

18. ♔f5!

(1 point)

18. ♙xe5? is bad: 18... ♔xe5 19. ♔e6 fxe6 20. ♜xd8 ♜cxd8–+

18...exf4 19. ♜g4!

(another 1 point)

Threatening not only ♜g7#, but also ♜xd7 followed by ♔h6†.

Playing first 19. ♜xd7 (also 1 point) and then 20. ♜g4 is equally good.

19... ♙f6 20. ♜xd7 ♙xa1 21. ♜xd8 ♜cxd8

See Ex. 22-9.

Ex. 22-9

R.Dautov – Z.Gyimesi

Budapest 2004

22.e5!

(1 point)

Renewing the threat of ♜g7#, while simultaneously attacking the b7-bishop.

22... ♙xe5 23. ♙xb7+– fxg3 24. hxxg3 ♙f6 25. ♔h6† ♔h8 26. ♜f4 ♜d4 27. ♜f5 ♜d6 28. ♔g2 b5 29. ♙e4 g6 30. ♜xb5 ♙g7 31. ♜c5 ♜b6 32. ♜c1 f5 33. ♙d5 ♜bf6 34. ♜g5 f4 35. g4 f3† 36. ♔h3 a5 37. a3

1–0

Ex. 22-10

R.Dautov – J.Hector

Gothenburg 2005

19. ♜xa7!

(2 points)

19. dxc5 is much less promising: 19... ♙xc5± 19... ♔f8 20. dxc5 ♔xc5 21. ♜xe7 ♔xe7 22. ♙b4 ♔d6 23. 0–0 ♜xc6 24. bxc6 ♜c8 25. ♙a3 ♜xc6 26. b4+– ♔d3 27. b5† ♜c5 28. ♜d1 ♔d7 29. ♜xd3 ♜xb5 30. ♙f8

1–0

Solutions

Ex. 22-11

M.Sorokin – H.Kadhi

Bratislava 1993

17. ♖d5†!

(1 point)

Or 17. exf6! ♙xf6 18. ♙xf6 ♚xf6 19. ♖d5†+– (also 1 point).

17... ♜h8 18. exf6 ♙h6

18... ♙xf6 19. ♙xf6†+–

19. ♖g5! c4†

19... ♙xg5 20. f7†+–

20. ♜h1+–

1–0

Ex. 22-12

L.Pantsulaia – M.Palac

Rethymnon 2003

28. ♖xd6!

(1 point)

White gets too much material for the queen after 28... ♚xd6 29. ♜xd6 ♖c6 30. ♜xc8+–.

(1 point for this variation)

28... f5 is answered by: 29. ♜c3!

(1 point for this variation)

29... ♖xb3 (29... ♚xc3 30. ♖xe6† ♜h7 31. ♚d5 ♖e8 32. ♖xf5†+–) 30. ♖e5 ♚xc3 31. ♚d7+–

1–0

Scoring

Maximum number of points is 23

- 20 points and above → **Excellent**
- 16 points and above → **Good**
- 12 points → **Pass mark**

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

Contents

- ✓ The struggle for the centre
- ✓ How do you achieve control of the centre?
- ✓ Playing against the centre
- ✓ Outposts in the centre

The centre in the opening

We know that the struggle for the centre constitutes an important principle in chess, not only in the opening but in the middlegame too. **Whoever controls the centre, controls the game.** But there are different ways of controlling the centre.

1) One important way is to set up a **pawn centre**. But this centre must be supported in good time by the other forces. The side which is playing against the strong pawn centre must exert pressure on that centre quickly and try to break it up and destroy it.

2) After an exchange of pawns in the centre we often encounter a **piece and pawn centre**. The minor pieces are usually strongly posted in the centre. You also need to act energetically against this sort of centre, exchanging the strong minor pieces and breaking up the central pawn structure. However, you may have slightly more time for taking these measures.

3) It is very important to seize some outposts in the centre. The minor pieces are particularly strong on these outposts.

A.Yusupov – A.Karpov

Candidates Match (5), London 1989

1.d4 ♘f6 2.♘f3 e6 3.♙g5 c5 4.e3 b6?!

This mistake presents White with the opportunity to seize the d5-square in the centre. We have encountered it already in Petrosian – Kozma, Munich (ol) 1958 – see Ex. 18-8 in *Boost Your Chess 2*.

The correct continuation is first 4...♙e7, and only then ...b6.

Diagram 23-1

5.d5! exd5 6.♘c3

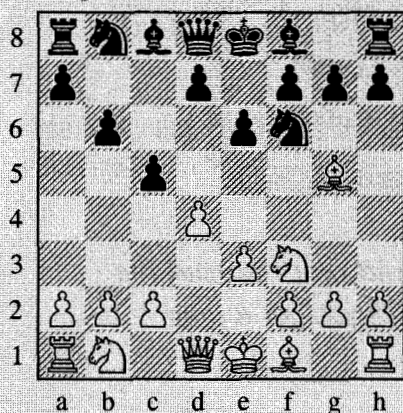
White wins the pawn back.

6...♙e7

The continuation in the abovementioned Petrosian – Kozma game was: 6...♙b7 7.♘xd5 ♙xd5 (7...♙e7 transposes to our main game) 8.♙xf6 ♖xf6 9.♗xd5± **7.♘xd5**

7.♙xf6!? ♙xf6 8.♘b5!? is an interesting alternative, but one which would be very hard to calculate during the game. White prefers a safer advantage.

Diagram 23-1



7...♙b7 8.♙xf6

This aims to secure White's control over the d5-square by exchanging the pieces which can control the square. 8.♙c4 is also good.

8...♙xf6 9.c3 0-0 10.♙c4±

The better position in the centre guarantees White a long-lasting advantage, though Karpov defends very cleverly and limits the damage.

Kasparov mentions the very interesting ideas 10.♖d3!?, intending ♖f5, and 10.g4!?, followed by ♙g2, h2-h4 and g4-g5.

Diagram 23-2

10...a6 11.0-0

Restraining Black's queenside expansion with 11.a4! is also worth considering.

11...b5 12.♙b3

A simpler and better reaction is: 12.♙xf6† ♖xf6 13.♙d5 ♙c6 14.♖d2 d6 15.♖fd1 ♖fd8 16.a4!±

12...d6!

This prepares the following operation.

13.♖d2 ♙d7 14.♖fd1 ♙xd5! 15.♙xd5

The bishop is a less effective blockading piece than the knight.

15...♖b8 16.♖c2

White's play is too insipid. 16.a4 would be better.

16...♙b6

Black neutralizes the opposing pressure on the d-file.

17.♖d2 g6 18.♖ad1

Despite all Black's efforts, White is still clearly better. But it is not easy to continue to build up the position.

18...♖c7?!

18...♖e7 would be somewhat more precise.

19.♖e4

An alternative would be the immediate 19.h4! ♗g7 20.h5 (20.g3 h5=) 20...♖e7 21.g3, intending to play ♗g2 and bring a rook to the h-file.

19...♗g7 20.h4

Diagram 23-3

20...♖e7! 21.♖f4

21.♖g4 h5=

21...♙e5!

We can see how good Karpov is in defence. Black improves his pawn structure by getting rid of the

Diagram 23-2

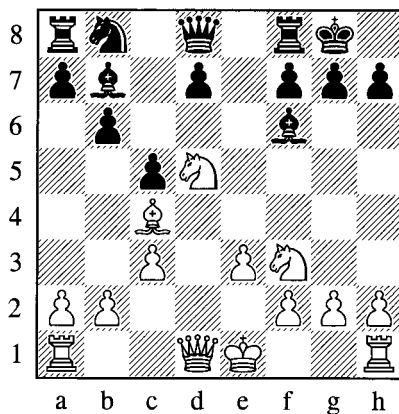


Diagram 23-3

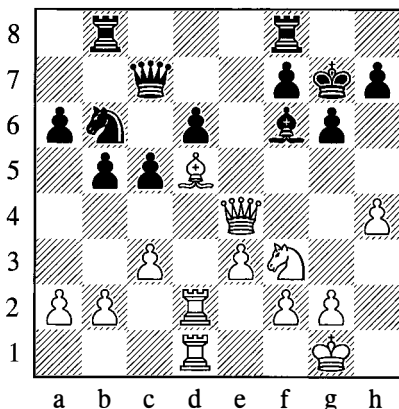


Diagram 23-4

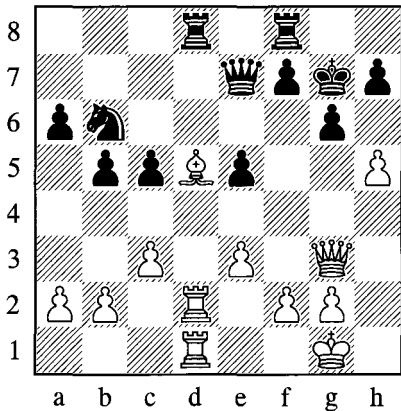
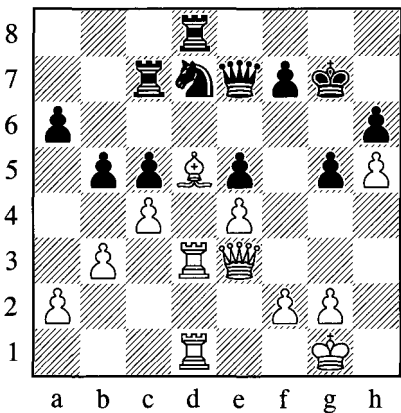


Diagram 23-5



backward d6-pawn. Despite that, White retains the initiative, thanks to his strong point on d5.

22. ♖xe5 dxe5 23. ♖g3 ♖bd8 24. h5

White sets a little trap.

Diagram 23-4

24... ♖d7

Of course not 24... ♖d6? 25. hxc6 hxc6?, which allows 26. ♗xf7!±.

25. b3 ♖fd8 26. e4

White's advantage has been squeezed, but his better control of the centre means he still has the more pleasant position.

26... g5

26... f5!? (Taimanov) would also be interesting.

27. ♖e3 h6 28. c4 ♖c7

Black wants to play ... ♖d7-f6 to target the h5-pawn.

29. ♖d3!? ♖d7

A more cautious approach would be first 29... ♖d6!?

At this point I had the impression that my advantage was of a purely symbolic nature and I wanted to change the situation and seek practical chances.

Diagram 23-5

30. ♗xf7!?

The pin on the d-file provides compensation for the piece, but may not offer much more than equality. However, in time trouble Karpov loses sight of the bigger picture, something which happened to him extremely rarely.

30... ♗xf7!

30... ♗xf7? is weaker, because 31. ♖h3 followed by 32. ♖d6 would prevent Black unpinning his knight.

31. ♖d2

If 31. ♖h3, then 31... ♖e6 32. ♖xe6 ♗xe6 33. ♖d6 ♗e7 34. ♖xh6 ♖f8 (or 34... ♖f8!?) 35. ♖xd8 ♗xd8 36. ♖xa6 bxc4 37. bxc4 ♗e7, and Black may continue ... ♖h7-f6 with approximate equality.

Taimanov suggested what may be a better try: 31. ♖d6!? ♖cc8 (31... ♖dc8 32. ♖f3 ♗e8 33. ♖f5 ♖f8 34. ♖1d5+→) 32. ♖xh6 ♖f8 33. ♖d5! and White has good compensation.

31... ♗e8 32. ♖a5

32. ♖d6!? ♖cc8=

32... bxc4

32...♖c6!? 33.cxb5 axb5 34.♗xb5 ♕e6 35.♗a5!?= (Dvoretsky).

33.bxc4

This leaves Black unable to unpin. The alternative is 33.♗d6!? ♖cc8∞, when Black may play ...♘f8 or ...♘f6 next.

33...♗cc8?!

Black wants to move his knight. However, 33...♗c6 is safer. White may then play 34.♗d5!?! followed by ♗d2.

Diagram 23-6

34.♗a4!

White prevents the knight moving and prepares ♗d6.

34...♗c7?

Time trouble now plays a part.

It was necessary to play: 34...♗b8! 35.♗d6 (35.a3 ♗b6=) 35...♗b4! (after 35...♗b1? 36.♗xd7 ♗xd7 37.♗xd7+ ♗xd7 38.♗xb1, White is winning the rook ending – Taimanov) 36.♗xa6 (36.♗c2 ♗f7∞) 36...♗b6! =

35.♗xa6

White penetrates with his queen, while the knight remains pinned.

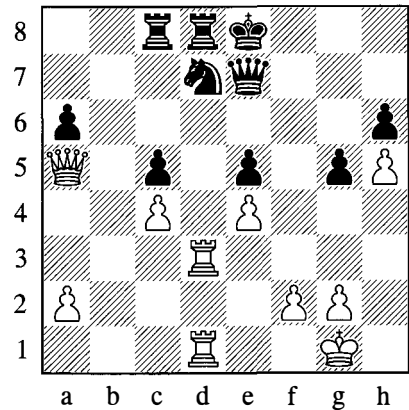
35...♗b8 36.♗g6† ♕f8??

This loses immediately. But the position is already lost, as the following variations show: 36...♕d8 37.♗d6 (or 37.♗xh6+-) 37...♗e8 (37...♕c8 38.♗e6 ♕f8 39.♗xe7 ♕xg6 40.♗e8† ♕b7 41.♗b1†+-) 38.♗xh6+-

37.♗f3†

1-0

Diagram 23-6



T.Petrosian – D.Bronstein

Amsterdam Candidates 1956

1.c4 ♘f6 2.♘c3 g6 3.g3 ♗g7 4.♗g2 0-0 5.♘f3 c5 6.0-0 ♘c6 7.d4 d6 8.dxc5 dxc5 9.♗e3

Diagram 23-7

In this symmetrical position, White is a tempo up, meaning that Black has to be careful.

9...♘d7?!

Protecting the c5-pawn in this way is not a good idea, as Black hinders his natural development. 9...♗a5 is better.

Diagram 23-7

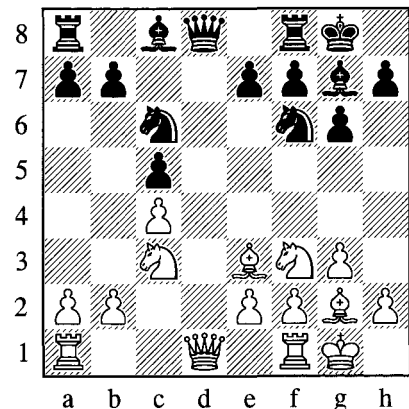


Diagram 23-8

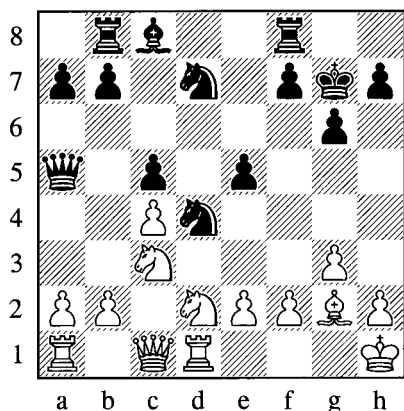
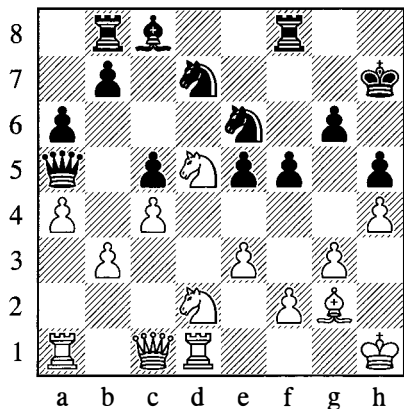


Diagram 23-9

**10. ♖c1!**

Powerful play. White prepares ♕h6 to exchange the strong fianchettoed bishop.

10... ♖d4?!

The logical follow-up to ... ♖d7, but this leads to the fatal weakening of the d5-square. The knight cannot establish itself permanently on d4, since White still has the move e2-e3 at his disposal.

11. ♗d1

White provokes ... e5, so as to weaken the d5-square.

11... e5 12. ♕h6

White has a simple plan – to exchange the dark-squared bishops, prepare e2-e3 and occupy the d5-square.

12... ♗a5

Threatening ... ♗xc3!.

13. ♕xg7 ♖xg7

13... ♗xc3?? loses to 14. bxc3 ♖xe2† 15. ♖f1 ♖xc1 16. ♕xf8.

14. ♖h1

This is a simple way to parry the aforementioned threat.

14... ♗b8

Black tries to develop his queenside. 14... ♖xf3 would be followed by 15. ♕xf3 ♖f6 16. ♗g5±.

15. ♖d2**Diagram 23-8**

White prepares e2-e3 to drive away the strong knight. The situation in the centre is changing in White's favour.

15... a6 16. e3 ♖e6 17. a4

Petrosian wishes to prevent ... b5, although the simpler 17. ♖d5 would also be good for White.

17... h5

Bronstein understands that he is worse and seeks counterplay.

However, defending with 17... ♖c7 deserved consideration.

18. h4

Once again typical of Petrosian. He does not allow his opponent to attack!

18... f5 19. ♖d5± ♖h7 20. b3**Diagram 23-9****20... ♗f7 21. ♖f3**

21.♖b2 would also be good.

21...♗d8

21...e4 is followed by 22.♕g5† ♕xg5 23.hxg5 ♗d8 24.♕f6† ♖xf6 25.gxf6 ♗xf6 26.♗d2, with a clear advantage for White.

22.♗c3 ♗h8

Black prepares ...e4, which would strongly improve his position in the centre. If 22...e4 immediately, then 23.♕e5 is good for White.

Diagram 23-10

23.e4!

White opens the game at the right moment. Black has yet to develop his queenside, and he is going to be made to pay for that. The threat is 24.♖e1 followed by 25.exf5. Black is forced to react.

23...fxe4

Black cannot use the d4-square, since the knight on e6 is tied to the defence of the g5-square.

23...f4 is bad, on account of 24.♕h3+.

24.♕d2

24.♕g5† ♕xg5 25.hxg5 ♖xf2 26.♖f1 is also very much in White's favour, in view of his fantastic outpost on d5 and Black's undeveloped queenside.

24...♗g7

After 24...♖xf2 25.♕xe4, White is doing very well wherever the rook retreats. For example: 25...♖f5 26.♖f1+ or 25...♖f5 26.♕h3±.

25.♕xe4

Diagram 23-11

White's position is strategically won; he has unsailable control over the central squares d5 and e4.

25...♖h8 26.♖d2 ♖f8 27.a5 ♕d4 28.b4

Petrosian methodically improves his position.

28...cxb4 29.♗xb4 ♕f5 30.♖ad1 ♕d4

Black has no more useful moves, and is reduced to moving the knight back and forward.

