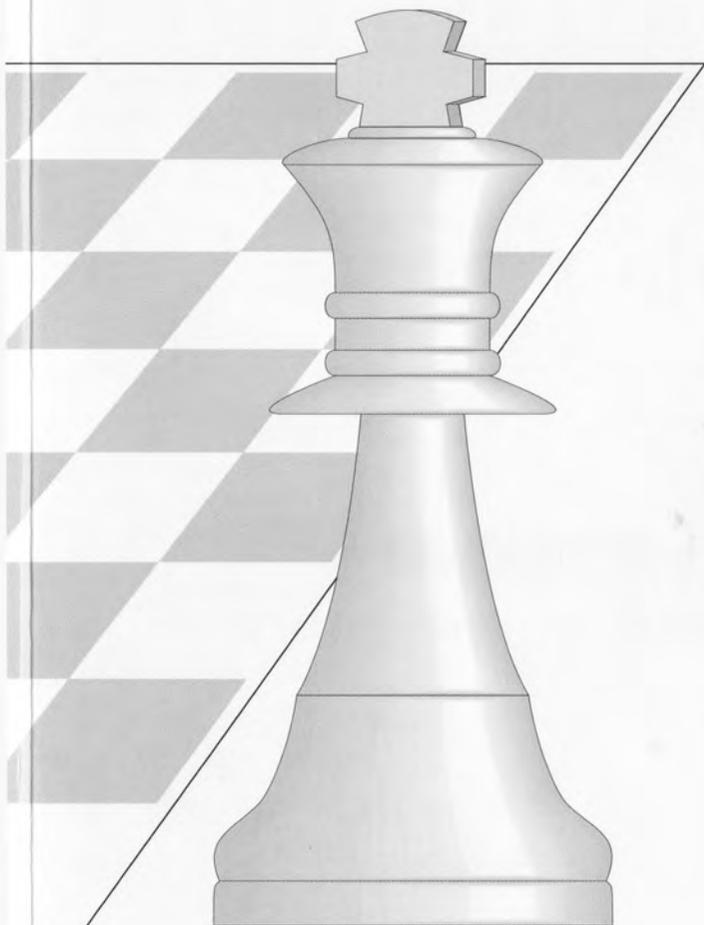


Cor van Wijgerden



Learning chess
Manual for
independent learners

step 9



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**Manual for
independent learners**

Step 6

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Preface

The Step by Step learning system is a method of learning to play chess which has been officially acknowledged by the Dutch Chess Federation. It has been successfully adopted by many chess clubs and schools in the Netherlands, Belgium, France, Germany, Switzerland and Austria. Slowly but steadily the method is gaining popularity throughout the world.

The whole course consists of five manuals, specifically for chess teachers or trainers (the first steps are also suitable for parents), and fifteen workbooks (3 for each step) which can be used by the students themselves.

This book appeared in 1999 in Dutch. For the English translation the 3rd revised and expanded edition from 2010 has been used. It is advisable to go through this manual in combination with the workbook for Step 6.

The manual for Step 6 differs in some respects from the previous ones. Firstly, the target group has changed. This book is not a manual for trainers, but a self-study manual for anyone interested, in other words for the independent learner.

Secondly, Rob Brunia disappeared as a co-author. In the initial phase of developing the method (we started in 1987) we worked together closely. In 1991 Rob's professional duties (he coached highly gifted children) compelled him to end our cooperation. This was a pity, but not a real disaster, for the essence of the method had been devised. While the whole method has been extended and improved over the years, the nucleus has remained the same. At the end of 2004 Rob approached me to re-start the cooperation. Unfortunately, this was not to be: on the 9th of January 2005, Brunia died of a brain haemorrhage, at only 57 years old.

For the moment not all the books in the chess course have been translated into English. 18 out of 26 are in English. You will find updated information on our website at: **www.stappenmethode.nl**

For more information, please contact info@stappenmethode.nl

Cor van Wijgerden
Coevorden, July 2011

Step 6

Working through this book in combination with the Step 6 workbook which goes with it is only of any use if the first five steps have been properly mastered and the level of you own games is up to it. Those who have been working through the Steps with a good trainer have an advantage here.

A good trainer has been insisting on the following four areas from the Steps method:

- a lesson from the manual
- practice with the workbook
- a lot of practice in the form of games
- discussion / analysis of the games you played

We shall take as our starting point that you are going on to work independently with Step 6. You still have a trainer? So much the better, since he or she can offer help when you feel you need it.

What should you be expecting? The level of difficulty of the material is once more a notch higher than in the preceding Step. Strategy is a subject which will be dealt with in depth. It is a subject which is difficult for everybody, as we always find, and above all the exercises in the workbook. You will also come up against endgame exercises in many chapters. The study of such exercises is particularly important for improving playing strength. Tactics are dealt with in only one chapter.

The above mentioned areas are now considered in order.

Studying a lesson

Work through the lessons thoroughly. Studying chess books is very different from reading comics. When you are playing through games and game fragments make use of a real chess board and pieces. At the moments when side lines are shown, start by analysing on your own (partly in your head) and then compare your analysis with that in the book. You will learn more that way than by playing through analyses, when you will be tempted to imagine that you have understood everything. Pay particular attention to the general rules which are laid down (e.g. on page 9). You can make good use of such rules in your own games, even if the position is totally different.

When you are studying a specific subject it is much more useful to concentrate on it and learn how to master it than knowing a little about various different subjects. That will not help you much in your own games. World Champion Capablanca hit the nail on the head: “I may not know a lot, but I have mastered what I do know”.

Solving the exercises

You should only look at the workbook in conjunction with the instruction manual. If all you do is solving the exercises, then you are not working in the best possible way.

After the heading ‘WORKBOOK’ every lesson contains indications as to what you should pay attention to when solving the exercises. You can also make good use of these solving strategies in your own games.

Playing

Try to play as many serious games as you can, best of all against stronger players. But not only that, because winning is also important so that you keep on enjoying your chess. Always analyse after each game with your opponent, even if the latter is clearly weaker than you. After all, you appreciate when a stronger player who has just defeated you over the board takes time to look through the game with you. Explaining to a weaker player what went wrong also has its good points.

Training games against friends are fun and are useful too. They bring you more than spending a lunchtime playing rapid chess against each other (though that too makes sense as long as the thinking time is at least 5 or 10 minutes). These blitz games often lead to interesting positions which you can analyse together.

Analysing your games

Get used to analysing all your games. With a good trainer, with a stronger player or on your own. Of course a chess program on your computer can also be helpful, but only after you have done the work; then you can compare variations and check your analysis. Reading analysis while entering your game into the computer does not make much sense. When you do this the information does not get any deeper than into your short-term memory. You will hardly be able to take in new insights properly.

Improving your playing strength

This is the interesting section, because who would not want to become a stronger player? After all the effort (study, solving exercises, playing,

analysing) we expect to have learned to play better chess. If your Elo continues to rise (this should be by 50 to 100 Elo per year), then you have been studying effectively and there is no reason to change the way you are going about studying chess. Unfortunately reality does not always come up to expectations. You aren't making progress and so feel less inclined to carry on your chess training.

You might come to the conclusion that you do not have enough talent, but that is unlikely. If you have reached Step 6, you should have no problems adding a few more hundred Elo points to your rating. It is much more likely that you have been studying inefficiently or even in the wrong way (for the sake of simplicity, let us admit that the causes might lie on a personal level).

From your rating you can more or less tell what progress you are making. However, becoming obsessed with the Elo rating is not a good idea. When he introduced the system in 1970, Prof. Arpad Elo took care to point out that the rating represents an average taken over a specific period in time. Points are of course lost after a defeat, but naturally that does not mean that you have become a weaker player! Perhaps you learned a lot from your defeat ("you learn the most from your losses!").

Playing better chess means above all making fewer and fewer mistakes. The greatest profit lies in being able to eliminate one's own weaknesses. You can only find your weaknesses by specifically looking for them. That is more effective than buying yet another new book and working through it. You make mistakes when playing games and solving exercises. They can be of many different sorts, or perhaps it is always the same type of error which keeps cropping up. For that reason it is useful to divide the mistakes into groups. Give the mistakes a name (e.g. overlooking an X-ray defence), and create a (coded) list. Over time you will build up a picture of which mistakes you are making most often. A fifth mistake in visualisation is a clear indication of a problem. Or you keep on missing a tactical exchange of pieces? Pay a lot of attention to this subject and do some work on it. It might be a good idea to get a lower Step out of your bookcase in order to do so. There is no shame in that!

There can also often be problems of a mental or another nature. Resigning too soon, over-confidence, being disappointed after a mistake, over-estimating the opponent, stubbornness, bad time management and much more can be holding you back. Everybody must decide for herself or himself what is important and so everybody should draw up his or her own list

Flick through this book and take a look at what you fancy and what you think you can learn a lot from. The mistakes in your games will be a clear indication of what subject you should be starting with.

The chapter on tactics is simple for those who have worked through all three workbooks for each of the other Steps. The chapters on strategic themes are relatively more demanding and require more of an effort. But a real chess player will not be put off by them.

Have a lot of fun studying and solving the exercises! The best of luck!

NO D O O P I N G



1

King in the middle

In the first chapter the most important role is played by the unsafe position of the king. In the game which follows, the king remains on its own in the middle of the board without a single defender near it.

Rossolimo-Romanenko
Bad Gastein 1948

1. e4 c5 2. Nf3 Nc6 3. Bb5
g6 4. 0-0 Bg7 5. Re1 Nf6 6.
Nc3 Nd4? 7. e5 Ng8 8. d3
Nxb5 9. Nxb5 a6?

It is dangerous to have one of your opponent's knights in your half of the board, so it is chased away.



So far Black has made several mistakes. He:

- has neglected the three golden rules
- has made a wrong exchange
- has made an unnecessary pawn move

White can exploit the position of the black king by means of a knight sacrifice. As will become apparent, a king in the middle of the board will be in a much more dangerous position than one which has castled.

10. Nd6+ exd6

It is better to decline the offer with 10. ... Kf8, although White is then clearly better after 11. Ne4 b6 12. d4 because of his superior development.

11. Bg5!

An over-hasty capture on d6 would not achieve anything; White first brings his bishop into play with tempo in order to prevent Black from interposing with f6.



Black now has two squares for his queen, each of which has its advantages and disadvantages.

First there is the win after 11. ...

Qb6. White has the neat exchanges
 12. exd6+ Kf8 13. Re8+!! Kxe8
 14. Qe2+ Kf8 15. Be7+ Ke8 16.
 Re1.

After this quiet attacking move,
 there is no possible defence, e.g.
 after 16. ... Bf8 there is the deci-
 sive 17. Bg5+ Be7 18. Qxe7+
 Nxe7 19. Rxe7+ Kf8 20. Bh6+
 Kg8 21. Re8#.

The continuation in the game is
 very beautiful.

**11. ... Qa5 12. exd6+ Kf8 13.
 Re8+ Kxe8 14. Qe2+ Kf8
 15. Be7+ Ke8**



16. Bd8+!!

The bishop move makes the alter-
 native 16. Re1 superfluous. This
 move also wins: 16. ... Qxe1+
 (forced) 17. Qxe1 f6. Black has
 sufficient material, but cannot
 move: 18. Bxf6+ Kf8 19. Bxg7+
 Kxg7 20. Qe5+ Nf6 21. Qe7+ Kh6
 22. Qxf6, and Black is soon mated
 after 23. g4.

16. ... Kxd8 17. Ng5

Black resigned. The only way to
 defend against the mate on f7 is by

17. ... Nh6, but then he is mated
 on e7.

The player with White has made
 clever use of well-known attacking
 rules:

- bring about access to the oppo-
 sating king
- bring up his pieces
- use a combination as a weapon
 (attraction and discovered check)
- develop with tempo

Other useful rules which occur in
 the next game fragment are:

- prevent the exchange of attack-
 ing pieces
- maintain the tension
- provoke weaknesses
- keep the opposing king in the
 middle



Black is threatening to bring his
 king to safety by castling. The first
 move is obvious.

1. Re1

Black has five moves which are
 worth considering. The first moves
 are those which protect the bishop.

- 1) 1. ... Qc7
- 2) 1. ... Nf5
- 3) 1. ... Qd7
- 4) 1. ... Qc6
- 5) 1. ... Kf8

Defence 1

1. ... Qc7 2. Bg5

It is generally a good thing to provoke a weakness, although the immediate 2. Bf4 also wins. After 2. ... Rd8 3. Rad1 0-0 (3. ... Kf8 4. Rxc7 Kxe7 5. Qg5+ Kf8 6. Bxd6+ Rxd6 7. Qe5!) 4. Rxe7 Qxe7 5. Bxd6 Qf6 White has a technically won position.

2. ... f6 3. Bf4 Rd8 4. Rad1 Kf8 5. Nd4

White's advantage is decisive.

Defence 2

1. ... Nf5 2. Re5

The knight on f5 must be done away with. That is possible with 2. g4. This move also wins but it weakens the position of the king. That does not matter here, but if pieces can also do the attacking, that is what should be done.

2. ... g6 3. Bg5 Kf8 4. Rxe7! Nxe7 5. Bxe7+ Kxe7 6. Qe5+ Qe6 7. Qc5+ Kf6 8. Qc3+

White wins the queen.

Defence 3

1. ... Qd7 2. Bg5

The white position is also very good after 2. Bf4 Nc8 3. Qxd7+ Kxd7 4. Rac1. By provoking f6

White gets a serious advantage. Temporarily, short castling is not possible and sometimes White has a check on h5.

2. ... f6 3. Bf4 0-0-0

The king is not safe on the queenside, but the alternatives are no better: 3. ... Nc8 4. Qb3, followed by 5. Rad1 or 3. ... Rd8 4. Rad1, and Black goes down because of the pins.

4. Rac1+ Kb8 5. Rcd1

White wins material.

Defence 4

This move aims at exchanging off the most important white attacking piece.

1. ... Qc6 2. Qg5!

White naturally avoids the exchange. In doing so he avoids a very nasty subtlety.



An extra diagram for the tempting looking move 2. Qe5?. This queen move is very inaccurate, because after 2. ... 0-0! White may not take on e7 on account of 3. ... Rae8.

2. ... Qd7 3. Bf4

This is a matter of taste. 3. Qxg7 0-0-0 4. Bf4 is also very good.

3. ... Kf8 4. Rxe7 Qxe7 5. Qxe7+ Kxe7 6. Re1+ Kd7 7. Rd1

White has a big advantage.

Defence 5

Giving up the option of castling and running away is always an option.

1. ... Kf8

The king move is not difficult to refute.

2. Bg5 f6 3. Rxe7! Kxe7 4. Re1+

White wins.

The defender usually has only himself to blame if his king has to remain in the middle. Some typical mistakes were already mentioned in the first game. Two other errors you can fall into are:

- not paying sufficient attention to weak points in the position
- opening the position of your own accord

It is well known that in the opening f7 is a weak point. The diagonal h5/e8 can also quickly become weak, as can be seen from the following game.

Markovic-Radonjic, Cetinje 1990

1. e4 c5 2. c3 Nf6 3. e5 Nd5 4. d4 cxd4 5. Nf3 e6 6. cxd4 b6 7. Nc3 Bb7 8. Bd3 Be7 9. 0-0

The best thing for Black now is to castle short. He decides to strengthen the d5-square first with Na6-c7 (or b4).

9. ... Na6?

The losing move! The knight will never leave a6.

10. Nxd5 exd5



11. e6! f6

Nor are other moves any better:

- A) 11. ... fxe6 (now the weakness of the h5-e8 diagonal becomes apparent) 12. Ne5 Bf6 13. Qh5+ g6 14. Bxg6+ hxg6 15. Qxg6+ Ke7 16. Qf7+ Kd6 17. Bf4 Rh4 18. Bg3 Bxe5 19. Bxe5+ Kc6 20. Rfc1+
- B) 11. ... 0-0 12. exf7+ Rxf7 13. Ne5 Rf6 14. Qh5 g6 (14. ... h6 15. Bg5) 15. Nxd5 with a winning attack.
- C) 11. ... dxe6 (simply costs a piece) 12. Qa4+ Kf8 13. Bxa6. 12. Ne5 fxe5

The game is also over after 12. ... 0-0 13. Nf7 Rxf7 14. Qh5.

13. Qh5+

Black resigned.

In closed positions being behind in development is, generally speaking, not such a serious problem. It is logical that in such cases the opening of the position would be fatal.



Neuenschwander-Kindler
Bern 1992

Black is well behind in development. Black wanted to exploit the cramped position of the bishop on d3.

1. ... c5?

This threatens 1. ... c4, but weakens d5. White exploits the chance he has been offered and opens the e-file with a sacrifice.

2. Nxd5! exd5 3. e6 Ndf6

In such positions, returning the piece with 3. ... Be7 is the best. Though after that, Black's position is pitiful.

4. Ne5

Black resigned.

In many openings one side can rapidly fall behind in development, as, e.g., in the following variation of the French Defence.

Grappenhuis-Franck
Amsterdam-Brussels 1952

1. d4 e6 2. e4 d5 3. Nd2 Nc6
4. Ngf3 Nf6 5. e5 Nd7 6.
Bb5 Ncb8

This retreat has often been played.

7. 0-0 c6?

A bit too adventurous. If Black wants to drive the bishop away from b5, he must play 7. ... a6.

8. Bd3 c5? 9. c4!

White reacts carefully; he increases the tension. The position is now certain to be opened, Black even helps this to happen.



9. ... dxc4?

The knight on d2 is very badly placed! 9. ... Nc6 was better.

10. Nxc4 cxd4?

Any developing move would be better.

11. Bg5 Qc7 12. Nxd4 a6 13.
Nxe6!

The h5-e8 diagonal. The capture on e6 is followed by 14. Qh5+ and then mate.

13. ... Qc6 14. Nd8!

Not the strongest move (that would

be 14. Rc1!), but aesthetically the most pleasing. Black resigned.

Of course, you are also behind in development whenever you move the same piece twice.

Vera – Romero Holmes
Leon 1996

1. d4 e6 2. Nf3 c5 3. c3 Nf6
4. e3 b6 5. Nbd2 Bb7 6. Bd3
cxd4 7. cxd4



A very quiet position, but not for long. We shall see that even grandmasters can go against the simplest opening principles.

7. ... Nd5?

A foolish move, which can only be understood in combination with the next move by Black.

8. 0-0 f5?

That was the idea: to maintain the knight on d5. But such an operation could only be justified if Black were allowed to make three moves in succession! But not when his king is still in the middle.

9. e4!

Of course Vera opens up the position immediately.

9. ... fxe4 10. Nxe4



10. ... g6

Another pawn move, but even after a normal move such as 10. ... Be7 11. Neg5! Nf6 12. Ne5 Qc7 13. Nxf7 Rxf7 (13. ... Nxf7 14. Qh5+) 14. Bxf7 Black can soon strike his colours. 10. ... Nc6 11. Neg5 Qc7 12. Nxf7 costs him a pawn.

The best thing would be to admit his mistake and to protect the king with 10. ... Nf6, but even then Black has a wretched position after 11. Re1.

11. Bg5 Qc7

11. ... Be7 is no real alternative: 12. Nd6+ Kf8 13. Nxb7 Qc7 14. Qe2 Qxb7 15. Qe5 followed by Be4.

12. Rc1

The move of a grandmaster. White entices a piece to c6. On move 15 it will become clear what White's plan is.

12. ... Nc6 13. Nf6+ Nxf6 14.

Bxf6 Rg8 15. d5

The position is opened even more.

Next came:

15. ... exd5 16. Re1+ Kf7 17.

Be5 Qd8 18. Ng5+

Black resigned.

After 18. ... Qxg5 19. Qf3 Ke6 it is not difficult to find 20. Bf6 (or 20. Bf4).



A PAWN SACRIFICE

The player who is attacking can try to keep the opposing king in the middle with a pawn sacrifice. By sacrificing a pawn you are not banking on mistakes made by your opponent. You can aim for a pawn sacrifice for one of two reasons:

- to gain time
- to open the position

You always gain time if your opponent is out pawn-grabbing. One of the pawns which is most lusted after in the opening is the one on b2.

Yudovich-Borisenko

Soviet Union 1964

1. d4 d6 2. e4 g6 3. Nc3 Bg7

4. f4 c6 5. Nf3 Nd7 6. Be2 e5

7. 0-0 exd4 8. Nxd4 Qb6 9.

Be3 Qxb2 10. Qd2 Qb4 11.

Rad1

“Gaining a tempo” with the rook by 11. Rad1 Qa5 just helps Black to move his queen to a better square.

11. ... Ngf6

The unnatural move 11. ... Ne7 is strongly met by 12. Ncb5. White recovers his pawn and has an advantage after 12. ... Qxd2 13. Nxd6+ Kf8 14. Rxd2.

12. e5!

Black must not be allowed the chance to castle. White opens the position at the cost of another pawn.

12. ... dxe5 13. fxe5 Nxe5



14. Nb3

This modest move is the best one. After 14. Nxc6 Black just plays 14. ... Nxc6, and after 14. Ne6 Bxe6 too d8 is protected. So White does

not have a winning discovered attack.

The consequences of the cheekier 14. Bg5 are instructive. An active move, but is it good for more than a draw? 14. ... Nfd7 15. Ncb5 (or else Black castles) 15. ... Qxd2 16. Nc7+ Kf8 17. Rxd2 Rb8 18. Nde6+ Kg8 19. Nxc7 Kxc7 20. Rxd7 Nxd7 21. Rxf7+ Kxf7 22. Bc4+ with perpetual check.

14. ... Nfd7

Black has no time for a developing move. After 14. ... Be6 15. Bc5 Qh4 16. g3 Qh3 17. Qd6 Ng8 18. Bd4 the black position is threatening to collapse.

Playing for an exchange with 14. ... Nd5 fails because of the instructive subtlety: 15. Nxd5 Qxd2 16. Nc7+ Kd8 17. Nxa8! The queen does not run away. After Bxa7 the knight gets out via b6.

Finally, 14. ... 0-0 is not a solution of last resort either. Castling would be possible if Black could limit the damage to an exchange, but he will not manage to do that: 15. Bc5 Qh4 16. Bxf8 Bxf8 17. g3 with a major advantage for White.

Black is out of his depth for the rest of the game.

15. Bc5 Qh4 16. Rf4 Qh6

17. Ne4 Kd8 18. Be3 g5 19.

Rf5 Qe6 20. Bxc7+ Kc7 21.

Nbc5

White moves on to the final offensive. The rook on f5 cannot be taken: 21. ... Qxf5 22. Qd6+ Kb6 23. Rb1+ Ka5 25. Bd2 mate.

21. ... Nxc5 22. Bd8+ Kb8

23. Nxc5 Qd5 24. Na6+

bxa6 25. Qb4+

Black resigned.



Marinelli-Krajina, Vinkovci 1989

Black has just taken a pawn on e4 (...Qh4+ provides indirect protection). White sacrificed it on purpose to gain time. The knight has to retreat, meaning that Black cannot get away with his king.

1. Nf3 Nf6

Taking another pawn would be crazy: 1. ... Nxc3 2. Qe5 0-0 3. d5 Na4 4. 0-0 Rf7 5. Bc2, and if the knight moves, there follows Bb2 with a win.

2. 0-0 Qe7

Castling is bad on account of 3. Bh6 Rf7 (3. ... Re8 4. Bg5) 4. Ne5.

3. Bg5 Rf8 4. Ne5 Qg7 5. d5!

This creates a target on e6 and opens lines.

5. ... Bc8

A strange move, but he cannot develop the knight on b8: 5. ... Na6 6. Nxd7 Qxd7 7. Bxf6 with a

decisive advantage.

6. dxe6 dxe6 7. Rad1 Nfd7

The knight still cannot escape to freedom: 7. ... Nbd7 8. Nxc6 hxc6 9. Qxe6+ Qe7 10. Bxc6+ Kd8 11. Rxf6.

8. Nxc6 Rxf1+ 9. Rxf1 Qg8

10. Qh5 Nf6 11. Bxf6 hxc6

12. Bxc6+ Kd7

Black resigned.

In the following example White employs the pawn sacrifice to open files and diagonals against the king.



Gidanski-Babula

Odorheiu 1995

The advantage for the attacking side when the king is in the middle is that the pawns in front of the king have already been advanced. So the central pawns come much more quickly into contact with other pawns than is the case when attacking a castled position.

1. d5! Ne4

Black does not capture, but sacrifices a pawn himself, though he

gets nothing in return for it.

White's pawn sacrifice is good.

The following variations prove it:

A) 1. ... exd5 2. Bxf5, and without losing material White has good attacking chances on account of the open e-file. The black king is obliged to remain in the middle.

B) 1. ... Nxd5 2. Nxd5 cxd5 3. Bb5+ Kd8 4. Nxf7+ Rxf7 5. Qxe6 Rf8 6. Rxd5+ Bxd5 7. Qxd5+ Bd6 8. Re6 with a big advantage.

C) 1. ... cxd5 2. Bb5+ Kd8 3. Nxf7+ Rxf7 4. Qxe6 Rf8 5. Nxd5, and here too White is not far from a win.

2. Bxe4 fxe4 3. dxc6 Bxc6 4.

Nxc6 Qxc6 5. Nxe4

White has a sound extra pawn.



Wahls-Rajkovic

Bundesliga 1992

1. ... b5

A normal move, you might think. The bishop will have to give way and that will relieve the pin on the Nc6. Black would have an excel-

lent position, if only White did not have the following strong move:

2. c4! Qd6

There are few alternatives: 2. ... Qxc4 3. Bb3 Qb4 4. Bd2 winning the queen. 2. ... bxc4 is followed by 3. Nc3 Qf5 (or 3. ... Qd6 4. dxc5 Qxd1 5. Rxd1 Bd7 6. Rxd7, and White is clearly better) 4. Ne5 Bd7 5. Bc2 Qf6 6. Ne4 winning. One player, who once underestimated White's options, played the weak 2. ... Qd7 and resigned after 3. cxb5 Nxd4 4. Ne5

(*Chrupov -Borisenko, Riumen; Russian Championship 1993*).

3. cxb5 Nxd4 4. bxa6+ Nec6

5. Bf4 Qd5 6. Nxd4 cxd4 7.

Nc3

Black resigned.

*Chapman-Hacche
Melbourne 2000*

1. e4 c5 2. Nf3 a6

Players with Black are hoping for 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 e5 with a good version of the Sveshnikov. White steers the game into the Alapin Variation, after which a6 should be seen more as a loss of tempo.

3. c3 Nf6 4. e5 Nd5 5. d4

cxd4 6. Bc4 Nb6 7. Bb3 e6

7. ... d5 8. exd6 Qxd6 would be better. Now the bishop on c8 remains a problem piece.

8. Bg5 Qc7

After 8. ... Be7 9. Bxe7 Qxe7 10. Qxd4 the d6-square remains weak.

9. 0-0 dxc3

9. ... h6 10. Bf4 d5 is safer, though even then White is better.

10. Nxc3 Nc6 11. Ne4

This sacrifices a second pawn. It is unnecessary since Black cannot free his game either after 11. Be3 or after 11. Bf4.

11. ... Nxe5 12. Nxe5

His position is already so good that White has a choice. 12. Bf4 d6 13. Rc1 Qd8 14. Nxe5 dxe5 15. Qxd8+ Kxd8 16. Bxe5 also leads to a big advantage. Despite the exchange of queens the king is a weakness in the middle.

12. ... Qxe5 13. Re1 Qa5

After 14. ... Qb5 15. a4! Qb4 16. Bd2 Qb4 17. Ba5 White wins a piece.

14. Bd2 Bb4

Or 14. ... Qf5 15. Bc3 with the threat of 16. Bxg7.

15. Nd6+ Ke7



16. Re5!

Chapman concludes the game in elegant fashion: 16. ... Qxe5 17. Bxb4 allows a deadly discovered or double check.

16. ... Nd5 17. Rxd5 exd5

18. Qe1+ Kf6 19. Bxb4

White does not think things out any further, but goes for the simple win. 19. Bg5+ leads to mate.

19. ... Qb6 20. Bxd5

Black resigns.

From the examples it can be seen that a king is worse positioned in the middle than when it has castled. In the middle it is more vulnerable than on a wing:

- weakening the position by f6 is far more serious than by h6.
- the central pawns have already been advanced, so there is no pawn wall.
- defending pieces can more easily be driven away by pawns.
- the opening of lines is simpler (the pawns in front of the king have already been moved or exchanged).
- it is easier for rooks to take part in the attack.
- the king can come under attack from three sides: from the queenside, from the kingside or through the centre.

It is usually the defender himself who is to blame. His mistakes:

- not paying attention to the three golden rules.
- making the wrong exchanges (this costs time).
- allowing his opponent to gain tempi.
- making unnecessary pawn moves.

- going hunting for pawns (or for other material).
- voluntarily opening up the position.

But it is not correct to always judge as bad a position in which the king is stuck in the middle. Gauthier's comments on the following game are amusing.

(ChessBase CD-ROM from 1999 on the openings)

Euwe-Réti, Amsterdam 1920

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. d4 exd4 5. 0-0 Nxe4 6. Re1 d5 7. Bxd5 Qxd5 8. Nc3 Qa5 9. Nxd4 Nxd4 10. Qxd4 f5 11. Bg5 Qc5



“White is following the strategy of ‘seizing the initiative’, i.e.

- a) gaining time and
- b) dictating the course of the game.

Within three moves White will achieve a series of strategic goals, whereas his opponent will have to seek to defend himself.

12. Qd8+

A check always means that one has a 'free' move. Black just has time to get to safety.

12. ... Kf7

White retains the initiative.

13. Nxe4

Black cannot follow any strategy of his own, he is too fully occupied with defence.

13. ... fxe4

Now the final piece is brought into play.

14. Rad1

When you have the initiative, your opponent is occupied with defence whereas you can pursue strategic objectives. Here White has achieved four aims:

1. he has taken full possession of the d-file
2. ALL his pieces are in play
3. he has hindered Black's development and
4. he is threatening to win material."

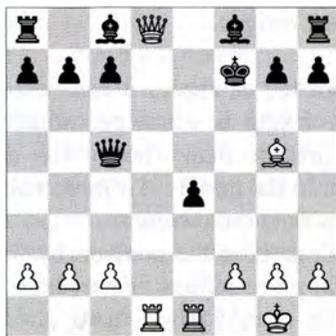
And that is the end of our quotation.

In your chess training you must always be critical and not simply believe what is on the printed page (even in this book there will be one or two mistakes!).

In the extract which has been quoted there are things which may be true, but which do not apply to this game. White is almost losing! To mate an opponent you need pieces. White does not have enough of those since Black still has defenders. Rules are a good

help, but it is the position which decides whether they should be applied or not.

In the game White's resistance did not last for very long.



14. ... Bd6

Black has even more options. That comes as no surprise, because White simply does not have enough attacking pieces.

A move which is not so spectacular but just as strong is 14. ... Qe5 15. g3 (15. Rd5 Bd6 16. Rxe5 Rxd8) 15. ... Bb4 16. Qxh8 Bxe1. Otherwise, the safe 14. ... Qc6 is worth considering (intending to play b6, to be able to develop the bishop on c8). White has insufficient compensation for the piece. Finally the weaker 14. ... Bg4. Next comes 15. Qxa8 Bxd1 16. Rxe4 Bh5 17. Be3 Qxc2 18. Rf4+ Ke7 19. g4. It is pretty improbable that White has enough compensation for the piece in this variation.

15. Qxh8 Qxg5! 16. f4

Euwe did not put up much more resistance. He was probably fed up

with his position.

According to the CD-ROM this move is the scapegoat: “a bad move, after which Black seizes the initiative and obtains an attack.”

16. g3 Qh5 17. Rd3 Bd7 would be slightly better, but even then Black is clearly winning.

16. Qxh7 is also more stubborn. The endgame after 16.

Rd5 Qxg2+ 18. Kxg2 Bxh7 will go on for a bit but in the long run Black will take the point..

16. ... Qh4 17. Rxe4

“Another bad move. Despite his

excellent strategic transition to the middlegame, White is now in difficulties because his early bishop sacrifice has not yielded dividends and in addition to that he has just made two bad moves. But Black has to be careful.”

There was nothing better. Every move loses completely. After 17. Rf1 Black plays 17. ... b6 with an almost immediate win.

17. ... Bh3 18. Qxa8 Bc5+

19. Kh1 Bxg2+ 20. Kxg2

Qg4+

White resigned.



WORKBOOK

The way to get the best out of this chapter is of course to use what you have learned in your own games. For that reason, let us once more list the rules of thumb for the attacking side:

- Bring your pieces into play.
- Create access to the opposing king.
- Use combinations as a weapon (the pin is particularly useful in this respect).
- Avoid the exchange of your attacking pieces (though sometimes exchanging queens is appropriate if by doing so you win material).
- Keep up the tension.
- Recognise positions where there are typical sacrifices (e6, b5, f7).
- Keep an eye out for the e8-h5 diagonal and the weakness of the f7-square.
- Provoke (new) weaknesses.
- Keep the opposing king in the middle.
- Look for mating patterns (e.g. a mate involving diagonals).
- If the king moves, it can no longer castle! (You won't be the first person who occasionally forgets this.)

Apply these rules when you solve the exercises too.

2: *Attacking the king – King in the middle: A*

3: *Attacking the king – King in the middle: B*

Of course, this does not mean that the defender has absolutely no hope. He must:

- Simply not open the position when he is behind in development.
- Escape with the king.
- Give up (or return) material.
- Watch out for tactical options which allow him to castle.
- Exchange off important attacking pieces.

2

The passed pawn

This chapter deals principally with the passed pawn. It is sometimes the hero when it manages to promote, but occasionally also the villain, when it has to be sacrificed for a small gain in material. We shall first take a look at the passed pawn in the three phases of the game. We shall also be paying particular attention to the struggle between a bishop or a knight and passed pawns.

PASSED PAWNS IN THE ENDGAME

The best technique for promoting a passed pawn is to eliminate opposing defenders. We already know about capturing, chasing away, luring away, interfering and blocking. Two of these forms are shown in this study by *Rinck (1908)*.



The d-pawn has been intercepted, so the a-pawn must make the running.

1. a7 Be4

Black can also start by giving check: 1. ... Kg6+ 2. Kg8 Be4 3. d7 Rd2, and now 4. Bc2! interferes one of the two defenders.

2. d7 Rd2 3. Bd5!

The bishop settles down on the intersection point of the lines of the two black defenders. If the rook takes on d5, then the diagonal of the bishop is broken; if the bishop takes, then it is the rook which is cut out of the play.

In this example the bishop was already in position to cut the lines of communication. The piece can also be brought into play with tempo.



Rinck (1915)

The passed pawns are temporarily

powerless.

1. Ng4+ Kh5

After 1. ... Kg6 one defender will be taken after the double attack 2. Ne5+ and 3. Nxf3.

2. Nf6+ Kxh4 3. Nd5

One of the pawns makes it through.

Simple but nice examples.

In the next example, White employs this interfering of two lines in copy-book fashion.



Gorgiev (1936)

In this position we shall be dealing above all with the conclusion of the study. But let us take a short look at how things reach that point:

1. d7 g2+ 2. Kxg2

Taking with the bishop surrenders control of the d3-square: 2. Bxg2 Rd3, and White can no longer win.

2. ... Re2+ 3. Kf3 Rd2

The passed pawn appears to be stopped. Now White pulls his second trump from up his sleeve: the bad placing of the black king.

4. Kf4 Rc3

The only normal move to defend against the mate on h1.

5. Bd3!!

What a move! Each rook is fulfilling its own task: defending against mate and against the passed pawn. After the capture on d3 one rook will get in the way of the other:

5. ... Rdx3

Or 5. ... Rcx3 6. d8Q+ Rxd8 7. Rh1+ and then mate.

6. Rh1+ Rh3 7. d8Q+

Black is mated.

The double attack already proved itself as a helper for the passed pawn. In the next example it is the discovered check which provides the help.



The black queen is successfully stopping the c-pawn. White can try to chase the queen away by bringing his own queen to d8, but then Be6 is always a satisfactory defence. A more robust plan is required.

1. Qf3+

First White chases the king into the

line of fire of the bishop.

1. ... Kh2 2. Qf5!

Simple. After 2. ... Qxf5 3. c8Q+ White wins the queen; nor does 2. ... Be6 3. Qxe6 achieve anything. Chess is not that hard!



Maksimovskikh, Supletsov (1985)

This study involves luring away, interfering and the double attack.

The a-pawn is very strong, but it is also in danger. The black king is not too far away. So any direct attempt to promote the passed pawn is doomed because the opposing king will intervene: 1. Na4 Kd8 2. Nb6 Kc7 3. a8Q Bxa8 4. Nxa8 Kb7, and the knight is lost. White must first gain some time.

1. Ba6! Bxa6+

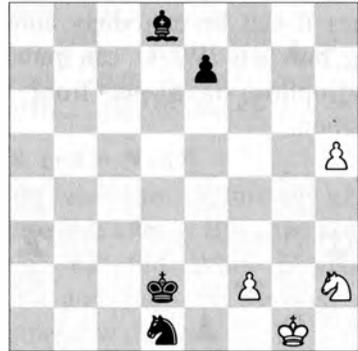
It is clear that 1. ... Ba8 fails to 2. Na4 Kd8 3. Nb6. The move 1. ... Bc6 is harder to refute: 2. Nc4! The only way: 2. Na4? Kd8 3. Nb6 Kc7 4. a8Q Bxa8 5. Nxa8+ Kb8 6. Nb6 Ka7, and White is left with (too little material) 2. ... Kd8 3. Na5 Ba8 4. Bb7 and wins.

2. Nc4!

Another nice diversionary move. If Black takes with his bishop then his own d5-pawn will be in his way.

2. ... Bb7 3. Nd6+

White wins.



Troitzky (1911)

In the position in this diagram the passed pawn can still advance without being disrupted. Black has no control over the squares the pawns can move to. That leads to another way to keep possible defenders at a distance. So temporarily the passed pawn can advance.

1. h6 e6

The alternative 1. ... Ba5 is refuted by 2. Nf3+ Kc1 3. Nd4 Bc7 4. Nc6!, and the h-pawn can no longer be stopped.

2. Ng4 Bb6

Or 2. ... Ba5 3. Nf6.

3. Ne5 Bd8

3. ... Bxf2+ is no better: 4. Kh2 Bh4 5. Nf3+.

4. Nd7! Ba5 5. Nf6 Bc3

The bishop is on the correct diagonal, but unfortunately on the

wrong square. A simple knight fork decides.

6. Ne4+

White wins.

Pinning the passed pawn is another weapon for the defender. Sometimes it can be extremely annoying, but here White can remove any option of a pin from the position.



Afek (1976)

Not only has the b-pawn been prevented from promoting, but it is now in fact in great danger. The solution is a pretty one.

1. Bg7! Rxf7 2. Nd4+

The point of the bishop sacrifice; the king does not have a good square: 2. ... Kd6 3. Nf5+ or 2. ... Kc5 3. Ne6+.

Sometimes one side manages to promote but immediately loses the new queen to a double attack. Nothing has been achieved.

In the next example the pin plays again a role.



White can get a new queen, but that would be a bad idea: 1. c8Q Bb7+! 2. Qxb7 Nc5+ 3. Ka7 Nxb7 4. Kxb7 g4, and White is left without a single pawn.

The same happens after 1. Ka7 Nd6 2. Kxa8 g4 3. Be8 Kf3 4. Bd7 h3 5. Ka7 Kxf2. However, winning a piece is not enough; the win has to come about via the c-pawn.

1. Bf3! Kxf3

After other moves Black loses along normal lines: 1. ... Nd6 2. Bxa8 g4 3. Kb6.

2. c8Q

White wins, because after 2. ... Bb7+ 3. Qxb7 the knight is pinned. Unfortunately for Black he also loses his bishop.

PASSED PAWNS IN THE OPENING

In the opening it is rare for a pawn to reach the opposing back rank. The opponent will have to contribute significantly.

There is a famous example in the following game, in which the

defender is eliminated by a queen sacrifice

Schuster-Carls, Bremen 1914

1. e4 c6 2. d4 d5 3. Nc3 dxe4
4. Nxe4 Nf6 5. Ng3 h5 6. Bg5 h4
7. Bxf6 hxg3 8. Be5 Rxd8
9. Rxd2 Qa5+ 10. c3



10. ... Qxe5+ 11. dxe5 gxh2

Black promotes with the help of the double attack by the rook pawn: threatening material and a square.

*Razuvaev-Kupreichik
Moscow 1970*

1. c4 e5 2. Nc3 Nc6 3. Nf3 f5
4. d4 e4 5. Bg5 Nf6 6. d5?

It soon becomes apparent that this move was inaccurate. The correct move is 6. Nd2.

6. ... exf3 7. dxc6 fxg2

After 8. Bxg2 White will have a pawn less. Of course, he had other intentions. In his calculations he had planned the in-between check. The passed pawn is not running away.



8. cxd7+ Nxd7!

White can now capture on g2 of course, but after 9. Bxg2 the bishop on g5 will fall. White played 9. Bxd8 and put off the loss for another few moves.

In the following game too, the player with White overlooked the intervention of the queen.

*Rusakov-Werlinski
Rostov 1947*

1. e4 e5 2. c3 Nc6 3. d4 Nf6
4. Bg5 h6 5. Bh4 g5 6. Bg3 exd4
7. e5 dxc3 8. exf6 cxb2
9. Qe2+



White was already reckoning on having an extra piece after 9. ... Be7 10. Qxb2 Bxf6 11. Nc3. But that is not how things happened.

9. ... Qe7! 10. fxe7 Bg7!

The passed pawn will cost a great amount of material. White resigned.

*Terentiev-Gallagher
Liechtenstein 1990*

**1. d4 Nf6 2. Bg5 Ne4 3. Bf4
c5 4. c3?**

Here White must play 4. d5 or 4. f3. It is remarkable how quickly the move he played leads to little problems.

4. ... Qb6 5. Qb3

After 5. Nd2 Nxd2 6. Qxd2 cxd4 White cannot really recapture on d4. 7. cxd4 will be followed by 7. ... e5.

**5. ... cxd4 6. Qxb6 axb6 7.
Bxb8**



White already has nothing better to offer. After 7. cxd4 Nc6 the threat is either 8. ... Nxd4 or 8. ... Nb4.

7. ... dxc3!

White is already worse. He should

have continued with 8. Nxc3 in order to be able to play on.

8. Be5? Rxa2!

White resigned. After 9. Rxa2 Black will be happy with his passed pawn and wins by 9. ... c2.

PASSED PAWNS IN THE MIDDLEGAME

The passed pawn does not play such an important role in the middlegame as in the endgame.

We shall only consider examples in which the passed pawn leads to a gain of material.



Black is threatening to take on h2, but White diverts him enough with his c-pawn.

1. Bxe6 fxe6

Black's position is not good enough for him to counter-sacrifice: 1. ... Nxb2 2. Qxf7+ Rxf7 3. Rxf7 Rxc6 4. Bc4, and White wins.

**2. Qxf8+ Rxf8 3. Rxf8+
Kxf8 4. c7**

The c-pawn decides matters.



Getting a new queen by promotion is a dividend of 8 points. That is worth some preliminary investment!

1. ... Bh3+!

Preparation for a winning liquidation.

2. Kg1 Qa1 3. Qe2 c3 4. Kf2 Qxf1+ 5. Qxf1 Bxf1 6. Kxf1 c2.

Once more, the c-pawn is decisive.

Sometimes a piece is sacrificed for a far-advanced passed pawn. The idea is to get it back with compound interest. This works beautifully in the following game fragment:

Wolf-Greblich, corr. 1992



1. Qa5+ b6

After 1. ... Qb6 2. Qxf5 Ne6 3. Re1 Black loses his knight, whilst the passed pawn survives. There is a pretty refutation to the move which was played.

2. Qxa7

Possible thanks to the mate on c8.

2. ... Qe1+ 3. Rxe1 Rxa7 4. Re8+

The point.

4. ... Rxe8 5. dxe8Q+ Kxe8 6. Rxa7

Black admitted defeat.

BISHOP AGAINST PASSED PAWNS

The bishop is a skilful defender when there are connected passed pawns. It can stop a whole row of passed pawns. But stopping two passed pawns which are far apart is a different kettle of fish.



Moravec (1950)

Imagine the position without the kings. Then the only square from which the bishop can successfully

stop the pawns is d3. If it is on any other square, White will catch the bishop out by a pawn sacrifice! With the kings on the board, there is an exciting struggle which leaves White in the end with the upper hand.

1. a6!

It would be wrong to start with the other pawn: 1. g6? Kh6 2. Kf6 Bd5 3. a6 Bc4 4. a7 Bd5, and White does not have a good move.

1. ... Bd5

A waiting move such as 1. ... Bg2 is followed by 2. g6 Kh6 3. Kf6 Ba8 4. g7! Bd5 5. Ke5 Bg8 6. a7, winning.

2. g6

Now it is the turn of the g-pawn. 2. a7? would now be bad: 2. ... Bb7 3. Kf6 Bd5 4. g6 Kh6 5. g7 Kh7, and White can no longer win.

2. ... Kh6 3. Ke5!

Things can still go wrong: 3. Kf6? Bc4 4. a7 Bd5.

3. ... Bg2 4. Kf6 Bd5 5. a7

White wins.



Prokes (1941)

Firstly, an example in which the king plagues the bishop. The composer overlooked this possibility.

The task: White to play and draw. Unfortunately that does not work.

1. Kg1

The best attempt. After 1. Bc3+? Ke4 2. Kg1 Kd3 Black wins pretty easily.

1. ... Kd4

It is too soon for 1. ... f2+. 2. Kxf2 (2. Bxf2? a2) 2. ... Kd4 3. Bb4! (otherwise the bishop can no longer get on to the long diagonal: 3. Ba5? a2 4. Bd8 Ke5 or 3. Ke2? a2 4. Bh4 Ke5) 3. ... a2 4. Bf8 and the promotion does no more damage.

2. Bh4 f2+!

This is the move Prokes overlooked in his calculations. The pawn sacrifice did not work on the previous move, so why is it all right now? Prokes only gives 2. ... Ke3 (2. ... Ke5 3. Be1!) 3. Kf1 with a draw.

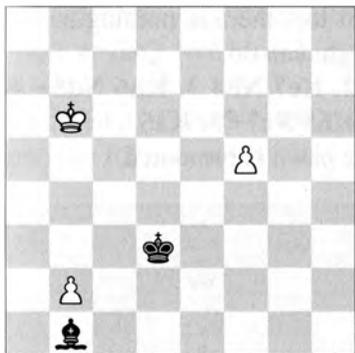
3. Kxf2 Ke5

This is the difference. Black twice prevents the bishop from getting on to the long diagonal. The king can now arrive just in time.

4. Be7 a2 5. Bf8 Kf6

and Black gets a queen.

Keeping opposing pieces at a distance is also an effective technique in this type of endgame. In the next study the white king holds off the black king.



Mees (1940)

1. Kc5!

White has to play precisely. The obvious looking 1. f6 Ba2 2. b4 Kd4 3. b5 can be drawn by Black, but only with 3. ... Bd5 (3. ... Ke5? 4. Kc5 Bd5 5. b6 and wins).

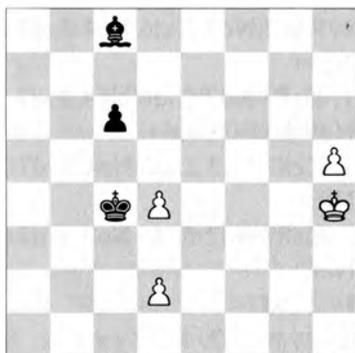
1. ... Ba2 2. b4 Ke4 3. f6

Ke5 4. b5 Ke6 5. f7 Kxf7

6. b6

The b-pawn gets through.

The one way for the bishop to fail to stop a passed pawn is when its diagonal is too short.



Prinev (1991)

1. Kg5 Be6 2. h6 Bg8

Black seems to manage it; 3. Kg6 is followed by 3. ... Bd5!

3. d5!

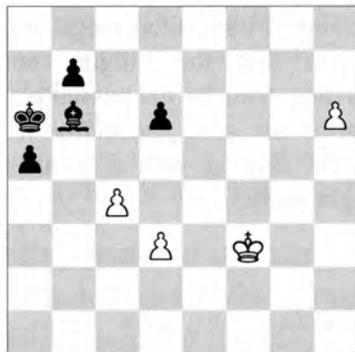
The blockade of d5 will cause Black severe problems.

3. ... Kc5!

A subtle try. Taking with the pawn loses quickly after 4. Kg6. Unfortunately for Black, after 3. ... Kxd5 4. Kg6 Ke6 5. Kg7 Lh7 6. Kxh7 Kf7 7. d4 he will be in zugzwang.

4. Kg6 Bxd5 5. d3

Here we can see the disadvantage of 3. ... Kc5. White wins.



Lewitt (1933)

At first glance it looks as though White should be more than content with a draw: 1. Ke4 Bd8 2. Kf5 Bb6 3. Ke4 with a repetition of moves. But things work out differently.

1. Ke4 Bd8 2. c5!

White creates a second passed pawn, which Black may not take: 2. ... dxc5 3. Kf5.

2. ... Bf6 3. cxd6 a4

After 3. ... Kb6 the king rushes to help the d-pawn: 4. Kf5 Bh8 5.

Ke6.

4. d7 a3 5. h7 a2 6. d8Q a1Q

7. Qa8+

The only way for White to win is an X-ray check.

7. ... Kb5 8. Qxa1 Bxa1 9.

d4

The final joke.

KNIGHT AGAINST PASSED PAWNS

There is no way the knight can be considered a hero when it comes to stopping a passed pawn. On account of its limited range, it can happen that the knight cannot sacrifice itself for the passed pawn. That is the case especially when we are dealing with a rook or a knight pawn!



Halberstadt (1938)

1. Kb8!

After other moves, the knight “triumphs”: 1. Kb6? Nd7+ 2. Kc7 Nc5 or 1. b8Q? Nc6+.

1. ... Nc6+

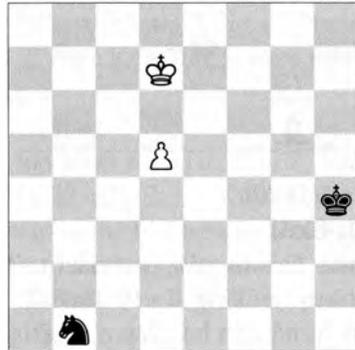
After 1. ... Nd7+ 2. Kc8 Nb6+ 3.

Kd8 too, there is nothing more the knight can do.

2. Kc7 Nb4 3. Kb6 Nd5+ 4.

Kb5 Nc7+ 5. Ka5

The pawn is promoted.



Moravec (1938)

1. d6!

White correctly does not make a firm decision as to where his king should go. That will depend on where the knight moves to. After a king move, Black can bring his knight into the defence:

A) 1. Kc6? Nd2 2. d6 Nc4 3. d7 Ne5+

B) 1. Ke6? Nd2 2. d6 Ne4 3. d7 Nc5+

C) 1. Ke7? Nd2 2. d6 Nc4 3. d7 Ne5 4. d8Q Nc6+

D) 1. Ke8? Nc3 2. d6 Ne4 3. d7 Nf6+

E) 1. Kc8? Nd2 2. d6 Nc4 3. d7 Nb6+

1. ... Nd2

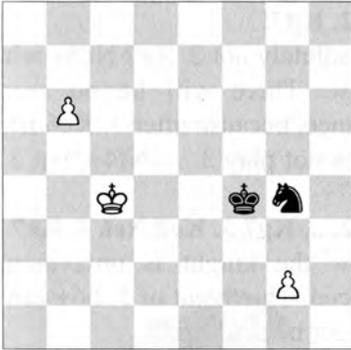
Or 1. ... Nc3 2. Kc6! or 1. ... Na3 2. Ke6!

2. Kc7!

As can easily be seen, other moves

are unsatisfactory: 2. Ke7? Nc4 3. d7 Ne5 4. d8Q Nc6+ or 2. Kc6? Nc4.

2. ... Ne4 3. d7 Nc5 4. d8Q+
Promotion follows with check!



Rinck (1937)

1. Kd5

Firstly, keep the opposing king at a distance. After 1. b7 Ne5+ 2. Kd5 Nd7 3. Kd6 Nb8 4. Kc7 Na6+ Black draws.

1. ... Ne5

The g-pawn starts running and can no longer be stopped.

2. g3+ Kf5 3. g4+ Kf6

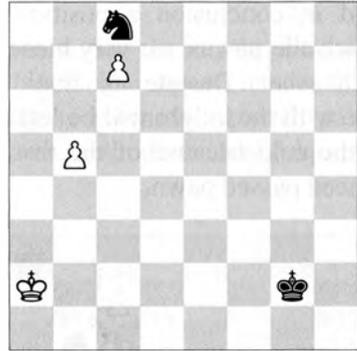
Nor does 3. ... Kf4 stop the pawn: 4. g5!

4. g5+ Kf5 5. g6 Kf6 6. g7

Black has to leave his knight in the lurch.

Have a look at the following position and evaluate it with White to move. The study is a good example of the possibilities available to the side with a knight.

A simple win? No (to the simple) and yes (to the win).



Carlsson (1975)

1. Kb3

A logical move. The king must help its pawn. 1. Ka3 Nb6 would be illogical, since the king can no longer approach; as would be 1. Kb2 Kf3.

1. ... Nb6!

Putting obstacles in the way of the king so that it has to go the long way round.

2. Kc2!

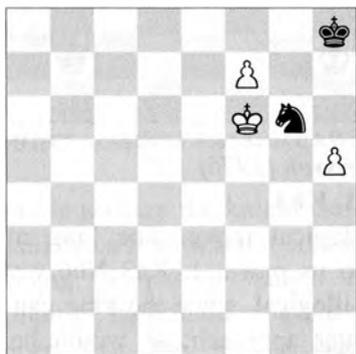
Is this deviation really necessary? Yes, after 2. Kb4? Nd5+ 3. Ka5 Nxc7 4. b6 Ne6! 5. b7 there is a draw after the knight fork 5. ... Nd8 6. b8Q Nc6+.

2. ... Kf3 3. Kd3 Kf4 4. Kd4 Nc8 5. Kc5!

Keeping the king at a distance is not necessary (the pawns have to advance), and would even be wrong: 5. Kd5? Kf5 6. Kc6 Ke6 7. b6 Ne7+ 8. Kb7 Kd7 9. Kb8 Nc6+ 10. Kb7 Na5+ 11. Ka6 Nc6, and White can make no further progress.

5. ... Ke5 6. b6 Ke6 7. b7
winning.

And in conclusion a position in which the pawns are very close to each other. Despite all that, the side with the knight will be left out in the cold because of the far advanced passed pawn.



Kulis (2000)

White must play precisely. Taking on g6 would be stalemate. White has to start with a waiting move.

1. Ke6 Nf4+

The alternative 1. ... Nf8+ is hopeless: 2. Ke7 Kg7 3. h6+.

2. Kd7!

Absolutely not 2. Ke7 Nd5+ with a draw. There will be no second chance, because after 3. Ke6 Black does not play 3. ... Nf4+, but 3. ... Nc7+.

2. ... Kg7 3. Ke8 Ne6 4. Ke7

Now the knight is unfavourably placed. The threat of 5. h6+ can no longer be avoided.

4. ... Nf8 5. h6+ Kxh6 6. Kxf8

White is winning.

WORKBOOK

4: *Endgame – Passed pawn: A*

5: *Endgame – Passed pawn: B*

6: *Middlegame – Passed pawn: A*

On these sheets it is often enough to eliminate the pieces which are holding up the passed pawn. The ways to do this are old friends of yours: capturing, chasing away, luring away, interfering and blocking. Try to advance your passed pawn with tempo. You will gain a tempo by giving check (e.g. a discovered check) or attacking something.

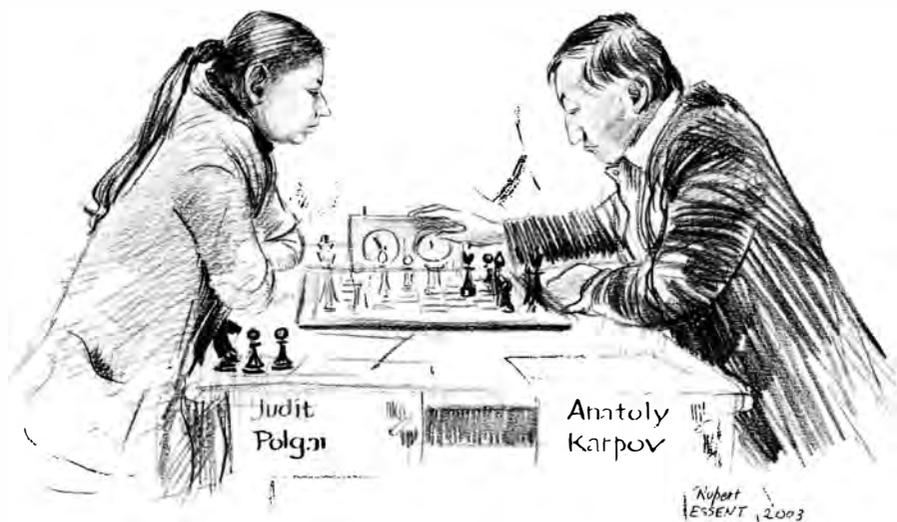
If it is not possible to promote the passed pawn like this, keeping the defenders at a distance can be of further assistance.

7: *Endgame – Pawn against knight: A*

It is surprising how quickly a knight can get from one end of the board to the other if it can gain a tempo by giving a check. So choose the square for your king with care. Sometime a pawn sacrifice enables you to block a square which the knight needs in order to catch the passed pawn.

8: *Endgame – Pawn against bishop: A*

The bishop is in its element on an empty board. So, closing the diagonals which the bishop needs by interfering or blocking a square it needs, are very effective weapons when you are trying to promote a passed pawn. Furthermore, holding off with the king is also a method which is frequently to be found on the exercise sheets.



According to the dictionary, “strategy” is the art of waging war, targeted behaviour or the conception and carrying out of long-term plans. That is true for chess too and is in all the manuals. Unfortunately (or fortunately!) it is not correct. Even grandmasters cannot play a whole game based on a pre-conceived plan, for the simple reason that their opponent will refuse to cooperate.

Bronstein (who almost became world champion) once said: “In chess there are no plans, only moves”. He is to some extent correct. In every position it is only possible to plan a few moves ahead, at the most to conceive a plan..

What is a good strategy?

- increase activity
- decrease vulnerability

A piece is active whenever it

- has a lot of possible moves
- is attacking something (the king, material or a square)
- controls squares (in the centre or in the opponent’s half of the board)
- is cooperating with other pieces

It is certainly helpful to recapitulate what cooperation means in

chess.

Cooperation is when:

- pieces control the same squares (preferably a complex of squares next to each other – Nc3 and Nf3 control the whole centre)
- pieces support each other in attack
- pieces protect each other
- pieces divide the tasks amongst each other
- pieces do not get in each other’s way

A piece is vulnerable whenever it

- can be attacked (it is either unprotected or very valuable)
- has few possible moves
- is fulfilling a particular function
- is working alone

INCREASING ACTIVITY

You can increase the activity of your pieces in many different ways. You can improve your position just by attacking opposing pieces and controlling more squares in your opponent’s half of the board. In this lesson we shall restrict ourselves to the next three important methods:

1. take care of your worst piece (the piece which is doing least).

2. pay enough attention to your best piece.
3. pay close heed to your opponent's weakest point.

Improve the position of the worst piece

The art lies in choosing the piece that is achieving the least. In this position that is not so difficult.



Kveinis-Kholmov, Batumi 1991

Two white pieces leap to the eye in a positive way: the Re1 and the Bb2. They are active. The white queen, on the other hand, has a wretched position; the only square it can go to is h1 (of course, with the open black king position White does not want to exchange queens on e5!). As soon as it becomes active, the black king position can hardly be rescued. A small plan has been born: improve the position of the queen by getting rid of the knight on h5.

1. Bd1!

The logical move. The bishop is under attack in any case. The

queen cannot achieve anything after other moves. 1. g4 is too weakening: 1. ... f4 (or even 1. ... Qxc2 2. Qe5 Qd2!). Also, after the passive 1. Bb1 f4 the queen remains shut in, and after 1. Re2 Rd8 Black is once more threatening to take on c2.

1. ... Kf7

Now the win is simple. Also, other moves obviously lose, but White would have had to think hard for his next move after 1. ... Rd8. White wins with 2. Bxh5 Rd2 3. Qg3 Rxb2 4. Bxg6! (the other bishop is now the hero) 4. ... f4 5. Bxh7+ Kxh7 6. Qh4+ Kg8 7. Re7 or 7. Qd8+, and Black must surrender his queen to avoid mate.

After 1. ... Ng7 2. b4! Qxb4 3. Bb3+ Kh8 4. Qxc7 Qxe1+ 5. Kh2 Black is mated.

2. Bxh5 gxh5 3. Rc1

Perhaps Black had been hoping for 3. Re5 Qc2.

3. ... Re8 4. Qg3 Qxc1+ 5.

Bxc1 Re1+ 6. Kh2 Rxc1 7.

Qg5

Black resigned.

A piece which is no longer doing anything, is a loss of several points to the attacking forces. So mobilising a piece with a pawn sacrifice is not such an unusual idea.

In the next position, from the game *Alzate-Arencibia, Cali 1990*, Black has three active pieces. Only the knight on e7 is not yet doing

anything to help. The first move comes as a surprise.



Alzate-Arencibia, Cali 1990

1. ... c5!

A strong pawn sacrifice. So strong that White immediately made a mistake. He played 2. e5? and had to give up a pawn after 2. ... Qf2+! 3. Kxf2 cxb4 4. Ke3 Nf5+ 5. Kd3 Nxd4. The question is, whether the activation of the knight justifies the pawn sacrifice.

2. dxc5 Nc6 3. Qc3 Qd4+ 4. Qxd4 Nxd4

All Black's pieces are cooperating, White will have to watch out.

5. Bb4

Probably the best move. After 5. Bf4 Bf3 6. Bh3 Ne2+ 7. Rxe2 (7. Kf1 Bxe4) 7. ... Rxe2 8. c6 Rc2 9. c7 Bg4 Black has an advantage.

5. ... Bf3 6. Bh3

Black has only slight chances after 6. ... Bh1 or 6. ... g5. Just enough to play on a little.

Sometimes you have to put more than just one piece on a better

square. In the next fragment White manages to activate two of his pieces.



Ibragimov-Holzke, Bundesliga 1998

Firstly, it is the turn of the bishop on e2 (it is getting in the way of its own queen).

1. Bc4

White makes use of the possibility of a double attack with Nf5 if Black takes the bishop. It would be too early to play 1. Nf5 Bxf5 2. exf5 e4!

1. ... Rac8

A strange move. Black wants to have the option of Nd4, but the white queen wanted to leave its position anyway.

2. Qe2 b5 3. Bd5 c4 4. Qh5

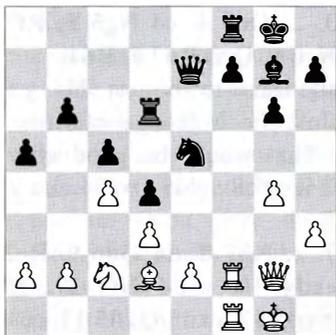
The position of the white pieces is clearly an improvement on what we saw in the diagram.

4. ... Qf8 5. Nf5 Bxf5 6. exf5 Be7 7. Be4

7. a4 seems to be even better, but White had no problems winning with this move.

A strong square

In Step 5 the advantages of a strong square were pointed out in great detail: creating a strong square, moving a piece to a strong square, supporting a strong piece and swapping off possible attacking pieces.



Gurevich, M-Adams, Ostend 1991

1. Na3

The knight goes to the “strong” square b5. Since it is going to be pretty well on its own there, the knight would appear to be somewhat out of the game. A better plan might be 1. Ne1, to swap off the black knight. The latter knight appears to be just as inactive, but let us take a look at what happens in the game!

1. ... Re6 2. Nb5 g5!

With a clear plan: Ne5-g6 is heading for a strong square and Bg7-e5-f4, in order to swap off the defending bishop.

3. Qh2

White does not have many options, but this move prevents 3. ... Ng6

for the moment on account of 4. Qc7.

3. ... h6 4. Rg2

Gurevich does not bother preventing Black’s plan. He would do better to play 4. Kh1 Ng6 5. Nc7 (then the white knight at least reaches the d5-square) 5. ... Rd6 (5. ... Be5 6. Nxe6 Bxh2 – without check! – 7. Nxf8 does not offer any winning chances) 6. Nd5 Qd7 with better play for Black. The options: Be5 / a4 and b5 with play on both wings.

4. ... Ng6 5. Qc7 Rxe2

Too greedy too soon. There is the simpler 5. ... Nh4 6. Qxe7 Rxe7 7. Rgf2 Be5 and the threat of Bg3 wins more material. In the game White put up little resistance. He had certainly had enough of his position and lost quickly.



Izeta-Shulman, Pamplona 1995

Black wants to play g5 to chase the knight away from f4, so that his own knight on g7 no longer has to protect the e6-square. White is just ahead of him by a nose.

1. Nc5!

It is no disgrace to want to achieve a strategic aim by tactical means. Now 1. ... g5 fails to 2. Qxe5 Qxe5 3. Ng6+ Kg8 4. Nxe5 dxe5 5. Nd7 or 5. Rf6 with a big advantage.

1. ... Kh7 2. Nxb7

2. Nce6 was also strong, but White prefers to gobble up a pawn.

2. ... Rf8

Black cannot trap the knight. 2. ... a5 is followed by 3. Nd3.

3. Na5 g5?

This makes things easy for White. After a move such as 3. ... Qd7 White would have to work harder. For the rest of the game Black was all at sea.

4. Nc6 Nxc6 5. dxc6 Qxe2 6. Nxe2 Re8 7. Nc3 Kg6 8. Nd5 Nf5 9. Nxc7 Re4 10. Nd5 Rxc4 11. Rxf5

Black resigned.



Capablanca-Janowski
St. Petersburg 1914

Creating a strong square for the knight on d5 is more important than the fact that Black is allowed

to resolve his doubled pawns.

1. b5! cxb5 2. axb5 a5

After 2. ... axb5 3. Rxb5 Kb7 4. Nd5 Qd7 5. Qb1 White gets a strong attack thanks to the pressure on b6.

3. Nd5

The knight can no longer be driven away by a pawn.

3. ... Qc5 4. c4 Ng5 5. Rf2

Ne6 6. Qc3 Rd7 7. Rd1

White has to be on his guard against the exchange sacrifice on d5. That would be good after 7. Rd2 Rxd5 8. exd5 Qxe3+ and 9. ... Nc5.

7. ... Kb7 8. d4 Qd6 9. Rc2 exd4 10. exd4 Nf4 11. c5 Nxd5 12. exd5 Qxd5 13. c6+ Kb8 14. cxd7 Qxd7 15. d5 Re8 16. d6 cxd6 17. Qc6

Black resigned.

Attack the weakest point

You must concentrate your activities on the part of the board where your opponent is not so strong.



Karpov-Morovic, Las Palmas 1994

White's position is excellent; being a pawn down is not so important. Turning a good position into a won position is often difficult. Not for Karpov. He sees that the black king position is his most vulnerable point. His rook which is well-placed rook on e1 must be transferred to the h-file.

1. Kg2

White is also better after other moves. He can recover the pawn with 1. Bxf6 Qxf6 2. Rxd5, but when you are in a superior position you should not voluntarily relieve the tension. (You only do that when things are really good.)

1. ... Re7

Not a great move. You would rather expect the move 1. ... Nb5, but even then Karpov's plan is decisive: 2. Rh1 g6 3. Rh4! (doubling is possible, because 3. ... gxf5 is followed by 4. Rh6). The white attack is conclusive.

2. Rh1 Rde8

Black wants to prevent doubling on the h-file. 2. ... Ree8 is followed by 3. Rh4.

3. Rh8+!

The queen reaches the h-file in double-quick time thanks to the power of attraction.

3. ... Kxh8 4. Qh1+ Kg8 5.

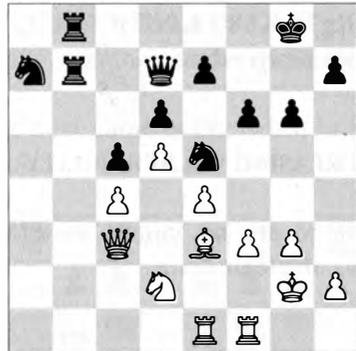
Bxf6 Qxg3+ 6. fxxg3 Re2+ 7.

Kh3 gxf6 8. Kg4

Black resigned.

In the next diagram Black's position looks pleasant; a knight in the

centre and control of the b-file. And yet the white position is much better; the knight can simply be driven away and the black rooks cannot do any harm (the rook will not achieve much on b2).



*Dautov-Timoshchenko
Erevan 1996*

1. f4

Logical.

1. ... Nf7

After the better 1. ... Ng4 2. Bg1 e5 3. h3 Nh6 4. fxe5 fxe5 5. Be3 Nf7 6. Rf6 White is also clearly better.

2. e5!

Opening the position by exchanging pawns is the way to activate the rooks. Even if it costs a pawn.

2. ... fxe5

Black cannot avoid the capture. After 2. ... Qd8 White plays 3. g4, so as to shut the knight in completely with 4. e6.

3. fxe5 Nxe5 4. Bh6 Qg4

White was threatening 4. Rxe5 dxe5 5. Qxe5 e6 6. Ne4 and wins.

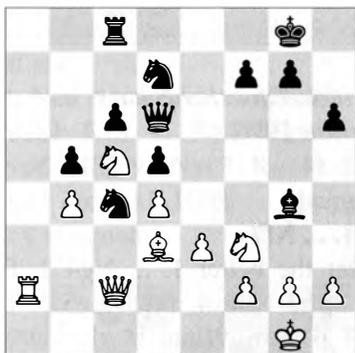
The rook sacrifice on e5 also wins after the move played. In the game White played something quieter.

5. Rf4 Qh5 6. Rh4 Qf5 7. Rf1 Qc8 8. Rhf4 Qe8 9. Qa1 Rd8 10. Ne4 Nc8 11. Ng5 Nb6 12. Rf7 Nbxc4 13. Rg7+ Kh8 14. Nf7+

Black resigned.

INCREASING VULNERABILITY

If there are no targets to attack, you can create some.



Lengyel-Kotov, Amsterdam 1968

White has an excellent position. He is exerting pressure down the a-file and has a good knight on c5. Black's Nc4 is not in the game. For the moment it cannot defend the other wing. White takes advantage of this..

1. Bh7+!

Before exchanging bishops White weakens the black position with a check. The king has to abandon the protection of either f7 or h7.

1. ... Kf8 2. Bf5 Bxf5 3. Qxf5

If the king were on h8, f7 would now be hanging.

3. ... Rc7 4. Qh7 Ndb6?

It is probably better to take on c5, though after 4. ... Nxc5 the intermediate move 5. Nh4! is strong.

5. Qh8+

White collects a pawn. The immediate 5. Nh4! Would be decisive: 5. ... Qf6 6. Nf5 g6 7. Ne6+ fxe6 8. Qxc7 exf5 (8. ... Qxf5 9. Qd8+) 9. Ra7. Now White had a long job ahead of him before he won: 5. ... Ke7 6. Qxg7 Qg6 7. Qxg6 fxxg6 8. Kf1 g5 9. Ra6 Kd6 10. Ne5 Nc8 11. Ng4 h5 12. Nh6 (12. Nf6!) etc.

The most frequently employed method of degrading the opponent's position is to inflict doubled pawns on him. Doubled pawns are especially weak if they are isolated.



Gligoric-Smyslov, Warsaw 1947

1. ... g5!

Black is also better after 1. ... Qc2 2. b4 Rfd8, but things are easier if you have a specific target to attack. The weakening of the kingside is not so tragic as all that since his opponent cannot exploit it.

2. Qe3 Qxe3 3. fxe3 Rc2

White's predicament is a worrying one. He cannot avoid losing a pawn.

4. Ne4 g4 5. Bxg4 Nxg4 6. Rxd7 Rxe2 7. Rd2 Rxd2 8. Nxd2 Nxe3

Now that he had the pawn, Black won after a long struggle.



Portisch-Pomar, Malaga 1964
White uses the battery on the c-file to attack the black pawn structure.

1. Nd5! Qxc2 2. Nxe7+ Kf8 3. Ng6+ fxg6 4. Bxc2 Ke7 5. Bb3!

Of course White does not play 5. Bxg6 to exchange his strong e-pawn for the weak g-pawn. 5. Rxd8 is also the wrong way: 5. ... Rxd8 6. Bxg6 Rd1+ and 7. ... Rd2.

5. ... Bd7 6. Rg3!

This diverts the king, because 6. ...

g5 7. h4 is not good.

6. ... Kf7 7. Rc3 Bc6 8. Rxe6 Bd5

Black must surrender a pawn and ends up in a losing rook ending.

9. Rd6 Rxd6 10. exd6 Bxb3 11. Rxb3 b6 12. Rc3 Kf6 13. Rc7 Rd8 14. d7

White won the game effortlessly.

The next game is the oldest in this book.



Bledow-Von Lasa, Berlin 1839

1. dxe5 Nxe5

Black correctly takes with the knight. After 1. ... dxe5 2. Bxb6 cxb6 3. Nbd2 the Nc6 is not so well placed.

2. Nxe5

Nowadays we would no longer make this sort of move. The weakness of the doubled pawns is now limited. White must now leave two weaknesses on the board: 2. Bb5+ Bd7 3. Bxb6 Bxb5 4. axb5 cxb6 5. Nbd2, followed by Nd4. It will be difficult to push through d5.

2. ... dxe5 3. Bxb6 cxb6

Now it is possible to live with the doubled pawns. White can hardly attack them.

4. Nd2 0-0 5. Qe2 Bd7

In the next phase of the game it becomes clear that a lower rated player (studying Step 6) would then have been amongst the top players in the world.

6. Rad1? Bxa4 7. b3 Bc6 8. f4 Rad8 9. fxe5 Qxe5 10. Rf5 Qd6? 11. e5 Qc5+ 12. Kh1 Ne4? 13. Nxe4 Rxd1+ 14. Qxd1 Bxe4 15. Rxf7! Rxf7 16. Qd8+ Qf8 17. Bxf7+ Kxf7 18. e6+ Kg8 19. e7

Black resigned.