31.♖e1 ♕c6 32.♗a3 ♕d4 33.♖b2

Another very strong option is 33.♖xd4! exd4 34.♕g5, and the threat of ♖e7 is decisive.

33...♕c6 34.♖eb1 ♕d4 35.♗d6 ♕f5 36.♕g5??

A tragic mistake. If White simply plays 36.♗c7 ♕d4 37.♕g5+– then Black's resignation cannot be far off.

36...♕xd6

0-1

Diagram 23-10

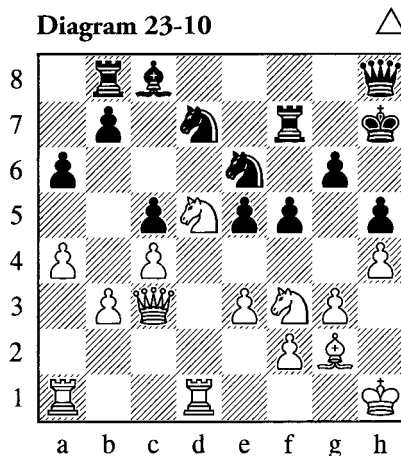
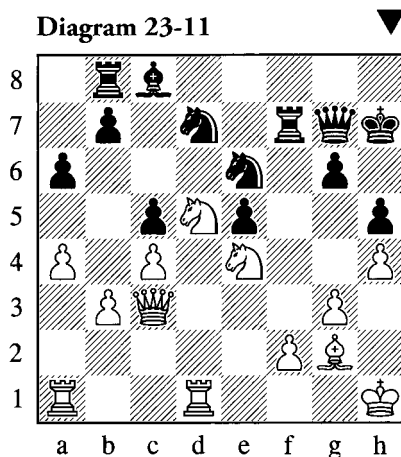
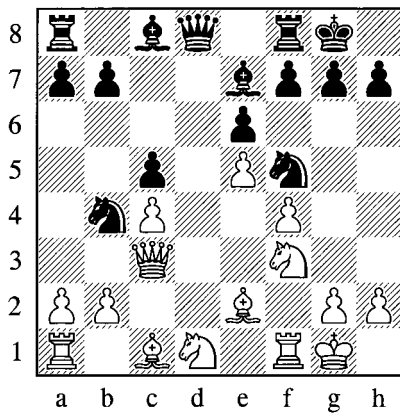


Diagram 23-11

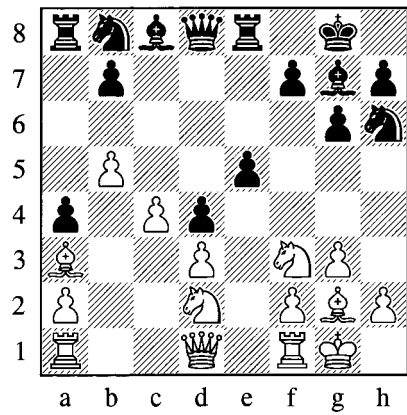


Exercises

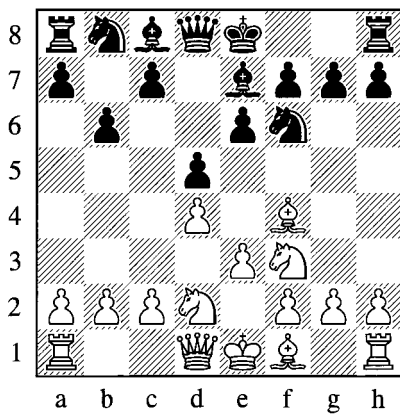
► Ex. 23-1 ◀ ★ ▼



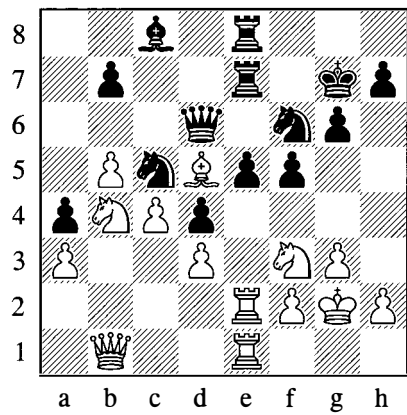
► Ex. 23-4 ◀ ★★ ▼



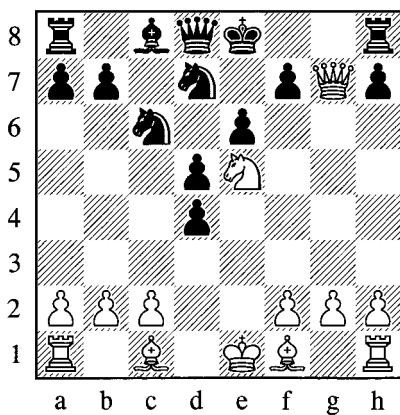
► Ex. 23-2 ◀ ★★ △



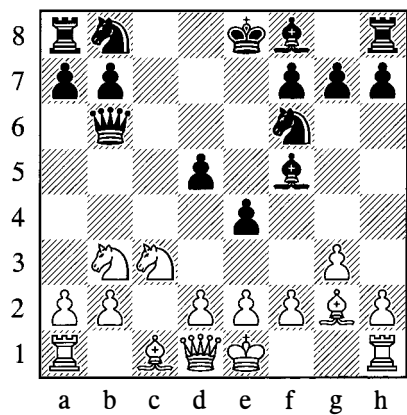
► Ex. 23-5 ◀ ★★ ▼



► Ex. 23-3 ◀ ★ ▼

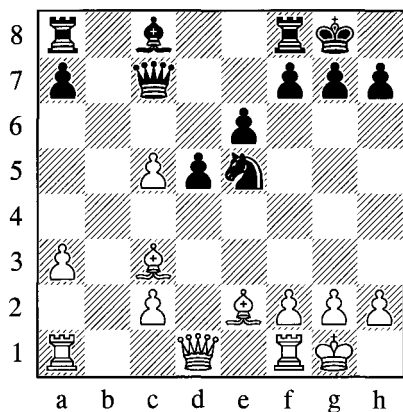


► Ex. 23-6 ◀ ★★ ★ △

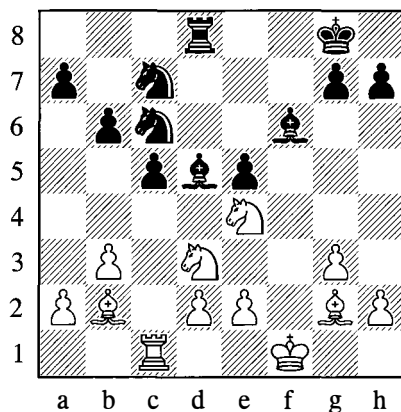


Exercises

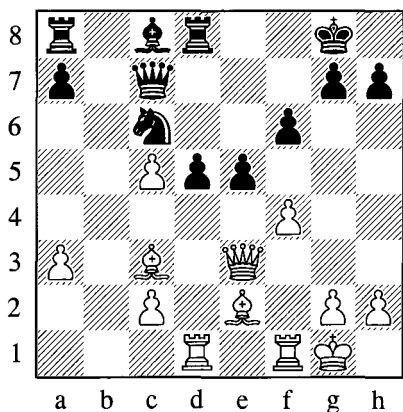
► Ex. 23-7 ◀ ★★ △



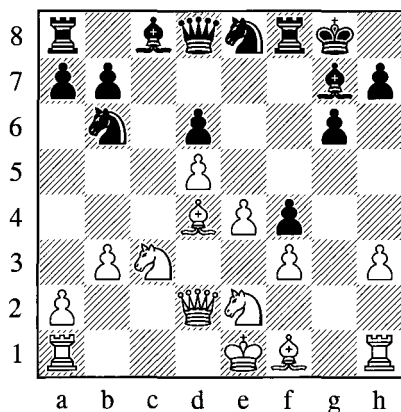
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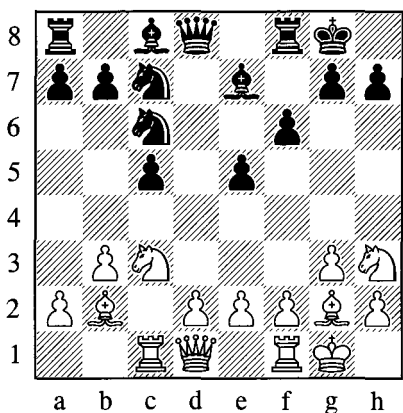
► Ex. 23-8 ◀ ★★ △



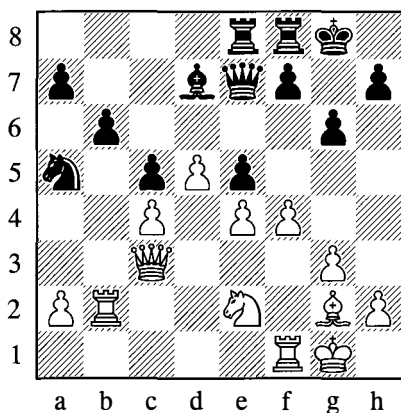
► Ex. 23-11 ◀ ★★ ▼



► Ex. 23-9 ◀ ★★★ △



► Ex. 23-12 ◀ ★★ △



Solutions

Ex. 23-1

A.Beni – M.Tal

Munich Olympiad 1958

1.e4 c5 2.c4 ♖c6 3.♗c3 ♗f6 4.d3 e6 5.f4?!
d5 6.e5 ♗g8 7.♗f3 ♗ge7 8.♙e2 ♗f5 9.0–0
♙e7 10.♙e1 0–0 11.♗d1?! dxc4 12.dxc4 ♗b4
13.♙c3

Diagram Ex. 23-1

13...♗d4!

(1 point)

This brings the knight to an active position in the centre.

14.♙d3

If White takes on d4, Black gets a dangerous passed pawn in the centre: 14.♗xd4 cxd4 15.♙d2 (15.♙b3 d3 16.♙f3 d2–+) 15...d3 16.♙f3 ♗c2 17.♙b1 ♙b4 18.♙f2 d2 19.a3 ♗e1 20.axb4 dxc1♙ 21.♙xc1 ♗d3 22.♙c2 ♗xc1 23.♙xc1 ♙b6†

14...b5!?

Attacking the centre with 14...f6!? is also promising.

15.cxb5 ♙b7

15...a6!? is strong too.

16.♙c4 ♗d5 17.♙d2 ♗b6† 18.♙e2 ♙c7
19.♗xd4 cxd4 20.♙d3 ♗d5

Black has more than enough compensation for the pawn.

Ex. 23-2

D.Bronstein – M.Taimanov

USSR Ch, Leningrad 1963

1.d4 ♗f6 2.♗f3 e6 3.♙f4 ♙e7 4.♗bd2 d5
5.e3 b6 (Δ...♙a6)

Diagram Ex. 23-2

6.♗e5!?

(2 points)

White takes the chance to commence active operations in the centre.

6.c3 (1 point) is followed by 0–0, again preparing ...♙a6.

Developing with either 6.♙d3 or 6.♙b5† also earns 1 point.

6...0–0

6...♙a6 7.♗c6!±

7.♙f3!? c5 8.c3 ♙e8

8...♙a6 can still be met by 9.♗c6±.

9.♙d3 ♙a6 10.♙c2!± ♗c6 11.♙h3

White could also consider 11.0–0–0!? ♙c8 12.♗b1 followed by g2–g4.

11...cxd4 12.exd4 ♙c8 13.0–0–0

White has attacking chances on the kingside.

Ex. 23-3

E.Bogoljubow – R.Retzi

Maehrisch Ostrau 1923

1.e4 e6 2.d4 d5 3.♗c3 ♗f6 4.e5 ♗fd7 5.♙g4
c5 6.♗b5 cxd4 7.♗f3 ♗c6 8.♗d6† ♙xd6
9.♙xg7 ♙xe5 10.♗xe5

Diagram Ex. 23-3

10...♙f6!

(1 point)

A typical defensive idea.

11.♙xf6 ♗xf6 12.♙b5 ♙d7 13.♗f3!?

White should prefer 13.♙xc6, keeping the knight in the centre.

13...♗e4 14.0–0 f6! 15.♙xc6 bxc6 16.♗xd4
c5 17.♗e2 ♗f7 18.f3 ♗d6 19.b3 e5 20.♙a3
♙ac8 21.♙ad1 d4 22.♗c1!?

22.♗g3 is better, though Black's strong pawn centre still gives him some advantage.

22...♗f5† 23.♙f2!?

24.♙fe1 would at least delay the knight coming in to e3.

23...♗e3–+ 24.♙e1 c4 25.b4 ♙a4 26.♙ee2
♗d1 27.♙f1 ♗c3 28.♙ef2 ♗b1 29.♙b2 c3
30.♗b3 ♙xb3 31.axb3 ♗d2 32.♙e1 ♙hd8
33.♙c1 d3 34.cxd3 ♙xd3 35.♙xd2 ♙xd2
36.♙a1 ♗e6 37.♗f1 ♙xf2† 38.♗xf2 c2
39.♙c1 ♗d5 40.♗e3 ♙c3† 41.♗d2 ♗d4
42.h4 ♙d3†

0–1

Solutions

Ex. 23-4

B. Verlinsky – A. Rubinstein

Moscow 1925

1. ♖f3 d5 2. c4 d4 3. b4 c5 4. ♗b2 g6 5. e3 ♗g7
6. d3 ♖h6 7. ♖bd2 0–0 8. exd4 cxd4 9. g3 e5
10. ♗g2 a5 11. b5 a4 12. ♗a3 ♗e8 13. 0–0

Diagram Ex. 23-4

13...f5

(2 points)

This principled move takes control of the central e4-square.

The developing moves 13...♖d7 and 13...♗f5 each earn 1 point.

14. ♖e1 ♖d7 15. ♗c1 ♖f7 16. ♖c2 ♗f8!
17. ♗x8 ♖x8 18. ♖b4 ♖c5 19. ♗e1 ♗d6
20. ♗b1 ♗d7 21. ♗d5 ♗ad8 22. a3 ♗c8
23. ♗b2 ♗e7 24. ♖f3 ♖h6 25. ♗be2 ♗de8
26. ♗d2 ♖g7 27. ♗b2

Better is 27.h3 to prevent the following regrouping.

27...♖g4 28. ♗b1 ♖f6 29. ♖g2

See Ex. 23-5.

Ex. 23-5

B. Verlinsky – A. Rubinstein

Moscow 1925

29...h6!?

(2 points)

After having stabilized his position in the centre, Black prepares a kingside attack.

The energetic 29...f4 (also 2 points) is equally good.

30. ♗d1 g5 31. h3 ♖h7!? 32. ♖h2 h5 33. h4
g4 34. ♖d2 ♖f6 35. ♗b1 e4!?

35...f4!? is also interesting

36. ♗a1 e3

36...♖xd3 is playable too, but the text keeps most pressure on White.

37. ♖f1 ♖b3 38. ♗b2 f4 39. gxf4 ♗xf4†
40. ♖g2 ♖g6 41. fxe3 dxe3 42. d4 ♖xd4
43. ♖d3 ♖xd5 44. ♖xf4† ♖xf4† 45. ♖h1
♖dxe2 46. ♗xe2 ♖xe2 47. ♗xe2 ♗f5 48. ♖g3
♗d8 49. ♗f1 ♗e4† 50. ♖g1 ♗f7?!

Having achieved an overwhelming position, Black goes wrong. 50...♗c2 would have won quickly: 51. ♗f4 ♗d1† 52. ♖g2 e2 53. ♗g5†
♖f7 54. ♗xh5† ♗g6–+

51. ♗c1 ♗fd7 52. ♗xe3 ♗d1† 53. ♖f1 ♗f3?!
54. ♖f2 ♗8d3?! 55. ♗e6† ♖g7 56. ♖e3
♗1d2† 57. ♖g3 ♖f8 58. ♖f4 ♗d4† 59. ♖g5
♗d6 60. ♗e5 ♖f7 61. ♖f5 ♗g6† 62. ♖f4 ♗e2
63. ♗c7† ♖f8 64. ♖d6 ♗ee6 65. ♗f7#

Ex. 23-6

S. Reshevsky – P. Keres

Los Angeles 1963

1. c4 e5 2. ♖c3 ♖f6 3. g3 c6 4. ♖f3 e4 5. ♖d4
d5 6. cxd5 ♗b6 7. ♖b3 cxd5 8. ♗g2 ♗f5

Diagram Ex. 23-6

9.d3!

(3 points)

You must attack the opposing pawn centre in good time.

9.0–0 (1 consolation point) is met by 9...d4
10. ♖b1 ♖c6†.

9...♗b4

Or 9...exd3 10. exd3 ♗d6 11. 0–0±.

10.0–0 ♗xc3 11. bxc3 0–0 12. ♗e3± ♗c7
13. ♗c1 ♖c6 14. c4!?

Continuing the strategy of attacking the black centre.

14...♗ad8 15. ♖d4 ♖xd4 16. ♗xd4 exd3
17. cxd5 ♗d7 18. ♗xf6 dxe2 19. ♗xe2 gxf6
20. ♗b2±

Ex. 23-7

R. Nezhmetdinov – M. Tal

USSR Ch, Moscow 1957

1. e4 e6 2. d4 d5 3. ♖c3 ♗b4 4. e5 c5 5. ♗d2 ♖e7
6. a3 ♗xc3 7. ♗xc3 b6 8. b4 ♗c7 9. ♖f3 ♖d7
10. ♗e2 ♖c6 11. 0–0 0–0 12. bxc5 bxc5 13. dxc5
♖cxe5?! (13...♖xc5!? 14. ♗b4=) 14. ♖xe5 ♖xe5

Diagram 23-7

15. ♗d4!

(2 points)

White fights energetically for the centre.

Solutions

15.f4 (1 point) is also reasonable, though after 15...♟c6 Black is more solid than in the game.

15...f6 16.f4 ♟c6

16...♟d7 17.f5±

17.♞e3 ♞d8

17...♟e7 18.♙g4 and 17...♟d7! are both just slightly better for White.

18.♞ad1 e5?

See Ex. 23-8.

Ex. 23-8

R.Nezhmetdinov – M.Tal

USSR Ch, Moscow 1957

19.fxe5 fxe5 20.♙b5!

(2 points)

All White's pieces are in play, and so it is not surprising that he emerges victorious from the confrontation in the centre.

20.♞g3 (1 consolation point) is less precise, because 20...♞e7 gives Black some hope of defending.

20...♙b7

20...d4? is followed by 21.♞e4! ♙b7 22.♙c4† ♟h8 23.♞f7 ♞d7 24.♞df1 with a winning attack (Tal).

21.♞g3 ♞d7

21...d4? loses to 22.♙c4† ♟h8 23.♞f7.