Well-protected pawns above all are an annoying hindrance for bishops. When these pawns are enticed forwards the pawn structure is often weakened.



Vaganian-Dvoirys, Odessa 1989

White may be better but the ease with which he wins is amazing.

The motto is “Bring about weaknesses”.

1. Bf4+!

Following the check on b4, things go no further after 1. ... Kd7.

1. ... e5 2. Bd2!

White has in effect “skipped a move”. Black has played e5 and has to play again. Now the check on b4 is a threat, because Kd7 no longer achieves anything in view of Bh3+. With his next move, Black makes space on e5.

2. ... e4 3. Bf4+! Ke7 4. Rc7+ Rd7 5. Bh3 Rxc7 6. Bxc7 Nd7 7. Bxd7 Kxd7 8. Bxb6

Winning a pawn. White won easily with his connected passed pawns.



Shetty-Dreev, Calcutta 1992

Black has the choice between taking on b3 (with a better end-game) and preventing castling. He decided on the latter. The king is less safe in the middle, and – what is even more important – the rook on h1 remains passive.

1. ... Qa6 2. Bh2

2. Kd2, in order to be able to

develop the rook, would be a courageous choice. After 2. ... Nf6 3. Bxf6 (forced, because after 3. Rhd1 Ne4+ White cannot capture, because Ba4 is possible) 3. ... Bxf6 4. Rhd1. In the game it becomes clear that when you are “a rook down” there is not much you can do.

3. ... Rfc8 3. Rd1 Nf6 4. Nd2 Ne4 5. Ndx4 dxe4 6. a3 Bd5 7. Nxd5 exd5 8. Kd2 Rc4 9. Rc1 Rac8 10. Rxc4 Rxc4 11. Bg3

After 11. Rc1 Rxc1 the queen invades on f1.

11. ... Qc6 12. Rb1 Bg5 13. Ke1 h5 14. h4 Bd8 15. Kf1 Rc2 16. Kg1 Be7 17. Rf1 a5 18. a4 Rd2 19. Rd1 Qc2 20. Qxc2 Rxc2 21. Rb1 f5 22. Kf1 Kf7 23. Ke1 Bb4+ 24. Kf1 Ke6 25. Be5 g6 26. g3 Kd7 27. Bf6 Kc6 28. Bd8 b5 29. axb5+ Kxb5 30. b3 Ra2 31. Kg2 Bd2 32. Kf1 Kb4 33. Ke2 Bc3+ 34. Kf1 Bb2

White resigned.

DECREASING VULNERABILITY

Pieces which have a task to fulfil are vulnerable. Think, for example, about important defenders.

The next position comes from a game that was played in the Netherlands in a local championship under 12.



Kooloos-Burg,B

NBSB -12 Championship

The white pawns on b3 and d3 are weak. White played 1. Qg3, but after 1. ... Nc5 she soon had to admit defeat. How can White solve the problem of the weaknesses?

1. Qxf5!

At first sight taking on f5 does not seem such a special move, since it improves Black's pawn structure and White loses the e4-square for her knight. These are the disadvantage, but there are also advantages as we shall soon see.

1. ... gxf5 2. Ng3

Suddenly White's knight becomes active.

2. ... f4

The only move to lead to anything like level play. We find this move by the process of exclusion. 2. ... Rhf8 looks logical, but after 3. f4 exf4 4. Bxf4 Nc5 5. Nh5 Rf7 6. Nxc7 Rxc7 7. Bxh6. White is better. Black cannot give up the f5-pawn.

3. Ne4 Nf6

With level chances.

Tension is mostly advantageous for the attacking side. So it is a good thing to force the opponent to release the tension.



*Barda-Boleslavsky
Bucharest 1953*

It is unpleasant for Black to always have to bear in mind the possibility of Bxf6.

1. ... h6 2. Bh4

Capturing suits Black: 2. Bxf6 Bxf6 3. Qxd6 Qb6+ 4. Kh1 Qxb2. Now Black can liquidate in standard fashion.

2. ... Nxe4 3. Nxe4

Black's point can be seen after 3. Bxe7 Nxc3, and the threatened fork on e2 forces the recapture on c3. White has the choice between losing a pawn after 4. Qxc3 or a wrecked pawn structure after 4. bxc3.

3. ... Bxh4 4. Nxd6 Bf6

The black bishops are extremely strong. It is nice to see how the white pieces are left with fewer and fewer options.

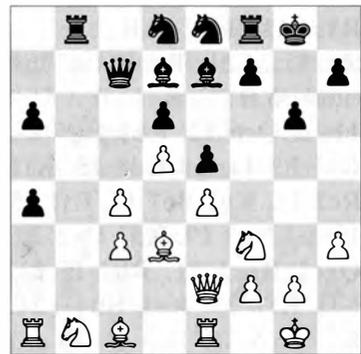
5. Qf2 Qc7 6. b3 Be7 7. Nc4

**Be4 8. Bd3 Bc5 9. Ne3 Qb6
10. Rfe1 Rfd8 11. Kh1 Bxd3**

Black decides to go for a lasting advantage and weakens the white structure.

**12. cxd3 Rac8 13. Qf3 Qa6
14. Nc4 Qxa2 15. Qxb7 Rb8
16. Qc7 Rdc8 17. Qd7 Qxb3
18. Ne5 Qb7 19. Rc1 Rc7
20. Qa4 Qb4 21. Qd1 Qxf4
22. Rc4 Qg5 23. Qf3 Qxe5**

White resigned.



Kapengut-Kholmov, Grozny 1969

Both pawn structures have been weakened. The doubled pawns on the c-file are very weak, above all if Black gets to play Nb7-c5. White deals with his vulnerable points in instructive fashion.

1. c5! dxc5

After 1. ... Qxc5 2. Nxe5 (or the immediate 2. Ba3) 2. ... Bxh3 3. Nf3 Black doesn't get a look-in.

**2. Bxa6 f6 3. Bd3 Nb7 4.
Bh6 Rf7 5. Na3 Bf8 6. Be3
Ned6 7. Reb1 Ra8 8. Nd2
Be8 9. Ndc4 Nxc4**

White has a major advantage.

LIMITING ACTIVITY

Preventing opposing pieces from reaching good squares is just as useful as raising the level of your own activity.



Ree-Torre, Wijk aan Zee 1981

1. g4!

It is important for the knight not to be allowed to get to f5. The weakening of the king position is no longer a tragedy since Black cannot exploit it. Play through the following moves and above all look at the pathetic existence which can be enforced on a knight.

1. ... Bf6 2. Bd3 Bxd3 3. Qxd3 Qd7 4. h3 Bxb2 5. Rab1 Be5 6. Bxg5 Rf7 7. Ne4 Raf8 8. Bh6 Qe7 9. Kg2 Rxf1 10. Rxf1 Rxf1 11. Qxf1 Kg8 12. a4 Ne8 13. Qf5 Qf7 14. Qxf7+ Kxf7 15. Kf3 Nc7 16. h4 Na8 17. a5 b6 18. Bd2 Nc7 19. Ng5+ Kg7 20. axb6 axb6 21. Ke4 Bf6 22. Kf5 Bxg5 23. Bxg5 Kf7 24. Bd8 Na8 25. g5 Ke8

26. h5

Black resigned.



Dvoretzky-Polovodin

Soviet Union 1979

White soon regretted allowing the black bishop on to g4. Black is now so active that White can no longer develop naturally. 1. h3! is required, after which White may not be able to castle for the moment but can at least develop his remaining pieces.

1. 0-0? Bg4 2. Re1 Nd4 3. Re3 Nf6 4. a3

White takes action before Black completes his development with e6, Be7 and 0-0. He is successful.

4. ... e6 5. b4 cxb4 6. axb4 Bxb4 7. h3

White must sacrifice a pawn, because 7. Rb1 Bc5 8. Rxb7 Nxf3+ 9. Rxf3 0-0 is very bad.

7. ... Bxf3 8. Bxf3 Nxf3+ 9. Qxf3 Qxf3 10. Rxf3 Be7

10. ... Rc8 looks like a normal move. As play continued, Black did not always make the best moves and the game ended in a draw.

hangs on.

5. Bc6 Rxf1 6. Rxf1 Rc8

6. ... Rg8 7. c4 Bg2 8. Rg1 Bxh3 9. Rg3 Bf1 10. cxd5 is not much fun either, but at least better than the continuation in the game.

7. Bd7 Rg8 8. Rf7+

After some strong play, a mistake. After 9. Be6 Rg7 10. Rf8 Black is playing with a rook less: limit activity (5 points which are doing absolutely nothing).

8. ... Rg7 9. Rf8 Rg8 10. Rf1 Kg7

Things are roughly level. Black went on to win this ending.

In the following grandmaster game we see that White (who went on to win the title) makes sure that all his pieces are active. He increases Black's vulnerability by means of small threats. The game is a joy to behold.

Kamsky-Christiansen

St. Louis 2010 US-Championship

1. e4 e5 2. Nf3 Nc6 3. Bb5 Bc5

The Cordel Variation.

4. 0-0 Nd4 5. Ba4

Not the main variation (that is 5. Nxd4). The bishop move makes sure that Black cannot for the moment play d6.

5. ... Nxf3+ 6. Qxf3 Ne7 7. Qc3

The queen move entices the bishop on to d4, in order to win a tempo with c3.

7. ... Bd4 8. Qg3 Ng6

The e5-pawn is also hanging.

9. c3 Bb6 10. d4



A pawn sacrifice which Black does not dare to accept.

10. ... 0-0

What would come after 10. ... exd4? Perhaps 11. f4, though 11. ... c6! 12. f5 dxc3+ 13. Kh1 Bc7 looks good for Black. After 10. Rd1 dxc3 11. Nxc3 White has compensation.

11. f4

Very strong here. 11. dxe5 would not be good: 1 ... Qe7 12. Bf4 d6!, and Black wins back the pawn (13. exd6? Qxe4).

11. ... exf4

In chess there is always a choice to be made. 11. ... exd4 would be more dangerous: 12. f5 Qf6 (or 12. ... dxc3+ 13. Kh1 Bd4 14. Nxc3 Be5 15. Bf2 Ne7 16. Bf4 Nc5 17. Rac1 with sufficient play) 13. Kh1 h6 14. cxd4 Bxd4 15. Nc3 and now 15. ... Be5 16. Nd5. Black has to be on his guard, e.g. 15. ... Bxc3 16. bxc3 Qa6? 17. Bxh6

Qxa4 18. Bxg7 Kxg7 19. f6+ Kg8
20. Qh3 winning.

12. Bxf4 Nxf4 13. Qxf4 d6

14. Nd2 Be6 15. Kh1 c6 16.

Nf3



16. ... h6?

A pawn move like this can create a target to be attacked (though here g2-g4-g5 hardly comes into question) and weakens the diagonal b1-h7. White instructively exploits the latter fact.

17. Bc2 Qd7 18. e5 dxe5?

Two alternatives: 18. ... d5 19. Nh4 gives White good attacking chances or 18. ... Bc7 (the best) 19. Qe4 g6 20. Qf4 Kg7 21. Rae1 and White is somewhat better. His pieces are more active, but despite the weakness on g6 the black position is still solid.

19. Nxe5 Qd6 20. Qg3 f5

The only move to meet the threat of Rf6. A move such as 20. ... Bd8 achieves little and after 21. Rae1 and 22. Qd3 White's attack is still strong.

21. Rae1 Bc7

21. ... c5 would be better. After 22. Ng6 Qxg3 23. hxg3 Rf6 24. Rxe6 Rxe6 25. Bb3 Kh7 26. Bxe6 Kxg6 27. Bxf5+ White is a pawn up, but the ending with opposite coloured bishops will be a hard one to win.

22. Qh3!

This forces the win of a pawn or else Black must open up the b1-h7 diagonal.

22. ... f4 23. Qd3 Bf5 24.

Bb3+ Kh7 25. Qd2 g5



26. g4!

Even better than 26. g3, which wins a pawn. The bishop has to leave the diagonal on which its king is standing. The white queen and bishop quickly take control of the diagonal. Without the protection of its pawns the black king is exposed to the opposing pieces.

26. ... Bc8

Things go downhill after 26. ... fxg3 27. Rxf5 Rxf5 28. Bc2 Rf8 29. Rf1 or 26. ... Bg6 27. Nxg6. The same queen move will follow other bishop moves: 27. Qd3.

27. Qd3+ Kg7 28. Bc2 Rh8

29. Ng6

Almost everything wins. Even the exchange of queens with 29. Qg6+ Qxg6 30. Nxg6, since Re7+ threatens. After the game move there is also the threat of 30. Re7+.

29. ... Bxg4

After 29. ... Be6 the move 30. Nxb8 wins, but 30. Kg1 Rhe8 31. Nh4 is the nicer variation.

30. Re7+ Kf6 31. Rxc7

Rhg8 32. Ne5

Black resigned.

WORKBOOK

9: *Strategy – Mini plan: A*

10: *Strategy – Mini plan: B*

11: *Strategy – Mini plan: C*

12: *Strategy – Mini plan: D*

How do you go about solving positions under the heading of “Mini plan”. Take a look at the strong and the weak points of the side which has the move. Then you do the same for the opposing side.

Activating pieces

- move to a strong square
- develop
- centralise
- mobilise (bring them to where the action is!)
- attack pieces
- improve cooperation (attack together, cooperate in the control of adjacent squares)

Limiting the activity of the opponent's pieces

- exchange of active (attacking) pieces
- restrict, trap, shut in (see also Chapter 4)
- tie down (give them a task to fulfil)
- maintain and increase tension

Limiting you own vulnerability

- improve your pawn structure (resolve doubled pawns)
- keep all your pieces protected or protect them even more
- resolve any weaknesses
- release the tension

Increasing your opponent's vulnerability

- degrade his pawn structure
- create targets to attack
- provoke weaknesses
- swap off good defending pieces
- build up the tension



Every piece needs space. A piece can also be very active even if it cannot move, though that is quite a rare occurrence. Pieces which have little freedom of movement are in danger of being trapped. Even in the opening a piece can quickly have problems. The position in the diagram arises from a Sicilian Defence after the moves:

1. e4 c5 2. Nf3 d6 3. d4 b6?
4. dxc5 bxc5? 5. Qd5



The rook on a8 can only be saved by the sacrifice of a minor piece.

White's setup was just as clumsy in the following game.

Mabbs-Mohrlok, 1959

1. e4 c5 2. Nf3 e6 3. d4 cxd4
4. Nxd4 Nf6 5. Bd3 a6 6. c4
- Nc6 7. Nc2 Qc7 8. Nc3 Ne5

How can White protect c4?

9. Qe2

A logical developing move, but a losing one! The correct move is 9. Ne3.

9. ... Qd6



The bishop has no retreat square; only the king can protect it, but that costs material.

10. Kd2 Nxc4+ 11. Ke1 Ne5

Black won effortlessly.

TACTICALLY TRAPPING A PIECE

If you cannot trap a piece straight away, then a preparatory move can help.

The choices are well known:

- attracting
- eliminating the defence
- chasing
- targeting
- clearing

It is useful to repeat everything at a regular time. So we give a sample of every preparatory move.

Attracting

You can attract a piece go to a square by an exchange or a sacrifice. This is a common preparatory action.



In this diagram White lures the black queen into the trap.

1. e5 Bxe5 2. Rxe5 Qxe5 3.

Bf4

The queen has no more squares. If Black does not take on e5 the damage is limited to the loss of a piece.

Eliminating the defence

Capturing, luring away, chasing away, interfering and blocking are the different preparatory moves to the eliminating of the defence.

Capturing

In the next diagram the white queen has no squares to go to. The immediate 1. ... Nd4 achieves

nothing, White just takes, so Black takes the knight:



1. ... Bxf3 2. Bxf3 Nd4

Black wins the queen.



Luring away

The piece which is to be isolated does not immediately leap to the eye. The queen is the unlucky one, although for the moment it has five free squares and is not yet being attacked. A knight sacrifice lures the bishop away from d3:

1. ... Nxc4 2. Bxc4 Bb4

The queen no longer has a free square. The bishop move clears the e-file.



Interfering

The white queen still has two squares. With the rook on b8 it would be deprived of b4. So now the option of a capture on e5 must be eliminated.

1. ... e4 2. fx e4 Reb8

The queen is lost.



Blocking

The amusing thing about blocking is that you force the opponent to put one of his own pieces on a possible escape square. After 1. ... g5 the queen can still go to h5. So Black lures the white bishop on to h5.

1. ... Rh5 2. Bxh5 g5

Chasing

Attacking a piece with one which is worth less so that the first one must move away is called "chasing". Chasing is the simplest of the preparatory moves.



In this diagram the rook on e8 in its own camp is chased away and trapped:

1. Nd6 Rf8 2. Be7

Targeting

A piece which is to be boxed in is only able to go to a single square.



Then "targeting" is the correct preparation, meaning that we deprive

it of its escape square with gain of tempo. The previous move (Rd1) was not a good one. Black's next move is only successful because of that rook move.

1. ... Bc2

This deprives the queen of the b3-square. Because of the attack on d1 White has to give up an exchange, since 2. Rd2 Nb6 would cost him the queen.

Clearing

Usually it is opposing pieces which prevent a winning combination. But sometimes one of your own pieces gets in the way. The preparatory move called "clearing" involves removing your own pieces with tempo. The required gain of tempo is the result of an attack on the king, material or a square.



Black has just captured on f5 with the e-pawn, not suspecting that his queen on a5 is in danger. It still has two squares to which it can move.

1. Bxf7+

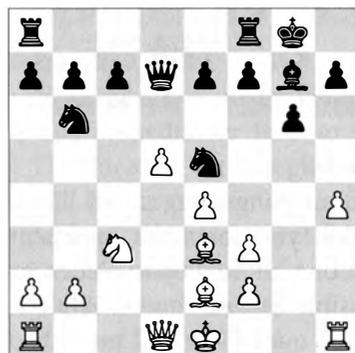
The bishop on c4 makes space for the knight to go there. At the same time the diagonal of the bishop on g3 is opened up. An alternative way to win material is 1. Ng6 Rfe8 2. Bxf7+ Kxf7 3. Ne5+ Kg8 4. Nc4.

1. ... Rxf7 2. Nc4

White wins the queen.

PIECES IN THE CENTRE

Developing pieces into the centre is good advice. If, however, all the pieces follow this advice, the middle of the board will be overfull. Above all in the opening or the early middlegame if not many of them have yet been exchanged. The pieces which are most affected are the knights. This is surprising, but the eight squares they can move to are soon all occupied. The fault lies with your own pieces and the opponent's pieces and pawns.



Böhm-Korchnoi, Moscow 1975

White did not pay enough attention

to the limited freedom of movement of his Ne5. He overlooked the simple win of a piece.

1. Bxb6 axb6 2. f4



In this diagram White has chased the knight away from f6 by e4-e5. The black knight boldly went to c4. The knight has nowhere to retreat to any more, but since it could exchange on c3 Black was not aware of any danger. That was his mistake.

1. Na4 Qb4 2. f3

The knight is lost.

Escape squares can also be unavailable for tactical reasons. The next game fragment shows that that is even harder to see. White (a Rumanian GM with an Elo of 2550 at the time the game was played) overlooks the win of the piece.

In the next diagram White played 1. Bb2, and the game ended in a draw. A surprising exchange could have won it. This trick still pops up regularly. There are at least 10 examples in the database that have

been played after this game.



*Gheorghiu-Wirthensohn
Biel 1982*

1. Bxd5 Bxd5 2. e3

The knight cannot go to e6 because of 3. e4 winning the bishop.

EARLY QUEEN SORTIES

Attacking with the strongest piece as soon as possible is a favourite pastime of many chess players. Because of the way it moves combining that of many pieces, the queen can display great activity, but that also makes it the most vulnerable piece. It is difficult to strike a correct balance between activity and vulnerability.

Sometimes a queen can be quite alone and surrounded by enemy pieces and yet create confusion in the enemy camp; at other times there seems to be no danger in view and yet within a few moves the queen has been captured!

In the next game the queen is on the go very early.

- 1. e4 d5 2. exd5 Qxd5 3. Nc3 Qa5 4. Nf3 Bg4 5. d4 Nc6 6. h3 Qh5?**



White can ignore the pin on the h-file:

- 7. hxg4 Qxh1 8. Ne4**

(Or 8. Ne2 and the threat of 9. Ng3 cannot be met.)



Glienke-Ehrke, Bundesliga 1992

Most queens rush in the opening to gobble up the b7/b2 pawns. Sometimes taking this pawn is good, but sometimes it isn't. In any case, it is almost always dangerous. "Never

take on b2, even if it is a good move" (Grandmaster Gligoric).

Chasing and luring away can soon make an end of the queen:

- 1. Nc4 Qc3**

There is the same result after 1. ... Qb4 2. c3 Qxc3 3. Rc1 Qb4 4. Rb1 Qc3 5. Rb3.

- 2. Rb1 Bf5 3. Bd3 Bxd3 4. cxd3 d5 5. Rb3.**

In the workbook you have the chance to win twelve queens on b2 or b7.

The way White traps the queen in the next game is impressive.

Razvaliev-Kolikstein

Tashkent 1972

- 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c6 5. e3 Nbd7 6. Bd3 Bd6 7. e4 dxe4 8. Nxe4 Nxe4 9. Bxe4 Nf6 10. Bc2 Qa5+ 11. Bd2 Qh5 12. h3 0-0**



White to play and win.

- 13. Ke2!**

Usually not a good move in the opening or the middlegame. However the move effectively protects the rook on h1.

13. ... e5

Black must surrender a piece to save his queen.

14. g4 Bxg4 15. hxg4 Qxg4

16. Qg1 Qe6 17. Rxx7

exd4+ 18. Be3 Nxx7 19.

Bxx7+ Kh8 20. Qh1 g6 21.

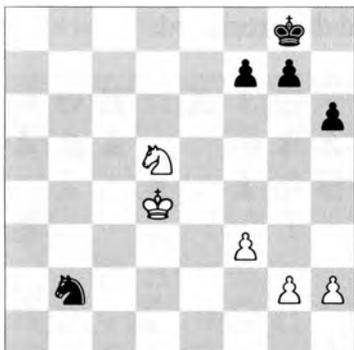
Bxx6+ Kg7 22. Qh6+ Kf6

23. Bf5+

There is an even quicker win by 23. Qg5+, but Black resigned after the move played in any case.

TRAPPING IN THE ENDGAME

Of all the pieces, the knights are the simplest to trap, almost always in a corner or on the edge of the board.



The black knight has gone astray. White has to keep the knight trapped and then to capture it. 1. Nc3 would be clumsy, because

then the white king cannot get at the knight. First of all White must control a4 in another way.

1. Nb6 f5 2. Kc3 Nd1+ 3.

Kd2 Nf2 4. Ke2 Nh1 5. Kf1

The knight is caught. The win is a mere question of technique.

5. ... f4 6. Kg1 Ng3 7. hxg3

fxg3 8. Nd5 Kf7 9. Nf4

White wins.

Other combinations can help you with trapping a piece. The double attack is particularly well suited to depriving piece of squares.



Thanks to the knight fork White can trap the black queen.

1. Rc8

The queen cannot take. Attracting is a main weapon.

The variations are simple.

A) 1. ... Qa5 2. Ra8

B) 1. ... Qxxh4 2. Rc4+ Qxc4 3. Nb6+

C) 1. ... Qd7 2. Nb6+

In the next example the knight fork gets help from the X-ray check.



Reti (1922)

White wins a in very nice fashion.

1. Rxc1 Qd5+

Or 1. ... Qxc1 2. Nb3+; 1. ... Qd2
2. Nb3+; 1. ... Qd6 2. Nb7+; 1. ...
Qd4 2. Nb3+; 1. ... Qd8 2. Nb7+.

2. e4 Qe5

Or 2. ... Qa2 3. Ra1; 2. ... Qa8 3.
Ra1+; 2. ... Qc6 3. Nb3+.

3. Ra1+ Qxa1

Or 3. ... Kb4 4. Nd3+; 3. ... Kb6 4.
Nd7+.

4. Nb3+

ENCIRCLING

When you isolate a piece it will be taken; a piece which is encircled is not yet lost, but it has no more moves and not much activity. It will remain passive for quite a while.

Our first example shows a piece being encircled, which leads to it being isolated. Black was once one of the strongest non-Russian players in the world, but here he decided on a wrong plan.



Kupreichik-Szabo, Hastings 1982

**1. ... cxd4 2. cxd4 Nc6 3. d5
Nb4 4. Bb3**

The knight is actively placed on b4, but it is also vulnerable because it does not have a retreat square. The only move here was 4. ... bxa4, but Black did not see the danger coming.

4. ... 0-0 5. a5!

The knight cannot be saved. Black tried

**5. ... Qc8 6. Bg5 Qc5 7.
Be3**

and then resigned.



Smyslov-Rohde, New York 1989

A knight on the edge of the board

can only go to one of four squares. It can quickly be deprived of them by its own or by opposing pieces. White cleverly exploited the position of the knight on h5 and played the strong move:

1. e5

White is now threatening to isolate the knight with 2. g4. The threat can only be met by accepting other disadvantages.

After the counter-attack 1. ... Bf5 2. Nc5 Qxe2 3. Nxe2 the bishop is very unfortunately placed on f5. If space is created for the knight, that leads to a very cramped position: 1. ... Bh8 2. g4 Ng7 3. Ne4 Nd7 4. Bg5, and White is clearly better.

Black resorts to an exchange sacrifice which offers him no great prospects.

1. ... Rxd3 2. Qxd3 Qxd3 3.

Rxd3 Bxe5 4. Ne4 Bf5 5.

Bd4 Bxe4 6. Bxe4 Bxd4 7.

Rxd4 Nf6

White won without any problems.



*Speelman-Kasparov
Madrid (rapid) 1988*

Black has already sacrificed a pawn for the strong e5-square. Now he sacrifices a second pawn in order to shut the bishop in on h2 for the rest of the game.

**1. ... f3! 2. Bxf3 Ne5 3. Be2
g4**

Only the move f4 (which does not work without allowing Black to get a strong passed pawn) lets White get some breathing space for his bishop.

4. Bg1 c5

Human beings would play 4. ... Nf3+ 5. Bxf3 Rxf3, with an advantage for Black. The move played costs another pawn after 5. dxc6 bxc6 6. 0-0-0 Be6 7. Qxd6 Qg5+. Black won the game. In the final position the bishop was still on g1.



Misanovic-Zhu, Kishinev 1995

In this game between two ladies White is clearly better. Misanovic decided on a plan, in which the knight on b8 is shut in (and thus also the Ra8). She accepted the fact that Black got a protected

passed pawn.

1. dxe5 dxe5 2. b5 Qxa3 3.

Nxe5 Qe7 4. Nf3

4. Ng4 a4 (what else?) 5. e5 Bxg2

6. Nf6+ gxf6 7. exf6 Qxe1+ 8.

Rxe1 Rxe1+ 9. Kxg2 Nd7 10.

Qxd7 looks very good, and White is winning.

4. ... a4 5. Nd4 a3 6. Nf5

Qe5 7. Qg5 g6 8. Rd8 Nd7?

After 8. ... f6! Black can still hang on.

9. Rxd7 Qxf5 10. exf5

Rxe1+ 11. Bf1 a2 12. Rd8+

Re8 13. Rxe8+ Rxe8 14.

Qc1 Ra8 15. Qa1 gxf5 16.

c5

16. Bg2 is better, so as to follow the plan in the game after the exchange of bishops.

16. ... Bd5 17. cxb6 cxb6 18.

Bg2 Bxg2 19. Kxg2 Ra3 20.

Kf1 f6 21. Ke1 Kf7 22. Kd1

Kg6 23. Kc1 Ra5 24. h4 h5

25. Kc2 Ra3 26. Kb2 Ra5

27. Kc3 Ra3+

Black surprisingly achieved a draw.



*Sziva-Peng, Rotterdam 1999
(Dutch Women's Championship)*

Black is worse. She may no longer castle (the king has already moved), meaning that the king cannot find a safe haven anywhere. Black's last move (Qe7-h4) is pretty much a blunder (Kf8 was better). Becoming active when in the inferior position is a well-known mistake.

1. Bg5 Qh5 2. g4

The weakening is not important. The h3-pawn is well protected by a rook. The big advantage of the pawn move is that the white queen is no longer tied to the defence of the bishop and can become active.

2. ... Qh7 3. Qa5 Kd7

Black's position is hopeless (White is clearly far superior in material on the queenside).

Other ways of protecting the rook are no better: 3. ... Rd7 4. b4 or 3. ... Rc8 4. Qb4. In both cases Black has to give up a pawn with f6.

4. Rc1 Rhc8 5. Rdc3

There is nothing wrong with 5. b4, but the pawn move will still be there...

5. ... Qh8 6. b4 Ra8 7. Qc5

Qf8 8. Qxf8 Rxf8 9. b5

Peng resigned after ten more moves. Despite this, she went on to win the title, thus becoming Dutch Women's Champion. In 2011 she won her thirteenth title!

In many opening variations a piece ends up cut off from the play.

In the Slav Black's light-squared bishop often lands up on g6 and spends half the game staring at its

own pawn on f7 and the white pawn formation on f3 and e4. Many top players such as Anand and Kramnik play this variation and they manage to bring this piece back to life.

In the g3-variation of the King's Indian with Nc6, the black knight frequently has to go to the a5-square. Sometimes the knight is there from the beginning right till the end of the game. If you play openings like this, take special care to bring the relevant piece back into the game.

*Addison-Mednis, New York 1962
US Championship*

1. d4 Nf6 2. c4 g6 3. g3 Bg7 4. Bg2 0-0 5. Nc3 d6 6. Nf3 Nc6 7. 0-0 a6 8. d5 Na5 9. Nd2 c5 10. Qc2 Rb8 11. b3 b5 12. Bb2 Bd7 13. Rfb1 Qc7 14. Nce4 Nxe4 15. Bxe4 Bxb2 16. Rxb2 bxc4 17. bxc4 Rxb2 18. Qxb2 Rb8 19. Qc3



19. ... Rb4

Firstly, Black plays very cleverly:

he provokes b3. He wants to control the b-file after Qb6, so whether he likes it or not White has to chase away the rook.

20. a3 Rb7

It is often better to go all the way back to b8. Then the knight can at least retreat to the b7-square (although the future is not all that rosy for it there either).

21. h4 h5

Black prevents h5, Kg2, Rh1 with an attack. That will take some time, so the problem with the knight has higher priority. 21. ... Ba4 is worth considering, so as to play Nb3 and swap off the knight. The knight itself is not the only problem; the fact that the queen has to protect the knight should not be underestimated. White cannot avoid 22. Rb1 and exchanges simplify things for the defending side.

22. Bc2 Qb6

Black works with a threat (Qb2), which can easily be dealt with.

23. Rb1 Qd8 24. Re1 Qb6

25. Bd3 Qd8 26. f4

White has been able to make a few moves for free and things are now becoming serious. White has a free hand on the kingside. The weakening h5 has made the advance f5 much stronger. Black no longer puts up any real resistance.

26. ... Bg4 27. Rf1 Qb6 28.

f5 gxf5 29. Bxf5 Bxf5 30.

Rxf5 f6 31. Rxf5 Kf8 32.

Qd3 Ke8 33. Rh8+

Black resigned.

WORKBOOK

13: *Mobility – Trapping: A*

14: *Mobility – Trapping: B*

Look for the piece with little or no freedom of movement and try to trap it. Start with a preparatory move:

- attracting
- chasing
- targeting
- clearing
- eliminating the defence

15: *Mobility – Trapping (queen b2/b7): C*

The queen is to be cut off. Sometimes it can only escape by giving up material. Work with preparatory moves.

16: *Mobility – Trapping (double attack): D*

Thanks to a double attack the piece which is to be trapped is deprived of many squares. The first exercises are perhaps difficult, but when you understand how the exercises work, then the solutions will no longer be a problem.

Anand



There are different ways for a game to be drawn. In previous steps we have already dealt with:

- insufficient material for mate
- too small a material advantage to win
- stalemate
- perpetual check
- perpetual attack
- by agreement

In this lesson three new methods will appear:

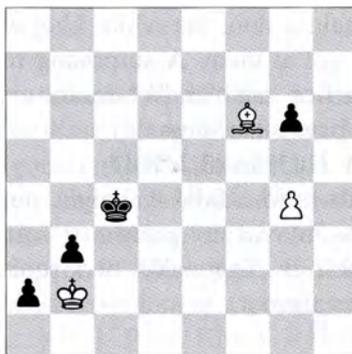
- fortresses
- repetition of moves
- the 50 move rule

We shall deal with more difficult examples in the methods you already know.

INSUFFICIENT MATERIAL

Taking your opponent's last pawn is a good strategy for achieving a draw.

You cannot win with just a single bishop on the board. So Black must win the g4-pawn in the diagram in the next column. The queenside pawns have to help him do so by luring the king and the bishop away. The only way for that to work is with a pawn sacrifice.



1. ... g5

If Black allows White to play g5 he has no hope: 1. ... Kb4 2. g5 Kc4 (2. ... Ka4 3. Bc3) 3. Ka3 Kd3 4. Kxb3.

2. Bxg5 Kd4 3. Bf6+ Ke4 4. g5 Kf5 5. Kxb3 a1Q 6. Bxa1 Kxg5

White has insufficient material left to deliver mate (or more elegantly: “he has no mating potential”).



Vinichenko (1988).

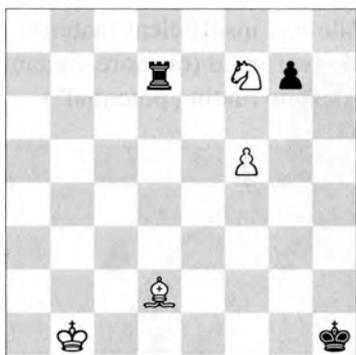
Two knights are not enough to win either. Unfair, but it allows some pretty liquidations.

How can White give up his rook for the two pawns? As long as they remain a duo, the white king cannot get at them. A surprising rook sacrifice enables White to make the pawns harmless:

1. Rd3! exd3 2. Kd2

Both pawns fall. A knight needs three moves to protect a square which is diagonally two squares away from it.

In a position with only a rook against a bishop or a knight, the amount of material is again too small. In such positions it is possible to deliver mate, but with correct play such positions are drawn. We are talking about theoretical drawn positions.



Aesman (1987)

White must surrender a minor piece. His real problem is of course the black pawn. The player with White knows a subtle way to

outwit his opponent:

1. f6 gxf6

After 1. ... g6 2. Ne5 Rxd2 3. Nxf6 Rf2 4. Ne5 Rxf6 5. Kc2 the position is also drawn.

2. Ng5 Rxd2 3. Ne4

The point behind the white pawn sacrifice. The only way for Black to protect his pawn is by means of a check.

3. ... Rd1+ 4. Kc2 Rf1

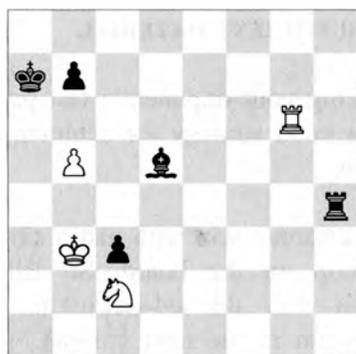
And on f1 the rook is badly placed for another reason. Any other rook move would be met with 5. Nxf6 and a theoretical draw.

5. Ng3+ Kg2 6. Nxf1 Kxf1 7.

Kd3 Kf2 8. Ke4

White wins the pawn.

We already know about the wrong bishop from Step five. For that reason we shall only look at a single example. There are another twelve examples in the workbook for the real fans.



Krikheli (1983)

Black has just given an extremely annoying check from d5.

1. Kxc3!

This costs a piece, but 1. Ka3? Be4 2. b6+ Ka6 3. Nb4+ Kb5 costs the whole point..

1. ... Rc4+ 2. Kd3 Rxc2 3.

Ra6+!

Well worth seeing. Black has to take and this turns the b-pawn into a worthless rook pawn.

3. ... bxa6 4. b6+ Kxb6 5.

Kxc2

The king reaches the safe corner.

STALEMATE

In the ending the defender can sometimes save half a point by stalemate. Think for example of the endgame of queen versus pawn. It is a draw with rook pawns or bishop pawns on account of the possibility of stalemate.

It is usually easy to bring about a stalemate if your king can no longer move. You then have to find a clever way to get rid of the other pieces you still have.



Lomax

White must get rid of the rook without affecting the present “stalemate position” of his king. We call a rook which is being sacrificed like this a “rampant rook”.

The squares which the queen is controlling (above all on the d3-h7 diagonal) must be avoided.

White has two checks. The wrong choice would be 1. Rh3+? Kg6 2. Rg3+ (or 2. Rh6+ Kg7, and there is already no longer a good check) 2. ... Kf5 3. Rf3+ Ke4 4. Re3+ (or 4. Rf4+ Ke5) 4. ... Kd4, and White has run out of useful checks.

So the other check is correct. The drawing variation speaks for itself:

- 1. Rc7+ Kg6 2. Rc6+ Kf5**
 - 3. Rc5+ Ke4 4. Rc4+ Kd3**
 - 5. Rc3+ Kd2 6. Rc2+ Kd1**
 - 7. Rd2+ Ke1 8. Re2+ Kf1**
 - 9. Rf2+ Kg1 10. Rg2+ Kh1**
 - 11. Rh2+ Kg1 12. Rh1+!**
- Kxh1 stalemate**



Korolkov (1961)

“Rampant queens” are not interes-

ting (it is easy for a queen to sacrifice itself), and other pieces are almost never “rampant” pieces – apart from a few exceptions. In this position there is a “rampant knight”.

The white king is already “stalemated”. All that has to be done now is to let the knight and pawn be captured.

1. Nc6+ Ke8

After 1. ... Kc8 2. d7+ Kxd7 (2. ... Kc7 3. d8Q+ Kxc6 4. Qd5+) 3. Ne5+ fxe5 it is already stalemate.

2. d7+ Kf7 3. Nd8+ Kf8

3. ... Ke7 4. Nc6+ leads to a repetition of moves.

4. Nxe6+ Kf7

Or 4. ... Ke7 5. d8Q+ Kxe6 6. Qd5+.

5. Nd8+ Ke7 6. Nc6+ Kxd7

7. Ne5+

The double attack comes to his aid.

7. ... fxe5

It has worked: White is stalemated.



The only way to get rid of minor pieces is by a double attack. Giving away major pieces is much

simpler.

1. Rd8+ Kh7 2. Rh8+ Kxh8

3. Ng6+ fxg6 4. Qa8+ Kh7

5. Qg8+ Kxg8 stalemate

The king must take the rook and the queen; there are no other options. Black has to take the knight on account of the double attack.



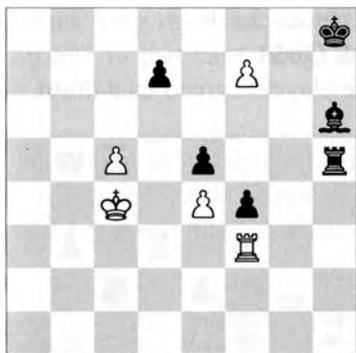
In positions in which the king still has sufficient available squares, stalemate usually occurs out of a clear blue sky. White goes about setting up a stalemate position with the requisite sacrifices.

1. Rxd4+ Rxd4 2. h7

The order of moves is important; playing 2. c3+? First loses in view of 2. ... Kxc3 3. h7 Rh4, and the threat of mate prevents the promotion.

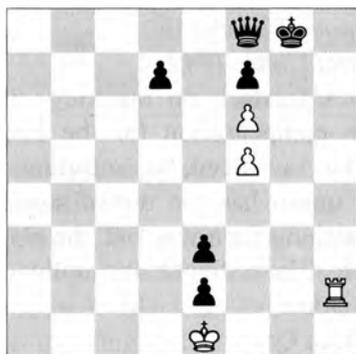
2. ... Bxh7 3. c3+ Kxc3 stalemate

In the diagram on the following page the king still has six squares available to it. Not for long, three moves to be precise.



Tresling (1912)

1. c6 dxc6 2. Rh3 Rxb3 3. f8Q+ Bxf8 stalemate



White still does not have a perpetual check. Unfortunately Black can interpose with his queen on h6. “Winning the queen” like this is not enough for White since the pawn ending does not offer the slightest whiff of a chance. His salvation will be the cramped position of his own king. It has just one single move: capture on e2. White achieves his goal with subtle play.

1. Rg2+ Kh7 2. Rh2+ Qh6 3. Rh5

After the capture of the rook, White is stalemated. So Black must move his d-pawn.

3. ... d5 4. Rh2

White goes back and forth like this with the rook so that e2 would be protected by Black after the rook is captured.

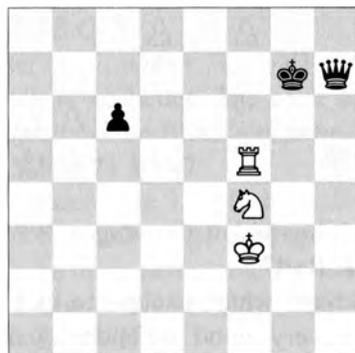
4. ... d4 5. Rh5 d3 5. Rxb6+

Forced, in view of the threat 6. ... d2+, but also good.

5. ... Kxb6 stalemate

PERPETUAL CHECK

This is a way to draw which often crops up as early as the middle-game (sometimes even in the opening).



Zachodjakin (1983)

1. Ne6+

Forces the king to the edge of the board.

1. ... Kh6 2. Rf6+ Kh5 3. Rg6!

Shuts the king in for good.

3. ... Qd7

The ending after 3. ... Qxg6 4. Nf4+ Kg5 5. Nxg6 Kxg6 6. Ke4 is drawn..

4. Nf4+ Kh4 5. Ng2+

White gives perpetual check.

Right after the opening in the next game, White sacrificed a piece for a dangerous attack. Black stood up to it solidly and it seemed in the position in this diagram that he would have the better of things. But White pulled the emergency cord and bailed out with a perpetual check.



Tiviakov-Milov, Groningen 1998

1. Rxd7+

A knight which is close to its king is a very good defender against attacks by a queen. A rook is a much worse defensive piece.

1. ... Rxd7 2. Qb6+ Kc8 3.

Qc5+ Kb8

A rook move is of no more help: 3. ... Rc7 4. Qf8+ Kd7 (4. ... Kb7 5. Qb4+ Kc6 6. Qb6+ Kd7 7. Qe6+ Kd8 8. Qg8+ with a draw) 5. Qf7+ Kc8 6. Qe8+ Kb7 7. Qb5+ with

perpetual check.

4. Qb5+

The players agreed on a draw.



Kopaev-Vistaneckis

Soviet Union 1949

Black's attack on the king gives him compensation for the pawns he has sacrificed, but unfortunately his queen has run out of squares. Searching for a way out, the player with Black found the following variation:

1. ... Qf1+

1. ... Nxe3 2. fxe3 Qf1+ 3. Kh2 Rxe3 looks pretty, but 4. Qg4 spoils his fun.

2. Kxf1 Nxe3+ 3. Ke2

Forced. After 3. Kg1 Nxd1 Black wins a piece.

3. ... Nc4+ 4. Kf1

Once again the only move. 4. Kd3 Nxb2+ would be bad.

4. ... Ne3+

Black gives perpetual check.

Is it now the case that Black is lucky to be able to draw, or can White esteem himself lucky that

the black king does not happen to be on h8? In that case Black wins with 1. ... Nxe3.

As soon as a drawing mechanism runs along less usual lines, even grandmasters can make mistakes.



*Osmanagic-Gligoric
Sarajevo 1963*

Of course, Black has an advantage. The knight sacrifice on e6 is born of despair. Black thought: I can't take the knight, but I can capture the bishop.

1. ... Qxe2?

Black retains an advantage after 1. ... Rxf1+ 2. Bxf1 Rc1. Now comes the sort of queen sacrifice that one doesn't see every day.

2. Qxg6+ fxc6 3. f7+ Kh7 4. Rh3+ Bh6 5. Ng5+ Kg7

Black has to accept a draw, because 5. ... Kh8? 6. Rxh6+ Kg7 7. Rh7+ Kf8 8. Ne6+ Ke7 9. f8Q+ Kxe6 10. Re7# would be even worse.

6. Ne6+ Kh7 7. Ng5+
White achieves a draw.



1. ... Rc7

Black can try 1. ... Rh8 but this move does not win either: 2. Bb2 Qe2 3. Bg7+ Kh5 4. Rd5+ Nf5 (4. ... Nxd5 5. Qxd5+ Kg4 6. Qg5+ Kf3 7. Qg3+ Ke4 8. Bxh8 or 4. ... Kg4 5. Rg5+ Kxf4 6. Rg3 wins for White) 5. Rxf5+ gxf5 6. Qf7+ Kg4 7. h3+ Kg3 8. Qb3+ with perpetual check.

2. b5 Qe2

After 2. ... Qd1+ 3. Rxd1 Rxb7 Black is no better. The rook must keep an eye on Black's b-pawn.

3. Rxb7+ Kxb7

The alternative 3. ... Rxh7 4. Bf8+ Kh5 5. Qxh7+ Kg4 6. Qxg6+ can only be more favourable for White.

4. Qxc7+ Kg8 5. Qd8+ Kh7 6. Qd7+ Kh8

White must take the perpetual check.

PERPETUAL ATTACK

There is hardly any difference between perpetual check and a perpetual attack. The perpetual attack

is directed not at the king but at another piece. That may not have quite the same degree of compulsion, but often enough it leads to the saving of half a point.



Pogosjants (1964)

The task based on the diagram states “White to play and draw”. White has the active rook on g3 to thank for his salvation:

1. Nc3+

After this check, it becomes clear that Black’s moves are limited. The king cannot go to c5, d4 or d6 on account of a knight fork and e5 is just as impossible in view of the X-ray check on c7.

1. ... Ke6 2. Ne2!

Nor can the rook do what it would like to. The white pawns are indirectly protected by a knight fork. For the same reason, the squares f3, g2 and g6 are taboo.

2. ... Rg5 3. Bd2 Rc5

Nor is there much space on the fifth rank.

4. Bb4 Re5 5. Bc3 Re3 6.

Bd2 Re5 7. Bc3

With a perpetual attack.

White drew in similar fashion in the following diagram.



White keeps on attacking the bishop. You could call it perpetual persecution.

1. c3 Bf8 2. Ke8 Bg7 3. Kf7 Bh8 4. Kg8 Bf6 5. Kf7 Bd8 6. Ke8 Ba5

For a short time it seems to get away from the king.

7. b4 Bc7 8. Kd7

But not for long. It is obvious that the bishop cannot escape.

REPETITION OF MOVES

Neither player can play for a win. A repetition of moves is like a perpetual attack. One example should suffice.

In the diagram on the next page White is a piece up, but with his last move Black has set up an almost winning pin. The queen cannot move because of the mate

on g2. White will now have to come up with a colossal move to trump his opponent.



Ulrich-Spengler, Berlin 1948

1. Rb5!

This counter-attack on the queen appears to win on the spot. There is no way the queen can simultaneously protect the rook and against the mate on b7.

1. ... Re8!

Black saves himself with this intermediate move. Apart from the mate on e1 the rook on b5 is also hanging. White has only one single move.

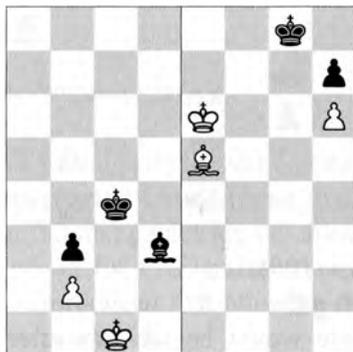
2. Rb1 Rg8

And we are back to the original position.

FORTRESSES

An excellent drawing weapon is known as the “fortress”. You retreat into a position which cannot be stormed, just like a fort. Unlike in medieval warfare, it is impossible to

starve your opponent out (see the following section on the “50-move rule”).



Two fortresses. In each half of the board the side with the bishop cannot win. Stalemate will come to the aid of the weaker side.

On the left White plays Kd2-c1 (or to d1). Black can only prevent this with Ke2 but that leads to stalemate. Letting the king escape to a1 is useless. Stalemate remains the problem.

After 1. Kf6 Black plays on the right 1. ... Kf8! (and not 1. ... Kh8? 2. Kf7#) and White cannot make progress.

Extra pawns on the board (left a3 / a4 and right g5 / g6 + f4 / f5) do not change the assessment. The positions are and will remain a draw.

In the next two examples White draws thanks to this type of fortress.



Grin (1988)

1. g4!

White would be too late after 1. Kf1? Kc4 2. Ke1 Kd3.

1. ... Bxg4

The bishop must keep the e2-square under control, or else the king gets to c1: 1. ... Be8 2. Kf1 Kc4 3. Ke2.

2. f3! Bxf3 3. Kf2 Kc4 4.

Ke3

White has only one goal: the c1-square. So not 4. Kxf3? Kd3.

In the next diagram too, the white fortress cannot be taken by storm.



Cozio (1766)

Although it is Black's move, he cannot prevent White from constructing a fortress.

1. ... Be3+ 2. Kh1 h3

After 2. ... g3 there is a draw both after the capture and after 3. h3. The extra h-pawns do not make any difference. After 2. ... Kf1 3. h3! gxh3 4. gxh3 Kf2 5. Kh2 Bf4+ 6. Kh1 Kg3 the h-pawn does fall, but Black has the wrong bishop.

3. gxh3

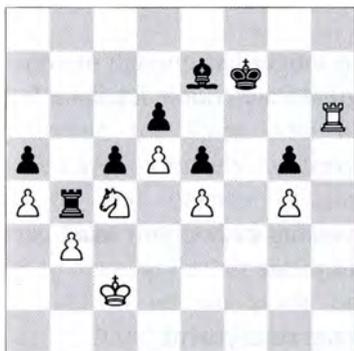
Black can no longer win.



In these two positions the material superiority of the queen is not sufficient. Normally the material difference on the left would be enough to win. The white king cannot get in any closer. Black plays back and forward with Ka7-b8 or Bb7-a8 according to where the queen is. Black is not put in zugzwang.

In the right half, once again the king cannot penetrate. With this difference in material there are numerous possible fortresses. The rook is good at keeping the king at a distance.

We can find a nice practical example of a fortress in the next diagram.



Black seems to be in a bad way; in any case he will lose a pawn.

1. ... Rxc4+!
2. bxc4 Ke8
3. Rh8+ Kd7
4. Ra8 Bd8
5. Ra7+ Bc7
6. Kd3 Kc8

7. Ra8+ Kd7

There is not much the rook can do on its own without the help of the king.

THE 50-MOVE RULE

You cannot forbid your opponent from playing on and trying to get a win. So that games are not allowed to go on for ever and ever, a rule was introduced that allows a draw to be claimed if:

- for 50 moves no pawn has been moved
- and**
- for 50 moves no piece has been captured.

WORKBOOK

17: *Draw – Perpetual check: A*

There is no perpetual check without a check! So make sure that you attack the opposing king and that you do not let it escape. Deprive it of its escape squares.

18: *Draw – Stalemate: A*

When your king can no longer move, you can give away pieces. Sometimes you have to do it in such a way that the final escape squares are taken away from your own king. A pin can be used to “stalemate” mobile pieces.

19: *Draw – Defending against a passed pawn: A*

On this exercise sheet you are asked to draw. Choose the route the king should take so that it is threatening to catch up with the passed pawn while at the same time working away at building a “stalemating net”.

20: *Draw – Fortress?: A*

Is the position drawn because there is a fortress? Yes or no. If you find that

there is not really a fortress, then indicate how one side wins. Some of the positions are pretty nasty.

21: *Draw – Insufficient material: A*

Take the final pawn so that the opponent no longer has enough material to win. Choose the route for the king with great care; don't let it be body-checked (or shouldered off).

22: *Draw – Wrong bishop: A*

Remember that when the opponent has the wrong bishop you must get the defending king into the corner. Some useful tips are:

- exchange all the pieces
- exchange or take all the pawns which are not rook pawns
- turn knight pawns into rook pawns (make them into worse pawns, i.e. rook pawns)
- waste no time on captures, the king must get into the corner
- lure the opposing bishop away in order to get rid of any possible barrier.



All the chapters in this book are appropriate for those who have reached approximately the level of Step 6. This chapter is aimed above all at ambitious players who want to develop further and who do not want to remain stuck on a rating of 2000. It is tempting to go into the opening a lot, because we have to deal with it in every game. Unfortunately those who study purely the opening do not learn well enough how to play chess.

OPENING STUDY

You require help from books and a trainer.

Never learn an opening from a book which only contains variations and evaluations along the lines of $\pm \mp \infty$. Nor are books which simply contain judgements such as “White is slightly better” any more appropriate.

Choose a book which deals with the ideas behind the opening and which gives whole games:

- *‘Winning with ...’*
- *‘Play the ...’*
- *‘Understanding the ...’*
- *‘The opening guide to ...’*
- *‘Beating the ...’*

Many books are very good, but some are unbelievably bad. Chess books are pretty expensive, so take advice from your trainer. He or she certainly has his or her own library. The same goes for DVDs about openings. They vary enormously in quality. There are excellent ones with proper explanations, but there is also trash. Ask your trainer for advice!

Video presentations are more for fans than for serious study.

Viewing video presentations takes time and simply seeing material is not enough to enable you to learn very much. You must be **actively involved** in your learning

MAIN LINES

Every opening has important variations – the main lines. Thousands of games have already been played with these, and the books devote umpteen pages to these main lines. So perhaps you would like to avoid the main lines. Do not do so.

Grandmasters play main lines because they are usually the best ones. Later you will have to play the main line in any case. Then it will cost you a lot of time to learn it. At a high level an opening error is

frequently punished. Start doing that. The opponents you are playing against for the moment will still make a mistake somewhere during the course of the game.

A NEW OPENING

What do you need to know? Firstly, you should get to know the ideas behind the opening you are studying. That is easy to say, but somewhat difficult to achieve. You will get help with that from books and your trainer. The book may state “Black is better”. That can mean that he has chances of an attack on the king. An unsuspecting player who does not realise that may continue enthusiastically playing on the queenside. The result will be that White, two moves after the end of the variation in the book, will already be better. In many openings the pawn structure is quickly fixed. It is very important to study games with that same pawn structure. When people began to play the King’s Indian Defence, many players still did not know how they should go about matters.

Wolthuis – Euwe, Maastricht 1946
 In 1946 Euwe was one of the strongest players in the world. Wolthuis was a very good amateur player of quite high strength whose particular forte was tactics.

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Be2 0-0 6. Nf3 Nbd7 7. 0-0 e5



8. dxe5 dxe5

The pawn structure has now been fixed for a long time. White has weakened the d4-square and Black’s short-term plan is more or less laid down: a knight should go to d4. White did not put up a fight against that.

9. b3 c6 10. Qc2 Re8 11. Ba3 Bf8 12. Bxf8 Nxf8 13. c5 Bg4 14. Nd2 Ne6 15. f3 Nd4 16. Qd3 Be6

Black has an excellent position on account of his knight. White now blundered with 17. f4; his move did not take into consideration that Black would simply give up his knight with 17. ... Nxe2+.

Games like this in which the difference in level is large are particularly well-suited to use as model games, because they are extremely instructive. The mistakes made can be recognised. In the games

between the likes of Kramnik and Anand it is hard to discern which mistakes have been made.

During the Groningen Open of 1998, Daniel Stellwagen was drawn against Tea Lanchava. She is a specialist of the Four Pawns Variation in the King's Indian. You should never attack your opponent at his or her strongest point. In an earlier game she had captured on e5 in a different variation. Fortunately for Daniel she did the same thing again. He was aware of Euwe's plan.

*Lanchava-Stellwagen
Groningen 1998*

- 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7
4. e4 d6 5. Be2 0-0 6. Nf3
Nbd7 7. 0-0 e5 8. dxe5 dxe5
9. b3 c6 10. g3? Re8 11.
Ne1? Nc5 12. f3 Qd4+**

The knight no longer has to go to d4. The check wins material.

- 13. Qxd4 exd4 14. Ba3 Nfd7
Black is even better after 14. ...
Bh3 15. Bxc5 Bxf1.
15. Na4 Nxa4 16. bxa4 d3
17. Nxd3 Bxa1 18. Rxa1 f5
19. Nf2 b6**

White went on to put up a stubborn defence, but Black won after a long struggle.

In certain openings the ideas are not so obvious. Sometimes even strong players do not know these ideas. For example, take a look at the next game.

Hofland-Ligterink

Leeuwarden 1979 Dutch ch

- 1. c4 Nf6 2. d4 e6 3. g3 c5 4.
d5 exd5 5. cxd5 d6 6. Nc3
g6 7. Bg2 Bg7 8. Nf3 0-0 9.
0-0 a6 10. a4 Nbd7 11. Nd2
Re8 12. Nc4 Nb6**



The opening is called the Benoni. Black has a simple plan. Attack on the queenside, and above all the bishop on g7 will be of particularly good service. It is a pity that White has the centre, but then you can't have everything.

The knight on c4 has already moved a lot. Taking on b6 is obvious, and then the tempo winning a4-a5. Wrong thinking. Black has no room for four minor pieces. It makes it harder to manoeuvre.

- 13. Nxb6**

The correct move is the "daft" 13. Na3, in order to return to c4 after 14. a5.

- 13. ... Qxb6 14. a5 Qc7 15.
Bd2 Bd7 16. h3 b5 17. axb6
Qxb6 18. Qc2 Bb5 19. Be3
Nd7**

All the black pieces are taking part in the struggle. Black has the advantage because of his strong pressure on the queenside.

PRACTISING A NEW OPENING

New variations should be tried out in less important games, not in the youth championship. You can as preparation play training games against club colleagues, your trainer or the computer. These can also be rapid or even blitz games. Make a note of which variations cause you problems.

AN OPENING REPERTOIRE

You will gradually find weapons against all openings and know what you have to play. Write down all the variations which you play, or enter them into your computer and look through them on a regular basis. You soon forget a variation which you have never faced over the board.

It is a nice thing to know your openings well, but ... hold on to your hat – the Russian grandmaster and trainer Michalschichin recommends young players to change (gradually!) their repertoire every two years. You have to get to know very different sorts of position and you will learn that more easily by

playing different openings. There is also the advantage that players can find out what opening their opponents play. You can always rely on your old lines whenever you are playing against an expert who knows a specific variation back-side foremost.

KEEP WORKING ON OPENINGS

Opening theory changes. New moves are found and evaluations of positions are revised. That happens to a greater or lesser degree depending on the opening. It is only in openings which involve a lot of forced variations that a single move can turn the whole line on its head (e.g. in the Dragon Variation of the Sicilian Defence). Always being up-to-date is too much work for a single person. Work in cooperation with your trainer or club colleagues.

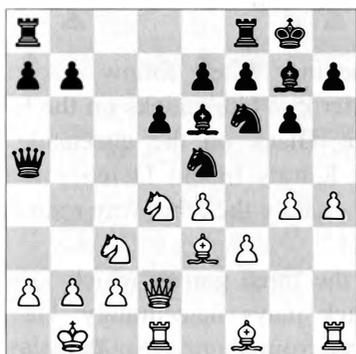
After a game, always look at the theory in a book. Important questions you should ask yourself are:

- To what extent was the variation familiar?
- What does theory have to say?
- How were things five moves later?

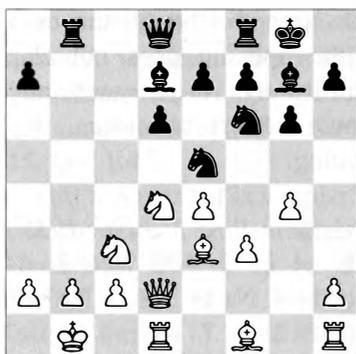
Analysing your games once more with your trainer or with another strong player is very important so as to learn to play better chess.

TYPICAL COMBINATIONS

Few opening books pay much attention to typical combinations.



a



b



c

Here we shall look at some examples from the Sicilian Defence with $Nxe4$. It is Black's move and try to solve them. The answers you will find at the end of this chapter.

These combinations are standard. The next position comes from a game by Tiviakov, an expert in the Dragon Variation.



Motylev-Tiviakov, Petersburg 1998

The first move we shall look at is 1. ... $Nxe4$. Black played 1. ... $Bxh6$ 2. $Qxh6$ $Nxd4$ and did win the game, but the question remains: why not 1. ... $Nxe4$ 2. $Nxe4$ $Bxd4$ 3. $c3$.

Now a black piece is in danger, but Black seems to be able to save the day with 3. ... $Qa5$ 4. $Kb1$ $Be6$ 5. $a3$ (5. $b4$ $Nxb4$ 6. $cxb4$ $Bxa2+$, and White is mated) 5. ... $Be5$ 6. $f4$ $Bf5$ 7. $Bd3$ $Bxe4$ 8. $Bxe4$ $Bf6$, and White has too little compensation. Trust the play of grandmasters, but don't believe all they say.

In the Sicilian Defence the bishops end up on g5 and e7: the result is a battery which Black can sometimes exploit. How is Nxe4 to evaluate? It is Black's move.



d



e



f

The answers you will find at the end of this chapter.

TYPICAL IDEAS

Openings often follow a certain pattern: White attacks on the kingside, Black on the queenside. In the King's Indian Defence things are exactly the other way round.

In the three games which follow, Black plays inaccurately. He departs from theory. So the players with White have to rely on their own strength, though the essence of the opening does not change significantly. It is important to know the typical ideas in the opening.

Lasker, Em-Pirc, Moscow 1935

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 d6 6. Be2 e6 7. 0-0 a6 8. Be3 Qc7 9. f4 Na5?

In the Sicilian Black plays on the queenside. But here he does so prematurely. Black is not yet developed and his king is still in the middle. Perhaps Pirc (who was then one of the strongest chess players in Yugoslavia) underestimated his opponent, who may have been a former world champion but was nevertheless 66 years old.

10. f5

The correct plan. Black wastes time and White must open up the position.

10. ... Nc4 11. Bxc4 Qxc4
12. fxe6 fxe6



13. Rxf6!

This appears simple, but Lasker had to calculate two variations accurately. The game continuation and an alternative on move 17.

13. ... gxf6 14. Qh5+ Kd8
15. Qf7 Bd7

It is hard to say what is simpler for White to find. The refutation of this move or that of 15. ... Be7. White wins with 16. Nf5 Qc7 (16. ... Re8 17. Nxd6) 17. Na4!

16. Qxf6+ Kc7 17. Qxh8
Bh6 18. Nxe6+

A pretty intermediate move. White gobbles up a pawn and seizes the d5-square for his knight.

18. ... Qxe6 19. Qxa8B+ 20.
Kh1

Black resigned.

Van Wijgerden-Van Baarle
Rotterdam 1970

1. e4 c5 2. Nc3 Nc6 3. NSf3
d6 4. d4 cxd4 5. Nxd4 e6 6.
Be3 a6 7. Be2 Qc7 8. 0-0

Na5 9. f4

We have reached by transposition the same position as in the Lasker game, which I knew from the books by Hans Bouwmeester. This game would be the deciding one in the championship of the Rotterdam and I was secretly hoping for 9. ... Nc4 (I had absolutely nothing against an easy victory...). Van Baarle made a different move and I started to brood. I looked above all at those variations which might allow the rook sacrifice on f6.

9. ... b5 10. f5 Nf6 11. fxe6
fxe6



12. e5!

12. Rxf6 gxf6 13. Qh5+ Kd8 14.
Qf3 Rg8 is much less clear.

12. ... dxе5 13. Rxf6

Here there is an equally good alternative. Jan Smeets suggested 13. Bh5+ Nxh5 14. Ndxh5 axb5 15. Nxb5 and this variation wins despite White being a rook down.

13. ... exd4

It was easy to see 13. ... gxf6 14.
Bh5+ Ke7 15. Nf5+ exf5 16. Nd5+.

14. Bh5+ g6 15. Rxg6! hxg6
16. Bxg6+ Ke7 17. Bg5+
Kd7 18. Qxd4+ Qd6

After 18. ... Bd6 White wins material with 19. Qg7+ Kc6 20. Qxh8.

19. Qxh8 Qc5+ 20. Kh1
Qxg5 21. Qxf8 Qxg6 22.
Rd1+ Kc6 23. Qd6+ Kb7



24. Nd5

Without this twist, White would only have perpetual check: 24. Qe7+ Kb8 25. Qd6+.

24. ... Rb8 25. Qb6+

It is mate next move.

And surprisingly, Andrei Sokolov too (who, nota bene, once reached the quarter-finals of the WCh) made a decisive mistake.

Nunn - Sokolov, A, Dubai 1986

1. e4 c5 2. Nf3 e6 3. d4 cxd4
4. Nxd4 Nc6 5. Nc3 a6 6.
Be2 d6 7. Be3 Qc7 8. f4 Na5
9. 0-0 Nc4 10. Bxc4 Qxc4
11. f5 Be7

After 11. ... Nf6 we end up in the Lasker game. With the ideas from

the previous games at the back of our mind, we immediately think of 12. fxe6 Bxe6 (12. ... fxe6 13. e5!) 13. Nxe6 fxe6 14. e5. After 14. ... d5 15. Rf4 Qc6 16. Qg4 g6 17. Rf2 0-0-0 18. Ne2 White has as good as won. Nunn chooses a strange move and Sokolov just as remarkable a reply.

12. Qg4 h5

This game belongs in the chapter “Typical ideas” and this position is particularly suited to that. The queen sortie to g4 is played in many openings. A stereotypical reaction to it is to sacrifice the g7-pawn with 12. ... Nf6 13. Qxg7 Rg8 14. Qh6 e5 15. Rad1 (with advantage according to Nunn in Informator) 15. ... b5!, and Black has sufficient compensation.

13. Qf3 Bf6



Almost the losing move. After 13. ... Nf6 there is not much on. Nunn’s variation is not totally convincing: 14. fxe6 (14. Rad1 Bd7) 14. ... fxe6 15. Nce2 and now simply 15. ... 0-0.

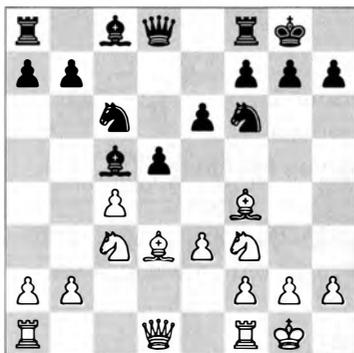
But the rest is convincing enough.

14. fxe6 fxe6 15. e5 dxe5 16.
Ne4 Qc7 17. Qg3 Ne7 18.
Rad1 h4 19. Nxf6+ gxf6 20.
Qg7 Rf8 21. Rxf6 Rxf6 22.
Qxf6 Qd6 23. Bg5 exd4 24.
Rxd4 Nd5 25. Rxd5

Black resigned.

OPENING RULES

A good opening move is almost always a move with a piece which is not yet developed. Of course moving the same piece twice is not always forbidden. Common sense must tell you whether the move is good or bad. In our first example it would be a pure waste of time.



Crakanthorp-Gundersen
Australia 1923

Black is slightly behind in development. One useful move would be 1. ... a6 to prepare captures on c4 and b5. Instead of that Black speculates on the possibility of gaining the two bishops.

1. ... Nb4? 2. Rc1 Nxd3?

More wasted time. White was not yet threatening to move his bishop away. He wants to go to b1, but that is followed by the capture on c4.

3. Qxd3 dxc4 4. Qxc4 Be7

On account of the wrong exchange, Black has not yet made any further progress with his development. White makes short work of him.

5. Bc7 Qe8 6. Nb5 Nd5 7. e4

White won easily.

The next diagram occurs after the moves:

1. d4 Nf6 2. c4 g6 3. Nc3
Bg7 4. e4 d6 5. f3 0-0 6. Be3
e5 7. Bd3



An unfortunate move. The d4-pawn is no longer protected by the queen.

7. ... Ng4!

Black moves the same piece twice, which is good here. After 8. fxe4 exd4 Black is already better. His bishop on g7 has become stronger.

On the exercise page for this lesson there are twelve positions in which you are asked to suggest a good

developing move. It is sometimes good to move the same piece twice, sometimes not.

WORKBOOK

23: *Opening – Which developing move?: A*

Choose the best move from those under the diagram. Indicate why it is best and why the other moves are not so good.

TIPS

All tips from this chapter and a few more are listed again:

1. Study games by (grand)masters in the early stages of the opening.
2. Choose a recognised specialist as your model. Players from the past like Gligoric or Nunn (King's Indian), Korchnoi or Uhlmann (French) or modern ones like Gelfand (Sicilian Najdorf), Karjakin (Ruy Lopez), Kramnik (Catalan), Svidler (Grünfeld), Radjabov or Nakamura (King's Indian).
3. Play training games with your openings.
4. Don't play openings which are really unsound.
5. Play main lines as well as less usual variations.
6. Without proof, do not believe everything you read in books.
7. Find your own innovations!
8. Do not just abandon a variation if you lose with it a couple of times.
9. Play the fashionable openings, but respect the old ones which are out of fashion.
10. Analyse your openings with other players.
11. Get to know typical combinations which occur in an opening.
12. Collect a lot of short wins (or losses) in your variation.
13. In your opening, don't just look at the good alternatives; also look at why other moves are not so good.
14. Play according to sound opening rules, but also be brave enough to deviate from them.
15. Study the strategic characteristics of an opening (which pieces to exchange, strong squares, pawn structures, etc.).
16. As soon as you leave theory in a game you must above all make sound

moves (make sure all your pieces are involved).

17. Borrow or buy a good opening book. You cannot learn openings from the Encyclopedia which contains only moves and symbols for evaluations.
18. Do not just play games with “your own” openings; also play games with other openings.
19. After every game, look at what theory has to say.

Answers from pages 81 and 82.

- a) 1. ... Nxf3 2. Nxf3 Nxe4 3. Qd3 Nxc3+ 4. bxc3 Bxc3; 0-1
- b) 1. ... Nxf3 2. Nxf3 Nxe4 3. Nxe4 Rxb2+ 4. Kc1 Rb1+; 0-1
- c) 1. ... Nxe4 2. Nxe4 Qxa2 3. c3 Qa1+ 4. Kc2 Nb4+ 5. cxb4 Qxb2+ 6. Kd3 Qb3+ 7. Nc3 Bf5#
- e) 1. ... Nxe4 2. Bxe7 Nxc3 3. Bxd8 Nxd1 4. Rxd1 Kxd8 5. 0-0 Bd7 6. Nb3 Kc7 (Black is better)
- e) 1. ... Nxe4 2. Bxe7 (2. Nxe4 Qb4+) 2. ... Qf2#
- f) 1. ... Nxe4 2. Nxe4 Bxh4 3. Nxd6+ Qxd6 4. Bb5+ Ke7; 0-1



A NEW OPENING

In previous steps tactics were dealt with in some detail.

The following combinations, divided into five main groups, were discussed:

- **mate**
- **double attacks**
- **pins**
- **eliminating defenders**
- **draws** (see Chapter 5)

The workbook for Step 6 contains hundreds of combinations. It is important to keep going back to practise them.

When you are solving the combination, finding the solution is all very well, but thinking in the correct way is equally important. Always start by asking the important question: what is going on in this position?

Sometimes you recognise the position and the solution comes to you straight away, but usually you won't find the best move immediately. You have to get used to not trying out every possible move. In such cases try using the following solving strategy:

- In the position, what targets are there to attack?
- What are the options to exploit this?
- Which candidate moves come

into question?

- Check the move you want to make.

You will find a simple example in the next position.



Many players with Black would retreat the knight which is being attacked. Thinking: a pity, my attack is over, perhaps I'll be luckier next time. They don't find the weak point in the opposing defence because they are not looking for it. They will not find the winning continuation till later when they are going over the game with their trainer! Squares around the king are a difficult target to attack (here for example the pawn on d3). The only way to attack it would be 1. ... Rf3, but the g-pawn is getting in the way of that move. In addition the white king and

queen are ripe for an attack by the knight. Unfortunately the g-pawn is again the culprit since it is preventing a knight fork. That brings us to the idea that a piece should be put on f3 anyway, despite everything. After 1. ... Nf3+ 2. gxf3 Rxf3 there is the saving 3. Qc2, but 1. ... **Rf3** leads to a win of material for Black.

Let's check things through again: 2. gxf3 Nxf3+ and then 3. ... Nxe1 is OK. The intermediate move 2. e4 is followed by 2. ... Qb4+ 3. **Kd1 Rxd3+** (with check).

MATE

It is important in mating combinations that you know the motif. What should immediately catch your eye is that the opposing king is in danger. Knowing a lot of mating patterns is a serious plus. But when there is a mate in the offing, other mating patterns can occur.



There is a back rank mate lurking in this position. The immediate capture on f7 does not achieve much. Amusingly, f7 must first be protected so that the combination can be successful:

1. Qc7!

1. ... Ra8 is followed by 2. Rb8+; after 1. ... Re8 White captures on f7.

1. ... Rf8 2. Qxf7+ Rxf7 3. Rb8#



In this position too, a back rank mating motif catches the eye. After 1. Ng6+ Kg8! There is no winning continuation. The second mating pattern to be considered is the mate with bishop and knight.

The solution is worth seeing. White delivers mate in four with:

1. Re8+ Bxe8 2. Qg6! Bxg6 3. Nxg6+ Kg8 4. Bd5#

A clever way to deprive the opposing king of squares is by blocking.

We will see a smothered mate, but not by a knight as usual.



1. Rg7+ Kxh8

After 1. ... Kf8 Black is mated with
2. Qb4+ Ke8 3. Qe7.

2. Qg8+ Nxc8 3. Rxc7+
Nxc7 4. g7#

DOUBLE ATTACKS

Double attacks can be sub-divided as follows:

- pieces (queen, knight, etc.)
- discovered attack
- X-ray attack

If a double attack does not work straight away, a preparatory move can be played (attracting, eliminating a defender, chasing away, targeting or clearing).

The search strategy goes as follows:

- king (check!)
- material
 - unprotected
 - insufficiently protected
 - protected piece of greater value
- important square (e.g. mate)

Double attacks: pieces

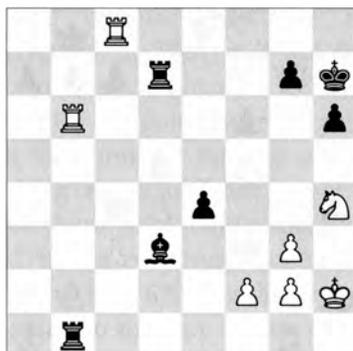
If there is a knight in play then you can be looking out for pieces of your opponent which are within the range of the knight.