21...♞f8! is correct: 22.♞xf8† ♞xf8 23.♙xc6 (23.♞xd5? ♟d4!) 23...♞xc6 24.♙xe5 ♞xc5† 25.♙d4 ♞e7 26.♙xa7±

22.♞f2 ♞e8 23.h3 ♙a8 24.♙a4 ♙b7 25.♟h1 ♙a8 26.♞f5 e4 27.♞xc7 ♞xc7 28.♞fxd5+- e3 29.♞d7 e2 30.♙b3† ♞e6 31.♙xe6† ♟f8 32.♙xg7†

1-0

Ex. 23-9

M.Taimanov – V.Zhuravliov

Riga 1968

1.c4 c5 2.♟c3 ♟f6 3.g3 d5 4.cxd5 ♟xd5 5.♙g2 ♟c7 6.b3 e5 7.♙b2 ♙e7 8.♞c1 f6 9.♟h3 0-0 10.0-0 ♟c6

Diagram Ex. 23-9

11.f4!

(3 points)

The logical continuation, otherwise the knight is out of play on h3!

11...♙e6 12.fxe5 fxe5 13.♞xf8† ♞xf8

14.♟e4± ♞d8

The immediate 14...♙d5 could also be considered.

15.♞f1 ♞xf1† 16.♟xf1 ♙d5 17.♟hf2 b6

18.♟d3 ♙f6?

18...♟e6± would limit White's edge.

See Ex. 23-10.

Ex. 23-10

M.Taimanov – V.Zhuravliov

Riga 1968

19.b4!

(2 points)

Nothing is achieved by 19.♟xf6† gxf6 20.♙xd5† ♟xd5 21.♞c4, when the position is roughly level.

19...c4

19...cxb4? loses to 20.♟xf6† gxf6 21.♙xd5† ♟xd5 22.♞xc6.

20.♟xf6† gxf6 21.♙xd5† ♟xd5 22.♞xc4

Black does not get any compensation for the pawn.

22...♟ce7 23.b5 ♞d7 24.a4 ♟f7? 25.♙xe5! fxe5 26.♟xe5† ♟e6 27.♟xd7 ♟xd7 28.e3 h5 29.♟e2 ♟f6 30.♞d4† ♟c7 31.♞f4

1-0

Ex. 23-11

V.Smyslov – E.Geller

USSR Ch play-off (7), Moscow 1955

1.d4 ♟f6 2.c4 g6 3.♟c3 ♙g7 4.e4 d6 5.f3 0-0 6.♙e3 e5 7.♟ge2 c6 8.d5 cxd5 9.cxd5 ♟e8 10.♞d2 f5 11.h3 ♟d7 12.g3 ♟b6 13.b3 f4 14.gxf4 exf4 15.♙d4

Diagram Ex. 23-11

15...♟d7!†

(2 points)

Solutions

Black brings his knight to the centre, heading for e5.

16.h4 ♖e5 17.♗g2 ♗d7 18.♗f2?!

White should have tried 18.0-0-0∞.

18...♞c8 19.♜d4 ♞a5 20.♞c1 ♜c7 21.♞c2 ♜a6+

This knight can come to either c5 or b4.

Ex. 23-12

L.Polugaevsky – E.Geller

USSR Ch, Riga 1958

1.d4 ♜f6 2.c4 g6 3.♜c3 ♗g7 4.g3 d5 5.cxd5
♜xd5 6.♗g2 ♜xc3 7.bxc3 c5 8.e3 ♜c6 9.♜e2
♗d7 10.0-0 ♞c8 11.♞b1 b6 12.♞d3 0-0
13.♗a3 ♗f5 14.e4 ♗g4 15.f3 ♗e6 16.d5 ♜a5
17.c4 ♗d7 18.♗b2 ♗xb2 19.♞xb2 e5 20.f4
♞e7 21.♞c3 ♞ce8

Diagram Ex. 23-12

22.♜c1!

(2 points)

White brings his knight to d3 and increases the pressure in the centre.

22.f5 (1 consolation point) is less critical.

22...f5 23.♜d3 exf4 24.e5! fxg3 25.hxg3+ ♞g5 26.♜f4 ♜xc4 27.e6!?

Another good option is: 27.♞xc4 ♞xe5
28.d6† ♜h8 29.♞a6 ♞xg3 30.♞b3 ♞g5
31.♞xa7 ♗c6 32.♞h3 h6 33.♞a3 ♗xg2
34.♞g3!+–

27...♜xb2 28.exd7 ♞d8 29.♜e6 ♞f6 30.♞xf6 ♞xf6 31.♜xd8 ♞d6 32.♜b7 ♞xd7 33.d6 ♜c4 34.♗d5† ♜g7 35.♗xc4 ♞xb7 36.♞e1 ♞b8 37.d7

1-0

Scoring

Maximum number of points is 24

- **20** points and above→ **Excellent**
- **16** points and above→ **Good**
- **12** points→ **Pass mark**

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

Contents

- ✓ Exchanging pieces or pawns
- ✓ Capablanca's principle
- ✓ How to force an exchange of pieces
- ✓ Capablanca's method

The correct exchanges

The fourth golden principle when it comes to cashing in on an advantage is to **aim for the correct exchanges**.

From Chapter 20 of *Boost Your Chess 2*, we know that **the side with a material advantage should seek to exchange pieces**. (But this rule is not valid in every case! There are enough exceptions, for example in positions with opposite-coloured bishops, where the prevailing logic is quite different.) On the other hand, **the defending side usually tries to exchange pawns**.

If we look at the games of Capablanca, then we may observe that the brilliant Cuban player sought to **keep on the board only those pieces (or pawns) which he needed to win the game!** 'Superfluous' pieces, on the other hand, were to be exchanged. This approach **reduces any potential counterplay to a minimum**. We have seen this plan in action in various games, for example, Yusupov – Wirthensohn on page 225.

How do we exchange pieces?

I have frequently observed how an inexperienced player tries to exchange queens. He chases the opposing queen all over the board, offering an exchange. It is obvious that this 'method' is extremely ineffective. The opponent can almost always avoid such attempts at an exchange since the queen is a very mobile piece. It is also almost impossible to obtain an exchange of rooks or other pieces with this 'chasing method'.

In another slightly more risky method, a player who has an advantage in material may be willing to give up part of that material advantage just in order to obtain an exchange. This method can be used in some cases, but you must be careful not to give away so much material that you find that you can no longer win. And of course you first have to be in possession of such a material advantage! If you only have a positional advantage, then you cannot employ this method.

It is much more effective to use Capablanca's method: **he placed his pieces in good and active positions**, and by doing so exerted such pressure on the opposing position that the opponent himself was forced to seek an exchange that just happened to favour Capablanca!

The examples which follow show us how important this fourth principle is, and how to employ it properly!

Diagram 24-1

T.Petrosian – A.Bannik

USSR Ch, Riga 1958

18.♙c5!!

I believe that most mere mortals would choose the standard 18.g4!?, after which 18...♞xd1† 19.♞xd1 ♜d7± is a likely continuation.

So why does a world class player such as Petrosian take the unusual decision to swap off a bad opposing bishop?

The 'bad' bishop on e7 is protecting some important squares, for example c5 and d6, as well as the f6-pawn. And our 'good' bishop cannot attack the f6-pawn at all. Seen in this light, this exchange weakens the defence!

18...♞xd1?!

Black exchanges a pair of rooks too. This is a dubious decision as Petrosian obtains what he wants – a stable advantage with no counterplay for his opponent.

Black would be slightly better off with 18...♙xc5 19.♜xc5 and now:

a) 19...♞he8? 20.♞xd8 ♜xd8 21.♜xb7† ♜c7 22.♜c5 e4 23.♜a6† ♜b7 24.♜b4 followed by 25.♜c2+– (Dvoretsky).

b) 19...♞de8 20.♜e4! White stops Black's intended ...e4, and retains a clear advantage.

19.♞xd1 ♙xc5 20.♜xc5± ♞e8

Diagram 24-2

21.♜e4!

White blockades the e-pawn and prevents any counterplay with ...e4.

21...♞e6

Diagram 24-1

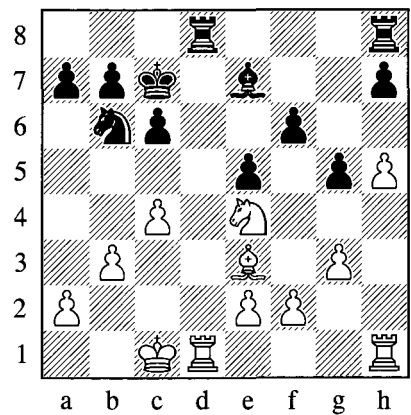
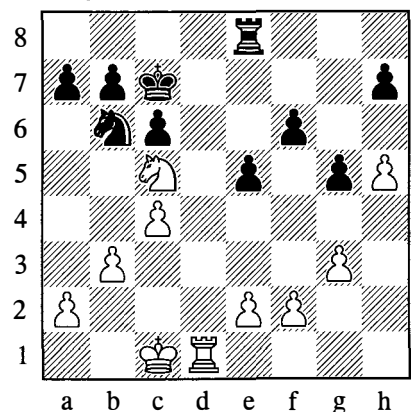


Diagram 24-2



If 21...♟f8 22.g4 ♘c8 (22...♟f7 23.♟d6±), then 23.♘c5 ♟f7 24.♘e6†±.

22.g4

White fixes the pawns on the kingside; the f6-pawn is now chronically weak.

22...a5 23.♟d3 ♘d7 24.♙c2 b6

Black is planning 25...♘c5.

25.♟f3!

Petrosian does not allow the exchange of knights. He forces the opposing pieces into passive defence, and then improves his position on the queenside.

25...♙d8

Diagram 24-3

26.a3!

White prepares to gain more space on the queenside with b3-b4 and c4-c5.

26...c5

Black did not want to just wait passively (which might have been the best course) and weakens his position even more. The d5-square in particular gives White new options for penetrating into the opposing camp.

26...♙e7 (preparing ...♘c5 by defending the f-pawn) is met by 27.b4±.

27.♙c3 ♙e7 28.♟d3 ♟c6 29.♟d5

Petrosian regroups his forces very cleverly. The knight will go to f5, clearing a way for the white king to get to d5.

29...♘f8 30.♘g3 ♘e6 31.♘f5† ♙e8

Diagram 24-4

32.e3

The difference between the squares d5 and d4 has now become very clear – White can protect the d4-square with his pawn, whereas Black cannot defend the d5-square.

32...♘c7

32...♘d8 followed by ...♘f7 is a better way to defend.

33.♟d1 ♘e6 34.♙d3! ♟c7?

Here too, 34...♘d8 and ...♘f7 is the right idea.

35.♙e4 ♟c6 36.♘d6† ♙e7 37.♘f5† ♙e8 38.♘d6†?

In time trouble, White allows the same position to occur three times, but Black failed to notice this and did not claim the draw!

Diagram 24-3

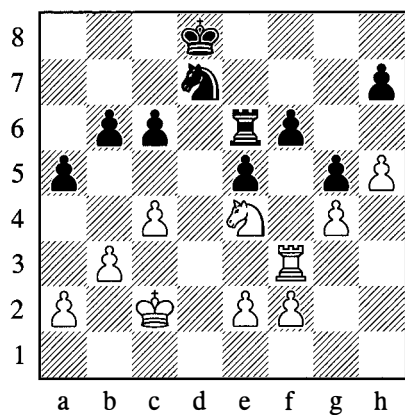
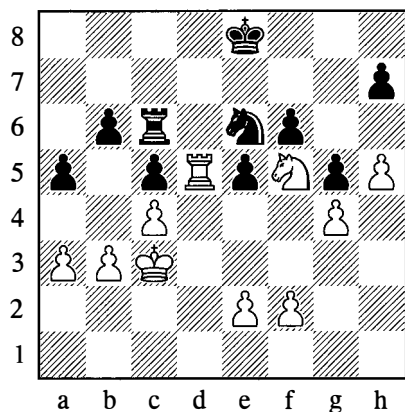


Diagram 24-4



38...♙e7 39.♘f5† ♙e8

This is the move which produces the position for the third time!

40.a4

The last move before the time control makes White's job harder. He misses an opportunity for a favourable exchange of rooks, and in addition unnecessarily weakens the b4-square.

40.♞d6! at once is correct, but Petrosian wants to have a careful think before making this committal exchange.

40...♞d8**Diagram 24-5**

Black now intends to play 41...♞f7 to prevent the penetration of the white pieces.

41.♞h6!

After 41.♞d6? ♞xd6 42.♞xd6† ♙d7 43.♙d5 ♞c6, Black will force the white king back with either ...♞e7† or ...♞b4†. The exchange of rooks only interests White if his king can penetrate into the opposing camp! White has to wait for a better opportunity to exchange rooks.

41...♞e6

Otherwise the white pieces quickly penetrate the black position:

- a) 41...♞e6 42.♙f5 ♞c6 43.♞g8+–
- b) 41...♙e7 42.♞g8† ♙e8 43.♙f5+–
- c) 41...♞b7 42.♞g8 ♙f8 43.♞d7+–

42.♞g8

42.♙d5 ♙d7 brings White nothing.

42...♞f8

42...♙f7 loses to 43.♞d7†! ♙xg8 44.♙d5.

Diagram 24-6**43.♞d2!**

This waiting move puts his opponent in zugzwang.

Of course not 43.♙f5? on account of 43...♙f7 44.♞h6† ♙g7 45.♞d8 ♞e6.

And 43.♙d5?! is answered by 43...♞e6, with the threat of ...e4. Before penetrating with his king, White should exchange the rooks.

43...♙f7

Once more, Black finds the only move to prolong the battle.

If 43...♞d7, then 44.♙f5 ♙d8 45.e4 ♙e8 46.f3 ♙d8 47.♞xd7†! ♙xd7 48.♞xf6†+–.

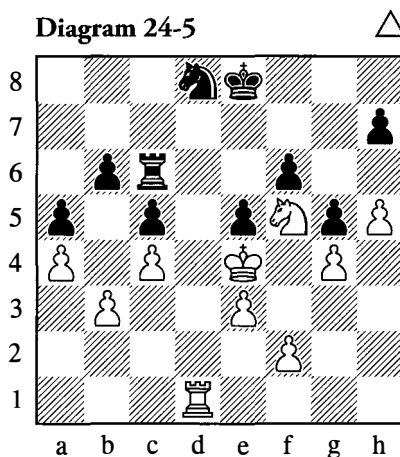
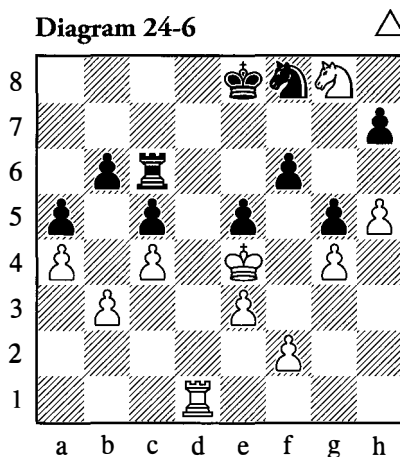
Diagram 24-5**Diagram 24-6**

Diagram 24-7

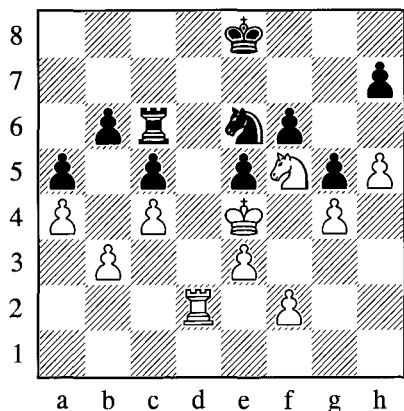


Diagram 24-8

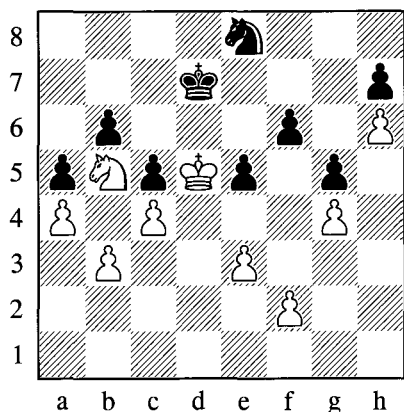
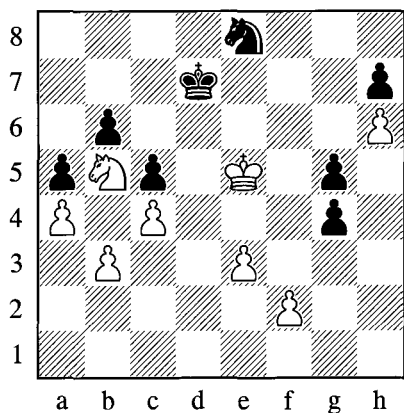


Diagram 24-9



43...♞e6 is followed by 44.♟f5 ♟f7 45.♞d8 ♞c6 46.♜h6† ♟g7 47.♟e4! ♜e6 48.♜f5†+.

44.♜h6† ♟e8 45.♜f5 ♜e6

Black is not saved by: 45...♜d7 46.♟d5 (46.♞d6!? is also winning, and is perhaps simpler) 46...♜b8 47.♜h6 ♟f8 (47...♟e7 48.♜g8† ♟f7 49.♟e4!+–) 48.♟e4! ♟e8 49.♟f5 ♜d7 50.♜g8+–

Diagram 24-7

Petrosian has cleverly brought about the optimal conditions for an exchange of rooks – the black knight is on e6 rather than d8, and is thus stopping his king getting to e6.

46.♞d6! ♞xd6 47.♜xd6† ♟d7 48.♜b5 ♜g7

Otherwise the white king can invade via f5. For example: 48...♜f8 49.♟f5 ♟e7 50.♜c3 ♜d7 51.♜d5† ♟f7 52.e4 (or 52.h6+–) 52...h6 53.f3! and Black loses because of the zugzwang.

49.h6 ♜e8 50.♟d5

Diagram 24-8

Here too, Black is in zugzwang and must give up a pawn.

50...f5

50...♟e7 51.♟c6+–

51.♟xe5

51.gxf5?! is less clear after 51...♜f6† 52.♟xe5 ♜g4†.

51...fxg4

Diagram 24-9

52.♜c3!

Petrosian brings his knight to a better position in the centre.

52...♟e7 53.♜e4!

Don't allow counterplay!

53...♟f7 54.♟f5+–

The time has now come to harvest the fruits of all the hard work!