There may be a knight on the board, but a knight fork is not yet on the cards. In such situations preparatory moves are especially useful. White wins by twice chasing a piece away and by twice luring a piece on to a square.

1. Bh6+ Kg8 2. Nf6+ Kh8 3.
Re8+ Rxe8 4. Bg7+ Kxc7 5.
Nxe8+

The booty has almost been taken.



In this position, Black thought that he had prevented the threatened mate (Ng6 and Rh8) by playing ...Rb1 to attack the white rook. He may not be mated, but Black soon runs out of material!

1. Ng6 Rxb6 2. Nf8+ Kg8 3. Nxd7+ Kf7 4. Nxb6



Dvizov (1976)

Since knight forks are so much fun, let's look at another example. Black has two queens, but not for much longer.

1. Ne2!

One of the knights first lures a queen on to e2. Black has to take the knight (1. ... Qxf2 2. Nxf2 mate). It is important for f2 to continue to be protected. After 1. Ng3+ Kg1 2. Nce2+ Kxf2 3. Nxc1 White does win a queen, but he loses.

1. ... Qxe2 2. Ng3+

The second knight move chases the king on to a fatal square.

2. ... Kg1 3. Nxe2+ Kxf2 4.

Nxc1

White wins easily.

The queen can do a lot on its own. Even setting up a double attack.



Grooten-Hertneck,

Dortmund 1984

All the queen needs are a king and an unprotected piece.

1. Qxc6 Rb8 2. Qd6 Ra8 3. Qd5 Rb8 4. Qe5 Ra8 5. Qe8+ Kh7 6. Qe4+

White wins a rook.



Zlochevsky-Petakov, 1988

The pieces for the twofold attack on h6 would be in the wrong order after 1. Qe3+. By adjusting his aim White sets up a double attack.

1. Bg5 Qd7 2. Qe3+ Kf7 3.

Bxh6

White wins a knight.

Double attacks: discovered attack

The nastiest of double attacks is the discovered attack (including also discovered check and double check).



1. Bg2

White prepares the battery. The queen can pack its bags:

- A) 1. ... Qe5 2. Nb4+ Kb8 3. Nc6+
- B) 1. ... Qh7 2. Nf6+
- C) 1. ... Qd4 2. Ne7+ Ka7 3. Nc6+.



The battery is clear from the very

start. It is tempting to go for the first target that comes into one's mind with 1. Bf5+ Kh7 2. Bxb1+ (threatening mate). After 2. ... g1Q White has not much more than perpetual check. With a little preparation, White can come up with another better targeted battery on the b-file.

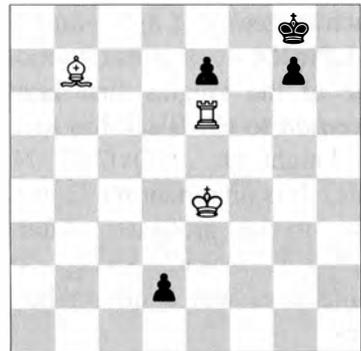
1. Be6+ Kh7 2. Bg8+ Kh8 3.

Bb3+ Kh7 4. Rxb7+ Kh8

The battery has been set up. A target for the bishop is easy to find. 5. Rb8+ Kh7 6. Bg8+.

The most difficult discovered attacks can be found in positions where no battery is present. There is no particular search strategy.

In the following diagram we see an easy example where the battery needs to be set up.



Zappas (1972)

1. Bd5 d1Q 2. Rd6+

It would be wrong to play 2. Rh6+ Qxd5+ or even 2. ... e6.

2. ... Kh8 3. Rd8+ Kh7 4.

Bg8+ Kh8 5. Rxd1

The queen is lost.

Double attacks: X-ray

An X-ray attack is when you attack a piece which is so valuable that it absolutely must move out of the attack, which allows you to capture a piece which had originally been behind it. Firstly, let's deal with an X-ray check.



Massman (1917)

1. Bc5+ Bxc5

If he declines the sacrifice Black is actually mated: 1. ... Kc7 2. Qe7+ Kc8 3. Qxe6+ Kc7 4. Qd6+ Kc8 5. Qxc6+ Bc7 6. Qe8+. The bishop is now blocking the c5-square. White simply has to chase the king on to the fatal square.

2. Qd8+ Ke5 3. Qh8+

White wins the queen.

The X-ray attack is often directed against high-value pieces, such as the queen and the rook. In the following position they are both on the same diagonal:



1. ... Nxe4! 2. Nxe4 Nxe4 3. Qxe4 Bf5

Black wins material.

The X-ray effect of pieces which move in a straight line can also be used in a different way.



1. ... Nxb4 2. cxb4

Not taking costs a piece: 2. Qe2 Rxe3 3. Qxe3 Nxc2 4. Qe8+ Bd8 5. Qxf7.

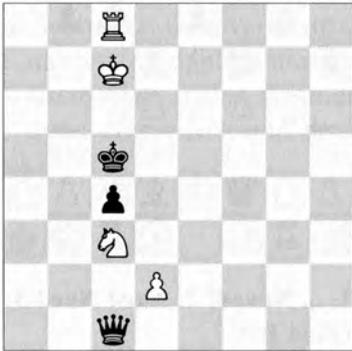
2. ... Rxe3

The rook is protected by the X-ray effect.

Mixed double attacks

The double attacks in Step 6 are

often based on more than one motif.



Gurvich (1955)

To win here, you need to employ a discovered attack, a discovered check and a knight fork.

1. d4+! cxd3

After 1. ... Kxd4 or 1. ... Kb4 a knight fork is decisive.

2. Kd7+ Kb6 3. Nd5+

White wins the queen.



Kakovin (1957)

The discovered attack and the X-ray check assist each other.

1. Qg1!

An extraordinarily beautiful move!

1. ... Qa8

No other move can save the queen:

A) 1. ... Qb8 2. f3+ Ke5 3. Qg3+

B) 1. ... Qe7 2. f4+ Kxe4 3. Qe1+

C) 1. ... Qc7 2. f3+ Ke5 3. Qg3+

D) 1. ... Qc5 2. f3+ Ke5 3. Qxc5+

2. f4+ Kxe4 3. Qg2+

This X-ray check decides matters

PINS

There are three aspects of the pin:

- the pin
- the attack on a pinned piece
- a pinned piece is not a good defender.

The pin

The search strategy for the pin itself is actually the most difficult.

There is as yet no pin, so one has to look for pieces on the same line.



White exploits the knight fork to set up a winning pin.

1. Qf3!

After 1. Nxe7+ Rxe7 2. Qf3 Black defends with 2. ... d5. It is clear

that after 1. ... Rxf3 2. Nxe7+ Kf7
 3. Nxc6 White wins a piece thanks
 to the double attack by the knight.
 The only way for Black to defend
 the knight is 1. ... d5, but then too
 the knight fork helps: 2. Qxf7+ and
 3. Nxe5+.



Preparatory moves are also an option when pinning. Black achieves a winning pin by attracting and clearing a square.

1. ... Rxe3 2. Qxe3 Nxc2 3.
 Rxc2 Bd4

Black wins.

Attacking a pinned piece



The pin is already in force; now the pinned piece simply has to be attacked a second time.

The knight on b5 is the sacrificial lamb. It is remarkable that there is only a single winning move!

1. Rfb1!

A pin against a line piece is a discovered attack for the opponent. After 1. a4? Nd4 or 1. Rab1 Nc3 White draws the short straw.

1. ... Rb8 2. a4

This move wins now. There is no longer a mate. The king can go to f1.

A pinned piece is not a good defender

A piece which is pinned cannot carry out its tasks as well as it should.



A difficult example. There is still no sign of a pin. The rook on e5 seems to have got lost, but for the moment White does not have to fear f6. However, because of the position of the rook White will lose the exchange. Black strikes

with two attracting moves.

1. ... Nd2 2. Qd1 Nc4!

The unexpected point. The white queen is now no longer protected.

3. Rxc4 Qxe5

Black wins material.

ELIMINATING A DEFENDER

This combination often appears in practical play. There are five forms of it:

- capturing
- chasing away
- luring away
- interfering
- blocking

The function of a defender is to prevent material loss or to guard against mate. The search strategy consists of looking for an important defensive piece. Then the solution is often not far away with one of the five methods mentioned.

Capturing + mate



It won't take you long to find the

defender in the next position.

1. Qxc8+ Rxc8 2. Rxe7+

Kd8 3. Rxc7+ Rxc7 4. Rf8#

Capturing + material



The rook on h5 is protected by the knight on f6. That's all we need to know.

1. Nxc6 fxc6 2. Rxc6+ Kf7

3. Rxf6+

Luring away + mate



Defending pieces can be lured away by an exchange or a sacrifice.

The mating pattern with bishop and knight after Bf6 stands out.

Now 1. Qxe5 is unfortunately met with 1. ... Qxe5, So the queen on e7 must be lured away.

1. Rxb7 Qxb7 2. Qxe5+

This is capturing + mate.

2. ... Nxe5 3. Bf6#

Luring away + material

This sort of combination does not occur so much at a high level. It is either too obvious or too hidden.



The possible gain of material has first to be found. After 1. ... Nxf2 White unfortunately takes the queen. However, this idea draws attention to the role of the rook as a defender.

1. ... Nxe5!

Of course.

2. dxe5?

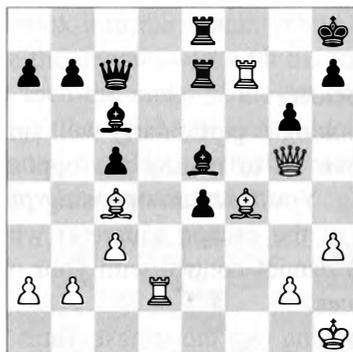
Other moves are better, but in each case Black wins material.

2. ... Bxf2+! 3. Rxf2 Qxd1+

Interfering

Pieces which move in straight lines like the queen, rook and bishop are powerless if one of their own or an

opposing piece gets in their way.



1. Be6!

Other moves are insufficient: 1. Bxe5+ Qxe5 2. Qh6 Rxf7 3. Bxf7 Rc8 4. Bxg6 Qg7 or 1. Rxe7 Qxe7 2. Qxe7 Rxe7 3. Rd8+ Kg7 (not 3. ... Be8 4. Bg5) 4. Rg8+ with a draw.

After the bishop move Black can lay down his arms. His bishop is no longer protected.

In the next position too, a quiet pawn move is enough to force White to capitulate..



1. ... e5

There is no effective defence to 2. ... Qxh2+ and 3. ... Rh4#.

Blocking

Blocking is particularly well suited above all to mating the opposing king. You force an opposing piece on to the escape square(s) which you cannot control with your own pieces.

Blocking is the finest form of eliminating the defence. That's why we give three examples. Judge for yourself.



Dvizov (1976)

1. Bd4+

White employs a sacrifice to entice a queen on to the long diagonal.

1. ... Qxd4 2. Qf8+ Ke5 3. Qh8+

The aim of the bishop sacrifice now becomes clear. In order not to end up in a hopeless endgame, Black has to interpose his queen on f6, but in doing so he blocks the only escape square.

3. ... Qf6 4. Qh2#



Somov-Nasimovitch (1937)

At first glance White has too little material to deliver mate. With the help of a discovered attack White manages to lure the black queen on to a bad square.

1. f3+ Qxf3 2. Qd3+ Kd5 3.

e4+ Qxe4 4. Qc4+ Kc6

Oder 4. ... Kd6 5. dxc5+ Kc6 6. Qxe4+

5. d5+ Qxd5 6. Qa6#



Kasparian (1939)

This is the end of a study. White has just got a queen, but now the struggle begins in earnest. The first move is the simplest of all (it would not be out of place in Step 1!).

1. Rd1 Rg2

Difficult. Black is threatening mate in two ways.

2. Qa3+ Ra2 3. Rd2!

This is the move which makes the study so unmissable. White can only win with a queen sacrifice. After a move such as 3. Qc5? Rh2 (but not 3. ... b2+? 4. Kd2+ b1Q+ 5. Ke1) 4. Rd2 Rh1+ 5. Rd1 Rh2 White achieves no more than a repetition of moves.

3. ... Rxa3

Transposing to a rook versus pawn is not enough. White wins according to the method we saw in Step 5: 3. ... b2+ 4. Qxb2+ Rxb2 5. Rxb2 a3 6. Rb1+! Ka2 7. Rb8 Ka1 8. Kc2 a2 9. Kb3 Kb1 10. Ka3+

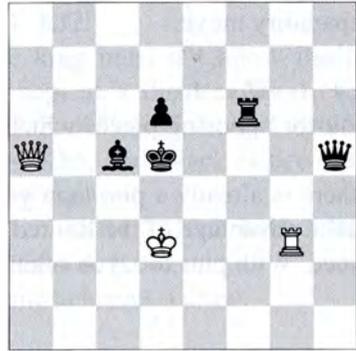
4. Rb2! Ra2

There is nothing else.

5. Rb1#

In the final position (diagram next column) we have a combination involving luring away and blocking. The black queen has the d8-square under control. That is preventing an immediate win with 1. Qa8+,

because after 1. ... Ke6 things can go no further. White cannot bring his rook into the attack. White can lure the queen away with his rook, but then the ranks of the attacking army have been considerably thinned out. However, that surprisingly leads to a solution.



Bent 2003

1. Rg5+ Qxg5

Forced, but the queen is very unfavourably placed on g5.

2. Qa8+ Ke6

Or 2. ... Ke5 3. Qe4#.

3. Qe8+ Kf5 4. Qe4#.

A nice study.

WORKBOOK

24: *Double attack – Knight: A*

26: *Double attack – Discovered attack: A*

27: *Double attack – Queen: A*

First of all become acquainted with the position. Look for:

- targets to attack (king, material, square)
- a battery

To solve each task correctly, you almost always need a preparatory move. Which move is best suited for that role? You have the choice between eliminating a defender, chasing a piece away, targeting and clearing.

25: *Eliminating of the defender – Luring away + mate: A*

28: *Eliminating of the defender – Interfering: A*

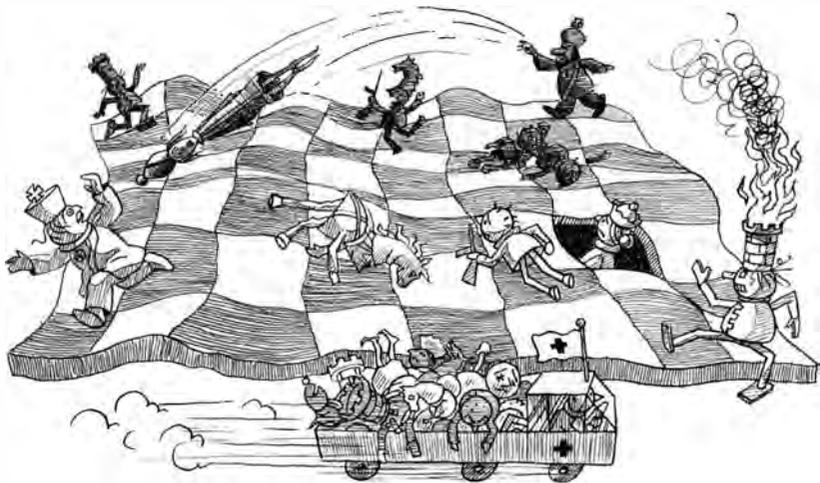
29: *Eliminating of the defender – Blocking: A*

First take a calm look at the characteristics of the position. Look for the important defender and eliminate it. Once more, if you have to, use a preparatory move.

30: *Pin – Mix: A*

Look for opposing pieces which are on the same line and set up a winning pin.

If there is already a pin, then you can attack the pinned piece another time or take advantage of the limited defensive capabilities of the piece which is pinned. With pins too, you often require a preparatory move.



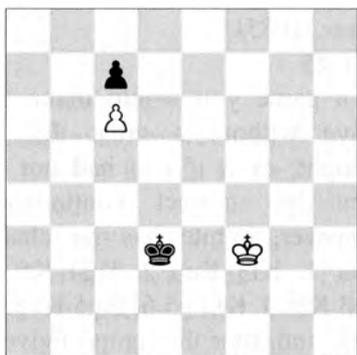
You already know a whole lot about pawn endings. To freshen up this knowledge a little, it is a good idea to take another look at the remainder *Endgame strategy* from Step 4.

Well-known themes which will crop up again are:

- **key squares** (Steps 3 and 5)
- **shouldering off** (Step 3)
- **rook pawn** (Step 3 plus)
- **pawn races** (Step 5)
- **breakthrough** (Step 5)

KEY SQUARES

The first diagram provides you with a simple example of key squares.



Black is ready to win the pawn on c6. The key squares for the c7-pawn are b5, c5 and d5. The white

king has to defend these squares. After Kxc6 this can only be done from the c4-square. So the defensive strategy is clear: get to c4!

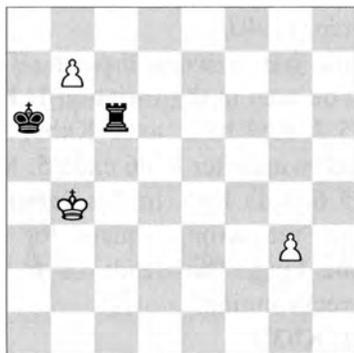
1. Kf2!

The king must not allow itself to be kept at a distance by 1. Kf4? Kd4 2. Kf3 Kc5 3. Ke3 Kxc6 4. Kd4 Kb5, and Black is occupying a key square.

1. ... Kd4 2. Ke2 Kd5 3. Kd3 Kxc6 4. Kc4

White achieves a draw.

Seizing a key square often depends on a single tempo.



Mees (1939)

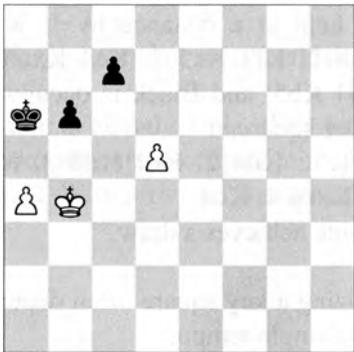
Surprisingly, the immediate promotion to a queen achieves nothing: 1. b8Q? Rb6+ 2. Qxb6 Kxb6 3. Kc4 Kc6 4. Kd4 Kd6 5. Ke4 Ke6 6. Kf4 Kf6 7. Kg4 Kg6 with a draw. The correct move is:

1. b8N+

By underpromoting, White “loses” a move.

1. ... Kb6 2. Nxc6 Kxc6 3. Kc4

If in the starting position the pawn were on g4, then promoting to a queen would be the only correct way: 1. b8Q Rb6+ 2. Qxb6+ Kxb6 3. g5, and the king is outside the square of the pawn.



Duclos (1903)

White has a weak d-pawn. That can be seen in the variation 1. Kc4 Ka5 2. Kb3 b5 3. axb5 Kxb5, and Black wins after 4. d6 cxd6 5. Kc3 Kc5 6. Kd3 Kd5. In this variation b3 is the wrong square for the white king. That leads us to the correct solution.

1. Kb3!

1. Ka3? Ka5 leads to the variation described above.

1. ... Ka5

Or 1. ... b5 2. Kb4! bxa4 3. Kxa4 Kb6 4. Kb4 or if absolutely necessary 4. d6.

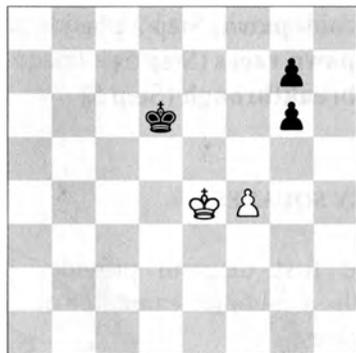
2. Ka3 b5 3. axb5 Kxb5 4. d6!

Quite certainly not 4. Kb3? Kc5 5. d6 (5. Kc3 Kxd5 6. Kd3 Kc5 7. Kc3 c6 is bad too) 5. ... Kxd6! 6. Kc4 Kc6 and wins.

4. ... cxd6 5. Kb3

Black cannot seize a key square.

In the case of doubled pawns, the side with the pawns can always occupy a key square (the rear pawn will provide the tempo move). In the following position, Black would usually be in the driving seat:



Zinar (1985)

1. f5

In a game you would make this move without a great deal of thought, even if you had not yet seen the correct continuation. However, White has no chance after 1. Kf3 Ke6 2. Kg4 Kf6 3. Kg3 Kf5 4. Kf3 g5 5. fxg5 Kxg5 6. Kg3, and after the tempo move 6. ... g6 White can resign.

1. ... g5 2. Kf3 Ke5 3. Kg4 Kf6 4. Kh5!

This subtle stalemate idea saves

White. If the whole starting position were moved one file to the left, then White loses.

4. ... Kxf5

White is stalemated. After any other move, the position is also drawn.

The key squares for pawns on the fifth rank or higher (on the fourth for Black) are tricky. The three squares directly in front of the pawn are key squares. That means a particularly difficult task for the defending side.

In the following diagram White's position does not inspire much in the way of confidence.



Grigoriev (1925)

Almost every move loses:

- A) 1. Kb1? Kb3 2. Kc1 c2 3. Kd2 Kxb2
- B) 1. bxc3? bxc3 2. Ka1 Ka3 3. Kb1 Kb3 4. Kc1 c2
- C) 1. b3+? Kb5 2. Kb1 Kc5 3. Kc2 Kd4 4. Kc1 c2 (leads to the winning of the pawn; b3 is a key square!) 5. Kxc2 Ke3 6. Kc1 Kd3 7. Kb2 Kd2 8. Kb1 Kc3 9. Kc1 Kxb3

1. Ka1! Kb3

After 1. ... c2 2. b3+! Kb5 (capturing means stalemate) 3. Kb2 Kc5 4. Kxc2 Kd4 5. Kd2 White is still just in time.

2. Kb1 Kc4

A check achieves nothing: 2. ... c2+ 3. Kc1 Ka2 4. Kxc2, and there is nothing left for Black to try.

3. Kc2

On each occasion White makes the only move. 3. Kc1 would lose: 3. ... Kd3 4. bxc3 Kxc3, and the king is on a key square.

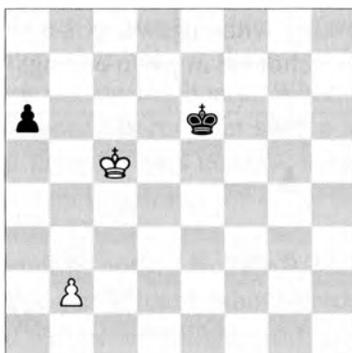
3. ... b3+ 4. Kc1

Or 4. Kb1 Kd3 5. bxc3.

4. ... Kd3 5. Kb1 Kd2 6. bxc3 Kxc3 7. Kc1 b2+ 8. Kb1 Kb3 stalemate

SHOULDERING OFF

In pawn endings the king is the most important piece.



If you can keep it out of active play, then you have achieved something. The way to do this is

known as “shouldering off”. When shouldering off is used, the struggle for the key squares becomes somewhat harder to calculate out in advance.

This position is won for White, but he should not strike too soon. After the immediate 1. b4 Black draws with 1. ... a5! Nor does 1. Kb6 achieve anything; after 1. ... Kd5 2. b3 Kd4 White cannot take a6 without losing the b-pawn. White has to start with a tempo move.

1. b3!

By advancing his b-pawn by one square, White solves his problems. Black does not have a good waiting move.

1. ... Ke5

Nor are other moves any better. After 1. ... Kd7 the move 2. Kb6, wins and 1. ... a5 2. Kb5 leaves Black just as little hope.

2. b4

Now is the correct time. The black king does not have a useful move. Working with zugzwang is a valuable technique in pawn endings.



Moravec (1952)

White’s task is clear: take the b7-pawn and hang on to his own pawn. In order to manage that, he must first keep the black king at a distance.

1. Kg3

On its way to the b-pawn the king of course bars the way to its counterpart.

1. ... Kf1 2. Kf3!

A bad miscalculation (since it loses!) is 2. b6? Ke2 3. Kf4 Kd3 4. Ke5 Kc4 5. Kd6 Kb5 6. Kc7 Ka6. The black king must first of all be kept on the back rank. If it is allowed on to the second rank at this point, then that throws away the win: 2. Kf4 Ke2 3. Ke4 Kd2 4. Kd4 Kc2 5. Kc4 Kb2 6. b6 Ka3 7. Kc5 Ka4 8. Kc4!, and White has to take a draw.

2. ... Ke1 3. Ke3 Kd1 4. Kd3 Kc1

The other side is no more helpful to him: 4. ... Ke1 5. b6 Kf2 6. Ke4.

5. Kc3 Kb1 6. b6! Ka2

7. Kb4

White seizes b7.

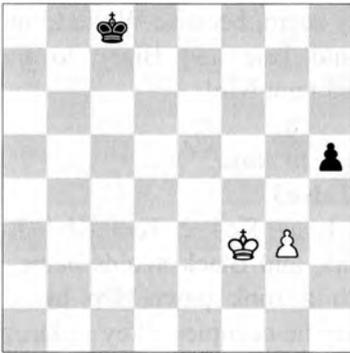
THE ROOK PAWN

The rook pawn is the weakest pawn on the board. It is annoying to be left with a rook pawn in a pawn ending. The chances of a win are relatively slight, because there are only two key squares (b7 and b8 for the white a-pawn).

Shouldering off the enemy king is more or less the only weapon.

For the defending side a rook pawn often offers the chance of an escape. An effective weapon is to reach the corner with the king, shutting in the opposing king in the corner or downgrade a knight pawn into a rook pawn.

Keeping an eye open to these possibilities is the watchword in this position.



The danger for White would lie in the advance of the (h5-h4). After he takes it, his g-pawn becomes a rook pawn and he can say goodbye to his chances of winning. So the wrong way to go would be 1. Kf4 h4 2. gxh4 Kd8. The black king is in the square of the pawn and very quickly reaches f8. The g-pawn is of course the better pawn. White wins by gaining a tempo.

1. Kg2 h4

1. ... Kd7 is just as little use. White wins the h-pawn with 2. Kh3 Ke6 3. Kh4, and after taking on h5 the king is on a key square.

2. g4 Kd7 3. Kh3 Ke7 4. Kxh4 Kf6 5. Kh5 Kg7 6. Kg5

White wins.

Calculating far enough in advance is the key to pawn endings.



Grigoriev (1925)

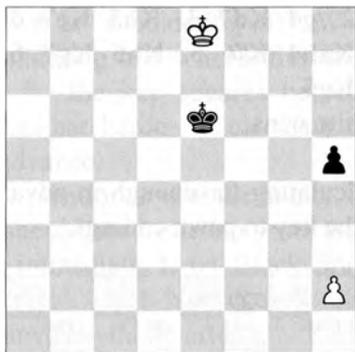
Black needs six moves to advance his a-pawn, to capture the a2-pawn and to occupy a key square with Kb2. White's task: to play Kc2 on move 6. From c8 there are many different routes the king can take in order to reach c2 on the sixth move... but only if the black king were not on the board. White has to choose his route in such a way that the king does not lose a single move on its journey.

1. Kd7!

Certainly not 1. Kc7? a3 2. Kd6 Kd4!, and White is shouldered off and will be one tempo short.

1. ... a3 2. Ke6! Kd4 3. Kf5 Kc3 4. Ke4 Kb2 5. Kd3 Kxa2 6. Kc2

He has achieved his aim.



1. Kd8!

It is striking how often the king has to go to the “wrong” side in pawn endings. It is normal to head towards the pawns and not away from them. The white king has to choose the quickest route to f1. Not 1. Kf8?, because that costs time: 1. ... h4 2. Ke8 (nor is there any hope after 2. Kg7 Kf5 3. Kh6 Kg4 4. Kg6 Kf3 5. Kg5 h3) 2. ... h3! and wins (not 2. ... Kf5? 3. Ke7 Kg4 4. Kf6 Kf3 5. Ke5!)

1. ... Kf5 2. Ke7 h4 3. Kd6 Kg4 4. Ke5 Kh3 5. Kf4 Kxh2 6. Kf3

That is exactly how White holds the draw. The position which has now arisen occurs frequently. The black king can shoulder off the white one, but after 6. ... Kg1 7. Kg4 the h-pawn is lost.

A king must get to its pawns as quickly as possible. That is mainly true, but there are some exceptions. Pawn endings are sometimes extremely deceptive! Have a look at the next example.



In this position it would appear it be a bonus to have the move. So it may seem, because White to move would lose and Black to move would not win!

White to move:

1. Ke3

Or 1. a4 Kc4 2. Ke3 Kb4 3. a5 Kxa5, and Black avoids being left with a rook pawn. On his next move he occupies a key square and in doing so makes sure of the point.

1. ... Kc4 2. Ke4 b5!

The only move, but it wins. White has no useful move.

Black to move:

1. ... Kc4

Nor is there a win after 1. ... b5 2. Ke3 Kc4 3. a4, when the rook pawn saves White.

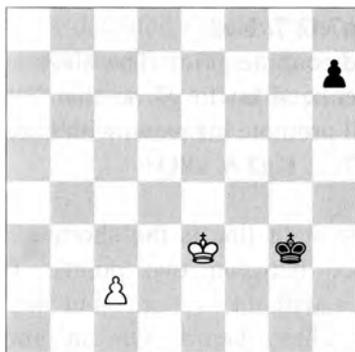
2. Ke5 b5 3. Kd6 Kb3 4. Kc5

White manages to share the points.

PAWN RACES

Both sides have passed pawns. The competition to see which of them will reach the opposing back rank first is known as a pawn race.

In this example both pawns have the same distance to cover, but it is White's move.



Moravec (1953)

1. c4

Black has the choice of going with the h-pawn or else stopping the c-pawn. First, the pawn gets going:

1. ... h5 2. c5 h4 3. c6 h3 4. c7 h2 5. c8Q h1Q

Simultaneous promotion, but in view of the bad position of his king, Black loses anyway.

6. Qg8+ Kh3 7. Qh7+ Kg2

8. Qg6+ Kf1 9. Qf5+ Kg2

10. Qg4+ Kh2 11. Kf2

White wins, because he will mate in a few moves.

Now let's try with the king:

1. ... Kg4 2. Ke4! Kg5

Advancing with 2. ... h5 fails

because White promotes with check.

3. Ke5 Kg6

Once again advancing is not good on account of an X-ray check: 4. c5 h4 5. c6 h3 6. c7 h2 7. c8Q h1Q 8. Qg8+.

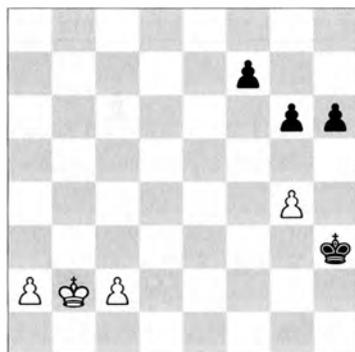
4. Ke6 Kg7

For a third time, moving the h-pawn forward falls down on account of an X-ray check: 4. ... h5 5. c5 h4 6. c6 h3 7. c7 h2 8. c8Q h1Q 9. Qg8+.

5. c5!

Even shouldering off cannot continue for ever. But absolutely not 5. Ke7? h5 with simultaneous promotion. After the pawn move White gets there first.

Which pawn must run is the theme of the next position.



Hostan (1933)

Which pawn should White advance? Logically, it appears to be the a-pawn, because the black king is outside the square of the pawn. As is so often the case in pawn

endings, appearances can be deceptive. 1. a4? f5 2. gxf5 gxf5 3. a5 f4 4. a6 f3 5. a7 f2 6. a8Q f1Q.

Advancing the other pawn first is correct.

1. c4! Kxg4

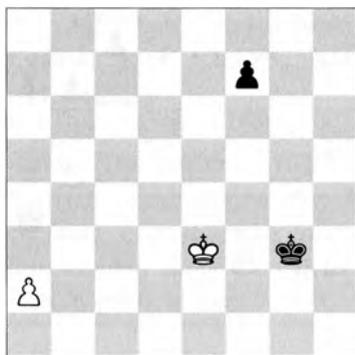
The king moves into the square of the c-pawn. Rushing forward with the f-pawn is now hopeless, because the c-pawn will promote with check: 1. ... f5? 2. gxf5 gxf5 3. c5 f4 4. c6 f3 5. c7 f2 6. c8Q+.

2. a4!

White's play appears illogical, but Black has serious problems. Advancing with the h-pawn achieves nothing since the new queen on a8 is controlling the h1-square. So, all that is left is the f-pawn.

2. ... f5! 3. c5 f4 4. c6 f3 5. c7 f2 6. c8Q+

White promotes with check and has a simple win.



Grigoriev (1938)

At first glance, this race will end in a draw. It may be White's move, but the black pawn will gain a tempo with the check on f4. The

way to win this one is instructive.

1. Ke4

Firstly the black king must be lured further away from the square of the pawn.

1. ... Kg4 2. a4 f5+ 3. Kd3!

This is the move which determines the win: out of the check, still in the neighbourhood of the f-pawn.

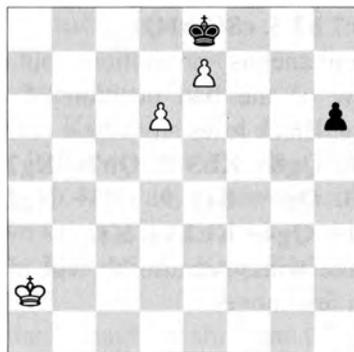
3. ... f4 4. a5 f3 5. a6 Kg3 6. a7 f2 7. Ke2

The coup de grâce. The black king is enticed on to g2 so that White will promote his pawn with check.

7. ... Kg2 8. a8Q+

A straight line is the shortest distance between two points. That goes without saying... but not on the chess board. On an empty board there are 393 different ways for a king to get from e1 to e8 in seven moves!

Diagonally is just as quick as in a straight line. In a race that throws up a host of new possibilities.



The white king is outside the square of the h-pawn. But, no

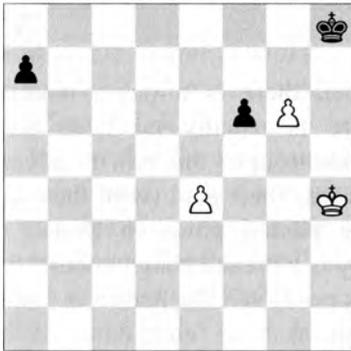
kidding, it can still stop the pawn!

1. Kb3 h5 2. Kc4 h4 3. Kd5

This move threatens mate in two. Black must prevent this.

3. ... Kd7 4. Ke4

The danger has been averted. With his king inside the square of the pawn White will win easily. The white king march is named after Réti, the player who in our first chapter defeated Euwe with a double rook sacrifice. The name of the king march with a double purpose is the *Réti manoeuvre*.



Gorgiev (1971)

The a-pawn is outside the range of the white king. The white pawns do not appear as strong as in the previous diagram. Nevertheless, White can draw with the help of the Réti manoeuvre.

1. e5 fxe5

Black can also try 1. ... Kg7, but that leads after 2. Kg4 (getting into the square of the a-pawn) 2. ... a5 3. Kf5 fxe5 (now Black has to capture, or else White will even win!) 4. Kxe5 to the same con-

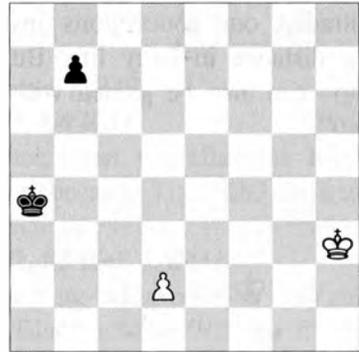
clusion.

2. Kg5 a5 3. Kf6

With the double threat of 4. Kf7 (even winning) and the capture on e5 (with a draw).

3. ... Kg8 4. Kxe5

The king is now in the square of the pawn.



Moravec (1952)

The d-pawn is in danger and requires help. Unfortunately the white king is very far away from the battlefield.

1. Kg4

There is no hope after 1. d4 Kb5 2. Kg4 Kc4, and the pawn falls.

1. ... b5

White also gets there in time after 1. ... Kb5 2. Kf5 Kc4 3. Ke5 Kd3 (3. ... b5 4. d4) 4. Kd5.

2. d4 b4 3. d5 Kb5 4. d6!

Necessary. The king may not go on to f5 on account of the promotion on b1 with check: 4. Kf5 b3 5. d6 b2 6. d7 b1Q+.

4. ... Kc6 5. Kf5!

The king move as a double goal: get into the square of the pawn and

help its own pawn.

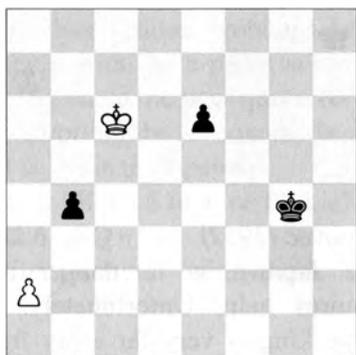
5. ... b3

Or 5. ... Kxd6 6. Ke4 Kc5 7. Kd3.

6. Ke6 b2 7. d7

The draw has been secured.

Positions with a Réti manoeuvre always appear surprising to us. They contradict our conceptions involving distance in daily life. But a tempo can also be gained without “Réti”.



Zinar (1986)

1. Kd6

The black king is lured one square further away from the square of the pawn. An important tempo, which Black will later be short of for a win.

The immediate 1. Kc5? is insufficient: 1. ... e5 2. Kxb4 e4 3. Kc3 e3 4. Kc2 Kf3 5. a4 e2, and Black wins.

1. ... Kf5 2. Kc5 e5 3. Kxb4

Kf4 4. Kc3 Kf3 5. Kd2 Kf2

6. Kd3 Kf3 7. Kd2

It has not turned into a race.

BREAKTHROUGHS

Forcing the creation of a passed pawn by a pawn sacrifice is called a breakthrough.



When there is a pawn majority, there is usually no need for a breakthrough; the pawns advance towards their goal (with the candidate passed pawn in front!). So why is a breakthrough necessary in this position? The reason is that the f5-pawn (the candidate) is too close to the opposing king. The “real” candidate is the h-pawn.

1. g5

White has to prevent the intervention of the black king. After 1. h5 Kd6 2. g5 Ke7 he has missed the win.

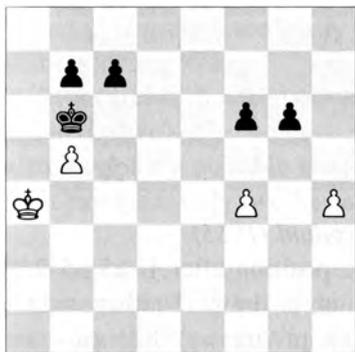
1. ... hxg5 2. f6!

A necessary pawn sacrifice. After 2. h5 Kd6 3. f6 Ke6 4. fxg7 Kf7 5. h6 g4 6. Kg2 e4 the game is drawn. Nor is 2. hxg5 Kd6 of any use.

2. ... gxf6 3. h5

The pawn runs through without let or hindrance.

A breakthrough is much more than just a pawn sacrifice and the advance of another pawn. We can see that from the next position.



Based on *De Feijter (1940)*
(without b7 2. h5 wins as well)

1. f5 gxf5 2. Kb3!

It is logical that the king must first stop the f-pawn. But it is remarkable that this king move is the only way to do so. The “normal” move 2. Kb4 is not enough after 1. ... f4 3. Kc3 Kxb5 4. h5 c5 5. h6 f3 6. Kd2 c4 7. h7 c3+, when Black also collects a queen. The black pawns on the queenside appear to be harmless, but they can get there in time thanks to the gain of a tempo by the check.

2. ... f4 3. Kc2!

The same story. The king must remain as far away as possible from the black pawns to avoid a check.

3. ... f3 4. Kd1

Only now is the king safe from a check by the c-pawn. It can get no further than c3, and White wins.



Simoni (1949)

1. h4 Kd4

Black must get after the h-pawn here, because 1. ... Kb3 fails to 2. Kb1.

2. h5 Ke5 3. d4+!

The king being on e5 is very much in Black’s way. Without the king Black would be able to reply e5 and there would be no chance of a successful breakthrough. That can also be seen if White first advances the h-pawn: 3. h6 Kf6 4. d4 e5, and Black wins.

3. ... cxd4

After 3. ... Kf6 too, White forces through a winning passed pawn by 4. e5+ dxe5 5. dxc5.

4. h6 Kf6 5. e5+

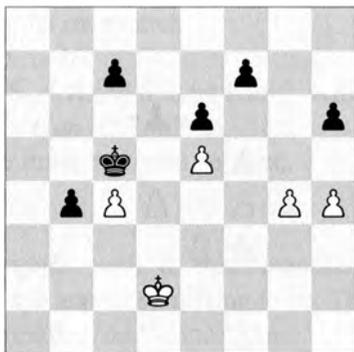
The winning breakthrough. The c-pawn gets a free run.

5. ... dxe5 6. c5 e4 7. c6 e3 8. c7

White wins.

The black passed pawns are not dangerous.

It is useful to recognize breakthrough patterns.



Horning (2004)

On the right we have a well-known formation. White starts with:

1. h5!

It seems as if the chance for a breakthrough will not go away, but 1. Kd3 even loses: 1. ... b3 2. Kc3 b2 3. Kxb2 Kd4! (and not 3. ... Kxc4 4. h5 Kd4 5. g5 Kxe5 6. gxh6 Kf6 7. Kc3 winning.)

1. ... Kd4 2. g5 Kxe5 3. gxh6 Kf6

The rest is a question of technique. White first makes sure that Black does not get a protected passed pawn.

4. c5! e5 5. Kd3

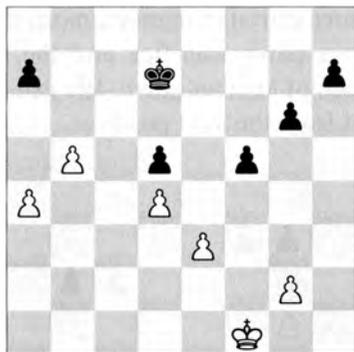
White still cannot allow e4. Any other move loses.

5. ... c6 6. Kc4 e4 7. Kxb4 e3

8. Kc3

and White wins.

First take a good look at the next position. Try to find the solution on your own.



Bergdahl (1955)

The position after 1. a5 h5 2. Kf2 g5 is a draw. Neither side can make progress. White can secure the point with a fantastic breakthrough.

1. g4! fxg4

Black must take. After 1. ... a6 2. bxa6 Kc7 3. gxf5 gxf5 4. Kf2 Kb6 5. Kg3 White wins hands down.

2. e4

Or first 2. a5 g3 3. e4!

2. ... dxe4 3. a5!

No other order of moves is possible, because 3. d5? Kd6 simply loses.

3. ... h5

After 3. ... Kc7 the move 4. d5 wins.

4. a6!

Necessary. After 4. d5 h4 5. a6 h3 6. b6 h2 7. Kg2 e3 8. bxa7 e2 Black also gets a queen.

4. ... Kc7 5. d5 h4 6. d6+! Kxd6 7. b6

A lovely study. White wins.

WORKBOOK

31: *Pawn endings – Key squares: A*

The king still has to seize the key squares. That can be done with the help of the following rules:

- do not give ground too easily
- work with zugzwang
- make a careful choice about pawn moves from their starting squares (one square or two)
- watch out for a possible change of file on the part of the knight pawn (a rook pawn has only two key squares)

32 *Pawn endings – Key squares: B*

(On this page the king has to defend the key squares. If you defend correctly you have good chances. Watch out for the following possibilities:

- changing the situation regarding the key squares by means of a pawn sacrifice, which pushes the key square one rank forward
- shouldering off the opposing king
- preventing your own king from being shouldered off
- moving a pawn towards the edge (a rook pawn has only two key squares)
- making use of stalemate

33 *Pawn endings – Key squares: C*

Shouldering off and shouldering off again. In order to keep the opposing king at a distance, the route your king follows is important. Which is the best route for it to choose? In addition, you must prevent your king from getting stuck in the corner. Watch out for zugzwang.

34: *Pawn endings – Race: A*

35: *Pawn endings – Race: B*

If the pawns are to be involved in a race, you must take a good look at the starting position to work out what will happen.

The following are options for you in pawn endings:

- aim to promote with check (promote the correct pawn)
- get your king into the square of the opposing pawn (think out what is the correct route, perhaps you can employ the Réti manoeuvre)
- keep the opposing king at a distance (shoulder it off)
- help your own pawns

- makes use of preparatory moves (luring away, clearing, bringing about a change of file, avoiding check)

After the promotion you will either have queen against queen or queen against pawn.

- Queen against queen (make use of tactical tricks: mate, winning the queen, X-ray check or exchange queens to liquidate back to a won pawn ending)
- Queen against pawn (a rook pawn or a bishop pawn on the last rank but one usually means a draw)

36: Pawn endings – Breakthrough: A

Create a passed pawn by means of a breakthrough. Watch out for passed pawns which your opponent creates. Avoid them winning a tempo by check. You can keep the opposing king out of the square of the pawn by setting up a barrier.

Kasparov



9

Bishop or knight?

Apart from the question “How many moves ahead do you calculate?” one of the most popular questions which grandmasters are asked is “Which is stronger, a bishop or a knight?”. The correct answer to both questions is: “That depends on the position.”

Some characteristics of these pieces, which are each valued at three points, are:

The bishop

- a piece which moves quickly
- it can control both wings simultaneously
- high level of mobility across the whole board
- total mobility: 32 squares
- does not like fixed pawns
- flexible
 - › can make waiting moves
 - › can make a move and still be attacking the same square as before

The knight

- a slow piece
- can only work on one wing at a time
- its mobility strongly depends on its position
- total mobility: 64 squares
- can jump over other pieces, so fixed pawns do not bother much

- flexible
 - attacks other pieces without them being able to attack it in return
 - can attack both white and black squares

Time for examples. The study of a lot of extracts from games will help you better understand the values of knights and bishops.



*Hutchings-Keene
Woolacombe 1973*

Both sides still have a bishop and a knight. The black bishop looks strong, but Black still exchanges it off.

**1. ... Qf6 2. Rd1 Bxf3! 3.
Qxf3 Qxf3 4. exf3 Nc6**

The plan becomes clear. The knight gets a very strong square on d4.

5. dxc5?

A terrible move. Opening the b-file suits only Black. 5. d5 Nd4 6. Bg2 is much better, even if Black is well placed with his central knight.

5. ... bxc5 6. Bg2 Rb8 7. Rd2 Rb3 8. Kd1 Ke7 9. f4 Nd4 10. Kc1 h5 11. h4 Rhb8 12. Bf1?

Also not the best of moves. After 12. Rhd1 Black still has to work hard for the point.

12. ... Rf3!

Neatly clearing a square. The threat is a fork from b3.

13. Kd1 Rxa3!

White resigns. 14. bxa3 (14. Rxd4 Ra1+) is followed by 14. ... Rb1#

A bishop cannot do anything against fixed pawns. If too many pawns are fixed on the same colour as the bishop, then the bishop is said to be "bad".



*Petrosian-Schweber
Stockholm 1962*

There is a bad bishop on g7. It is doing nothing, and all over the board it comes up against its own pawns, except on the a7-g1 diago-

nal. Before it is too late, White arranges for Black to put a pawn on the said diagonal too.

1. Bxc5!

An exchange which caused a lot of discussion at the time. Petrosian himself was very proud of this move.

1. ... dxc5 2. Bb5!

Black still has a knight, which of course must not be allowed to reach d6 under any circumstances.

2. ... Bb7

The bishop exchange on d7 also has disadvantages. Of course, Black can exchange a knight on c4 or f5, but he will then be left with a very bad black-squared bishop.

3. Ne2 Ne8 4. Bxe8 Rxe8 5.

Nc4 Ba6 6. Qb3 Qf6

In bad positions really bad moves occur frequently. Not everyone has the capacity to wait passively. The position after 6. ... f6 7. Ng3 Bf8 8. 0-0-0, moreover, is not much fun either. White is ready to deploy his passed pawn with d5-d6.

7. Rc1 Bf8 8. Ng3 Bc8

8. ... Qf4 is a vain hope: 9. Kf2 Bxc4 10. Rxc4, and the queen has to retreat (10. ... Qd2+? 11. Ne2 and 12. Rd1).

9. 0-0 Rd8

Black has lost the thread. He would be better setting up extra protection for all his weak points (a5, c5, e5, h6) – for example, putting the queen on d8 and the king on h7. White will not have much trouble collecting the whole point

at the appropriate time with Kg2, Rf1d1, Qe3, followed by Nf5 and d6.

10. Kg2 Ra7 11. Rf2 Kh7

12. Rfc2 Qa6

Black is fed up waiting.

13. Nxe5

White won.

If the opponent has a bad bishop, exchanging off all the other pieces is a good strategy. The power of the knight will be seen all the more clearly in the direct confrontation.



than the bishop. Before Timman brings his knight to the strong e4-square, he demonstrates the skill of a real grandmaster. He improves the position of his rooks, protects his g-pawn and makes an air-hole for his king.

4. ... Bd8 5. Rf1 Rhg8 6. g3 Rg6 7. a3 Qc4 8. Rd3 Qc8 9. Nd2

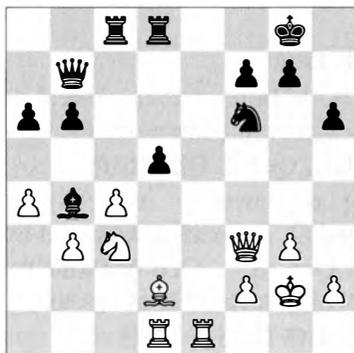
Only now does the knight go to e4.

9. ... Qxf5 10. Rxf5 Rg5 11. Rdf3 Rxf5 12. Rxf5 Kc7 13. Ne4 Be7 14. g4 h6 15. c3 Kd7 16. h3 Bg5

Black does not fancy the role as the sacrificial lamb. He prefers to try to create counter-chances with a pawn sacrifice of his own.

17. Nxe5 hxg5 18. Rxe5 Rc8 19. Kc2 Ke7 20. h4 Kf6 21. Rf5+ Kg7 22. g5 Rc5 23. b4 Rxd5 24. h5 a5 25. h6+ Kg8 26. bxa5 Rc5 27. Rf6 Rc6 28. Kb3 e4 29. g6 fxg6 30. Rxe6+ Kh7 31. Re6

Black resigned.



Hort-Tal, Havana 1966

A centrally placed knight which is well protected can also be stronger than a bishop.

1. ... Bxc3

A surprising exchange. Black is playing for a strong knight on e4. Combinations along the long white diagonal help him achieve this.

2. Bxc3 Ne4 3. Bd2

The bishop has to retreat, because 3. Bb2 Ng5 is an immediate loss.

3. ... f5 4. cxd5

White must open the long diagonal. Taking on f5 is not so good: 4. Qxf5? Nxd2 5. Rxd2 dxc4+.

4. ... Rxd5 5. Be3 Rc3 6.

Rxd5 Qxd5 7. Rd1 Qe6 8.

Rd8+ Kh7 9. Rf8 Nf6 10. b4

Rb3 11. a5 bxa5 12. bxa5

Ra3

Black quickly decided the game in his favour.



Morozevich-Bagirov, Moskou 1995

It is high time to take a look at positions in which the bishop is the better piece.

1. Bc1

1. Bd2! is more accurate. Black will then have to play exactly as he did in the game. The difference will become clear later.

1. ... Nc6 2. Qd5+ Kh8

Forced: 2. ... Rf7 3. Rxf7 winning a piece.

3. Bb2 Rad8?

∧ better defence would be 3. ... Rg8 4. Rxf5 Rae8 (but not playing for exchanges with 4. ... Rab8? 5. Bxg7+ Rxg7 6. Rxb8+ Nxb8 7. Rf8+ Rg8 8. Rxg8+ Qxg8 9. Qe5+ Qg7 10. Qxb8+, and Black has exchanged too many pieces) 5. Rff7 Re7! White is better. This defence would not exist with the bishop on c3 (4. Rc7 then wins at once since the knight cannot go to b4). After the move which followed, White wins material.

4. Rxg7 Rxd5 5. Rxg6+ Nd4

6. Rg4!

∧ pretty final move, attacking a pinned piece and exploiting the fact that “a pinned piece is not a good defender”. Black resigned.



Poletaev-Flohr, Moscow 1951

Something has gone wrong in White’s position: pawn structure, a pawn down and a weakened pawn position. On the other hand he has an enormous plus point: the bishop on g2. It is only good because the black king is unfavourably placed on a7 making it a target for the bishop (with the help of the queen of course). There are books which evaluate the position as won for White, but that is going a bit too far.

1. c4 Ne7?

A remarkable mistake on the part of Flohr, who was known as a good defensive player. The knight has to go to f6. First of all to prevent the loss of the f7-pawn, but also to limit the activity of the g2-bishop with e5-e4. After 1. ... Nf6 2. Qf3 Qc8! 3. a5 e5 4. Qe3 (or 4. axb6+ Rxb6 5. Rxb6 Kxb6 6. Qb3+ Ka5) 4. ... Qc7 5. c5 Rd1+ 6. Kh2 b5 Black can still hang on.

2. Qf3 Qc6

Black also loses after 2. ... Nc6 3. a5 bxa5 4. Qe3+ Ka8 5. Rb6.

3. Qxf7 Qc5+ 4. Kh2 Rd1 5. Re3

5. h4 is also good enough.

5. ... b5 6. Qxe6 Nc8 7. a5

Qc7

Black has more or less given up hope: 7. ... Qxc4 does not lose so quickly.

8. Qe4 Qb8 9. Qg4

9. Qc6 would lead to mate in six moves but Black resigned anyway. He will lose even more material.

In such positions chance plays a large part, so you have to keep on evaluating every position afresh. In this last position, the bishop on g2 does not offer enough compensation for the disadvantages; the other pieces must also be able to do their bit. There is nothing on if the a6 –pawn were on a5 (meaning that a4-a5 is no longer possible).

In this example the bishop compensates for the material deficit, but no more than that..



Zaitsev-Spassky, Rostov 1960

The bishop is of course very strong on the long diagonal, but in certain cases it can be chased off it. An additional disadvantage of White's position is the insecure position of his king.

1. h5

The bishop requires help, so White must open the h-file.

1. ... b4?

A good defensive strategy, as we shall learn in Chapter 13, is to exchange off attacking pieces.

Black can activate his rook with 1. ... Rd7 and by means of an exchange on d1 he will deprive White of the h1-square for the other rook. Black is not worse after 2. hxg6 Rxd1+ 3. Qxd1 (or 3. Rxd1 hxg6 4. Rd6 Qh1+) 3. ... fxg6 4. Qd6 b4 5. Be5 Nd7, and the bishop has to move off the diagonal, before it can become a dangerous piece.

After 1. ... b4 the game did not last for long.

2. hxg6 hxg6

Taking the bishop is not possible because of 3. gxh7+ and then mate.

3. Rd6 Kh7

Nor can the game be saved after the better move 3. ... c4 4. Qxb4.

4. Qc4!

Black resigned.



Utemov-Belikov, Smolensk 1992

The bishop on e2 is fulfilling a useful function: defending f3. But that does not make the bishop a good one. White played to activate his bishop.

1. f4 exf4?

A bad move. Black would do better to play for an exchange of queens with 1. ... Qb5. There is no real way forward for White after 2. Bd1 Nd7 3. f5 Kh8.

2. Rgg1?

White misses the chance to make a hero of his bishop. He would win with 2. Rgxf4 Rxf4 3. Bg4! Rxf1 (or 3. ... R8f7 4. Rxf4 and 3. ... Rxg4 does not work in view of 4. Qh8+ Kxh8 5. Rxf8#) 4. Be6+ R1f7 5. Qg7 mate.

In the game the bishop arrived too late.

2. ... Qb5 3. Bg4 Qb3+

Black won quickly.



Keres-Tal, Pärnu 1971

The bishop on h6 is strong, as long as the queens and rooks remain on the board. Threats of mate limit Black's options. Without the major pieces, the pawn on e5 is weak, because protecting it with f4 has a negative effect on the bishop.

In the game, Black ran into problems on account of the cooperation between the white rook and

bishop.

1. ... b5

Tal had already written down the move 1. ... Qxe5 (which would not be allowed nowadays), but just in time he found 2. Rd2! And the win!

1. ... Nxe5 would be better: 2. Rd2! (2. Rc7 a5) 2. ... Rc8 3. Re2 (3. f4?? Ng4) 3. ... Nc6 4. Qxe6 fxe6 5. Rxe6 with more or less a level game. Compare the difference in activity of White's pieces in this position with what happened in the game.

2. b3 Qxe5 3. Qxe5 Nxe5 4.

Rc7 f6 5. Rxe7 Rd7

The rook can still be chased away, but thanks to the weakness on b5 the rook will be able to seize the seventh rank again.

6. Re8+ Kf7 7. Rb8 Rd5

8. Rb7+ Nd7 9. Rxa7 g5 10.

f4

White can still just free the bishop.

10. ... Kg6 11. fxe5 fxe5 12.

Ra6+ Kf7

Now after 13. Kh2 Black would be fighting for a lost cause. However, Keres played 13. Kf2, after which Black got counter-chances with 13. ... Nc5. The game ended in a draw.

In 1989, at the age of 14, Sofia Polgar stunned the chess world by her performance in a tournament in Rome. She scored 8½ out of 9.

The game on the next page is from this tournament. In their annotations to the game the Polgar sisters

point out that White has a decisive advantage. That very much overestimates the power of the bishop.



Sofia Polgar-Palatnik, Rome 1989
 Black has just taken a pawn on b6. On account of the bad position of the black king, the white bishop is very strong (the fact that the white pawns are on black squares is a pity, but not a catastrophe). Nevertheless the bishop cannot do more than compensate for the material deficit.

1. e6 f6?

A bad move. Black can swap off the white bishop at the cost of an exchange: 1. ... Nd5 2. exf7 Qxd6 3. fxg8Q+ Kxg8, and Black is better. In the game White remains with a bishop up.

2. e7 Qe8 3. Qf8 Nd5 4.

Rxd5 Rxf8 5. exf8Q+ Qxf8

6. Bxf8

White won the endgame with no problems.

In the next fragment, White is clearly better. The black knights

are too passive. White can choose a slower way of going about things with for example 1. Rd3, but the continuation in the game is much better. White uses his bishop in a brilliant way.



Taimanov-Hort, Tallinn 1975

1. e5!

White does not bother about dogma. The fact that Black gets the d5-square for his passive knight is as nothing compared to the increased activity of the bishop.

1. ... fxe5

Black would love to keep the long diagonal closed, but 1. ... Ne8 2. f5 and 3. e6 would be too high a price to pay.

2. Bxe5 Nd5 3. Qb2 Qf7 4.

Nh5

With the benefit of hindsight everything seems so simple! A weaker player would first consider 4. Nf5, but after 4. ... Ne6 5. Nxh6 Qg6 Black suddenly gets counterplay and White's advantage has to a large part disappeared.

4. ... Rg8 5. f5 b6

The move 5. ... Ne3 fails to several refutations. There is the simple 6. Qc1 and the more difficult but better 6. Rd6 Kh7 7. Bxg7 Rxc7 8. Rg6! winning (thanks to the knight on h5). The text move not only contributes to the improvement of the black position but shows that Black does not intend to stand idly by, move his knight to c7 and then hope.

6. Rfe1 Nb7

This hastens the end, but after 6. ... Kh6 there is the decisive 7. Bxg7+ Rxc7 9. Rd5.

7. Qc1 Kh7 8. Qxc6

Black resigned.

ENDGAMES

In the endgame the bishop can better deploy its power since the board is no longer so full.

Important factors are:

- the number of fixed pawns on the same colour of square as the bishop
- the bishop's activity (can the bishop attack pawns or restrict the mobility of the knight?)

The knight is stronger

Despite its limited range the knight should not be underestimated when it comes to corralling a bishop. It cannot do the job alone, but good cooperation between queen, knight and passed pawn can have a bishop

all tucked up. The double attack has a decisive role to play in this.



Mugnos (1957)

The bishop still has six free squares. It will not be left with a single one of them.

1. Kb2 Bd1

The best. After 1. ... Ba4 2. Nxe6 Kxd7 3. Nxc5+ or 1. ... Bf5 2. g4 Bxg4 3. Nf7 Kxd7 4. Ne5+ the bishop is lost more quickly.

2. Kc1 Be2

A knight fork will also decide matters if it goes to another square: 2. ... Bg4 3. Nf7 or even 2. ... Bh5 3. g4 Bg6 4. Nxe6 Kxd7 5. Nf8+.

3. Kd2 Bf1

Or 3. ... Bxc4 4. Nf7 Kxd7 5. Ne5+.

4. Ke1 Bg2

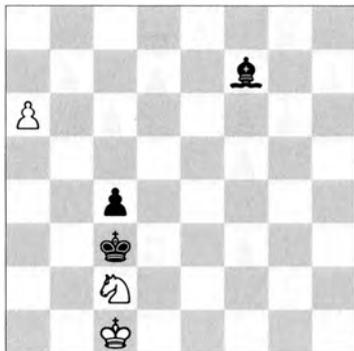
The win after 4. ... Bd3 is one you have come to know: 5. Nf7 Kxd7 6. Ne5+.

5. Kf2 Bh1 6. Kg1

For a change, not a knight fork but the bishop is totally dominated.

The number of studies dealing with the theme of the domination

of the bishop by the knight is large. Here are another two nice examples.



Kopac (1943)

Firstly the knight must stop the bishop getting on to the long diagonal.

1. Ne3!

Threatening to win by 2. a7.

1. ... Be8

c6 is the only square from which the bishop can stop the pawn. On any other square the knight would get in the way, e.g. 1. ... Bg6 2. Nd5+ Kd4 3. a7.

2. Nd5+ Kb3

Alternatives all end up with a decisive knight fork: 2. ... Kd3 3. Ne7 Bh5 4. Nc6 Bf3 5. Ne5+ or 2. ... Kd4 3. Ne7 Bh5 4. Nc6+.

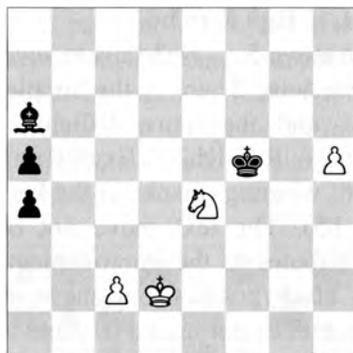
The main variation follows the same lines.

3. Ne7 Bh5 4. Nc6! Bf3 5.

Nd4+

The bishop is lost.

In the next study the knight is extremely well placed in the centre.



Kasparjan (1957)

The white knight is not in danger. After the capture on e4 the h-pawn gets through. The c-pawn must continue to control the d3-square. So the king must move, so as to stop the a-pawn.

1. Kc1

The correct route. After 1. Kc3 a3 2. Kb3 Kxe4 3. h6 Bc4+ Black is out of the woods.

1. ... a3 2. Kb1 a2+ 3. Ka1!

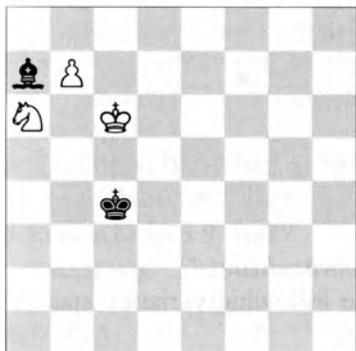
He must not capture, since the black bishop will be able to be saved with tempo (check on c4).

3. ... a4 4. Kb2 a3+ 5. Ka1

Total domination. After a king move the h-pawn gets through. After every "safe" bishop move the bishop is lost to a knight fork. It is striking that the bishop cannot move to any one of six different squares.

Cooperation between king and knight is necessary in order to be able to promote a passed pawn safely. There are certain techniques which the side with the

knight must know.
Chasing away and interposing are the weapons.



1. Nc7 Kb4

1. ... Bb8 loses more quickly: 2. Kb6, followed by 3. Na6 and 4. Nc7.

2. Nb5 Bb8 3. Kb6 Kb3 4. Nc7 Kc4 5. Na6 Bg3 6. Nc7 Bf2+ 7. Ka6

The promotion is guaranteed.



Neustadt (1904)

A major problem for the bishop when stopping a passed pawn is being on too short a diagonal. Among these are the really short

diagonals (a7-b8 being particularly bad) and those diagonals which are too short because one of your own pawns is in the way.

White achieves nothing by winning a pawn: 1. Ne6? Be7 2. Nxb7 Kg4 with a draw. But he does with a pawn sacrifice.

1. f6!

Possible thanks to the king being on g3 (1. ... Bxf6 2. Ne4+).

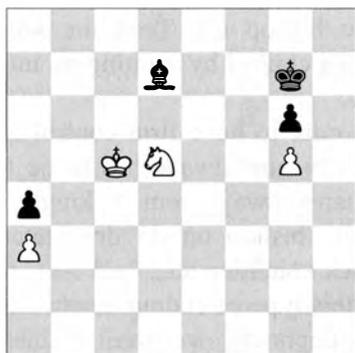
1. ... gxf6 2. Ne6 Be7 3. Nd4 Bd8

The threat is 4. Nc6, and in view of the position of the king, Black cannot lengthen the diagonal for his bishop with 3. ... f5 4. Nxf5+.

4. Nc6 Bc7 5. Kb7

The bishop has to give up on d8. Together the king and knight can deprive the bishop of four squares. That is enough.

When there are pawns fixed on squares of the same colour as the bishop, driving the defending king away is a useful technique.



In general one can say that limiting

the opponent's options is more important than winning a pawn. Emphasis on generally!

1. Kd6

After 1. Nb6 Be8 2. Kb4 Kf7 3. Nxa4 Ke6 Black gets a draw.

1. ... Bf5 2. Ke7 Be4 3. Nf4

Bf5 4. Ne6+

Black can never liquidate to a pawn ending because of White's advantage in space.

4. ... Kg8 5. Kf6 Bc2 6. Nf4

Kh7 7. Kf7 Bb3+

After 7. ... Bd1 8. Ne6 Bh5 9. Nf8+ Kh8 10. Kf6 too, the g-pawn is lost.

8. Ne6 Bc4 9. Kf6 Kg8 10.

Nf4 Kh7 11. Nxb6

Now he has the pawn, but White still has to play accurately.

11. ... Kg8 12. Ne7+ Kh7 13.

g6+ Kh8 14. Kg5 Kg7 15.

Nf5+ Kg8 16. Kh6

Now the win is not difficult any more.

The bishop is stronger

The bishop can keep the knight under control by limiting its mobility.

In order to have firm control over it, a bishop always has to be two squares away from a knight. A white bishop on d5 dominates a black knight on a5.

In this type of ending zugzwang is an important weapon. A bishop can easily lose a move by triangulating.



Horwitz, Kling

The following variation speaks for itself.

1. Bb3 Ka6 2. Bf7 Kb5 3.

Be8+ Ka5 4. Bd7 Ka6 5. Bf5

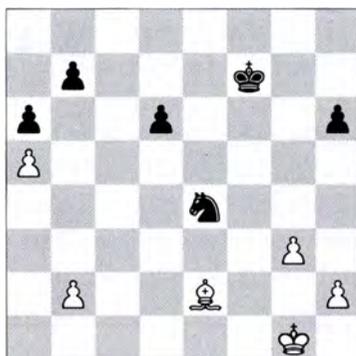
Ka5 6. Bg4 Kb5 7. Be2+

Kc5 8. Bc4

The desired zugzwang position. The king has to leave the pawn to its own devices or the knight has to abandon the b7-square.

8. ... Nc6 9. b7

Black has no move left.



Tal-Murey, Tel Aviv 1990

Fixed opposing pawns on the same colour of square as the bishop are welcome targets.

1. Bf3 Nc5 2. b4 Nd3 3. b5!

The danger for the side with the bishop is that too many pawns will disappear on one wing with the result that a passed pawn cannot be created there. After 3. Bxb7 Nxb4 White's advantage has disappeared into thin air.

3. ... axb5 4. Bxb7 Nc5 5. a6 Nxa6 6. Bxa6 b4 7. Bc4+ Kf6 8. Kf2 Ke5 9. Ba2?

An inaccuracy. The correct thing to do is to first activate the king with 9. Ke3!

9. ... Kf5?

(Of course, the king had to go to e4.

10. Kf3 Ke5 11. g4 d5 12. h4 d4 13. Bc4

Black resigned.



A quick glance at the diagram is enough to work out that Black is better: distant passed pawn, better knight (the e5-square is waiting for it). Only the subtle point that the knight is on the edge of the board (apparently of no great importance), turns the evaluation on its head. White is winning!

1. Kg3 g5 2. e5!

White unexpectedly manages a winning breakthrough. Black must take, otherwise White gets a protected passed pawn (or captures on d6).

2. ... dxe5 3. d6

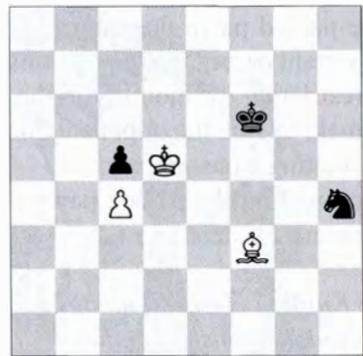
Not 3. Be4 Ng6, and Black escapes.

3. ... Kf6 4. Be4 Ke6 5. Kg4

The loss of the knight can no longer be prevented after 6. Kxg5.

Chapter 12 is about bishops. They are awarded the labels "good" or "bad".

In no way did the previous position appear to be won for White. The next position, on the other hand, appears to be absolutely a win for White. The bishop shuts off the knight on the edge for good. We shall see.



1. Be4 Ke7 2. Kxc5 Ke6

The only move. The defender has to play to free his knight. That will only work if he can chase the bishop away. Getting the knight

away safe and sound is of course an illusion, since White will then exchange it.

There is no hope after 2. ... Kd7 3. Kd5 Kc7 4. c5 Kd7 5. c6+ Kc7 6. Kc5 Kc8 7. Kd6 Kd8 8. c7+ Kc8 9. Kc6, and this is usually stale-mate, but here it is mate in one move.

3. Kd4

Or 3. Kb6 Ke5, and after a bishop move the knight can simply stop the pawn.

3. ... Kd6 4. Kd3 Ke5 5. Ke3 Ke6 6. Kd4 Kd6 7. c5+

There is no way White can make any progress without this move.

7. ... Ke6 8. c6 Kd6 9. Kc4 Nf5

Draw.

WORKBOOK

37: *Strategy – Knight against bishop: A*

On this exercise page the knight is the superior piece. You have to ensure that remains the case by:

- placing the knight on a strong square
- fixing opposing pawns (by exchanges, advancing your own pawns or by forcing the opponent's pawns to advance)
- exchanging pieces (above all the "other" bishop)

38: *Bishop v. knight endings – Technique: A*

41: *Bishop v. knight endings – Technique: B*

The passed pawn does not have an exercise page to itself, but it plays an important part in many positions. Good strategies are:

- restricting the mobility of the knight (trapping it)
- making sure the opponent does not get rid of his weaknesses
- creating a passed pawn
- promoting the passed pawn (keeping the knight at a distance and eliminating the defence)

39: *Knight v. bishop endings – Passed pawn: A*

40: *Knight v. bishop endings – Technique: A*

The side with the knight must:

- promote the passed pawn (eliminate the defence)
- make use of double attacks
- chase the bishop on to a short diagonal
- fix weak pawns
- fix pawns on the same colour of square as the bishop

- sacrifice the knight so as to create two passed pawns which are as far apart as possible

42: *Knight v. bishop endings – Defending: A*

(On this exercise page the side with the knight draws. It is helped by:

- stalemate
- the sacrifice of the knight, so as to get rid of all opposing pawns
- a double attack by the knight
- a fortress
- the wrong bishop



For most of us winning as a result of an attack is the most satisfying way of deciding a game.

In Step 4 we dealt with the most important rules for an attack:

- bring up your pieces
- get access to the king
- eliminate defenders
- deliver mate

In our first game we shall test whether these rules still apply in Step 6.

*Geller-Papapavlou
Amsterdam 1950*

**1. d4 Nf6 2. c4 e6 3. Nc3 d5
4. Nf3 c6 5. e3 Nbd7 6. Bd3
Bd6 7. e4 dxe4 8. Nxe4
Nxe4 9. Bxe4 Nf6**

Black would be better aiming for e5 and leaving the knight on d7.

**10. Bc2 0-0 11. 0-0 c5 12.
Bg5 cxd4**

A weak exchange. It allows White to bring his queen into the attack with no effort on his part. It is pleasant when your opponent helps you assemble your pieces!

13. Qxd4 Be7 14. Qh4

Geller will have thought: with a decisive advantage. Anyone who has reached the level of Step 6 should in future find carrying out such an attack pretty easy.

14. ... h6

Black has no choice. After 14. ... g6 15. Rad1 Bd7 16. Ne5 Re8 17. Qf4 White wins material. The game move is weakening and it becomes apparent that the white attack is already strong enough to allow him to breach the opposing king position with a piece sacrifice.

15. Bxh6! gxh6 16. Qxh6



With his three attacking pieces, White has the black position well in his grip. He may not be able to win immediately, but there is nothing Black can do.

16. ... Qa5 17. Ng5

An important position. Because of the possibility of Bh7+ and a discovered check, Black cannot leave anything unprotected on a white square. In addition, not only must f7 remain under the protection of the rook (or else there follows

Bh7+ and Nxf7+), but so must e6 under that of the bishop (or else there follows Bh7+, Bf5+ and Nxe6). For mate, White will have to bring up another piece into the attack, but that takes him a little time. So the prevention of any counterplay by Black is important.

17. ... e5 18. Bh7+ Kh8

19. Be4+ Kg8

White now has the time to bring up more pieces.

20. Rae1 Bg4 21. Re3 Rad8

22. Rg3 Rd4 23. Ne6

Black resigned.

We saw in this game the bringing up of pieces, the creation of a breach in the castled position and the finishing off of the game. There was no example of the elimination of defenders, because there were no defenders....

The next game will make up for that.

Dobias-Podgorny, Prague 1952

1. e4 e6 2. d4 d5 3. Nc3 dxe4

4. Nxe4 Nd7 5. Nf3 Be7 6.

Bd3 Ngf6 7. Qe2 0-0 8. 0-0

Nxe4?

A bad exchange. White can now transfer his queen to the kingside with tempo. Black's position is passive, but 8. ... b6 is playable.