54...g3 55.fxg3 g4 56.♜g5† ♟g8 57.♟e6 ♜c7†

58.♟d7 ♜a6 59.e4 ♜b4 60.e5 ♜d3 61.e6

1–0

Diagram 24-10

G. Barcza – L. Sanchez

Munich Olympiad 1958

“White’s outside passed pawn will give him a clear advantage in a pawn or knight ending. With the rooks still on the board the white advantage is not so clear. This means that an exchange of rooks is a logical plan for White.” – Benko.

42.♖e3!?

42.♞d3?! achieves nothing after 42...♞b2!=.

42...♔f8 43.♖e2!

If the black rook moves away, White will place his rook in an ideal position behind the passed pawn. This would nevertheless be the correct solution for Black. To hold the draw, all he has to do is to blockade the white passed pawn in good time.

43...♞xe2?!

After this exchange the black position becomes critical, since White employs a typical method – the outside passed pawn will be able to divert the opposing pieces from the kingside.

43...♞d4! would be correct: 44.♞b2 ♖c6 45.♖e2 ♞b4 46.♖c1 ♔e7! (46...♖d4 47.♞d2 ♔e7 48.♞d3 ♔d6? is weaker, because of 49.♖a2+–) 47.♖a2 ♞b5 48.♖c3 ♞c5= Black can maintain equality.

44.♖xe2 ♖c6

Diagram 24-11

45.♖c3

White is aiming to provoke ...d4, but I cannot see what advantages that would bring him.

45.♖f4? achieves nothing, on account of 45...♖b4 46.♔f3 ♖c2!=.

The simple 45.♔f3! would be more logical. For example: 45...♔e7 46.♔e3 ♔d6 47.♖d4 ♖e5 48.h3± followed by f2-f4.

45...♖b4

After 45...d4! 46.♖a2 ♔e7 47.♔f3 f5! 48.♔e2 ♔d6 49.♔d3 ♔c5, Black is able to support his passed pawn in time.

46.♔f3 ♔e7 47.♖b5!± ♔d7 48.♔e3 ♔c6 49.♖d4† ♔c5

Diagram 24-12

50.h4!

White treats the position according to the principle

Diagram 24-10

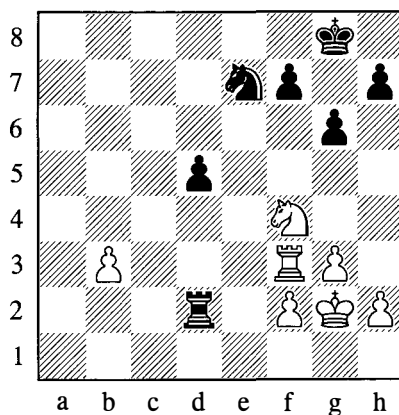


Diagram 24-11

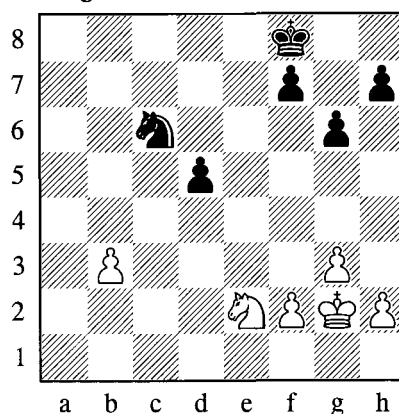
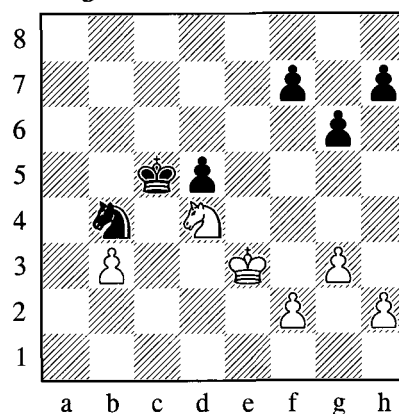


Diagram 24-12



of two weaknesses, and tries to achieve something on the kingside.

50...♔d6

50...h5 is possible: 51.f3 ♔d6 52.g4 ♕c5 53.g5 (53.gxh5 gxh5 54.♖e2 ♖c2† 55.♔f4 ♖e1!=) 53...♔d6 54.f4 ♕c5 55.♖f3 (55.f5 ♔d6=) 55...♖c2† 56.♔d3 ♖b4† 57.♔d2 ♖c6 It is not clear how White can make any further progress, since 58.♖e5? is met by 58...♖xe5 59.fxex5 ♔d4.

51.g4! ♕c5 52.f4

White simply moves his pawns forward, which he hopes will provide him with more attacking chances on the kingside.

Dvoretsky suggests 52.h5!? (intending h5-h6 followed by ♖f3) 52...gxh5 53.gxh5. This position is also very dangerous for Black, since White still has chances to break through on the kingside.

52...♔d6 53.♖f3!?

Diagram 24-13

The threat of ♖g5 provokes the weakening of the kingside.

53...f6

Defence is very difficult in cases like this. Black should follow the fourth principle and try to exchange as many pawns as possible.

53...h6!? is worth considering, with the possible continuation: 54.♖e5 ♕e6 (54...♕e7 55.♔d4) 55.♔d4 ♖c2†! 56.♔c5 (or 56.♔c3 ♖e3 57.b4 g5! 58.hxg5 hxg5 59.b5 gxf4 60.b6 ♔d6=)

Diagram 24-14

56...g5! 57.hxg5 hxg5 58.b4 (58.♖d3 gxf4 59.♖xf4† ♕f6 60.♖xd5† ♕g5=) 58...gxf4 59.♖d3 ♖xb4! 60.♔xb4 ♕f6 Black achieves the draw by exchanging White's last pawn.

54.♖d4 ♖a6

Since 54...♔c5 55.♖e6† ♔d6 56.♖f8± allows White to attack the kingside, Black feels forced to lift the blockade of the b-pawn.

However, 54...♔d7 55.♔d2 ♔d6 would be better. For example: 56.♖c2 ♖c6 57.b4 g5 58.hxg5 fxg5 59.b5 ♖b8 60.fxg5 ♔c5 61.♔c3 ♖d7 62.♖d4 ♖f8 63.♔d3 ♖g6 and Black can hold the draw.

55.♖c2!?

Now White will manage to advance his pawn to b4. Barcza is improving his position one step at a time.

Diagram 24-13

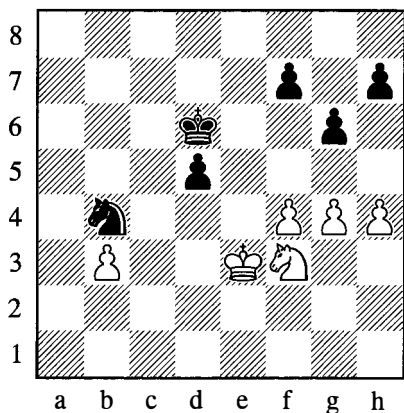
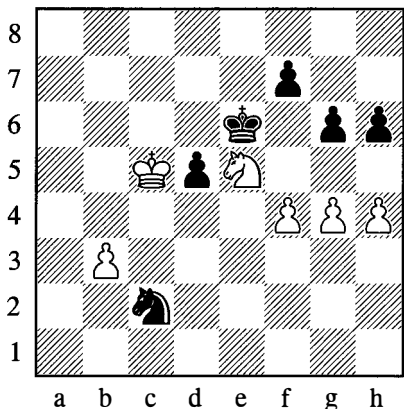


Diagram 24-14 (analysis)



55...♗c5 56.♖d3!

Putting Black in zugzwang.

56...♜c7 57.b4† ♗b5 58.♗c3

Diagram 24-15

58...♗c6

58...♜e6? loses to 59.♜d4†.

59.♜d4† ♗d6 60.♗d3!

White is playing very carefully and not giving his opponent any chance of counterplay.

60.♗b3? is weaker, in view of 60...g5! 61.hxg5 fxg5 62.fxg5 ♗e5=.

60...♜e8?!

It is very hard for Black to fight on two fronts.

60...♜a6!? is a better defensive try: 61.b5 ♜c5† 62.♗c3 h6 63.♗b4 ♜d3† 64.♗a5 ♜xf4 65.b6 ♜d3 66.h5 gxh5 67.gxh5 ♜e5 and Black retains drawing chances.

61.f5!

White wants to create a passed pawn on the kingside (ideally on the h-file); he threatens 62.fxg6 hxg6 63.h5.

61...gxf5

The following (unforced) variation illustrates some of the problems facing Black: 61...♜g7 62.fxg6 (62.♗e3!±) 62...hxg6 63.♜e2 ♗e5 64.b5 ♗d6 65.♜f4! g5 66.h5! gxf4 67.h6+– The knight is no good against a rook's pawn!

62.♜xf5† ♗e5 63.b5 ♜c7 64.b6 ♜a6 65.♗e3 ♜c5

65...h5 is met by 66.♗f3 d4 67.♜xd4!+–.

Diagram 24-16

We can see that White has already been able to achieve quite a lot.

66.h5 ♜b7 67.♜d4 ♗d6 68.♜b3?

The natural 68.♗f4! is better, to penetrate on the kingside:

a) 68...♗c5 69.♜e6† ♗xb6 (69...♗c4 70.♗f5) 70.♜f8 h6 71.♜d7±

b) 68...♜c5 69.♗f5± (Dvoretsky).

68...♗c6 69.♗d4!?

Diagram 24-17

69...♗d6?

Black misses his chance and lets White redeploy his knight.

69...h6! is correct, when White finds himself in

Diagram 24-15

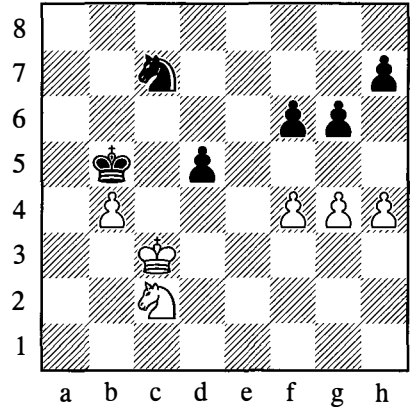


Diagram 24-16

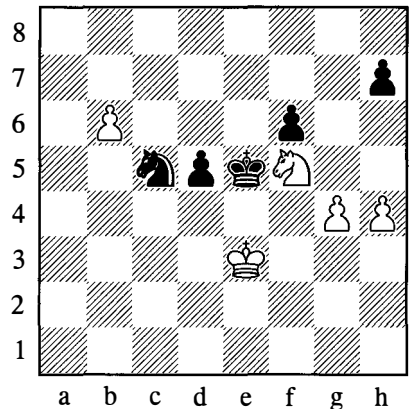


Diagram 24-17

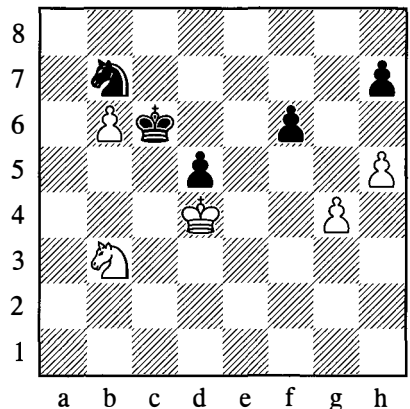
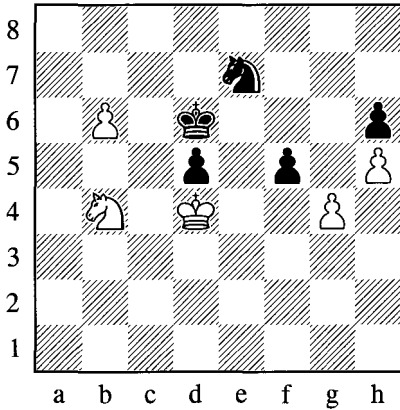


Diagram 24-18



zugzwang: 70.♔e3 ♕xb6 71.♖d4 ♖d6= or 70.♖d2 ♖d8 71.♖f1 ♖e6†=.

70.♖c1!± ♖d8 71.♖d3 ♖c6†

After 71...♖e6† 72.♔e3 h6, the threat of 73.♖xd5! is decisive.

72.♔e3 ♖e7?!

The final chance to put up a fight was 72...♖a5±.

73.♖b4!+–

This secures the d4-square for the white king.

73...h6 74.♔d4 f5

Diagram 24-18

75.g5!

The decisive breakthrough.

75...f4

If 75...hxg5, then 76.b7 ♕c7 77.♖xd5† ♖xd5 78.♔xd5+–.

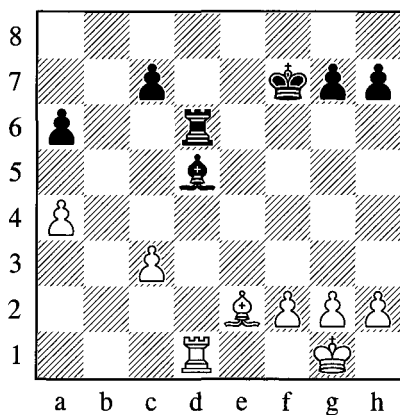
76.gxh6 ♖f5† 77.♔d3 ♖xh6 78.♖xd5!

White wins very easily. He first deals with the f-pawn, and then heads for the h-pawn with his king and wins the knight.

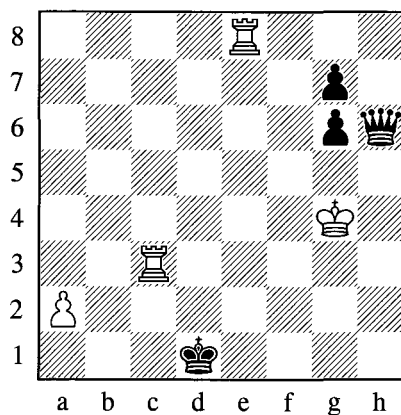
1–0

Exercises

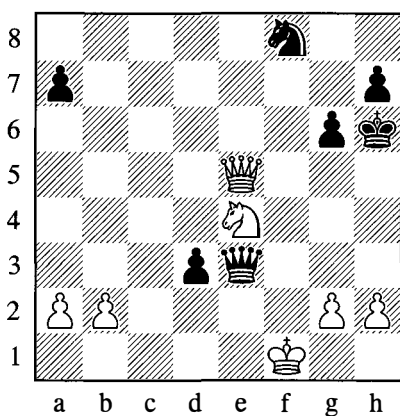
► Ex. 24-1 ◀ ★★★ △



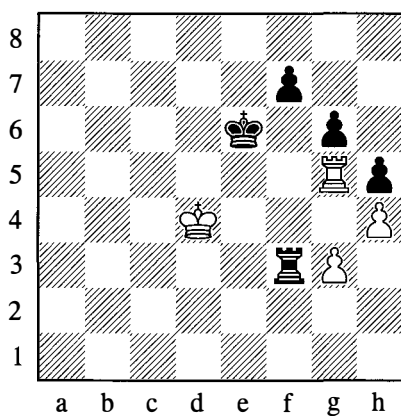
► Ex. 24-4 ◀ ★★★ △



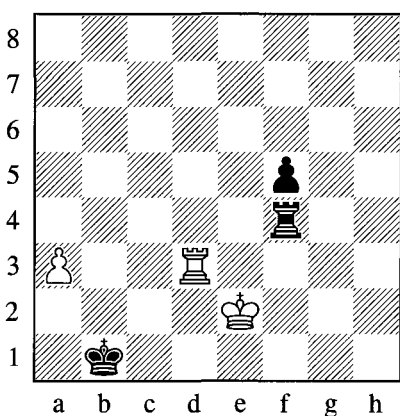
► Ex. 24-2 ◀ ★★ △



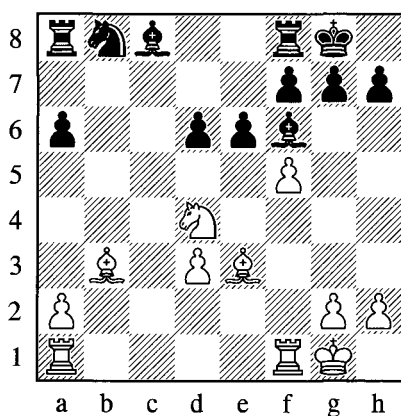
► Ex. 24-5 ◀ ★★★ ▼



► Ex. 24-3 ◀ ★★ △

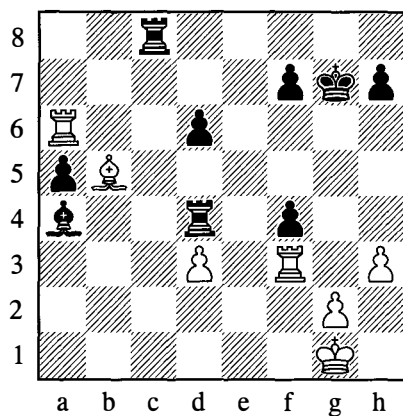


► Ex. 24-6 ◀ ★★ ▼

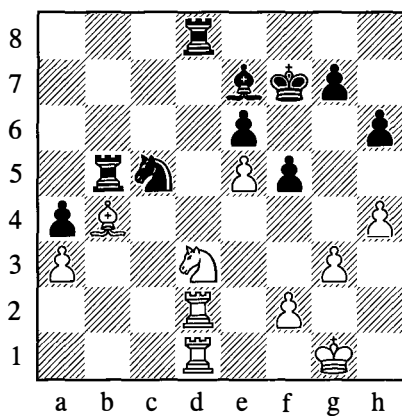


Exercises

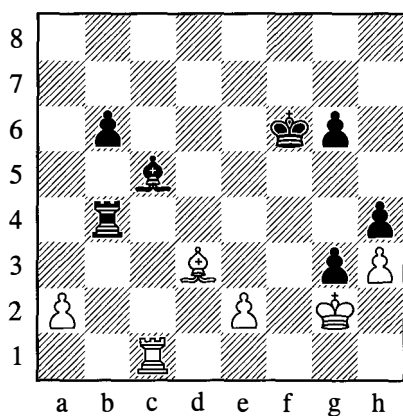
► Ex. 24-7 ◀ ★ ★ △



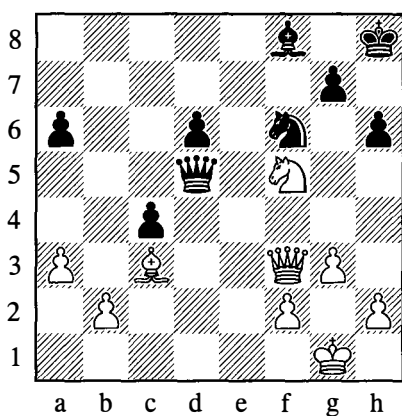
► Ex. 24-10 ◀ ★ ★ ▼



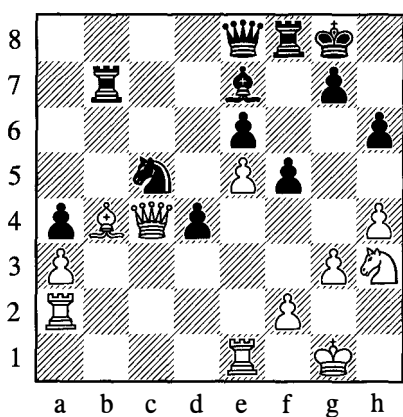
► Ex. 24-8 ◀ ★ ★ △



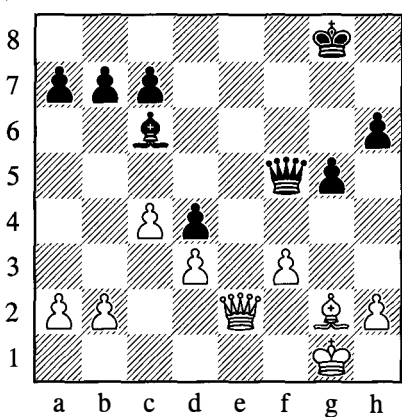
► Ex. 24-11 ◀ ★ ★ △



► Ex. 24-9 ◀ ★ ★ ▼



► Ex. 24-12 ◀ ★ ★ ★ △



Solutions

Ex. 24-1

P.Keres – E.Geller

Budapest 1952

28.a5!+–

(2 points)

White fixes the a6-pawn on a light square and will be able to attack it later. This improves White's position and means that an exchange of rooks will now lead to a winning bishop ending.