9. Qxe4 Nf6 10. Qh4 b6

Black wants to develop but his king is already in danger. He should perhaps have played 10. ... Re8. This move, though strange at

first sight, is played for a reason. It prevents 11. Bg5, because then Black must still weaken his king position, but he will do so with the tempo winning 11. ... h6. The sacrifice seen in the previous game achieves nothing: 12. Bxh6 gxh6 13. Qxh6 Bf8.

After 10. ... Re8 White's best move is 11. Re1, after which he is much better, e.g. 11. ... b6 12. Bg5 h6 13. Bxf6 Bxf6 14. Qe4 Bd7 15. Ne5.

11. Bg5 g6



12. c4!

This attacking move is a preparation for the elimination of Black's best defensive piece, the bishop on e7. The pawn move also prevents 12. ... Nd5, which Black would play to try and exchange pieces. Neither 12. Ne5 Nd5 13. f4 f6 14. Bxg6 hxg6 15. Nxc6 Ne3 with complications, nor 12. Be4 Rb8 13. Ne5 Nd5 14. f4 give White less advantage.

12. ... Bb7 13. d5!

The point of 12. c4. Sooner or later Black must take.

13. ... exd5 14. Rfe1!

With the threat of taking on e7. Black delays the decision by means of a pawn sacrifice, with which he could exchange some attacking pieces.

14. ... h6 15. Qxh6

After 15. Bxh6 Ne4 16. Qf4 Bd6 Black again has counter-chances

15. ... Ng4 16. Qh4 Bxg5 17.

Nxg5 Nf6 18. Qh6

This excludes the possibility for Black to bring in another defender with 18. ... Kg7 and 19. ... Rh8. Another good attacking move is 18. Re3, but only if you have seen that 18. ... Kg7 can be followed by 19. Bxg6!. After 19. ... Rh8 (nor is 19. ... Kxg6 20. Rg3 Kf5 21. Re1 an alternative) there follows 20. Qg3. After the text move there is also the strong threat of 19. Re3.

18. ... d4 19. Re6!

White can also win with 19. Be4 c6 (the only move) 20. Bd3 (threatening 21. Re4) 20. ... c5 21. Be4. The rook move now threatens to take the defending knight.

19. ... Re8

The position suddenly reminds us of the previous game again after 19. ... fxe6 20. Qxg6+ Kh8 21. Qh6+ Kg8 22. Bh7+ Kg8 23. Bf5+ winning.

20. Bxg6

Now nothing can help. Black resigned.

We shall now take a look at examples in which the king's position

has already been very much weakened and concentrate on the finishing of the game.



Black's king position is totally shattered. The white queen is ideally placed, but to win it requires help. Which of the other three pieces should be drafted in? The bishop is out of the question; after 1. Bg5 Qf8 Black brings his queen into the defence with tempo. The rook appears to be the correct piece, but there is a problem with that too: 1. Re3 Bxe5 2. dxe5 (2. Rxe5 f5 3. Re3 Qg7 4. Rg3 Rd7 is better and winning is not all that easy), and the game appears to be drawn. Unfortunately, Black even has two defensive options, both based on White's weakened back rank: 2. ... Bf3!! (or 2. ... Be4! 3. Rxe4 Rc1+ 4. Be1 Rd4). Now 3. Rxf3? Rc1+ leads to mate and 3. gxf3 Rxd2 loses a piece. The better 3. h3 Qf8 gives Black enough impetus.

However, manoeuvring the knight into place forces a quick resignation.

1. Ng4

The threat of 2. Nf6+ can only be avoided by the advance of the f-pawn.

1. ... f5 2. Qg6+ Qg7

After 2. ... Kh8 then 3. Bg5 decides matters.

3. Nf6+ Kf8 4. Bh6

White wins.

Generally speaking, winning positions with an open king position does not pose too many problems. What is often harder to answer is the question: how do I bring about such positions?

In the positions which follow we do away with the g-pawn to leave the king open and defenceless. The first example is simple.



Black opens the king position with a sacrifice.

1. ... Nf3+ 2. gxf3

White must capture. Black continues with a attracting move to eliminate the defence f3-f4.

2. ... Bxe2 3. Qxe2 Qg6+ 4. Kh1 Qh5

Black mates on h2.



Exchanging on f6 is an easy way to force gxf6.

1. Bxf6 gxf6

Taking with the queen costs an exchange after 2. Nh7.

2. Qh5

This threatens both 2. Qxh6 and 2. Nxe6.

This type of position without a g-pawn and with sufficient attacking pieces is totally lost. The win is no longer a matter of chance. In our last example White also wins with 3. Qxh6 Bxd3 4. e4 or with 3. Bxa6 Rxa6 4. Qxh6 fxc5 5. hxc5 or in case of need also with 3. Bc2. There are different reasons why the defender might not be able to recapture on f6 with a piece.

The defending side can be forced into the weakening gxf6 for the following reasons:

- 1. ... Bxf6 2. Nd7 (wins the exchange)
- 1. ... Bxf6 2. dxc5 (loses a pawn)
- 1. ... Qxf6 2. Rxd7 (loses a

- piece)
- a sacrifice on f6
- 1. ... Qxf6 2. Bg5 (wins the queen)
- the defender of f6 is lured away
- 1. ... Qxf6 costs material

We shall take a look at some examples of the final three points in the above list.



Wildi-Mell, Zurich 1989

1. Nxf6+ gxf6

1. ... Qxf6 is followed by 2. Bg5.

2. Rd1!

White wins a useful tempo. The rook has to be deployed.

2. ... Qc7

2. ... Qe7 is better: 3. Bh6 Rfd8 4. b4 and 5. b5 with advantage to White.

3. Bxh7+ Kxh7 4. Qe4+ f5

Better than 4. ... Kg7 5. Qg4+ Kh8 6. Bh6.

5. Qh4+ Kg8 6. Qg5+ Kh7

7. Qh6+ Kg8 8. Ng5 f6 9.

Nxe6 Qf7 10. Rd3 Ne5 11.

Rg3+

11. Rh3 is insufficient: 11. ...

Bxf2+ 12. Kh1 Bxg2+ 13. Kxg2 Qb7+ 14. Kxf2 Ng4+.

11. ... Ng4 12. Nxc5 bxc5 13.

h3 Qh7 14. hxg4 Qxh6

15. Bxh6

White wins.



*Miroshnichenko-Dambacher
Maastricht 1910*

1. Bh3 Ne5

The knight must move on account of the threat of Bxd7. An alternative would have been 1. ... Nb6 2. Rh4 g6 (2. ...g6 is an only move, because after 2. ... h6 3. Bxh6 gxh6 4. Qc1 things are soon over). White has good attacking chances after 4. Rh6 g6 5. Be6 Kg7 6. Nd4. The many sacrifices which follow, however, tend to be Step 9.

2. Nxe5 Bxe5 3. d6 Bxd6?

This is certainly wrong, but a good example for the subject we are dealing with. 3. ... cxd6 4. f4 Qb6+ 5. Kh1 d5 6. fxe5 dxc4 7. exf6 Rfd8 8. Rf1 would have been required. The white bishop pair is strong, but Black has two pawns for the minor exchange, so the

result is still in doubt.

4. Rf4

This inevitably forces the weakening move gxf6.

4. ... Re8

Black could also have tried 4. ... Qe8. White has the choice: 5. Rh4, 5. Rxf6 and 5. Rxd6 all look to be winning. But Black can still wriggle for a bit longer.

5. Bxf6 gxf6 6. Rg4+ Kf8 7.

Qxh7

The threat of 8. Rg7 can no longer be held off. Black resigned.



1. Nc6!

This clears the diagonal of the b3. After 1. ... Bxc6 there is the decisive 2. Bxf6 with mate or the win of the queen.

1. ... Qc7 2. Bxf6 h6

The queen and knight have been eliminated as defenders. The win is made easy by this necessary weakening:

3. Qg4 g5 4. Qh5 Bxh2+ 5.

Kh1

Black no longer knows what to do. He resigned.

These were examples of forcing a weakness. Sometimes the opponent is kind enough to weaken his own position.



Calderin-Sariego Manzanillo, 1991

With his last move g2-g4 White has great plans; if the knight moves away, he will follow up with f4. The pity for him is that the knight is not obliged to move away.

1. ... Qh4!

White certainly considered this move and rejected it, since he thought that Black would have too few pieces in his attack.

2. gxf5

Now Black can win back material with 2. ... Bxh3; his attack does not have sufficient force after 3. f4. And 2. ... Qxh3 would be bad: 3. f3 and the white queen attacks. Black comes up with a surprise.

2. ... Bh2+

A beautiful piece of attraction. As a result of this bishop sacrifice, Black is able to capture on h3 with

tempo.

3. Kxh2

After 3. Kh1 White could still set a nasty trap: 3. ... Qxh3 4. f3 Bf4+ 5. Kg1 Bxe3+ 6. Qxe3 Qg3+ 7. Kh1 Re5 8. Qh6! with the point 8. ... Rxh5+ Qxh5 9. gxh5 Rg1. If Black pays attention and plays 8. ... Bh3 or 8. ... Qh4+, then the queen is still lost.

3. ... Qxh3+ 4. Kg1

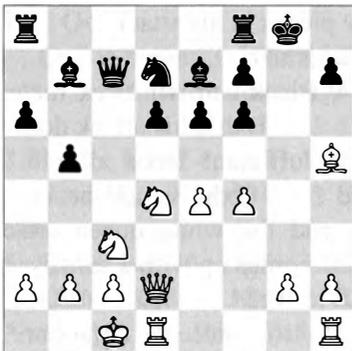
The rest is simple attacking technique: two checks and bring up more pieces.

4. ... Qg4+ 5. Kh1 Qf3+ 6.

Kh2 Re5

White resigned.

In the Sicilian Defence there are variations in which Black voluntarily recaptures on f6 with the g-pawn and gaily castles short. These are often very exciting positions. If Black manages to play Kh8 and Rg8 in time, then the f-pawn is not a weakness (it gives additional influence in the centre).



Paoli-Tatai, Italy 1976

In this game the player with White demonstrates convincingly that Black does not have enough time to organise a defence.

1. f5! e5

Black has two other options which are worth looking at.

Such attacks are stereotyped:

A) 1. ... b4 2. Qh6 Nc5 (2. ... bxc3 3. Bg6 fxg6 4. fxg6 cxb2+ 5. Kb1 Rf7 6. gxf7+ Kh8 7. Nxe6 winning) 3. Rhf1 bxc3 4. Rf3 cxb2+ 5. Kb1 Kh8 6. Rh3 Rg8 7. Bg6 winning.

B) 1. ... Nc5 2. Qh6 Kh8 (2. ... e5 leads to the game continuation) 3. Bg6 fxg6 4. fxg6 Bd8 5. Qxf8 mate.

2. Qh6 Nc5

Black has no time to capture: 2. ... exd4 3. Rd3 Kh8 4. Rh3 Rg8 5. Bg6 Rg7 6. Bxh7.

3. Nd5 Qd8

Black does not have a great choice: 3. ... Bxd5 is refuted by 4. exd5 Rfc8 5. Nc6.

4. Bg6 fxg6 5. fxg6

Black resigned. After 5. ... hxg6 6. Qxg6+ Kh8 then 7. Nf5 is decisive. It is unusual for White to finish the game from the position in the diagram in only five moves.

The fianchetto is a popular way of developing the bishop. It often has an excellent position on the long diagonal. And for the king the bishop is a welcome extra defender; but as soon as the bishop disappears after being exchanged what remains is an ugly weakness. An

opening which is notorious for Black often being mercilessly mated is the Dragon Variation of the Sicilian Defence.



Juferow-Grosdow, Lvov 1966

1. Bh6! Bh8

There is nothing else.

2. Bf8!

Λ standard motif. The bishop creates space for the queen and the rook.

2. ... Rxf8 3. Rxh8+ Kxh8 4.

Qh6+ Kg8 5. Nd5

Black will be mated quickly.



The bishop on g7 is an excellent defender when it cannot be ex-

changed. The king would be very safe were it not for the bishop on c1. The attacking side knows that too, so it does not take long to find the first move.

1. e4!!

It's all over. White wins. The threat of 2. Bh6 and 3. Qh8 can only be warded off with great material losses.



In nine out of ten cases, exchanging the fianchettoed bishop is a good plan. Here too.

1. Bf6! Bxf6 2. exf6 Qd8

Preventing the threats 3. Qh6 and 3. Ng5. Black now wants to drive back the white queen with Nd6 and Nf5. This explains the next move.

3. g4! Nd6 4. Kg2

Just like in the Karpov game in Chapter 3. Black is powerless against the doubling on the h-file.

In most games the king position is not weakened. Then you have “bring in more pieces” in order to provoke weaknesses. The next game forms an instructive example.



Mascarinas-Juarez, Manila 1990

1. Re3 Bc6

This move gives White a free hand to bring up more pieces. For sure 1. ... b5 would have been better, to keep White busy. After 2. Rg3 g6! (after 2. ... bxc4 3. Qh6 g6 4. Nxc6 fxc6 5. Bxc6 Kh8 6. Bxh7 Qe7 7. Bg6+ Nh7 8. Rh3 Rf7 9. Bxf7 Qxf7 White is better) 3. Nxd7 Nxd7 4. cxb5 Qf6 5. Rf3 Qxf4 6. Rxf4 Rc3 Black has compensation for the pawn.

After the move played Black has to suffer.

2. Rh3 h6

2. ... g6 3. Re1 but Black remains tied to the protection of the Nf6.

3. Re1 Ne8

The queen arrives too late to disrupt matters: 3. ... Qa5 4. Ree3 Qd2 5. Rxh6 Qd1+ 6. Bf1 winning.

4. Ng4

Black resigned.

The queen can no longer help: 4. ... Qg5 5. Nxc6+ gxc6 6. Rg3.

BISHOPS OF OPPOSITE COLOURS

The ideal attacking piece is a bishop of the opposite colour to the defending one. The squares which it attacks cannot be protected by the defending bishop.

Ponziani already knew all about that back in the 18th century.



Ponziani

The pawns up are insufficient.

1. f6 g6

Black is obliged to weaken the dark squares, because after 1. ... Qf8 2. fxg7+ Qxg7 3. Qd8+ Qg8 4. Bb2+ he is mated. Nor does 1. ... gxf6 make any sense: 2. Qxf6+ Kg8 3. Bh6.

2. Qh6 Qg8 3. Kg5!

Necessary, otherwise Black frees himself with 3. ... g5+.

3. ... b4 4. Bf4 b3 5. Bd6 b2

6. Bf8 b1Q 7. Bg7+ Qxg7 8.

Qxg7 mate.

In this example the bishop on c6 can only stand by as an onlooker.

With bishops of opposite colours a weakening of the long diagonal is

often fatal. A queen and bishop battery (with the queen to the fore!) on this diagonal is deadly. Also a bishop on h6 can be very strong. Take a look at this example.



White's attack plays itself.

1. Qc3 Rf6 2. Rxd5 Bxd5

After 2. ... Qxd5 then 3. Rxe7 wins

3. Rd1 Rf7 4. Qe5 e6 5.

Qxe6

This would not be possible without the bishop on h6. White wins.

In the next fragment White tries to bring the black attack to a stop by exchanging queens.



Kopecky-Canal, Vienna 1925

Thanks to the bishops of opposite colours, Black's attack is like a knife cutting through butter. Keep an eye on the bishop on d2. It is doing nothing and just getting in the way.

1. ... Nf3+! 2. gxf3 Qxf3 3.

Kf1 Qh3+ 4. Ke2 Bc4+ 5.

Kd1 Qb3+ 6. Kc1 Bd3 7.

Qc7 Rxa4

This move had to have been worked out in advance.

8. Bb4 Rxa1+

White resigned.



Smyslov-Reshevsky

Belgrade 1970

White's attack has apparently run out of steam. The white pawns are getting in the way of the deployment of fresh troops.

1. Nd5!

With the forced exchange on d5 White makes space for the bishop on f5. he can now set up a battery with queen and bishop.

Black's position is not good enough for an exchange sacrifice.

However, that makes it possible to play on for longer.

1. ... Bxd5 2. exd5 e4

But another sacrifice. Black does not want to allow 3. Bc2 and then 4. Qf5. After 2. ... Rde8 3. Re1, followed by 4. Bc2, too. Black must surrender a pawn on e4.

3. Bxe4 Re5 4. Bd3 Rde8 5.

Kg2 Qe7

Black does not have enough counterplay. Nor does he after 5. ... Rg5 6. Qh3 Ree5 7. Bf5 Rxd5 8. Be6.

6. Rf5

With the exchange of rooks, White works at the setting up of a battery aimed at h7, with the queen in lead position.

6. ... Re1 7. Rxe1 Qxe1 8.

Rf3 Qe7

Black accepts his fate. 8. ... Qe5 is followed by 9. Re3, and 8. ... Re5 9. Qd7 f6 10. Rxf6 Re7 11. Bh7+ Kxh7 12. Qf5+ also loses.

9. Qf5 g6 10. hxg6 f6 11.

Qxf6

Black lost the hopeless struggle.



Gufeld-Dzindzichasvili, Gori 1971

The final example shows that an experienced international master (which meant a lot more in 1971 than it does in the 21st century) can be totally unaware of the danger of bishops of opposite colours.

1. ... Qc7?

This forces the capture on c8. Black could achieve the same with 1. ... Bc5 2. Nxc8 Qxc8. The difference appears small but is enormous. The black bishop is – as will become apparent in two moves – vulnerable on b4.

Over the years I have shown this position to a lot of students. Many (too many!) moved the knight back to c4.

2. Nxc8!

The only chance for an advantage. Thanks to the bishops of opposite colours White has good attacking chances.

2. ... Rxc8

Black still does not spot any danger. He intended to move the queen again and to free the f8-square for the bishop. There the bishop may be undertaking defensive duties, but it is only defending the black squares. He had better chances after 2. ... Qxc8 3. Qg4 Bc5 4. f5 exf5 5. Bxf5 Qe8! (5. ... Qc7 6. e6 fxe6 7. Bxe6+ Kh8 8. Qh5 Qd6 9. Rxf8+ Qxf8 10. Bf5 h6 11. Rf1 is good for White) with a position which he may be able to hold.

3. Qg4

White wins a tempo for the attack.

The bishop on b4 is en prise after
3. ... g6 4. f5.

3. ... Bf8 4. f5 exf5

Necessary: 4. ... Re8 5. fxe6 fxe6 (
5. ... Rxe6 6. Bc4 Re7 7. Rxf7) 6.
Bxh7+.

5. Rxf5

The strongest, the rook takes a
more active part in things with
tempo. The a-rook can also help
out if required.

5. ... Qd8

It is too late to have the rook help
in the defence: 5. ... b5 6. e6 (even
better than 6. Rxf7) 6. ... fxe6 7.
Rh5 g6 8. Bxg6 hxg6 9. Qxg6+
Qg7 10. Qxe6+ Rf7 10. Qxc8 loses
without a hope.

6. Rxf7 Kxf7 7. Bc4+ Ke8 8.

Qe6+ Be7 9. Rf1

Black resigned. He has nothing to
offer against the threat of 10. Rf8+
Kxf8 11. Qf7#.

WORKBOOK

43: *Attacking the king – Weakness (g-pawn): A*

44: *Attacking the king – Access: A*

45: *Attacking the king – Eliminating the defender: A*

46: *Attacking the king – Mix: A*

47: *Attacking the king – Opposite coloured bishops: A*

48: *Attacking the king – Opposite coloured bishops: B*

Follow the rules for attacking the king and win:

- bring up pieces
- create access
- eliminate defenders
- deliver mate

It would be no exaggeration to say that there is nothing more difficult than winning a won position. Many a half point is lost along the way. Above all in the endgame. So, it can safely be said that winning is not as simple as all that.

So why do things not run according to plan in a won position? The main reason is that we underestimate the possibilities available to our opponent. In addition, the lack of knowledge is often blamed. "I did not know that it was a draw."

We will treat one after the other:

- how to convert an advantage in material
- how to win by attacking
- how to liquidate to a (won) pawn ending
- how to make use of zugzwang
- how to defend against a passed pawn

AN ADVANTAGE IN MATERIAL

More material does not automatically mean the full point. In Chapter 5 mention was made of several differences in material which did not suffice for a win.

So what dangers are lurking in the undergrowth? The biggest problem

is often that we do not have enough pawns. A rule of thumb for endgames in which we have an advantage in material is:

Exchange pieces, not pawns!

In any case, not too many.

We keep our final pawn alive by:

- protecting it
- preventing it from being exchanged

Or we sell its skin as dearly as possible by:

- protecting it indirectly
- sacrificing



Mees (1940)

White has extra material (six points worth). It quickly becomes clear what can go wrong in the position: the knight is under threat of being lost, leaving White with the wrong bishop. The knight must

whatever the cost – remain on the board

1. Bd6!

The alternative 1. Bc5 is no good, since after 1. ... Kxc5 2. Nc7 Kc4 3. Kg2 Kb3 4. Nb5 Ka4 the pawn is lost. The knight has to defend the pawn from the other end of the board (from b1 or c2).

1. ... Kxd6 2. Nb6 Kc5 3.

Na4+ Kc4 4. Nb2+ Kb3 5.

a4

White wins. Remember this positioning of the knight.



Prokes (1947)

Where must the bishop go? To a square on which it is not in the way and on which it is not exposed to an attack by the black king.

1. Ba1!

The best square. Both after 1. Bf6? Kc4 2. Kd7 Kd5 3. g4 Ke4 4. g5 Kf5 and also 1. Bh8? Kc4 2. g4 Kd5 3. g5 Ke6 4. Kf5 the pawn falls. The rest is easy.

1. ... Kc4 2. g4 Kd5 3. g5

Ke6 4. g6

White wins.

Indirect protection is a possibility in the next position thanks to the advantage in material.



Fritz (1952)

White is a sound bishop ahead, but his last pawn is in danger. Protecting the pawn and preserving it from exchange will not work. Defending with 1. Ba6 fails to 1. ... Ke3. First playing 1. Bd2+ does not help much after 1. ... Kg3 2. Ba6 Kf2. White is lucky that the position is still won.

1. e4!

Now that the pawn is on e4, the win is suddenly simple. Black cannot take *en passant* in view of the mate on d6.

After 1. ... Bf3 2. Bd2+ Ke5 3. Kg5 there are no longer any great problems with winning. White is just a piece up.

In the next example too, it seems that it is hardly possible to hang on to the single pawn. It is in danger again.



Wotawa (1951)

1. Rh1+

White can try to play for mate with 1. Be7?, but after 1. ... Rxb7 2. Bf6+ Kh7 he can make no further progress.

1. ... Kg8

The check on h1 is only that, a check. Black does not have a good square for his king. 1. ... Kg7 is followed by 2. Bf8+ Kg6 3. Rb1! Rxb1 4. Bb4 and things continue as in the main variation: winning by interposing.

2. Be7

Makes the pawn immune: 2. ... Rxb7 3. Bf6 and mate cannot be avoided.

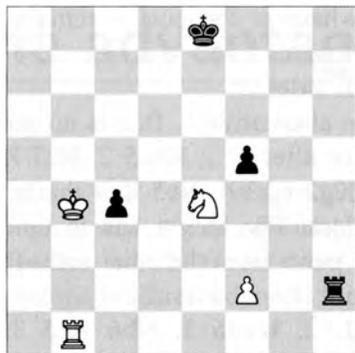
2. ... Kg7 3. Rb1 Rxb1 4.

Bb4 Rc1+ 5. Kd2

The promotion can no longer be prevented.

(diagram above right)

The knight has to move away, thus leaving the f2-pawn in difficulties. White protects his pawn indirectly with a subtle manoeuvre.



Sarychev (1971)

1. Nd6+ Ke7

Black does not have a great choice. He must attack the knight. Otherwise White will protect the f-pawn by Rb2. After 1. ... Kd7 2. Rd1 White creates a winning battery and saves the pawn.

2. Nxf5+ Ke6

The best chance. After 2. ... Kf6 3. Ne3 White has a knight fork.

3. Nd4+ Kd5

White appears to have played all his trumps, but he still has another battery at his disposal.

4. Rb2 Kxd4 5. Rd2+ Ke4

Or 5. ... Ke5 6. f4+

6. f3+

White wins the rook.

MATE

Attacking the king tends to happen in the middlegame. The positions we shall now look at prove that mate in the endgame is not such an improbable idea.



Gulko-Makarichev, Moskou 1974
 White is expecting a technically demanding task. Fortunately a direct mating attack is also possible.

1. Nf5+

First 1. Rg8+ Kh6 2. Nf5+ is also possible.

1. ... gxf5 2. Rg8+ Kh6 3. g5+ fxg5 4. hxg5+ Kh5 5. Bf3#



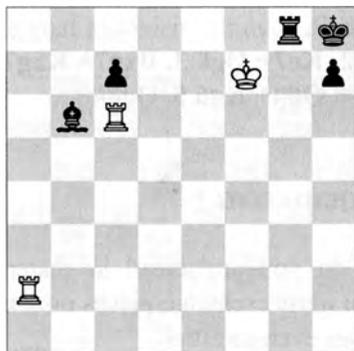
A typical position, in which Black goes all out for the win. Unfortunately, though surrounded by its own pieces, the black king is not safe.

1. Rd4 Bc2

Aimed against the threat 2. Qd3+.

After 1. ... Qa6 White wins in the same way.

2. Rd2+ exd2 3. Qf3+ Ke1 4. Qf1#



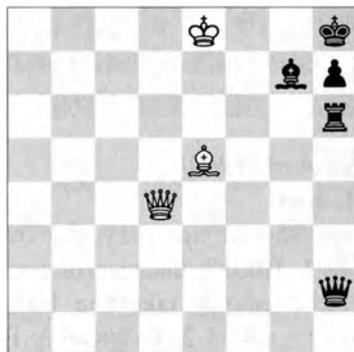
Even hidden in the corner, the king is not safe.

1. Rg6!

A great move. Black cannot capture. The rook must move away.

1. ... Rd8 2. Rd2 Ra8 3. Rdg2

Mate can no longer be prevented.



Fenoglio (1975)

White has very few attacking pieces. He has a battery to thank for his win.

1. Qd8

This threatens a winning discovered check with 2. Kf7+.

1. ... Qa2

The only possible way to prevent 2. Kf7.

2. Ke7+ Qg8 3. Bxg7+ Kxg7

4. Qd4+ Kg6 5. Qg4#

LIQUIDATING

When you are ahead in material, you must exchange pieces or sometimes even sacrifice.

We look at the transition to a pawn ending.



Haggquist (1960)

1. Kc4!

White should not play the over-hasty 1. Bb6?, because of course Black does not take the bishop. After 1. ... Kb5 2. Ba7 Ka6 3. Bb6 cxb6 the position is drawn.

1. ... Ka6 2. Bb6!

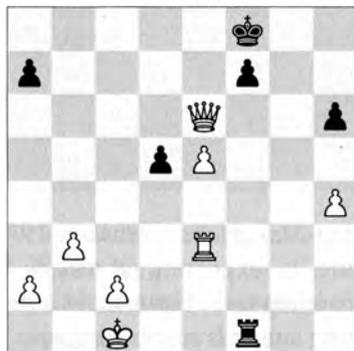
Now that the king is not so far away, the sacrifice is correct.

2. ... cxb6 3. c6 Ka7 4. Kb5

Ka8! 5. Ka6! Kb8

6. Kxb6 Kc8 7. c7 Kd7 8. Kb7

White wins.



Black gave an intermediate check before recapturing the queen. Not so clever, since White can now avoid the rook ending, (which is harder to win).

1. Re1! Rxe1+ 2. Kd2 fxe6

3. Kxe1

White has a simple win in the pawn ending.



Nadareishvili (1962)

The stronger side must be careful when liquidating. Sometimes the

defender has at his disposal more ways of escaping than it might appear.

White can promote and exchange queens. Are things so simple? No!

1. bxa8R+!

After the logical 1. bxa8Q+? Kb2
2. Qb8 Ka1! 3. Qxb3 (otherwise what arises is a queen ending which cannot be won) Black is stalemated.

1. ... Kb2 2. Rb8 Qxb8+ 3.

Kxb8

The liquidation was a success.

In queen endings an extra pawn is harder to convert because the opponent is continually threatening to give perpetual check. The best strategy in such endings is therefore to force an exchange of queens.



First we look for the squares on which an exchange can be successfully realised. The outposts in this position are c5, f6, f4, f3, f2 and g4. Then we still have to chase the king on to the correct square.

1. Qd1+ Kb2

There are few alternatives: 1. ... Kxb4 2. Qg4+.

2. Qe2+ Kb1 3. Qe1+ Kc2 4. Qf2+

The goal has been achieved.



Z. Polgar-Bischoff, Dortmund 1985

The win is no easy task on account of Black's bad king position. Black was certainly specifically looking for a way to liquidate. (A good tip: if you don't look, you won't find!)

1. ... Rg3+! 2. Bxg3 c4+! 3. Kd4 Qd2+ 4. Kxc4 Qe2+ 5. Kb4 Qxb5+ 6. Kxb5 fxc3

The g-pawn is decisive.



When liquidating, you need to know your pawn endings.

1. Rc8 Kd6

Now White has to exchange cleverly by first taking with the rook and thus winning a tempo.

2. Rxc5 Rxc5 3. h4 Kd5

A necessary loss of a tempo.

4. Bxc5 Kxc5 5. g5 hxg5 6. f6!

(Take another look at the section on breakthroughs in Chapter 8!)

So, not 6. h5 Kd6 7. f6 Ke6 8. fxg7 Kf7 9. h6 g4 10. Kg2 e4 with a draw.

6. ... gxf6 7. h5

White wins.

In more crowded positions liquidations do not happen so often, but they do from time to time. A nice example of this is illustrated in the next diagram.



Ramirez-Miranda, ARG 1997

Black manages to swap off all the pieces in the shortest possible time. Capturing on d5 does not come into question as long as the white

queen is able to recapture. So the queen has to be lured away first.

1. ... Qe1+ 2. Qg1 Rxh2+ 3. Kxh2 Qh4+

The point of the rook sacrifice. White has to abandon the protection of his rook.

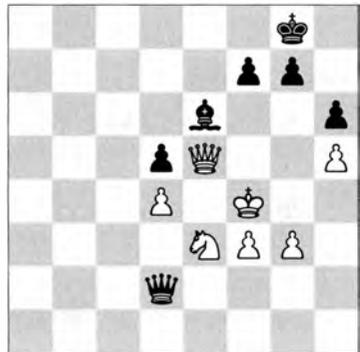
4. Kg2 Qxg5+ 5. Kf1 Qxg1+ 6. Kxg1 Nxd5 7. cxd5 Kd6

The rest is child's play.

ZUGZWANG

Zugzwang was already treated in the previous steps. Now you have to develop a nose for positions in which zugzwang occurs.

One hint is, whenever the opponent's pieces only have a few moves. Your question then is: "What would my opponent play if it were his move?"



Black also asked this question. It is easy to see that White only has a check on b8. Any other move loses on the spot.

1. ... Kh7!

It would be silly to play 1. ... Kh8
 2. Qb8+ Kh7 3. Qe5, and Black has no useful move (3. ... Qc1 4. g4).



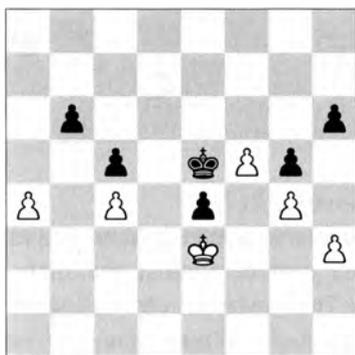
White's advantage in material is not sufficient. The constricted position of the rook on h1 forces Black into king moves. However, he soon runs out even of them.

1. Rc1 Ka4

Because of the battery on the back rank The king can no longer go on to a black square.

2. Rb1 h5+ 3. Kg3

Black has no more moves.



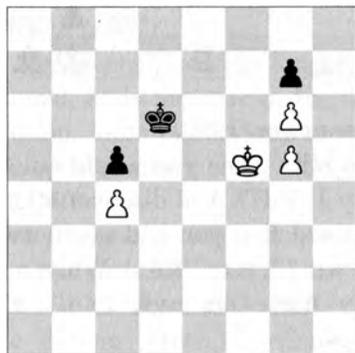
Logically, zugzwang frequently

appears in pawn endings. Then the only pieces are the kings. If Black had the move, he would lose at once. It is possible to "transfer" the right to move to his opponent in a subtle way.

1. Kd2 Kf6 2. Ke2 Ke5 3. Ke3

White has completed a "triangle" with his king. "Triangulation" is a technical term which is used in the world of chess.

Black does not have enough squares available to be able to imitate his opponent.



Maiselis (1956)

In this position too, triangulation by the king is decisive.

1. Kf4

A characteristic of the triangle is that it makes no difference whether the king's first move is diagonal or straight. This means that 1. Ke4 Ke6 2. Kf4 Kd6 3. Kf5 is also possible.

1. ... Ke6 2. Ke4 Kd6 3. Kf5 Kd7 4. Ke5

White wins.

All the other pieces (except the knight) can also triangulate (even if it is not a real triangle that they make). This is helpful, because in many positions it is necessary to “lose” a move, so that it becomes your opponent’s turn to move.



Katsnelson (1990)

In a blitz game you would quickly play 1. Rd7? And discover after 1. ... Kxc4 that you had given away the win (2. Rxe7 Kd5). White must only move the rook to d7 after Kxc4.

1. Rd5!

Threatening 2. Rxc5, and after 1. ... Kxc4 then 2. Rd7 decides matters.

1. ... Kb4 2. Rd3

This forces the capture on c4.

2. ... Kxc4 3. Rd7 Kb5 4.

Rxe7 Kc6 5. Rd7

White wins.

In the next position Black is controlling the white king; if the king could move Black would be mated. So the bishop plans to lose a tempo.



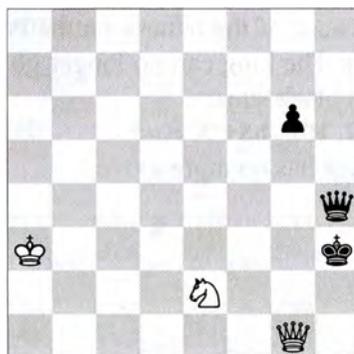
1. Bg2

1. Bf3 and 1. Bh1 would also win, but it takes a bit longer.

1. ... Qb2 2. Be4 Qb4 3. Bd5

It is Black to move and he will be mated.

The motto is that if the opposite side still has pawn moves, get him to use them up with tempo moves.



Drewitt (1917)

The black queen has no move. It must protect against the mate on g3. The pawn moves will soon be exhausted. White has to make waiting moves with his king, while not allowing Black to be able to

check with the queen.

1. Kb3 g5 2. Ka3 g4 3. Nf4#



Rinck (1926)

Here too, Black does not have a good move.

1. ... Rxc7 2. Qf8+

1. ... Qa8 2. Qf8+

1. ... Qxc7 2. Qf8#

Wanted: a useful waiting move with the king. If it is on the 4th or 5th rank, then there follows a rook check on d4 or d5. On the 6th rank g6 is no good because of the check on b1 and neither is f6 because of check from b2.

All that is left is:

1. Kh6!

White still has to win the queen versus rook endgame, which is not easy but it is a theoretical win.

DEFENDING AGAINST PASSED PAWNS

In Chapter 2 we learned that passed pawns can be extremely strong. In this case they can still be very annoying; however, there is

now something that can be done to combat them. Weapons:

- counter-attack (playing for mate)
- the double attack



Krikheli (1987)

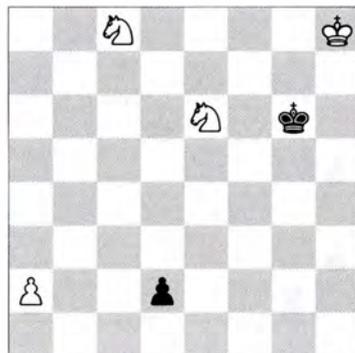
If the pawns can no longer be stopped, as is the case in the next position, there is only one remedy left: counter-attack.

1. Nf5

In any case, this move stops 1. ... a2, since then: 2. Bxa2 c2 3. Bf7#

1. ... c2 2. Bxc2 a2 3. Bb3

The double threat of winning a pawn / mate is decisive.



Rinck (1919)

The double attack is a strong weapon in the battle against passed pawns. A piece can capture the passed pawn or the new queen with tempo or else keep an eye on any possibility of castling.

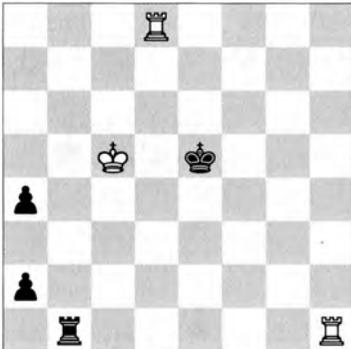
1. Nf4+ Kh6

The only move with which the pawn can be brought to the point of queening.

Other options:

- A) 1. ... Kf7 2. Nd6+ Kf8 (2. ... Ke7 3. Nf5+ Kd7 4. Ne3) 3. Ng6 mate.
- B) 1. ... Kf5 2. Nd5 Ke4 3. Nc3+ Kd3 4. Nd1 Kc2 5. Nd6 (or 5. Nf2 Kc3 6. Nd6 Kb4 7. Nde4) 5. ... Kxd1 6. Nc4
- C) 1. ... Kg5 2. Nh3+ Kf5 3. Nf2 2. Nd6 d1Q 3. Nf7#

Pretty examples, but the last two positions are even more remarkable. Mate plays the main part, but if the weaker side does not cooperate, there is a normal technical win.