On the other hand, the exchanging operation 28.♖xd5? ♜xd5 29.♙c4 is wrong: 29...♗e6 30.♗f1 ♗d6 31.♙xd5 ♗xd5 32.♗e2 ♗c4 33.♗d2 ♗b3 and Black obtains counterplay.

(1 point for seeing this variation)

28...♙e6

28...♗e6 29.f4 ♜c6 loses to 30.♙g4†.

29.♗f1

Both 29.♙xa6? ♗b3! 30.♜b1 ♜xa6 31.♜xb3 ♜xa5 and 29.♜xd5?! ♜xe2 30.♗f1 ♜a2 31.♜c5 ♗f8 lead to rook endings in which White's edge is unlikely to be enough.

29...♙b3 30.♜d7† ♗f8 31.♜xc7 ♜e5

31...♜e1 32.f3 ♜a1 33.♜c5+–

32.♜c6 ♜xa5 33.♜b6!

After 33.♜xa6? ♜c5! Black wins back one of the extra pawns.

33...♙c2 34.♜xa6 ♜c5 35.♜a3 ♜d5 36.f3 ♜d1 37.♗f2 ♜c1 38.h4 ♙g6 39.♙c4 ♗e7 40.g4 h6 41.♙d5
1–0

Ex. 24-2

M.Tal – Z.Azmaiparashvili

Albena 1984

30.♙d6!!

(2 points)

White wants to either exchange queens or drive the black queen away from its threatening position.

30.♙f6 (1 point) is less precise: 30...♜xe5 31.♙g4† ♗g5 32.♙xe5 ♗f4 33.♙xd3† ♗e3 and Black's active king provides counterplay.

30...♜c1†

Or 30...♜xe5 31.♙f7† ♗g7 32.♙xe5+–.

31.♗f2

White threatens ♙f7#.

31...g5 32.♜f6† ♙g6

32...♗h5 33.g4† ♗h4 (33...♗xg4 34.♜f3† ♗h4 35.♙f5#) 34.♜h6† ♗xg4 35.h3† ♗f4 36.♜f6#

33.♙f7†

33...♗h5 34.♜f3† g4 35.♜f5† leads quickly to mate.

1–0

Ex. 24-3

The end of a study by

J.Fritz

1953

White forces a transition to a winning pawn ending.

3.♜b3†! ♗a2 4.♜b4!+–

(2 points)

Ex. 24-4

The end of a study by

G.Umnov

1982

3.♜e1†!!

(2 points)

Nothing is achieved by 3.♜h3? ♜d2= or 3.♜d8† ♗e2 4.♜h3? ♜c1=.

3...♗xe1

3...♗d2 4.♜h3+–

4.♜h3 ♜xh3†

4...♜d2 5.♜h1† ♗f2 6.♜h2† ♗e3 7.♜xd2 ♗xd2 8.a4+–

5.♗xh3 ♗f2 6.a4 ♗f3 7.a5 g5 8.a6 g4† 9.♗h4!

(another 1 point)

9...g3 10.a7 g2 11.a8♜†+–

Solutions

Ex. 24-5

A.Yusupov – L.Ljubojevic

Linares 1992

52...♙f5??

Black cannot win the resulting pawn ending!

The correct winning plan is: 52...♞a3! (intending ...♙f6-g7 followed by ...f6 or ...f5) 53.♙e4 f5+!

(2 points for this variation)

The white rook is now trapped and Black forces the exchange of rooks in a better situation than in the game: 54.♙d4 ♙f6 55.♙c4 ♞a4+ 56.♙d3 ♞g4 57.♞xg4 hxg4 58.♙d4 ♙e6 59.♙d3 ♙d5 60.♙e3 ♙e5 61.♙d3 f4+–

53.♙e4! ♞xg5 54.hxg5 f6 55.gxf6 ♙xf6 56.♙f4 g5+ 57.♙f3! ♙f7

57...♙f5 is followed by 58.g4+! hxg4+ 59.♙g3=.

(1 point for spotting this defensive idea)

58.♙f2! ♙e6 59.♙e2! ♙d6 60.♙d2 ♙c5 61.♙e3!

½–½

Ex. 24-6

D.Bronstein – V.Korchnoi

Moscow 1971

The notes to Exercises 24-6 and 24-7 are based on analysis by Korchnoi.

16...♙xd4!

(2 points)

Black consolidates his position with this move. The alternatives are not good:

a) 16...e5? 17.♙e6! fxe6 18.fxe6 ♙h8 19.♙d5±

b) 16...d5?! 17.♞ac1 e5? 18.♙xd5 exd4 19.♙f4±

17.♙xd4 ♙c6+ 18.♙b2 exf5 19.♙d5 ♞b8!

19...♙d7 20.♙a3+

20.♙xg7 ♙xg7 21.♙xc6 ♞b4! 22.♞ab1 ♞d4

23.♞f3 ♙e6 24.♞b6 a5 25.a4

25.a3!? was worth considering.

25...♞c8 26.h3 f4 27.♞a6 ♙b3 28.♙b5 ♙xa4+

See Ex. 24-7.

Ex. 24-7

D.Bronstein – V.Korchnoi

Moscow 1971

White faces a difficult decision regarding which pawn he captures.

29.♞xa5?!

White takes the a-pawn, but then has to continue the game with his bad bishop.

A rook ending only a pawn down would offer more drawing chances: 29.♙xa4! ♞xa4 30.♞xd6+

(2 points)

29...♙d1 30.♞f2 ♞c5 31.♞a1 ♙b3 32.♙a6 ♙g6 33.♞b1 ♙e6 34.♞b6 ♙g5 35.♙h2 h5 36.♞b8 ♙f5! 37.♙c4 ♙g6 38.♞g8 d5 39.♞d8 h4! 40.♞e2 ♙xd3 41.♙xd3

41.♞e5+ ♙f5! 42.♙a2! f3 43.♙b1 ♞f4 44.gxf3 ♙f6 45.♞xf5+ ♞xf5 46.♙xf5 ♙xf5+– 41...♞xd3

Now White finds himself two pawns down in the rook ending.

42.♞g8+ ♙f5 43.♞g7 f6 44.♞g4 ♞c4! 45.♞f2

45.♞xh4 f3 46.g4+ (46.♞xc4 fxe2+–) 46...♙f4 47.♞f2 (47.♞a2 ♞e4+–) 47...♙d1 48.g5+ ♙e3+–

45...f3! 46.gxf3 ♞dc3 47.♙g2 ♞c2 48.♞xc2 ♞xc2+ 49.♙f1 ♞c4+– 50.♞g8 ♙f4 51.♙e2 f5 52.♞h8 ♞c2+ 53.♙d3 ♞h2 54.♞xh4+ ♙xf3 55.♞h5 f4 56.♞h4 ♞g2! 57.♞h5 ♙g3 58.♞xd5 ♙xh3 59.♞d8 ♙g3 60.♞g8+ ♙f2 61.♞f8 f3

0–1

Ex. 24-8

A.Yusupov – R.Polzin

Bundesliga 2006

49.♞c4!

(2 points)

Solutions

After the exchange of rooks, the opposite-coloured bishops ensure a draw.

49...g5

49...♖b2 50.♗xh4=

50.♗xb4 ♕xb4 51.a4

½–½

Ex. 24-9

O.Adu – A.Yusupov

Minneapolis 2005

30...♖b5!

(2 points)

Being a pawn up, Black naturally aims for the exchange of queens.

30...♖b3? 31.♗xe6† is somewhat unclear.

31.♗xb5

After 31.♗xd4, Black takes command with either 31...♗d8† or 31...♖xd3†.

31...♗xb5 32.♗d1 ♗d8† 33.♗ad2 d3 34.♖f4 ♕f7 35.♖xd3?

White had to try 35.h5†.

See Ex. 24-10.

Ex. 24-10

O.Adu – A.Yusupov

Minneapolis 2005

35...♖e4!

(2 points)

36.♕xe7

36.♗c2 ♕xb4 37.axb4 ♗bd5–+

36...♕xe7 37.♗c2 ♗bd5!

This pin decides the game.

Another strong option is 37...♗b3! 38.♗c7† ♕f8–+.

38.♗c7† ♕e8!

But not 38...♕f8? on account of 39.♗b1! ♗xd3 40.♗bb7=.

39.♗xg7 ♗xd3

0–1

Ex. 24-11

A.Yusupov – S.Drazic

Bastia (rapid) 2004

33.♔g2!

(2 points)

White has no reason to avoid an exchange of queens, since his king will be actively posted.

33...♖e4?

This loses on the spot. Black had to either exchange queens or try 33...♗e6, though White is clearly better in both cases.

34.♖e3! ♗a8 35.♖xc4

White easily converted his extra pawn.

...1–0

Ex. 24-12

H.Boschek – A.Yusupov

Gelsenkirchen simultaneous 1999

29.h3?

A bad move, which unnecessarily puts another pawn on a light square. If Black now manages to exchange queens, then he will be strategically winning, since White has as many as three weaknesses (d3, f3 and h3).

The more sensible moves 29.a3 or 29.b4 each earn 1 consolation point, but White had two better solutions.

29.♗e7! (2 points) hopes for 29...♗xd3 30.♗e6† ♕f8 31.♗f6† ♕e8 32.♗e6†=. Instead, Black should reply 29...♗f4 30.♗e6† ♕g7 31.♗e7† ♕g6 32.♗e6† ♗f6†, though White's drawing chances here are much greater than in the game.

Even stronger is 29.f4!!.

(3 points)

This leads to an exchange of bishops. In the queen ending White either gets a perpetual check or wins back the pawn: 29...♕xg2 30.♕xg2 ♗xf4 (or 30...gxf4 31.♗e8† ♕g7 32.♗e7† ♕g6 33.♗e8† ♕g5 34.♗d8†=) 31.♗e8† ♕g7 32.♗e7† ♕g6 33.♗e8† ♕f5 34.♗c8†=

29...♕f7† 30.♕f2 ♗f4 31.♕g1

Solutions

Perhaps White should try 31.b4!? rather than just waiting passively.

31...a5! 32.b3 ♖f6 33.♗f2 h5 34.♗g1 ♜e3†

Black could also improve his position further with 34...b6!? before going for the exchange of queens.

35.♗f1

35.♜xe3 dxe3 36.d4 ♖f5†

35...♗f5 36.♜xe3 dxe3 37.♗e2 ♖f4 38.d4 ♙e8 39.♙f1 ♙g6+ 40.a3 ♙c2 41.b4 axb4 42.axb4 h4 43.b5 ♙b3 44.♗e1

44.c5 ♙c4† 45.♗e1 ♙xf1 46.♗xf1 ♗xf3 47.d5 g4+†

44...♗xf3 45.d5 b6 46.♙d3 ♖f4 47.♗e2 g4!

48.hxg4 h3 49.♗f1 ♗xg4 50.♗g1 ♗g3

0-1

Scoring

Maximum number of points is 28

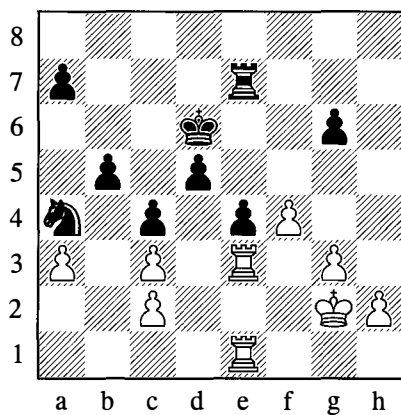
- 24 points and above → **Excellent**
- 18 points and above → **Good**
- 12 points → **Pass mark**

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

Final test

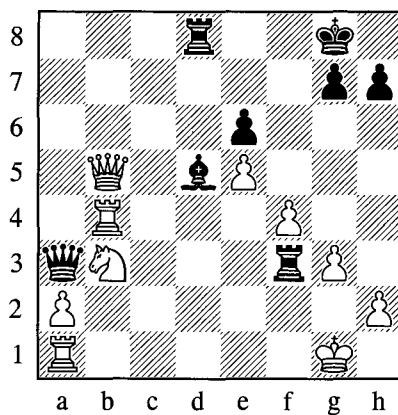
► F-1 ◀

★



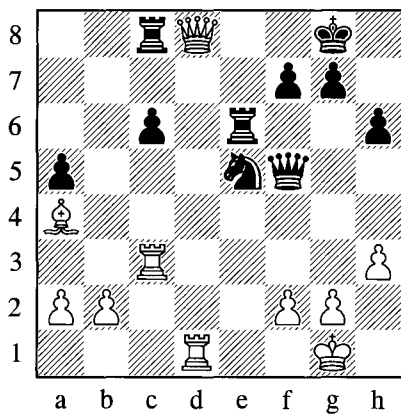
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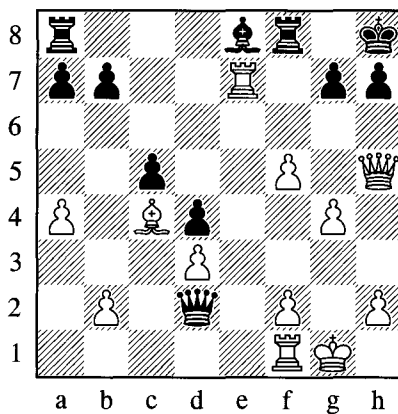
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★★



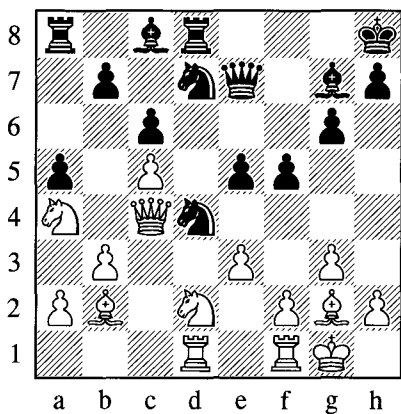
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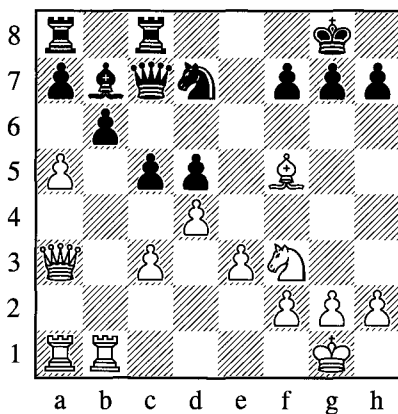
► F-3 ◀

★★



► F-6 ◀

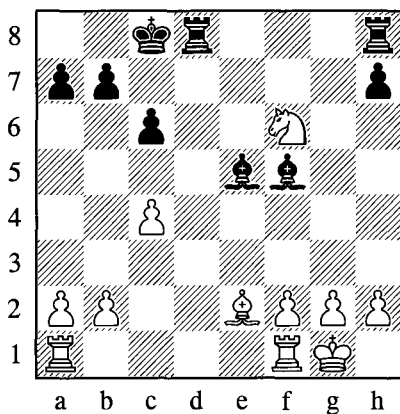
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Final test

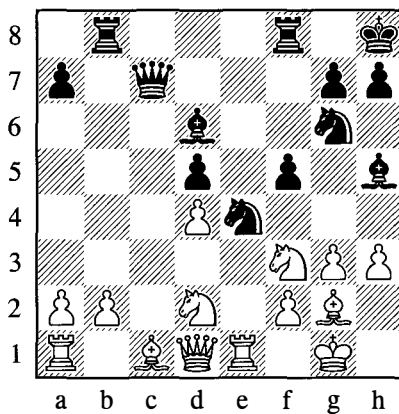
►F-7◄

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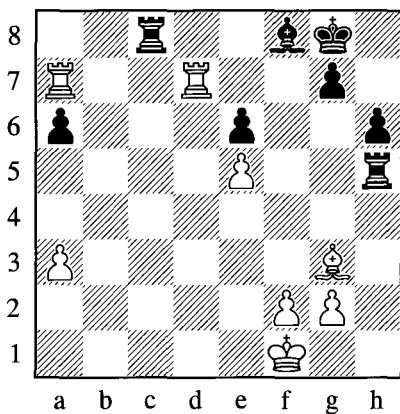
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★★



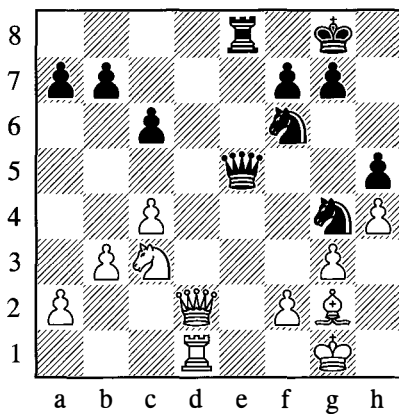
►F-8◄

★



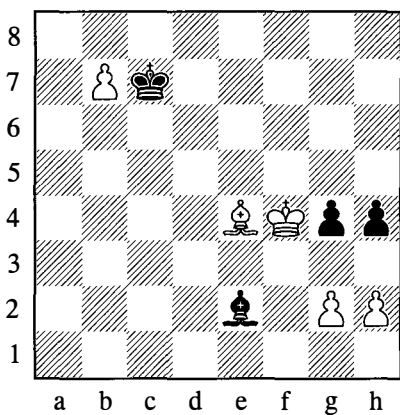
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★★



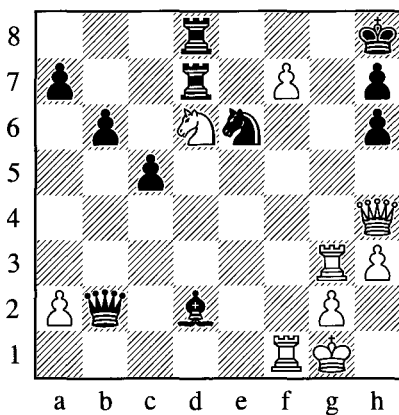
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★★



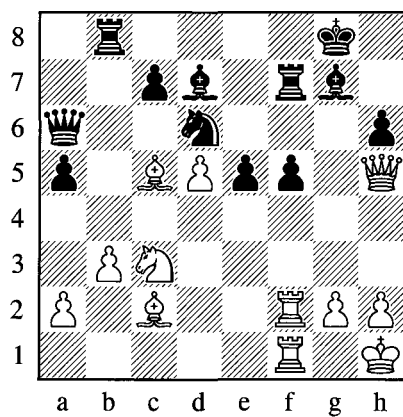
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★★

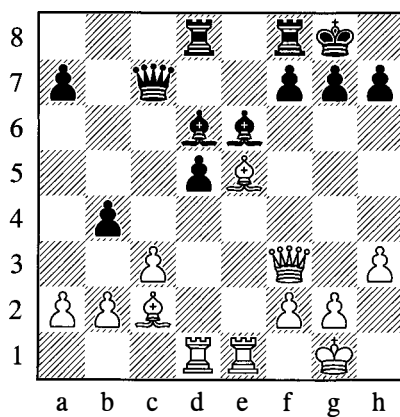


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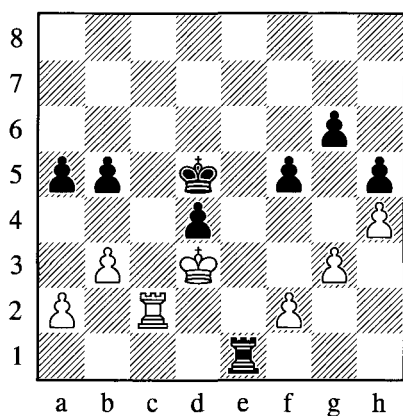
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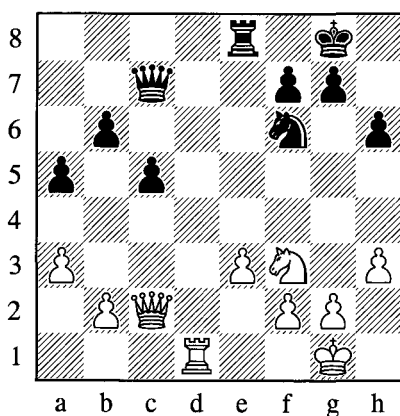
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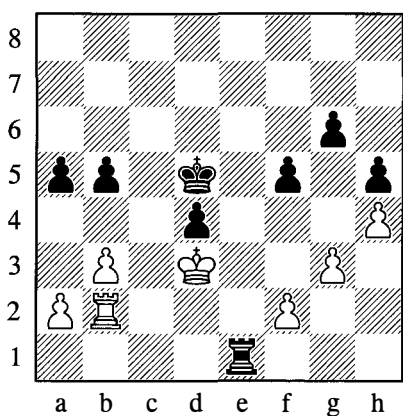
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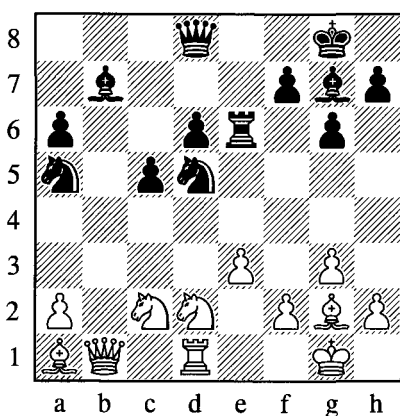
► F-17 ◀ ★★ △



► F-15 ◀ ★★ ▼



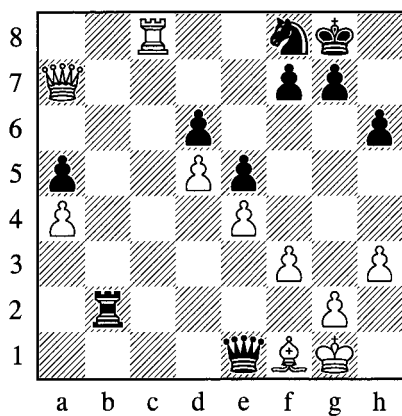
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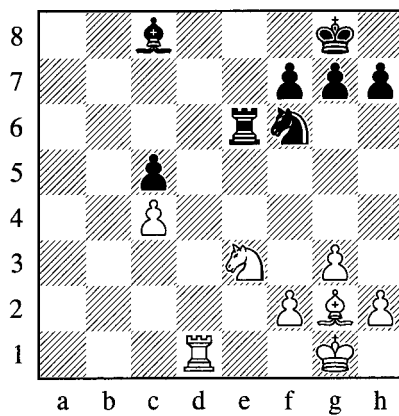
►F-19◄

★★★



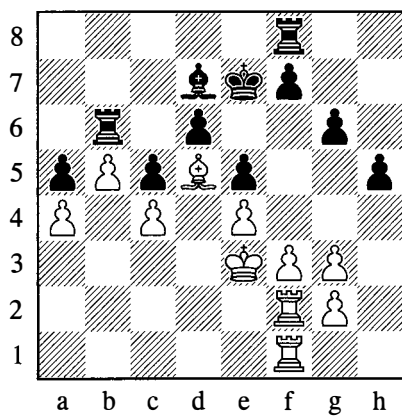
►F-22◄

★★



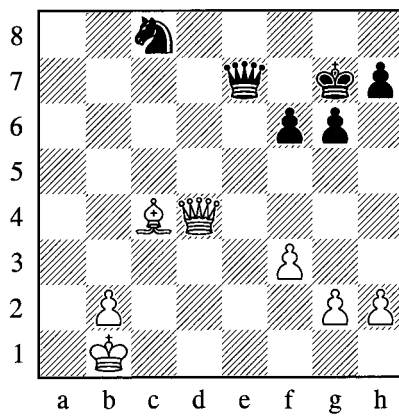
►F-20◄

★★



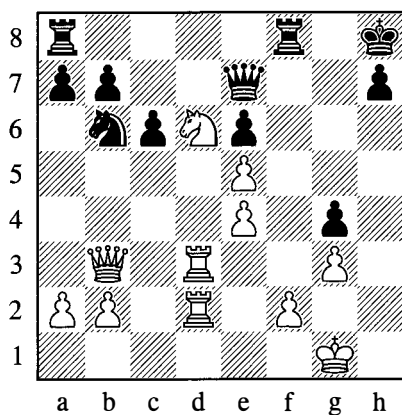
►F-23◄

★★



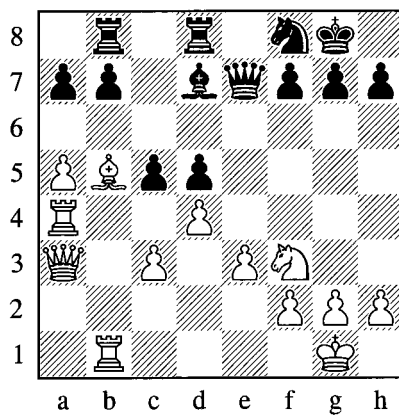
►F-21◄

★★



►F-24◄

★★



Solutions

F-1

Tactics /Chapter 10

V.Antoshin – M.Botvinnik

USSR Ch, Moscow 1955

32...♖xc3!!

(1 point)

33.♖xc3 d4 34.a4

34.♖d1 ♕c5+

34...dxc3 35.axb5 ♕c5 36.g4?!

36.♕f2! is the correct move, when the endgame remains unclear.

36...♖d7 37.♖e2?!

37.♕f2 is still the right idea.

37...♕xb5 38.h4 a5 39.h5?! gxh5 40.g5

♖d2!+ 41.♕f2 h4 42.g6 ♖xe2† 43.♕xe2

h3 44.g7 h2 45.g8♖ h1♖

The queen ending is a straightforward win for Black.

...0-1

F-2

Tactics /Chapter 16

Variation from the game

J.Speedman – A.Yusupov

Hastings 1989/90

30...♖xd8! 31.♖xd8† ♕h7 32.♖c2

This tactical idea is refuted by two intermediate checks.

32...♕f3†! 33.gxf3 ♖g6†

(2 points)

Unpinning the queen gives Black a decisive advantage.

F-3

Tactics /Chapter 22

E.Malínova – E.Kakabadze

Rostov-on-Don 1953

1...b5!

(1 point)

2.♖d3?

White should have tried: 2.cxb6 ♖a6 3.exd4 (3.♖c1 ♕e2†+) 3...♖xc4 4.♕xc4+

2...e4!

(another 1 point)

3.♖b1 ♕e2† 4.♕h1 bxa4+

F-4

Tactics /Chapter 1

L.Ljubojevic – A.Yusupov

Rotterdam 1989

34...♖xb3??

In time trouble, Black misses the crushing 34...♖b2!.

(1 point)

With a multitude of threats – including ...♖f2† and ...♖xg3†! – Black wins immediately.

35.♖xb3 ♖xb3 36.♖xb3 ♖c5† 37.♕g2

♖c6† 38.♕h3 ♖d2 39.♖d1?!

White returns the favour; 39.♖g1 would have enabled him to defend.

39...♖g2† 40.♕h4 ♖xh2† 41.♕g4 ♖e2†

42.♕h3 ♖h5#

F-5

Tactics /Chapter 19

J.Capablanca – F.Marshall

New York (2) 1909

21.f6!

(1 point)

This is much more convincing than 21.♖h4, although that would also win.

21...♖h6

Black has nothing better: 21...gxf6 22.♖xh7# or 21...♖xh5 22.fxg7# or 21...♖xf6 22.♖xe8†+.

22.♖xh6 gxh6 23.♖fe1+ ♖xa4 24.♖xb7 ♖ae8

After 24...♖xf6 25.♖ee7, Black is quickly mated.

25.♖xe8 ♖xe8 26.♖xa7 ♖d1 27.h3 h5

28.g5 h4 29.f4 ♖h5 30.f5 ♖f8 31.♖c7 ♖b8

32.♖xc5

1-0

Solutions

F-6

Strategy /Chapter 2

F.Marshall – J.Capablanca

New York (7) 1909

18.♙xd7!

(2 points)

With this concrete solution, White wins a pawn.

18.dxc5! (also 1 point) is liable to come to the same thing: 18...bxc5 19.♙xd7 ♜xd7 20.a6±

But 18.♘e5? ♘xe5 19.♙xc8 is not so strong, on account of 19...♘c4!.

18...♜xd7 19.a6 ♙c6 20.dxc5 bxc5

Or 20...d4!? 21.♘xd4 bxc5 22.♘xc6 ♜xc6 23.♜b7±.

21.♜xc5± ♜ab8? 22.♜xb8 ♜xb8 23.♘e5! ♜f5!

This threatens ...♜b1† and prepares to set a trap for his opponent.

24.f4! ♜b6!? 25.♜xb6!

White does not fall for 25.♘xc6? ♜b1† 26.♜xb1 ♜xb1† 27.♘f2 ♜c2† 28.♘g3 ♜g6†= with perpetual check.

1–0

F-7

Endgame /Chapter 24

J.Capablanca – S.Tartakower

Bad Kissingen 1928

18.♙g4!

(2 points)

It is important to exchange one of the opponent's bishops.

18.♘g4 ♙xb2 would give Black good counterplay.

18...♙xf6

Since White is able to get connected passed pawns, the bishops of opposite colours will not play a significant role.

Better defensive chances are offered by 18...♙xg4!? 19.♘xg4 ♙xb2 20.♜ad1±, since in an open position (with play on both sides)

the active bishop has some advantages over the knight.

19.♙xf5† ♘c7 20.♜ad1! ♙xb2

20...♜xd1 21.♜xd1 ♙xb2 22.♜d7†+–

21.♜xd8 ♜xd8 22.♙xh7 ♜d4 23.g3

Black cannot stop the three connected passed pawns.

23...♜xc4 24.h4 b5 25.♘g2 a5 26.h5 ♙g7

27.f4 ♙h6 28.♜e1+– ♜a4 29.♙g8 ♜d4

30.♜e7† ♜d7 31.♜xd7† ♘xd7 32.♘f3 c5

33.g4 c4 34.g5 ♙f8 35.h6 a4 36.f5 ♘c6

37.h7 ♙g7 38.f6 c3 39.♘e2 ♙h8 40.f7

1–0

F-8

Tactics /Chapter 3

V.Chekhov – V.Gutop

Moscow 1977

33...♜c2!

(1 point)

The threat of ...♜h1# is decisive.

0–1

F-9

Endgame /Chapter 5

A.Gershon – T.Thorhallsson

Bermuda 1999

56.h3??

There is a simple win: 56.♘g5! h3 (56...g3 57.h3+–) 57.g3

(2 points)

White will continue with ♙f5 and capture both the black pawns.

As a rule, White should avoid exchanging pawns here. For example, 56.g3?? hxg3 allows Black to draw.

56...g3 57.g3 ♙h3 58.♘g5 ♙xb7 59.♙xb7 ♘d7!=

This is what White had forgotten; he has the 'wrong' bishop. If White now takes the h4-pawn, the black king reaches the saving corner without let or hindrance. White can try to first drive away the black king before going for

Solutions

the h-pawn, but against accurate defence he can no longer win the ending. (You can find similar endings in Chapter 4 of *Dvoretsky's Endgame Manual*.)

F-10

Strategy /Chapter 6

A.Areshchenko – A.Yusupov

Bundesliga 2005

19...♙xg3!

19...♖xf2 20.♗xf2 ♙xg3† (1 point) is less convincing.

20.fxg3 ♖xg3

(2 points)

Black threatens 21...♗f4.

21.♖e2

21.♖f1 ♗f4+

21...♗f4+ 22.♖e1

22.♗xe4 ♗xe2† 23.♖xe2 fxe4+

22...♖be8! 23.♗xe4

23.♖xg3 ♗xe2+

23...♗xe2† 24.♖xe2 fxe4 25.♖e1 ♖xf3

Black could finish in style with: 25...♖xg2†!

26.♗xg2 exf3† 27.♗f1 ♖xe1† 28.♗xe1 f2†

28.♗f1 ♙e2†

26.♖xg3 ♖xg3

0–1

F-11

Tactics /Chapter 7

A.Abolianin – I.Khenkin

Belgium 2004

24...♗xf2! 25.♗xf2

25.♖xf2 ♖xc3+

25...♗g4† 26.♗g1 ♖xg3

(2 points)

White has no good defence against ...♖h2† followed by ...♗e3†.

0–1

F-12

Calculating variations /Chapter 8

Based on the game

J.Capablanca – N.N.

1.♖xd8†!

(1 point)

But not 1.♗e8? ♖xf7 2.♖xf7 ♖xe8+.

1...♖xd8 2.f8♖†

2.♗e8 also wins.

2...♖xf8

2...♗xf8 3.♗f7#

3.♖xf8† ♗xf8 4.♗f7#

(another 1 point)

F-13

Positional play /Chapter 9

T.Petrosian – A.Suetin

Riga 1954

32.g4!

(2 points)

But not 32.♙xd6? cxd6 33.♙xf5? ♙xf5

34.♖xf5?, which loses to 34...♖xf1† (Petrosian).

(1 point for this variation)

32...f4

“Forced. But now it is easy to blockade the supposedly mighty black passed pawns. By combining the siege of the pawns with an attack on the king, White managed a quick victory.” – Petrosian.

33.♖e1

Attacking directly with 33.g5!? ♗f5 34.♗e4 looks very strong.

33...♖c8 34.♙xd6?!

This simplifies the position too soon.

Better options are 34.♖g1!? (intending g4-g5), or 34.♖g6!? ♙xg4 35.♖xe5.

34...cxd6 35.♙g6 ♖f8 36.♗e4 f3?

Taking on g4 is of course risky, but it is Black's best hope: 36...♙xg4 37.♖h4 ♙d7 38.♖g1 (38.♖e7?! ♖d8 39.♖xd6? ♖b6–+) 38...♖d8 39.♖h5 ♖e7 40.♖fg2 White clearly has good compensation.

Solutions

37.g5! ♖f4

Or 37...♙g4 38.♖h4 ♖f4 39.gxh6 ♙f8 40.♖g1+.

38.♖g1?

The correct continuation is 38.gxh6 ♙g4 39.♖g5+.

38...♙f5?

Black's last chance was 38...♙g4 39.♙f7+ ♙f8 40.♖g6 h5∞.

39.gxh6 ♙xe4 40.♙xe4

40...♖xe4 is met by 41.hxg7+.

1-0

F-14

Endgame /Chapter 24

Variation from the game

M.Glienke – A.Yusupov

German Ch, Bremen 1998

64...♖d1!

(1 point)

65.♙e2 d3+ 66.♙xd1 dxc2+ 67.♙xc2 ♙e4

68.♙d2 ♙f3 69.♙e1 f4!

(another 1 point)

The point of Black's play; the white pawn chain is broken up.

70.gxf4 ♙xf4

Black can also insert 70...b4 before recapturing the pawn.

71.♙e2 ♙g4 72.♙e3 ♙xh4 73.♙f4 ♙h3

74.♙g5 ♙g2 75.f4 ♙g3 76.♙xg6 ♙xf4

77.♙xh5 ♙e3 78.♙g5 ♙d3 79.♙f5 ♙c3

80.♙e5 b4 81.♙d5 ♙b2+

F-15

Endgame /Chapter 12

M.Glienke – A.Yusupov

German Ch, Bremen 1998

64...♖c1!

(2 points)

Black improves his position, threatening ...♖c3+ followed by ...♙e4.

Black has other ways to reach his goal: 64...♖d1+ 65.♙e2 ♖c1 (also 2 points) and the

immediate 64...f4 65.gxf4 ♖h1 (also 2 points) are just as good.

65.♖e2 ♖c3+ 66.♙d2 ♖f3 67.♙e1 f4!

This creates a new weakness in the white position.

68.♖e8 fxg3 69.♖d8+

69.fxg3 ♖e3+–

69...♙e4

0-1

F-16

Tactics /Chapter 13

G.Koltanowski – M.Defosse

Liege 1936

1.♙xh7+! ♙xh7 2.♖h5+ ♙g8 3.♙xg7! ♙xg7

3...f6 4.♙xf8+–

4.♖g5+ ♙h7 5.♖d4+–

(1 point)

After the standard double bishop sacrifice, White brings in his rook with a threat of mate.

5...♙h2+

5...♙f4 6.♖xf4 ♖xf4 7.♖xf4+–

6.♙h1 ♖f4 7.♖xf4 ♙xf4 8.♖xf4 ♖g8

9.♖e5

1-0

F-17

Strategy /Chapter 14

A.Karpov – A.Yusupov

Dortmund 1997

27.a4!±

(2 points)

A small step, but a very effective one. The black pawns on the queenside are blockaded, while on the kingside White can slowly but surely advance his mobile pawns.

27...♖d8

27...♙d7 (intending ...♙e5) is met by 28.♙d4! (Karpov).

28.♖xd8+ ♖xd8 29.♙e5 ♖d5 30.♙c4 ♙d7

31.b3 f5!

Solutions

Better chances of defending are offered by either 31...h5 or 31...g6.

32.♔f1

32.g4?! fxg4 33.hxg4 ♖f3 34.♖f5 (Karpov) can be met by 34...♖d1! 35.♔g2 ♖xb3=.

32...♔f7 33.f3 ♔e7 34.♔e2 ♖e6 35.♖c3±

F-18

Calculating variations /Chapter 15

A.Yusupov – A.Graf

German Ch, Osterburg 2006

22.♖b3!+-

(2 points)

22...♔xa1

Black has nothing better:

a) 22...♖c3 23.♔xc3 ♔xc3 24.♖xc5 ♔xc2

25.♖xe6 fxe6 26.♔xg2+-

b) 22...♖xb3 23.♖xb3 ♔xa1 24.♖xb7+-

23.♖xa5 ♖xa5

23...♖c3 24.♖xb7+-

24.♖xb7 ♖f6 25.♖xa1 ♖d2 26.♖b8!?
♔g7

26...♖e8 27.♖b2 ♖g4 28.♖f1+-

27.♖b2! d5 28.♖b1 d4 29.♖xd4!

1-0

F-19

Positional play /Chapter 17

I.Boleslavsky – G.Khodos

USSR 1963

31.♖d8

This is not White's strongest option, but earns 1 consolation point.

31.♖e7? would be bad: 31...♖f2! 32.♔h2 ♖xf1 and after the black king escapes from the checks, White will be mated.

31.♖c7 (also 1 consolation point) achieves nothing after 31...♖b1=.

The only move to secure the advantage for White is: 31.♖d7!±

(2 points)

This has the nasty threat of ♖xf8+. Black may reply:

a) 31...♖f2! 32.♔h2 ♖xf1 33.♖xf8! ♔h7 34.♖f5+-

(another 1 point for this variation)

b) 31...♖e3! 32.♔h1 (32.♔h2?! ♖f4! 33.♔h1 ♖b1 34.♖xf8! ♔h7=) 32...♖b6! and now:

b1) 33.♖e7 ♖b1=

b2) 33.♖c6 ♖f2! 34.♖xf8! ♔h7!! (34...♔xf8 35.♖c8! ♔e7 36.♖c7! ♔e8 37.♔b5! ♖xb5 38.axb5 ♖f1! 39.♔h2 ♖xb5 40.♖xd6 f6 41.♖e6! ♔f8 42.♖c8! ♔e7 43.♖g8+-) 35.♖a6 ♖b1 36.♖h8! ♔xh8 37.♖c8+=

b3) 33.♖d8! ♖xd8 (33...♖f2 34.♖xf8! ♔h7 35.♖g8! ♔g6 36.♖cl+-) 34.♖xd8±

31...♖b1 32.♖f2 ♖b4

Black can also play: 32...♖c3!? 33.♖xd6 ♖xf1! 34.♔xf1 ♖c1! 35.♔e2 ♖c2! 36.♔f1 ♖cl! 37.♖e1 ♖c4! 38.♖e2 ♖cl!±

33.♔h2 g5 34.♖a7 ♔g7?

34...♖d2! would still draw.

35.♖e7 ♖g6 36.♖e8 g4

36...♖xf1 37.♖g8! ♔f6 38.♖d7+-

37.♖g8! ♔f6 38.♖d7 ♖e7 39.♖h8! ♔g5

40.♖xe7 g3! 41.♔xg3 ♖e1! 42.♔h2 ♖h4

43.♖xf7

1-0

F-20

Endgame /Chapter 20

I.Sokolov – V.Salov

Madrid 1994

41.g4!

(2 points)

White needs to create a second weakness on the kingside.

41.f4 (1 point) is less clear after 41...f5±.

41...hxg4

41...h4 can be met either with 42.g5!± followed by f3-f4 or ♖h1 (Dvoretsky), or with 42.f4!? f6 43.g5±.

42.fxg4 ♔e6 43.g5± ♖bb8 44.♖f6! ♔xd5

45.cxd5 ♖b7 46.♔d3 ♖d7 47.♔c4 ♖b7

48.♖f3 ♖bb8 49.♖h3! ♖h8

Solutions

If 49...♖b6, then 50.♞h7 (threatening ♜xg6) 50...♙e8 51.g3+- and Black is in zugzwang (Dvoretsky).

50.♞xh8 ♞xh8 51.b6!+- ♞h1 52.♙b5 c4 53.b7

53.♙xc4? ♞b1= (Dvoretsky).

53...c3 54.♙a6 ♞b1

54...c2 55.b8♞ c1♞ 56.♞xd6† ♙e8

57.♞b8† ♙e7 58.d6†+-

55.♞f3 c2 56.♞c3

1-0

F-21

Positional play /Chapter 21

Z.Ribli – A.Yusupov

Bundesliga 2003

25.a4!

(2 points)

A typical move, White aims to force the black knight even further back.

25...♞ab8

Black's best chance is to give up a pawn with: 25...c5!? 26.a5 (or 26.♞b5±) 26...c4 27.♙xc4 ♙xc4 28.♞xc4 ♞ac8±

26.a5+- ♙a8

See Diagram 14-11 in *Boost Your Chess 1*.

F-22

Calculating variations /Chapter 15

A.Graf – M.Carlsen

Sanxenxo 2004

29.♙c6!!

(2 points)

29...♞xc6 loses to 30.♞d8† ♙e8 31.♞xe8#, and so Black has no way to parry the threat of 30.♞d8†.

1-0

F-23

Endgame /Chapter 20

A.Alekhine – F.Sämisch

Baden-Baden 1925

Pay close attention to Alekhine's perfect technique in this game.

35.♙d3!

The immediate 35.g4 (also 2 points) will come to the same thing.

35...♞c7 36.g4!

(2 points)

White wants to create a second weakness on the kingside.

36...♙f7 37.h4 ♙b6 38.h5 gxh5 39.gxh5 ♞c6

39...♙g7 doesn't help, because of 40.h6†!.

40.♙e4!

Don't be too hasty!

40.♙xh7? ♞xf3 41.♞xb6? ♞d1† lets Black escape with a perpetual check.

The ending after 40.♞e4 ♞xe4 41.♙xe4 h6 is not as straightforward as with the black pawn fixed on h7.

40...♞b5 41.h6 ♞b3 42.♙c2! ♞b5 43.♞d3!+-

The correct exchange!

43...♞xd3 44.♙xd3 ♙c8

44...♙g8 45.b4+-

45.♙xh7

1-0

F-24

Calculating variations /Chapter 15

F.Marshall – J.Capablanca

New York (13) 1909

18...♙f5!

(1 point)

19.♞b2 a6! 20.♙e2 ♙d7+

(another 1 point)

White loses the exchange.

Scoring

Maximum number of points is 45

- **39** points and above ➔ **Excellent**
- **32** points and above ➔ **Good**
- **22** points ➔ **Pass mark**

If you scored less than 22 points, we recommend that you read again those chapters dealing with the areas where you made a lot of mistakes and repeat the exercises which you got wrong.

Index of games & studies

Numbers in **bold** type indicate that the player named first had Black.

A

Aagaard, J. – Yusupov, A. **103**
 Abolianin, A. – Khenkin, I. 291
 Adams, M. – Yusupov, A. 104
 Adla, D. – Paunovic, T. 150
 Adu, O. – Yusupov, A. 283
 Agrest, E. – Yusupov, A. **38**
 Ahues, H. – Rellstab, L. **219**
 Alekhine, A. – Balla, Z. 72
 – Chajes, O. 70
 – Euwe, M. **59**
 – Fahrni, H. 71, 73
 – Freiman, S. 103
 – Hromadka, K. 72
 – Jobbahazai 104
 – Johner, P. **72**
 – Levitsky, S. 71
 – Mieses, J. **71**
 – Molina, R. 10
 – N.N. 104
 – Rodzinski, J. **71**
 – Sämisch, F. 294
 Alexander, C. – Keres, P. **221**
 Almasi, Z. – Fressinet, L. 48
 Alster, L. – Polugaevsky, L. **194**
 Anand, V. – Bruzon, L. **43**
 – Morozevich, A. 163
 Anastasian, A. – Yusupov, A. 128
 Antoshin, V. – Botvinnik, M. 289
 Areshchenko, A. – Yusupov, A. 291
 Averbakh, Y. – Penrose, J. 89
 – Tal, M. **249**
 Averkin, O. – Tal, M. **171**
 Azmaiparashvili, Z. – Tal, M. **281**

B

Bagirov, R. – Gheorghiu, F. **50**
 Bakulin, N. – Yusupov, A. **196**
 Balashov, Y. – Yusupov, A. **81**
 Balazs, A. – Torok, J. 150
 Balla, Z. – Alekhine, A. **72**

Balogh, C. – Yusupov, A. 28
 Balshan, A. – Yusupov, A. **127, 128**
 Bannik, A. – Kholmov, R. **76**
 – Petrosian, T. **271**
 Baramidze, D. – Siebrecht, S. **82**
 Barcza, G. – Sanchez, L. 275
 – Tal, M. 172
 Barle, J. – Beliavsky, A. 37
 Barlov, D. – Trabatttoni, F. **60**
 Bauer, J. – Lasker, Em. **142**
 Beliavsky, A. – Barle, J. **37**
 – Gulko, B. 244
 – Kasparov, G. **210**
 – Yusupov, A. **162**
 – Zvjaginsev, V. 50
 Bellon Lopez, J. – Gongora Reyes, M. **250**
 Beni, A. – Tal, M. 266
 Benko, P. – Sahovic, D. 139
 Berkes, F. – Dautov, R. **251**
 Berkovich, M. – Yusupov, A. 116
 Bets, A. – Golubev, M. 60
 Bilek, I. – Farago, I. 221
 Bischoff, K. – Henrichs, T. **82**
 Blatny, P. – Gamboa, N. **150**
 – Mokry, K. 16
 – Yusupov, A. 127
 Blumenoff, L. – Keres, P. 90
 Boensch – Dobirzin **215**
 Bogoljubow, E. – N.N. 89
 – Reti, R. 266
 Boleslavsky, I. – Khodos, G. 293
 – Teschner, R. 89
 Bologan, V. – Hellmayr, A. **162**
 Bonch-Osmolovsky, M. – Zaitsev, I. **85**
 Boschek, H. – Yusupov, A. 283
 Botvinnik, M. – Antoshin, V. **289**
 – Keres, P. **248**
 – Levenfish, G. 54
 – Petrosian, T. **140, 141**
 – Smyslov, V. **113**
 – Tal, M. **20, 21, 29**
 – Yurgis, A. **115**
 – Zagoriansky, E. 231, 232
 Bourdonnais, L. – McDonnell, A. **107**
 Briem – Razuvaev, Y. **37**
 Bronstein, D. – Korchnoi, V. 282

– Najdorf, M. 82
 – Petrosian, T. **261**
 – Taimanov, M. 266
 Browne, W. – Ljubojevic, L. **61**
 – Miles, A. **148**
 Bruno, F. – Stull, N. 149
 Bruzon, L. – Anand, V. 43
 Buecker, P. – Koch, T. 151
 Builov – Zaitsev **83**
 Bukic, E. – Tal, M. 172
 Burliaev – Vasiliev **219**

C

Capablanca, J. – Marshall, F. 289, **290**, **294**
 – N.N. 291
 – Tartakower, S. 290
 Capelan, G. – Spassky, B. **32**
 Carls, C. – Euwe, M. **161**
 Carlsen, M. – Graf, A. **294**
 Cebalo, M. – Yusupov, A. 28
 Chajes, O. – Alekhine, A. **70**
 Chekhov, V. – Gutop, V. 290
 Chekhover, V. 176
 Cheparinov, I. – Korchnoi, V. 193
 Cherepkov, A. – Tal, M. **164**
 Chigorin, M. – Steinitz, W. **70**
 Chiricuta – Cojocar **18**
 Cojocar – Chiricuta 18

D

Dautov, R. – Berkes, F. 251
 – Graf, A. **256**
 – Gyimesi, Z. 256
 – Hector, J. 256
 – Romanishin, O. 251
 Day, A. – Nakagawa, E. **60**
 Defosse, M. – Koltanowski, G. **292**
 Dely, P. – Uhlmann, W. **16**
 Dgebuadze, A. – Yusupov, A. **182**
 Diez del Corral, J. – Korchnoi, V. **112**
 Dobirzin – Boensch 215
 Docx, S. – Yusupov, A. 28
 Dominguez, L. – Yusupov, A. **181**
 Drazic, S. – Yusupov, A. **283**

Dreev, A. – Yusupov, A. **11**, **234**
 Dumpor, A. – Kotic, D. 49
 Durao, J. – Polugaevsky, L. **194**, **195**
 Duras, O. – Rubinstein, A. 154
 Dus Chotimirsky, F. – Levenfish, G. 149
 – Torre, C. **86**
 Dvoretzky, M. – Kuenitz, K. **134**
 Dzindzichashvili, R. – Miles, A. **230**

E

Estrin, Y. – Steinsapir, Y. **90**
 Euwe, M. – Alekhine, A. 59
 – Carls, C. 161
 – Keres, P. 64

F

Fahrni, H. – Alekhine, A. **71**, **73**
 Fairhurst, W. – Reshevsky, S. 86
 Farago, I. – Bilek, I. **221**
 Filip, M. – Korchnoi, V. **245**
 Filippov, V. – Khalifman, G. **208**, **209**
 – Tregubov, P. 48
 Fischer, R. – Myagmarsuren, L. 37
 – Petrosian, T. 52
 Flamberg, A. – Spielmann, R. **62**
 Freiman, S. – Alekhine, A. **103**
 Fressinet, L. – Almasi, Z. **48**
 Fridman, D. – Zvjaginsev, V. 255
 Fridman, R. – Yusupov, A. 85
 Fritz, J. 281
 Fuller, M. – Yusupov, A. **119**
 Furman, S. – Kholmov, R. 192
 – Kirilov, V. **148**
 – Zaitsev, A. **33**

G

Gaidarov – Vitolinsh, A. 220
 Gallagher, J. – Yusupov, A. **194**
 Gamboa, N. – Blatny, P. 150
 Garcia, G. – Polugaevsky, L. **195**
 Gavrikov, V. – Kharitonov, A. 60
 Gelfand, B. – Karpov, A. 222
 – Yusupov, A. 114, 181

Geller,E. – Keres,P. **281**
 – Mikenas,V. 97
 – Polugaevsky,L. **269**
 – Smyslov,V. **268**
 – Vatnikov,J. 219
 Georgiev,Ki. – Polgar,Z. **207**
 – Sherbakov,R. 208
 Gershon,A. – Thorhallsson,T. 290
 Gheorghiu,F. – Bagirov,R. 50
 Glienke,M. – Yusupov,A. 292
 Gligoric,S. – Smyslov,V. **163**
 Golubev,M. – Bets,A. **60**
 Gongora Reyes,M. – Bellon Lopez,J. 250
 Graf,A. – Carlsen,M. 294
 – Dautov,R. 256
 – Meister,Y. **49**
 – Tabatadze,T. 220
 – Yusupov,A. **293**
 Gruenfeld,Y. – Polugaevsky,L. 175
 Gufeld,E. – Kavalek,L. 109
 Guimard,C. – Ivkov,B. **17**
 Guldin,L. – Ufimtsev,A. 213
 Gulko,B. – Beliavsky,A. **244**
 Gunsberg,I. – Schlechter,C. **214**
 Gurevich,M. – Lautier,J. **200**
 – Piket,J. 50
 – Yusupov,A. 12
 Gutierrez Castillo,J. – Vera Gonzalez,R. 83
 Gutop,V. – Chekhov,V. **290**
 Gyimesi,Z. – Dautov,R. **256**

H

Handke,F. – Luther,T. **82**
 Hausner,I. – Yusupov,A. **193**
 Hector,J. – Dautov,R. **256**
 – Nielsen,U. **48**
 Hellmayr,A. – Bologan,V. 162
 Henrichs,T. – Bischoff,K. 82
 Hickl,J. – Yusupov,A. **11**
 Hort,V. – Keres,P. 112
 – Torre,E. **38**
 – Yusupov,A. **193**
 Horvath,A. – Yusupov,A. **27**
 Hromadka,K. – Alekhine,A. **72**
 Hübner,R. – Hug,W. **58**

– Spassky,B. **81**
 Hug,W. – Hübner,R. 58

I

Ibragimov,I. – Volzhin,A. **49**
 Ivanchuk,V. – Yusupov,A. 145
 Ivkov,B. – Guimard,C. 17
 – Korchnoi,V. **245**

J

Jansa,V. – Pribyl,J. 16
 Jobbahazai – Alekhine,A. **104**
 Johner,P. – Alekhine,A. 72
 Junge,K. – Kottnauer,C. 149

K

Kadhi,H. – Sorokin,M. **257**
 Kakabadze,E. – Malinova,E. **289**
 Kamel,N. – Ravikumar,V. **219**
 Kaminer,S. 255
 Kamsky,G. – Yusupov,A. **162**
 Karpov,A. – Gelfand,B. **222**
 – Kasparov,G. **180**
 – Korchnoi,V. **246**
 – Portisch,L. 156, 157
 – Ribli,Z. 209
 – Timman,J. 13
 – Yusupov,A. 114, **258**, 292
 Kashdan,I. – Steiner,L. 114
 Kasparov,G. – Beliavsky,A. 210
 – Karpov,A. 180
 – Kharitonov,A. 161, 162
 – Sokolov,A. 209
 – Yusupov,A. **106**
 Kavalek,L. – Gufeld,E. **109**
 Keres,P. – Alexander,C. 221
 – Blumenoff,L. **90**
 – Botvinnik,M. 248
 – Euwe,M. **64**
 – Geller,E. 281
 – Hort,V. **112**
 – Platz,H. 70
 – Raud,I. 8

– Reshevsky, S. **267**
 – Schmid, L. **192**
 – Simagin, V. **92**
 – Tal, M. **172**
 Kestenboim – Usov **74**
 Khalifman, A. – Filippov, V. **208, 209**
 – Yusupov, A. **244**
 Kharitonov, A. – Gavrikov, V. **60**
 – Kasparov, G. **161, 162**
 Kharlov, A. – Tukmakov, V. **41**
 Khenkin, I. – Abolianin, A. **291**
 Khodos, G. – Boleslavsky, I. **293**
 Kholmov, R. – Bannik, A. **76**
 – Furman, S. **192**
 – Sakaev, K. **133**
 – Sakharov, Y. **212**
 Kindermann, S. – Yusupov, A. **102, 103**
 Kirilov, V. – Furman, S. **148**
 Koch, T. – Buecker, P. **151**
 Kochyev, A. – Tukmakov, V. **37**
 Kogan – Rudenko, L. **70**
 Kolbus, D. – Sprenger, J. **81**
 Koltanowski, G. – Defosse, M. **292**
 Korchnoi, V. – Bronstein, D. **282**
 – Cheparinov, I. **193**
 – Diez del Corral, J. **112**
 – Filip, M. **245**
 – Ivkov, B. **245**
 – Karpov, A. **246**
 – Onischuk, A. **239**
 – Robatsch, K. **245**
 – Spassky, B. **231**
 – Tal, M. **245**
 – Timman, J. **210**
 – Yusupov, A. **246**
 Kotic, D. – Dumpor, A. **49**
 Kottnauer, C. – Junge, K. **149**
 Kristensen, B. – Stokstad, P. **255**
 Kuenitz, K. – Dvoretzky, M. **134**
 Kuzmin, G. – Sveshnikov, E. **148**
 – Yusupov, A. **180**

L

Landau, S. – Spielmann, R. **86**
 Larsen, B. – Olafsson, F. **38**

Lasker, Em. – Bauer, J. **142**
 – Tarrasch, S. **58**
 Lautier, J. – Gurevich, M. **200**
 – Timman, J. **48**
 – Yusupov, A. **130**
 Lazarev – Liberzon, V. **192**
 Leko, P. – Naiditsch, A. **164**
 Letunov, V. – Ubilava, E. **220**
 Levenfish, G. – Botvinnik, M. **54**
 – Dus Chotimirsky, F. **149**
 Levitsky, S. – Alekhine, A. **71**
 Liberzon, V. – Lazarev **192**
 – Pismenny, A. **95**
 Lilienthal, A. – Petrosian, T. **105**
 Ljubojevic, L. – Browne, W. **61**
 – Polugaevsky, L. **188**
 – Yusupov, A. **282, 289**
 Lputian, S. – Rozentalis, E. **163**
 Lucena, L. – Milos, G. **10**
 Luther, T. – Handke, F. **82**
 – Lutz, C. **58**
 Lutikov, A. – Petrosian, T. **104**
 Lutz, C. – Luther, T. **58**

M

Makogonov, V. – Panov, V. **90**
 Malinova, E. – Kakabadze, E. **289**
 Marshall, F. – Capablanca, J. **289, 290, 294**
 – Yates, F. **59**
 McDonnell, A. – Bourdonnais, L. **107**
 Meister, Y. – Graf, A. **49**
 Mestel, A. – Morris, P. **18**
 Mieses, J. – Alekhine, A. **71**
 – Teichmann, R. **89**
 Mikenas, V. – Geller, E. **97**
 – Sergievsky, V. **112**
 Miles, A. – Dzindzichashvili, R. **230**
 – Browne, W. **148**
 Milos, G. – Lucena, L. **10**
 Milosevic, G. – Yusupov, A. **27**
 Milov, V. – Tataev, M. **150**
 Minic, D. – Rakic, T. **113**
 Mokry, K. – Blatny, P. **16**
 Molina, R. – Alekhine, A. **10**
 Morenz, R. – Yusupov, A. **180**

Morozevich,A. – Anand,V. **163**
 Morris,P. – Mestel,A. **18**
 Mrdja,M. – Olivier,P. **149**
 Musil – Sax **90**
 Myagmarsuren,L. – Fischer,R. **37**

N

Naiditsch,A. – Leko,P. **164**
 Najdorf,M. – Bronstein,D. **82**
 – Tal,M. **31**
 Nakagawa,E. – Day,A. **30**
 Nesterov – Vladimirov **82**
 Neverov,V. – Yusupov,A. **162**
 Nezhmetdinov,R. – Tal,M. **267, 268**
 Nielsen,U. – Hector,J. **48**
 Nikolaev – Novikov **174**
 Nimzowitsch,A. – Tarrasch,S. **143**
 Nogueiras,J. – Pecorelli Garcia,H. **49**
 Norwood,D. – Yusupov,A. **126**
 Novikov – Nikolaev **174**
 Nunn,J. – Yusupov,A. **115**

O

Olafsson,F. – Larsen,B. **38**
 Olivier,P. – Mrdja,M. **149**
 Onischuk,A. – Korchnoi,V. **239**

P

Palac,M. – Pantsulaia,L. **257**
 Panov,V. – Makogonov,V. **90**
 Pantsulaia,L. – Palac,M. **257**
 Paunovic,T. – Adla,D. **150**
 Pavelcak – N.N. **89**
 Pecorelli Garcia,H. – Nogueiras,J. **49**
 Peebo – Tikan **220**
 Pelletier,Y. – Yusupov,A. **28, 161, 244**
 Penrose,J. – Averbakh,Y. **89**
 Petrosian,T. – Bannik,A. **271**
 – Botvinnik,M. **140, 141**
 – Bronstein,D. **261**
 – Fischer,R. **52**
 – Lilienthal,A. **105**
 – Lutikov,A. **104**

 – Polugaevsky,L. **184**
 – Soloviev,V. **180**
 – Spassky,B. **39**
 – Suetin,A. **291**
 – Tal,M. **30, 171**

Petursson,M. – Polugaevsky,L. **18**
 Pfleger,H. – Stein,B. **220**
 Piket,J. – Gurevich,M. **50**
 Pinter,J. – Yap,A. **138**
 Pismenny,A. – Liberzon,V. **95**
 Platz,H. – Keres,P. **70**
 Polgar,Z. – Georgiev,Ki. **207**
 Polugaevsky,L. – Alster,L. **194**
 – Durao,J. **194, 195**
 – Garcia,G. **195**
 – Geller,E. **269**
 – Gruenfeld,Y. **175**
 – Ljubojevic,L. **188**
 – Petrosian,T. **184**
 – Petursson,M. **18**
 – Saidy,A. **186**
 Polzin,R. – Yusupov,A. **282**
 Portisch,L. – Karpov,A. **156, 157**
 Pribyl,J. – Jansa,V. **16**

Q

Quinteros,M. – Tukmakov,V. **90**

R

Rakic,T. – Minic,D. **113**
 Raud,I. – Keres,P. **8**
 Ravikumar,V. – Kamel,N. **219**
 Razuvaev,Y. – Briem **37**
 – Yusupov,A. **138**
 Rellstab,L. – Ahues,H. **219**
 Reshevsky,S. – Fairhurst,W. **86**
 – Keres,P. **267**
 Reti,R. – Bogoljubow,E. **266**
 Ribli,Z. – Karpov,A. **209**
 – Smyslov,V. **16**
 – Yusupov,A. **180, 294**
 Richter,K. – N.N. **89**
 Rivas Pastor,M. – Yusupov,A. **59**
 Robatsch,K. – Korchnoi,V. **245**



Rodriguez, O. – Spraggett, K. **219**
 Rodzinski, J. – Alekhine, A. 71
 Rogulj, B. – Uhlmann, W. **232**
 Romanishin, O. – Dautov, R. **251**
 Rotstein, A. – Yusupov, A. 128
 Rozentalis, E. – Lputian, S. **163**
 Rubinstein, A. – Duras, O. **154**
 – Spielmann, R. 17
 – Verlinsky, B. **267**
 Rudakovsky, I. – Smyslov, V. **37**
 Rudenko, L. – Kogan 70
 Rukavina, J. – Tal, M. 171

S

Sahovic, D. – Benko, P. **139**
 Saidy, A. – Polugaevsky, L. **186**
 Sakaev, K. – Kholmov, R. 133
 Sakharov, Y. – Kholmov, R. 212
 Salov, V. – Sokolov, I. **293**
 Sämisch, F. – Alekhine, A. **294**
 San Segundo, P. – Sokolov, I. **207**
 Sanchez, L. – Barcza, G. **275**
 Sax – Musil 90
 Schaefer, M. – Yusupov, A. 182
 Schebler, G. – Yusupov, A. **161**
 Schlechter, C. – Gunsberg, I. 214
 Schmid, L. – Keres, P. **192**
 – Spassky, B. **216**
 Sergievsky, V. – Mikenas, V. **112**
 Seul, G. – Yusupov, A. 155
 Shamkovich, L. – Tal, M. **165, 171**
 Sherbakov, R. – Georgiev, Ki. **208**
 – Sokolov, I. **208**
 Shianovsky, V. – Tukmakov, V. 84
 Shirov, A. – Yusupov, A. 255
 Siebrecht, S. – Baramidze, D. 82
 Simagin, V. – Keres, P. 92
 Sliwa, B. – Taimanov, M. **213**
 Smyslov, V. – Botvinnik, M. 113
 – Geller, E. 268
 – Gligoric, S. 163
 – Ribli, Z. 16
 – Rudakovsky, I. 37
 – Tal, M. 230
 – Unzicker, W. 81

 – Xie Jun 81
 Sokolov, A. – Kasparov, G. **209**
 Sokolov, I. – Salov, V. 293
 – San Segundo, P. 207
 – Sherbakov, R. 208
 – Stangl, M. 50
 Soloviev, V. – Petrosian, T. 180
 Solmanis, Z. – Tal, M. **215**
 Sopkov, N. – Zvirbulis, M. 182
 Sorokin, M. – Kadhi, H. 257
 – Yusupov, A. **181**
 Spassky, B. – Capelan, G. 32
 – Hübner, R. 81
 – Korchnoi, V. 231
 – Petrosian, T. 39
 – Schmid, L. 216
 – Tal, M. 170
 Spassky, B. – Vizantiadis, L. **38**
 Speelman, J. – Yusupov, A. 289
 Spielmann, R. – Flamberg, A. 62
 – Landau, S. 86
 – N.N. 37
 – Rubinstein, A. **17**
 Spraggett, K. – Rodriguez, O. 219
 – Yusupov, A. 128
 Sprenger, J. – Kolbus, D. 81
 Stangl, M. – Sokolov, I. **50**
 Stein, B. – Pfleger, H. 220
 Stein, L. – Tukmakov, V. 39
 Steiner, L. – Kashdan, I. **114**
 Steinitz, W. – Chigorin, M. 70
 – N.N. 17
 Steinsapir, Y. – Estrin, Y. 90
 Stokstad, P. – Kristensen, B. 255
 Stull, N. – Bruno, F. **149**
 Suetin, A. – Petrosian, T. **291**
 Suttles, D. – Tal, M. **167**
 Sveshnikov, E. – Kuzmin, G. **148**

T

Tabatadze, T. – Graf, A. **220**
 Taimanov, M. – Bronstein, D. **266**
 – Sliwa, B. 213
 – Witkowski, S. 193
 – Zhuravliov, V. 268

Tal,M. – Averbakh,Y. **249**
 – Averkina,O. **171**
 – Azmaiparashvili,Z. **281**
 – Barcza,G. **172**
 – Beni,A. **266**
 – Botvinnik,M. **20, 21, 29**
 – Bukic,E. **172**
 – Cherepkov,A. **164**
 – Keres,P. **172**
 – Korchnoi,V. **245**
 – Najdorf,M. **31**
 – Nezhmetdinov,R. **267, 268**
 – Petrosian,T. **30, 171**
 – Rukavina,J. **171**
 – Shamkovich,L. **165, 171**
 – Smyslov,V. **230**
 – Solmanis,Z. **215**
 – Spassky,B. **170**
 – Suttles,D. **167**
 – Timman,J. **170**
 – Vooremaa,A. **172**
 – Westerinen,H. **170**
 – Zilberstein **171**
 Tarrasch,S. – Lasker,Em. **58**
 – Nimzowitsch,A. **143**
 Tartakower,S. – Capablanca,J. **290**
 Tataev,M. – Milov,V. **150**
 Teichmann,R. – Mieses,J. **89**
 Terreaux,G. – Yusupov,A. **27**
 Teschner,R. – Boleslavsky,I. **89**
 Thorhallsson,T. – Gershon,A. **290**
 Tikan – Peebo **220**
 Timman,J. – Karpov,A. **13**
 – Korchnoi,V. **210**
 – Lautier,J. **48**
 – Tal,M. **170**
 Torok,J. – Balazs,A. **150**
 Torre,C. – Dus Chotimirsky,F. **86**
 Torre,E. – Hort,V. **38**
 Trabattini,F. – Barlov,D. **60**
 Tregubov,P. – Filippov,V. **48**
 Trenchard,H. – Voigt,H. **9**
 Tukmakov,V. – Kharlov,A. **41**
 – Kochyev,A. **37**
 – Quinteros,M. **90**
 – Shianovsky,V. **84**

– Stein,L. **39**
 – Yusupov,A. **127, 181**

U

Ubilava,E. – Letunov,V. **220**
 Ufimtsev,A. – Guldin,L. **213**
 Uhlmann,W. – Dely,P. **16**
 – Rogulj,B. **232**
 Umnov,G. **281**
 Unzicker,W. – Smyslov,V. **81**
 Usov – Kestenboim **74**

V

Vaganian,R. – Yusupov,A. **152**
 Vallifuoco,G. – Yusupov,A. **129**
 Vasiliev – Burliaev **219**
 Vatnikov,J. – Geller,E. **219**
 Vera Gonzalez,R. – Gutierrez Castillo,J. **83**
 Verlinsky,B. – Rubinstein,A. **267**
 Vitolinsh,A. – Gaidarov **220**
 Vizantiadis,L. – Spassky,B. **38**
 Vladimirov – Nesterov **82**
 Vladimirov,E. – Yusupov,A. **126**
 Voigt,H. – Trenchard,H. **9**
 Volke,K. – Yusupov,A. **27**
 Volzhin,A. – Ibragimov,I. **49**
 Vooremaa,A. – Tal,M. **172**
 Vuasen – Zukerman **89**

W

Wells,P. – Yusupov,A. **58**
 Westerinen,H. – Tal,M. **170**
 Wirthensohn,H. – Yusupov,A. **138, 139, 225**
 Witkowski,S. – Taimanov,M. **193**

X

Xie Jun – Smyslov,V. **81**

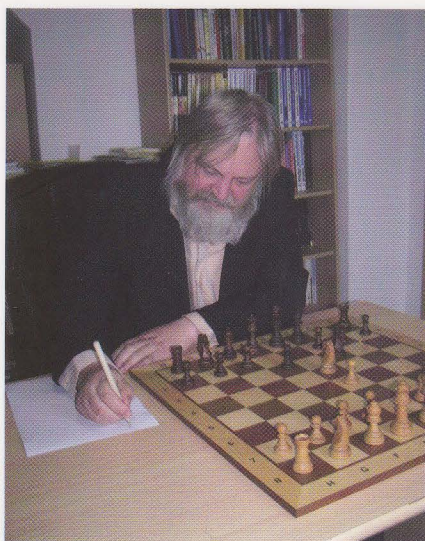
Y

Yap,A. – Pinter,J. **138**
 Yates,F. – Marshall,F. **59**

- Yudasin, L. – Yusupov, A. **18**
 Yurgis, A. – Botvinnik, M. **115**
 Yusupov, A. – Aagaard, J. **103**
 – Adams, M. **104**
 – Adu, O. **283**
 – Agrest, E. **38**
 – Anastasian, A. **128**
 – Areshchenko, A. **291**
 – Bakulin, N. **196**
 – Balashov, Y. **81**
 – Balogh, C. **28**
 – Balshan, A. **127, 128**
 – Beliavsky, A. **162**
 – Berkovich, M. **116**
 – Blatny, P. **127**
 – Boschek, H. **283**
 – Cebalo, M. **28**
 – Dgebuadze, A. **182**
 – Docx, S. **28**
 – Dominguez, L. **181**
 – Drazic, S. **283**
 – Dreev, A. **11, 234**
 – Fridman, R. **85**
 – Fuller, M. **119**
 – Gallagher, J. **194**
 – Gelfand, B. **114, 181**
 – Glienke, M. **292**
 – Graf, A. **293**
 – Gurevich, M. **12**
 – Hausner, I. **193**
 – Hickl, J. **11**
 – Hort, V. **193**
 – Horvath, A. **27**
 – Ivanchuk, V. **145**
 – Kamsky, G. **162**
 – Karpov, A. **114, 258, 292**
 – Kasparov, G. **106**
 – Khalifman, A. **244**
 – Kindermann, S. **102, 103**
 – Korchnoi, V. **246**
 – Kuzmin, G. **180**
 – Lautier, J. **130**
 – Ljubojevic, L. **282, 289**
 – Milosevic, G. **27**
 – Morenz, R. **180**
 – N.N. **255, 255**
 – Neverov, V. **162**
 – Norwood, D. **126**
 – Nunn, J. **115**
 – Pelletier, Y. **28, 161, 244**
 – Polzin, R. **282**
 – Razuvaev, Y. **138**
 – Ribli, Z. **180, 294**
 – Rivas Pastor, M. **59**
 – Rotstein, A. **128**
 – Schaefer, M. **182**
 – Schebler, G. **161**
 – Seul, G. **155**
 – Shirov, A. **255**
 – Sorokin, M. **181**
 – Speelman, J. **289**
 – Spraggett, K. **128**
 – Terreaux, G. **27**
 – Tukmakov, V. **127, 181**
 – Vallifuoco, G. **129**
 – Vladimirov, E. **126**
 – Vaganian, R. **152**
 – Volke, K. **27**
 – Wells, P. **58**
 – Wirthensohn, H. **138, 139, 225**
 – Yudasin, L. **18**
 – Zhu Chen **233**
- Z**
- Zagoriansky, E. – Botvinnik, M. **231, 232**
 Zaitsev – Builov **83**
 Zaitsev, A. – Furman, S. **33**
 Zaitsev, I. – Bonch-Osmolovsky, M. **85**
 Zhu Chen – Yusupov, A. **233**
 Zhuravliov, V. – Taimanov, M. **268**
 Zilberstein – Tal, M. **171**
 Zukerman – Vuasen **89**
 Zvirbulis, M. – Sopkov, N. **182**
 Zvjaginsev, V. – Beliavsky, A. **50**
 – Fridman, D. **255**

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