Wotawa (1948)

The first consolation for White is

that he can draw with 1. R8d1. Black gets a queen but the two rooks are sufficiently strong to stand up to it. The question is whether White can win. Yes. He starts with an extraordinarily elegant move.

1. Rf1!!

This threatens mate on e8. The rook is indirectly protected by an X-ray check: 1. ... Rxf1 2. Re8+ and 3. Rf8+. So Black must make a king move.

1. ... Ke6

After 1. ... Ke6 White has a simple win: 2. Re8+ Kd3 3. Rf3+ Kd2 4. Rf2+ and the black position implodes.

2. Re8+ Kd7 3. Rfe1!

Now the threat is mate on e7. Black allows his opponent the pleasure.

3. ... a1Q 4. R1e7#



Reti (1928)

This appears to be an easy win, but appearances are deceptive. White must beware of stalemate.

1. Bf5+

The first stalemate crops up in the following variation: 1. Bc6+? Kd6
2. Rxe3 e1Q 3. Rxe1 stalemate.

1. ... Kd8 2. Bd7!

and not 2. Rxe3 e1Q 3. Rxe1 stalemate.

2. ... e1Q

2. ... Kxd7 is followed by 3. Rxe3.

3. Bb5!

And there is no defence against mate.

WORKBOOK

49: *Endgame – Mate: A*

Look for a mating pattern. Of course you will have to reach your goal by means of combinations. Eliminating a defender can often help. Try to shut in the opposing king. Make use of “quiet moves” and zugzwang.

50: *Endgame – Material advantage: A*

A lead in material is not enough for you to be able to rest on your laurels. The dangers which are there are:

- too little material (to deliver mate or a theoretically drawn position)
- a fortress
- stalemate

Above all, take good care of your last pawn. Protect and cosset it, defend it indirectly, if you have to then give it up but make sure than in doing so you win.

51: *Endgame – Mastering a passed pawn: A*

There are many ways to stop a passed pawn and in doing so to win. Think of:

- blockading or controlling
- threatening mate
- double attacks (attracting, clearing a square or a line)
- rendering the new queen harmless
- the Réti manoeuvre

52: *Endgame – Liquidating: A*

Useful procedures to reach a won pawn ending are:

- returning your lead in material
- forcing an exchange to create a passed pawn
- exchanging “annoying pieces” (queens!)
- winning a tempo

53: *Endgame - Zugzwang: A*

Take a look at the pieces which are able to move and make sure that:

- there is no longer any possible check
- there is no longer any way to defend against mate

If early on you realise that a position is ripe for a zugzwang, there are various ways for you to “lose” a move:

- keep the opposing king at a distance
- carefully select the route your own king will take
- triangulation
- either play or prevent a tempo move / the tempo moves of pawns:
 - the choice between a double or single move of one of your own pawns
 - keeping in hand the double move of your own pawn
 - preventing the opponent from making a double move

Kramnik



There are all sorts of different types of bishops: good and bad, of the same or of different colours, and many a bishop is even the “wrong” bishop.

The “bad” bishop has already been introduced in the struggle against the knight. In Chapter 9 it was argued that you should not write off the bad bishop straight away. Take a look at the next example.



Botvinnik-Kan, Leningrad 1939

The differing levels of activity between the bishops is crystal clear. The white bishop is, one might say, “bad”. But of course, the decisive factor is how active the bishops are. The bishop on d5 has a central position, it restricts the activity of the rook on d8 and controls many squares in the opposing camp. There is little the black bishop can do to oppose it.

White decides on an effective plan. He first ties down the black pieces to the protection of the pawn on b6.

**1. e4 Bc8 2. Qa4 Bd7 3. Qa7
Be8 4. Rb1 Rd6 5. a4**

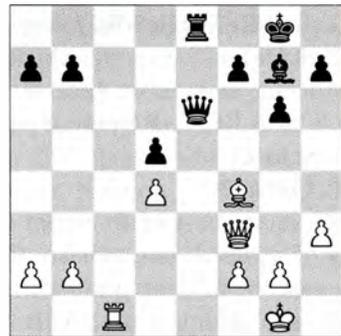
All his pawns are now on white squares. Because of the passive position of the black pieces, c5 can no longer be sufficiently defended by them. So White swaps off the defender on b6.

**5. ... Kh7 6. a5 bxa5 7. Qxa5
Ra6**

Black gets some counterplay, but not much.

**8. Qxc5 Ra2 9. Qe3 Qa6 10.
Rb8 Qa4 11. Kh2 Ra3 12.
Qc5 Ra2 13. Ra8 Qxa8 14.
Bxa8 Rxa8 15. Qxe5 Bc6 16.
Qc7**

Black resigns.



Kholmov-Panov Skopje, 1967

Who is better? Black with the good bishop or White with the more active rook?

1. Be3

Attempts to exchange the d4-pawn for another pawn fail. 1. Rc7 is followed by 1. ... Bxd4 2. Rxb7 Qe1+ 3. Kh2 Bxf2, and 1. Rc5 Bxd4 2. Rxd5 by the strong reply 2. ... Bxf2+. However the move played in the game is very good.

1. ... Bf8

At first glance it is a strange decision just to let the white rook on to the seventh rank. More accurate analysis shows us that Black also has problems in other variations and does not obtain equality. Winning a pawn is safe for White, thanks to his active rook, after 1. ... Qd6 2. Rc5 Rd8 3. Qg3! Qxg3 4. fxg3 Kf8 5. Rc7 Re8 6. Kf2 Re7 7. Rc8+ Re8 8. Rc5. Playing for an exchange of rooks makes the white queen much more active: 1. ... Qd7 2. Qf4 Rc8 3. Rxc8+ Qxc8 4. Qd6, and Black cannot prevent the loss of a pawn.

2. Rc7 Re7 3. Rc5 Rd7 4.

Rc8 Qe7

The lesser evil. After 4. ... f6 (or f5) 5. Bh6 Rf7 6. Rd8 the d-pawn will be lost.

5. Qf4 a6?

Black does not want to accept any loss of material, but as is so often the case in inferior positions this leads straight to a loss. After the logical 5. ... Rd8 6. Rc7 Rd7 7. Rxd7 Qxd7 8. Qb8 Kg7 9. Qxa7 a

pawn is lost without any compensation. But the technique required after that is of quite a high level.

6. Qb8 h5 7. Bh6

White has the choice. 7. Re8 Qb4 8. Qc8 is also very strong.

7. ... Kh7 8. Bxf8 Qe1+ 9.

Kh2 Qxf2 10. Bd6 g5 11.

Rh8+ Kg6 12. Qg8+ Kf5 13.

Qc8

Black resigned.



Anand-Bareev, Linares 1993

Which pawn should Black use to take on c4?

1. ... bxc4

Many players would recapture with the other pawn: 1. ... dxc4 2. Be4 0-0 3. Ra1 Bxe4 4. Qxe4. And Anand describes this position as winning. He continues: "This seems exaggerated, but I can see no hope for Black. Although Black possesses the good bishop, the said bishop does not have a single square. White will penetrate on the a-file and in a short space of time Black will lose b5 and c4. The situation is unusual but White's "bad bishop" is

much better than Black's "good bishop", which is restricted in its mobility by the white pawns."

Moreover, even taking with the b-pawn does not save Black.

**2. Bc2 Bc6 3. Qe3 0-0 4. f5
exf5 5. Bxf5 Qd8 6. Bg4 Bg5
7. Qe2 h5 8. Bxh5 gxh5 9.
Qxh5 Be8 10. Rf6**

Black resigned.

In manuals and in the opinions expressed by many trainers, there is a great tendency to be pessimistic about the future of a bishop when pawns are fixed on squares of the wrong colour.

The next position is taken from the book "Simple Chess" by Michael Stean, an English grandmaster.

In fact the position appears to be absolutely simple. Two positional factors catch the eye: the open d-file and the fact that Black's bishop is worse.



1. ... Red8!

A move which was not mentioned by Stean. He correctly points out

that the occupation of an open file does not make sense until one can use it to penetrate.

That is true, but here the rook move is purely intended defensively: White must on no account penetrate. The first thing that has to be done is to stem the activity of the white rooks.

Stean points out: "1. ... Kh7! 2. Rd1 Red8! (not 2. ... Rad8 3. Be3 gaining a tempo with an attack on a7) 3. Be3 Bh6! 4. Bc5 Bg5, and after the transfer of the black king to e6 brings about approximate equality".

(As we go on, we shall see whether that is correct.)

Strange, because Black still has the worse bishop. Apparently other factors have their role to play also. White can simply dispose of the black defence with 3. Bg5 f6 4. Be3 Bh6 5. Bc5 and he has a major advantage. This order of moves (starting with Red8) enables Black to avoid this problem in any case.

2. Be3 Kf8!

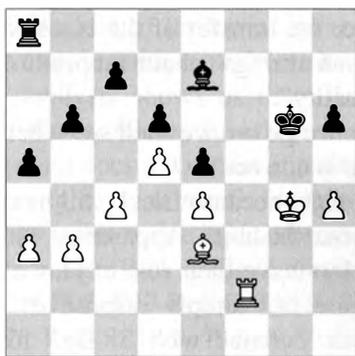
We are in an endgame; every piece must play its part. The centralising of the king is often a good plan. Here the king has the useful function of keeping a white rook out of Black's position. Here too Black can try to exchange bishops: 2. ... Kh7 3. Rhd1 Bh6 4. Bc5 Bg5 (the position in which Stean thought that Black should have held the position) 5. Bd6! f6 (5. ... Bf6 is strongly met by 6. Bc7) 6. Be7

Rxd1 7. Rxd1 Rg8 8. Rd6!, and White has a major advantage.

3. Rhd1 Ke8

White is better, but finds it hard to make progress. After 4. Rxd8+ Kxd8 5. Rd1+ Ke8 (followed by Bf6, Bd8, a6 (Bb6), Bc7 and Rd8 Black can defend the position).

In the starting position, Black is almost level, but certainly not because he can exchange the bad bishops.



Kalinin-Kondratiev, Moscow 1996
Black has not only been left with the worse bishop, but also with a more passive rook. That is worrying. All White's pieces, on the other hand, are active.

1. h5+ Kg7 2. Kf5 Bg5

A waiting game can sometimes be the best defence. But not here; after 2. ... Kf7 3. Rg2 (better than 3. Bxh6 Rg8 4. Rf3 Rg2 with some counterplay) 3. ... Rh8 4. Rg6 Bf8 White brings his c-pawn to c6 by means of a3, b4 and c5 and thereafter his bishop to a5.

3. Rg2 Rf8+ 4. Ke6 Rf6+ 5.

Kd7 Rf7+ 6. Kc6 Kf6 7.

Rf2+ Ke7 8. Rxf7+ Kxf7 9.

Bf2

Black resigned.



Rublevsky-Romanov

Alma Ata 1991

The bishop on b7 is permanently bad (optimists can see it appearing on h5 at some point). There are too many pawns on the wrong colour of squares. Amusingly, that can also work in Black's favour: the white bishop may be good, but it cannot achieve anything against Black's pawn wall. If it is Black's move, he can completely close the position, after which White can hardly break through. Unfortunately it is White's move.

1. g4! gxf4 2. exf4 Qxg4+ 3.

Kh1 Qg6 4. Rg1 Qf7 5. Rg3

The pseudo-sacrifice 5. Bxf5 exf5 6. e6 Qf6 7. exd7+ Kxd7 is far less clear than the game. The result of the pawn sacrifice is easy to see. White gets control over the g-file. Keep an eye on both bishops.

5. ... 0-0-0 6. Rag1 Rhg8 7.

**Qg2 Rxc3 8. Qxc3 Nf8 9.
Qh4 Ng6 10. Qxh6 Rg8 11.
Bd1**

The white bishop gets involved and the game comes to a rapid end.

**11. ... Ne7 12. Bh5 Rxc1+
13. Kxc1 Qg8+ 14. Kf2 Kd7
15. Qf6**

The threat of 16. Bf7 cannot be parried.

In openings like the French and the Dutch (Stonewall), you have to accept having the bad bishop from the start. In most positions the bad bishop is the result of weak play or a deliberate strategy on the part of the opponent.



Portisch-Radulov, Moscow 1977

1. c5!

With this very strong move White fixes the black c-pawn on a light square and temporarily condemns the bishop on b7 to the role of a spectator.

1. ... Qe7

Sad, but taking on c5 costs a piece:
1. ... bxc5 2. dxc5 Nxc5 3. Qb4

Qe7 4. Rac1 Rfd8 5. Rxd8+ Rxd8
6. Qxc5.

2. b4 Rfd8 3. Qc2 Nf6 4.

Ne5 Nd5 5. a3 b5

Black wants to prevent Nc4-d6. A better move is 5. ... Ba6.

6. Be4 g6 7. h4 a5 8. bxa5

Ra8 9. a4 b4 10. Bxd5 Rxd5

11. Rab1 f6 12. Ng4 Rad8

13. Rxb4 Bc8 14. Ne3 R5d7

15. Rb8 e5 16. d5 cxd5 17.

c6 Rd6 18. c7 Rf8 19. Rxd5

f5 20. Qc5 Re6 21. Qxe7

Rxe7 22. Rxc8 Rxc8 23.

Rd8+ Re8 24. Rxe8+ Rxe8

25. Nd5

Black resigned.



Karpov-Lautier, Biel 1992

Black is threatening c5; White's first move is obvious.

1. Bf3 Ba8

Again, he threatens c5. The solution is not so simple.

2. Rxd8 Rxd8 3. Rd1 Rxd1+

4. Bxd1 Qd8 5. Bf3 Qd2

Black still had time to activate his bishop. However, the queen is all the more active and the bishop will

not need to be worried any more after 6. Qe2 (what else?) 6. ... Qxe2 7. Bxe2 c5. Karpov turns all his attention not to the question of material, but to the bishop on a8. He gives up a pawn.

6. b3 Qxa2 7. b4 Qa1+ 8. Kh2 Qa6

The move 8. ... Qb2 was interesting to use the queen to run interference. White gets a strong passed pawn after 9. b5 Bb7 10. bxc6 Bc8 and a defence is probably impossible: 11. c7 a5 12. Qc6 Qxe5+ 13. g3 Qc5 14. Qd8 with the intention 15. Bc6 and 16. Be8.

The move played is probably enough to draw.

9. Qd4 Qc8 10. c5 bxc5 11. Qxc5 a6 12. Qe7 g6 13. h4 h5 14. Kg3 Qb7?

Lautier is eager to exchange queens, but he should have kept the queens on. The queen is passive but also limits the activity of the white queen. Now the white king can enter. The move 14. ... Qb8 holds.

15. Qxb7 Bxb7 16. Kf4 Kf8 17. Kg5 Ke7 18. Be4 Ba8 19. f3 Bb7 20. g4 Ba8 21. gxh5 gxh5 22. f4 Bb7 23. Bf3 Ba8 24. Kxh5

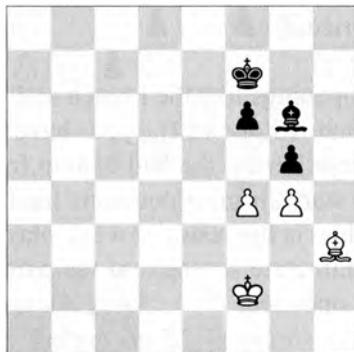
Black resigned.

BISHOPS OF THE SAME COLOUR

In bishop endings things are worse whenever the pawns are on squares of the wrong colour. However,

activity remains the most important factor.

The next study is a convincing example. White manages to make the black bishop passive. It is absolutely no problem that the white pawns are on the wrong colour. Black cannot attack them!



Makarichev (1990)

Here the active “bad” bishop is better than the “good” one.

1. f5! Bh7 2. Bf1

It is important to prevent Black from being able to bring his bishop into the game.

2. ... Ke7

Black cannot activate his bishop. The pawn ending after 2. ... Bg8 3. Bc4+ Kf8 4. Bxg8 Kxg8 5. Ke3 Kf7 6. Kd4 Ke7 7. Kc5 Kd7 8. Kd5 Ke7 9. Kc6 is lost.

3. Bc4 Kd6 4. Ke3 Ke5

The king has to give way. Even after 4. ... Kc5 5. Be6 Kd6 6. Kd4.

5. Be6 Kd6 6. Kd4 Kc6 7.

Bf7 Kd6 8. Bd5 Ke7 9. Kc5

Kd7 10. Bc4 Ke7 11. Kc6

Kd8 12. Kd6 Ke8 13. Be6

Kd8 14. Bf7

White wins.

Now it is the turn of the really bad bishop. In this position the bishop is very bad because of its total lack of mobility. Its only task is to protect the d-pawn.



Kovalenko (1976)

1. Ld4

White must not take his task lightly. After 1. Bd8? Bc7 the win has been given away (2. Bxc7 stalemate).

1. ... Ba7 2. Bb6 Bb8 3. Ka5!

3. Kb5? is inaccurate: 3. ... Kb7 4. Ka5 Ba7.

3. ... Kb7 4. Kb5 Kc8

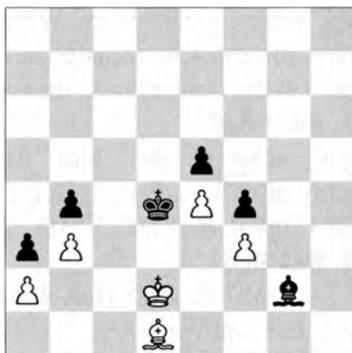
Or 4. ... Ka8 5. Kc6.

5. Ka6!

5. Kc6? would be bad: Bc7 6. Bxc7 stalemate.

The bad bishop can only defend two weaknesses if it cannot be put in zugzwang.

The defending side can often be defeated by triangulation.



*Argandona-Huesmann
San Sebastian 1995*

1. ... Bf1

Black must reach this position when it is his turn to move.

2. Bc2 Bb5 3. Bb1 Ba6 4.

Bc2 Bf1 5. Ke1

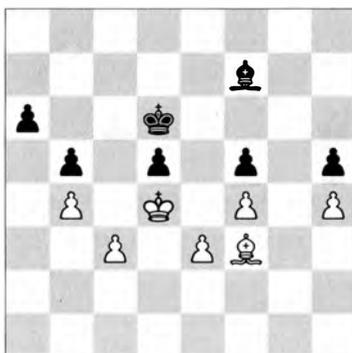
White is in zugzwang after 5. Bd1 Bd3.

5. ... Bg2 6. Bd1

After 6. Kf2 the king penetrates to c3.

6. ... Ke3

Black wins.



Averbakh (1954)

In this position Black is in zugzwang if it is his move. Thanks to

Black's three weaknesses, White's bishop manages to transfer to his opponent the obligation to move.

1. Bd1! Be8

White achieves his aim more quickly after 1. ... Bg6 2. Bc2 Bh7 3. Bb3 Bg8 4. Bd1 Bf7 5. Bf3.

2. Bc2 Bg6

Or 2. ... Bd7 3. Bd3 Be6 4. Be2 Bf7 5. Bf3 and wins.

3. Bb1 Bh7 4. Bd3 Bg6 5.

Bc2 Bh7 6. Bb3 Bg8 7. Bd1

Bf7 8. Bf3

The starting position has been reached again, but with Black to move.

The passed pawn

The endgame with bishops of the same colour also makes use of some specific techniques for the promotion of a pawn.



1. Ba2! Bxa2 2. b4+

He takes advantage of the fact that promotion will follow the *en passant* capture.

2. ... Ka6 3. b5+

Back in Chapter 2, we saw the problems faced by the bishop trying to struggle against widely separated passed pawns.

3. ... Ka5 4. b6 e3 5. b7

Bd5+ 6. Kxd5 e2 7. g8Q

White wins.



Amirjan (1984)

Luring a defender away and winning a tempo play the main part in this study.

1. Bf3 Bc8 2. Bh5 Ke3

Heading for h6! After 2. ... e4 then 3. Bg6 wins simply.

3. Bg6 Kf4 4. Bxh7 Kg5 5.

Bf5

A necessary gain of tempo. After the capture on f5, 6. h7 is decisive.

5. ... Ba6+ 6. Bd3

Active king

As in almost all endgames the activity of the king is important. In the next game extract, the player with Black sacrifices a pawn in order to penetrate with his king.



Nowak-Pachman, Solingen 1968

1. ... f4!

Black wins simply. The king gets through to d4.

2. exf4 Bd7

The white passed pawn is not dangerous, but there would be no need to let it advance.

3. Kd2 Kd4 4. Be2 c3+ 5.

bxc3+ bxc3+ 6. Kc1 Bf5 7.

Bb5 Ke3 8. Bc6

After this, White resigned.

BISHOPS OF OPPOSITE COLOURS

In endgames with bishops of opposite colours, material does not play such an important role as in other endgames. Exchanging pieces, the correct strategy when you are ahead in material, will hardly work because the bishops cannot attack each other. That is an advantage for the defending side.

The magic way of obtaining a draw is to fix the opponent's pawns on squares of the same colour as that of his bishop.



1. Bg6

Or other bishop moves (along the correct diagonal!) or 1. Kf8. Of course not 1. Kxf6 on account of 1. ... Kg8, and Black wins. Take a good look at that one!



White draws by fixing the black pawns.

1. Ba3 d5 2. Bd6 e4 3. Be5

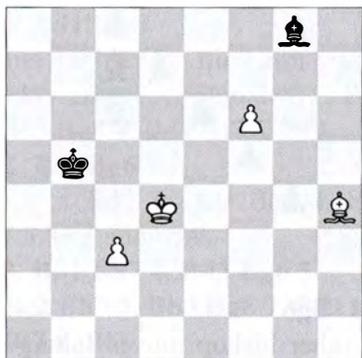
Kf7 4. g3 g6 5. Ke3 Ke6

6. Bf4

White puts his king on d4, and Black can no longer get through.

The defender's task is harder when the pawns are not connected. Then what is very important is whether

the bishop can fulfil a double function.



The bishop on g8 is stopping the two pawns on the same diagonal. The position can be defended with the help of the king.

1. Ke5 Kc6 2. Kf5 Bf7 3. Kg5 Kd7 4. Kh6 Bc4 5. Kg7 Ke8

Black achieves a draw.

But, oh dear, if we give White some help by moving the c-pawn beyond the c4-square....

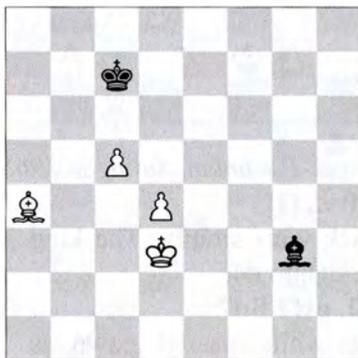


1. Ke5 Bf7 2. Kf5 Kc6 3. Kg5 Kd7 4. Kh6 Bd5 5. Kg7

Ke8 6. c6

White wins.

The double function can also help the defending side against connected pawns.



For the moment, Black is still stopping the white pawns.

1. ... Bf2

1. ... Bh4 is also good, so as to get to e7 immediately.

2. Kc4 Bh4! 3. d5 Be7

Simply not 3. ... Bg3 on account of 4. Kd3 Bh2 5. Ke4 Bg3 6. Kf5 Bf2 7. d6+.

After the text move the bishop is ideally placed. It is attacking the c5-pawn, so that the white king cannot be manoeuvred round to e6. In addition, the bishop is always ready to sacrifice itself after d6+.

Of course, this defence only works if the bishop can make a waiting move along the same diagonal. But the bishop has no chance against pawns on the sixth rank because its diagonal is too short. However, there is always an exception,

namely when one of the pawns is a rook pawn. We shall take a look at this situation in a game between two talented young players. It will be some time before Black has two connected passed pawns.



*Arthur Pijpers-Anne Haast
Venlo, Dutch Youth Championship
2007*

1. ... Kc4

The most promising try. In the game 1. ... Kc6 2. Kf4 a5 3. Ke3 Bc4 4. Bxb6 was played, with a draw. Black has the wrong bishop. 4. Kd2 b5 5. Kc1 is also insufficient.

2. Kf4 a5 3. Ke3

The pawn on b6 is taboo: 3. Bxb6 a4. Manoeuvring with the bishop does not help either: 3. Bf6 a4 4. Be7 Kxc3, and the connected pawns can no longer be stopped.

3. ... a4 4. Kd2 a3 5. Kc1 b5

6. Bf6 Kb3 7. Be5

This is the best. The draw, of which there was some question, occurs after 7. c4 Kxc4 8. Bg7 Kb3 9. Bf6 b4. Black can no longer

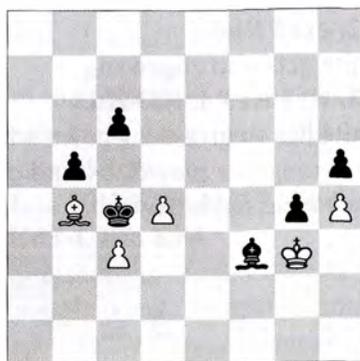
win.

7. ... a2 8. c4 bxc4 9. Kd2

Draw.

The king stops the passed pawn

In general, the best defensive setup is when the king is blocking the opposing passed pawn. The bishop has to defend pawns on the other wing. That mainly happens simply when the pawns are fixed on the correct colour and when the opponent cannot create a second passed pawn.



It is not difficult to draw in this position. The bishop has a useful waiting move. White moves his bishop back and forward between a5 and b4 or his king between g3 and f2.

As soon as the bishop's diagonal is too short there are problems. In the following position that is the case. Black wins with a pretty pawn sacrifice.



1. ... b5

White suddenly has major problems. There is no hope after 2. Bxb5 Kxb3, and the a-pawn decides matters. The alternative is not much better.

2. cxb5 Bb6

White gets into zugzwang.

3. Ke2 Kc3 4. Kf3 Kd3

White has to give the f-pawn a free run through or play 5. b4 and give Black a passed b-pawn.



The diagonal f1/h3 of the defending bishop is too short. The pawn on h3 is a weak one. It has to remain weak.

1. ... Bg5!

The only move. Or else White plays g5, after which the h-pawn can be defended from the much longer h3-c8 diagonal. After 1. ... Kd6? 2. g5 hxg5 3. Bh5 White has a blockade on both wings (despite being three pawns down).

2. Bg8 Kd4

The black king will win the h3-pawn, and the white king loses time capturing the black pawns.

3. Kxb4 Ke3 4. Kxa3 Kf3 5.

Kb4 Kg3 6. Kc3 Kxh3 7.

Kd3 Kg2 8. Bd5+ Kg1 9.

Ke2 h3 10. Be4 h2

Black wins.

The bishop stops the passed pawn

The bishop is much less suited to stopping a passed pawn. The opposing king can simply chase the bishop away and often the passed pawn costs the bishop its life. A principle which has already been mentioned plays an important role.



The black king has broken through and the g-pawn will cost White the

bishop. The a-pawn will be decisive. The d-pawn is doing no harm. The bishop on d8 is fulfilling two functions on one and the same diagonal:

- The bishop is protecting the a-pawn
- The bishop is stopping the d-pawn

From the moment when the bishop has to carry out both functions on different diagonals, the win is no longer possible.



In this diagram the e-pawn lures the bishop away from the protection of the a-pawn.

WORKBOOK

54: Strategy – Good + bad bishops: A

For the side with the bad bishop, the following strategy can be recommended:

- exchange the bishop (for another bishop or a knight)
- activate the bishop (have it do something sensible)
- put pawns on squares of the correct colour

If you are playing against the bad bishop, you have to:

- prevent it being exchanged

White draws with **1. e6** followed by **2. e7**.

The final example demonstrates that the bishop may be well placed but that there are problems because the bishop's diagonal is too short.



With the bishop on b4 the position would be a clear win. But now Black can draw.

**1. ... Kd3 2. h6 Ke2 3. Bh4
Kd3 4. Bf6 Kc4.**

The bishop is forced on to the wrong diagonal. There is nothing which can be done to prevent b6-b5-b4.

- create a second weakness (the first weakness is the bishop!)
- exchange other pieces (so that the bishop becomes worse)

55: Endgame strategy - Good + bad bishops: A

For the side with the good bishop, the following strategy can be recommended:

- make use of zugzwang
- enter the opponent's position with the king (sacrifice a pawn if necessary)
- limit the mobility of the enemy bishop

56: Bishop endings (same coloured) – Passed pawn: A

Take another look at what was said in Chapter 2 about the promotion of the passed pawn. Effective techniques in bishop endings are:

- helping
- eliminating the defence (luring away, blocking, interfering)
- keeping away from the opposing king
- gaining a tempo
- making use of zugzwang

57: Bishop endings (same coloured) – Technique: A

Useful techniques in endings with bishops of the same colour are:

- making the bad bishop worse (fixing pawns, hemming in the bishop)
- making use of zugzwang
- exploiting a badly positioned king
- activating your own king

58: Bishop endings (opposite coloured) – Passed pawn: A

See the section on passed pawns with bishops of the same colour.

59: Bishop endings (opposite coloured) – Defending: A

In bad positions it is important:

- to block
- to force pawns on to squares of the colour of the opposing bishop
- to stop any passed pawn as soon as possible
- to have the bishop fulfil a double function (attacking pawns and tying up the king)
- turn an opponent's b-pawn into the wrong rook pawn

In good positions you have to:

- prevent a blockade, whatever the cost (if required, sacrifice a pawn)

- have the bishop fulfil a double function (defending your own pawn + stopping an opposing pawn)
- fix weak pawns

60: *Bishop endings (same coloured) – Defending: A*

In bishop endings you can make use of types of defence from other end-games. The following types of defence are represented on the exercise page:

- forcing stalemate
- constructing a fortress
- leaving your opponent with the wrong bishop
- a theoretical draw (e.g. by taking the last pawn)

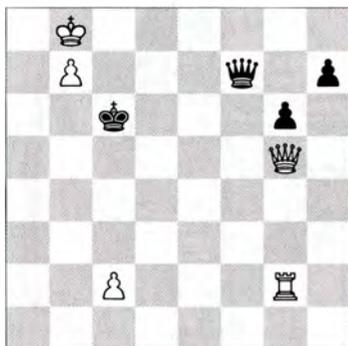
Hort-Timman



Not everyone is a fan of defending. Attacking is much more fun. Nevertheless, it is worthwhile immersing oneself in the subject of defence. It can mean the gain of some important points.

In the first part of this chapter, we shall take a look at some defensive options for when you are facing mate. The vast majority of examples are to do with the attack on the king. The refutation of tactical subtleties will be dealt with at the end of the chapter.

DEFENDING AGAINST MATE



Cohn

White is a rook up, but Black is threatening mate in one. The b7-pawn cannot be defended, and moving away with the king does

not really help. The only option is to eliminate the attacking queen.

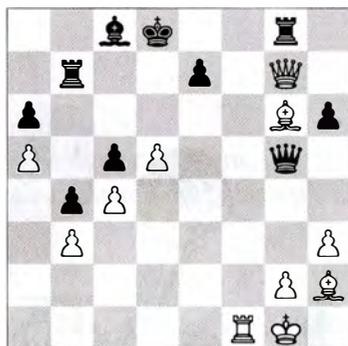
1. Qxg6+!

A spectacular queen sacrifice.

1. ... hxg6 2. Rxg6+ Qxg6

3. Ka8

White has invested 13 points in his defence, but with his now unstoppable promotion he will secure a draw.



Of course the queen on g7 is taboo in view of mate: 1. ... Rxg7 2. Rf8+ Kd7 3. Be8+ Kd8 4. Bc6#. White had such a lovely plan. He is threatening to take on g8 and 1. ... Re8 is no good on account of 2. Bf4. And 1. ... Qxg6 2. Rf8+ Rxf8 3. Qxg6 is good for him too. The attacking bishop can be eliminated by manoeuvring it into a pin.

1. ... Qxg2+! 2. Kxg2 Rxg7

3. Rf8+ Kd7

Now 4. Be8+ is an illegal move.

What is particularly unfortunate for White is that his bishop will also be lost.



Black appears to have no hope. Running away with 1. ... Ke8 costs material. Here too, a queen sacrifice is the saving grace..

1. ... Qc4+ 2. Rxc4

After 2. Kg2 Black captures on g4 with check: 2. ... Qxg4+.

2. ... Rxh7 3. Rxh7 Kg8 4. Rh6 Kg7

Black has nipped the attack in the bud in the most inventive of ways.



In the third example, the correct defence is to make an air-hole for

the king.

The move just played, 1. Rd6, looks dangerous: 1. ... Qxb5 2. Qxb5+ Rxb5 3. Bc6+ winning. 1. ... exd6 leads to mate: 2. Bc6+ Kd8 3. Qe8#. The solution is the creation of an escape square for the king.

1. ... Bc3+! 2. bxc3 exd6 3. Bc6+ Kf8

DEFENDING AGAINST AN ATTACK

World Champion Capablanca was considered almost unbeatable in his day. All his losses in serious play have been collected in a book. It is not a thick book and contains only 36 games. His advice to defenders was simple: "Make sure you have the correct number of defenders, not too many and not too few". Unfortunately, in order to evaluate that correctly you have to be able to play chess as well as the Cuban could.



Black has managed to defend economically. Apart from his king and

pawn only the knight is defending. As will turn out, that was absolutely all that was needed.

1. ... Ng6

The knight keeps all of White's attacking pieces in check: queen, rook and two bishops. Other defenses are worse: 1. ... f6 2. Bxf6 or 1. ... g6 2. Qc3.

2. Qc3 f6 3. Bxg6 hxg6 4.

Rxg6 Be4

A new defender comes on the scene. White's attack has been beaten off, Black is simply left a pawn up.

Do not weaken the position

Weaknesses are a target, something to latch on to, for which the attacking side will be thankful. So, the logical conclusion is: avoid weakening (pawn) moves.



Black's king position is slightly weakened. No problem, if Black now simply continues with 1. ... Qf6. A second weakening will be fatal.

1. ... g6?

Black wants to chase away the strong knight and capture on h4. Suddenly, the cooperation between the four attacking pieces gets going.

2. Re7!

Even if the bishop on b7 were protected, this rook move would be decisive. On account of his weaknesses, Black can no longer protect f7 (the threat is 3. Nxb6+ with a quick win).

2. ... gxf5

There are two ways for Black to surrender his queen and neither is satisfactory: 2. ... Bxe7 3. Nxb6+ Kh8 4. Nxf7+ or 2. ... Qxe7 3. Nxe7+ Bxe7 4. h5. White wins.

Keep the position closed



Panov-Kan, Tiflis 1937

1. ... g5!

White was threatening to open the h-file by taking on g6. Black has to put off his own attack a little bit longer. After 1. ... Nxb2 2. hxg6 fxg6 3. Bd2 h5 4. gxh5 g5! (the

best try; after 4. ... Nc4 5. hxg6 Nxd2+ 6. Rxd2 Bxc3 7. Qh7+ Kf8 8. g7+ Bxg7 9. Rg2 the attack will break through) 5. Rdg1, and White gets there earlier.

2. Rd3

The player with White accepts his fate. After 2. Bxg5 Nxb2 3. Kxb2 Rxc3 4. Kb1 Qb6 Black is threatening to take on b3. His attack is much stronger.

2. ... Be5 3. Qg1 f6

Now there is no question of an attack. The game continued:

4. Qxa7 Qd7 5. Qg1 Qc6 6. Nd4 Qb6 7. Nb3 Qa6 8. Qc1 Bf4 9. Qd1 Ne5 10. Ne2 Nxd3 11. cxd3 Ra8 12. a3 Qb6 13. Nbd4 Be5

Black won of course.

An opposing pawn is an excellent defender of one's own king. Since taking your own pawns is illegal, a pawn like that can really get in your way.



Sutovsky-Kudrin, Philadelphia 1993
Black has a strong attack. It is time

White got his own attack going.

1. g4

White prepares to double rooks on the h-file, because it is still too early to play 1. Qh6. The move is also helpful, with Nd3, in keeping the queen away from e5.

1. ... axb3 2. a3!

That's the trick. The b3-pawn does no damage, and because of the pawn neither do the black rooks. Before Black has directed his forces at a3, White's own attack can gather force. First he has to prevent 3. Nd3 and 4. Qh6.

2. ... Bc4 3. Rdh2 e5

Running away with the king achieves nothing: 3. ... Kg7 4. Rh7+ Kf6 5. g5+ Kf5 6. Qe4+.

4. Qg5

Black resigned.

Swap off attacking pieces



When attacking the king, a main rule is: bring up your forces. It is logical that the defending side should exchange off as many attacking pieces as possible.

The white attack is dangerous. Despite the numerous defenders, the h7-square can hardly be protected. So Black must turn to a useful defensive technique: exchange off attacking pieces.

1. ... Bf2

Other defensive moves lose, are bad or insufficient.

- A) 1. ... gxf6 2. Bg7 with mate.
- B) 1. ... gxh6 2. Qxh6 with a win.
- C) 1. ... Qxf6 2. Bg5 Bf5 3. Bxf6 Bxf6 4. Qxf6 gxf6 5. Bxf5, and White is in no danger.
- D) 1. ... Bxa1 2. Bxg7 Rd1+ 3. Bxd1 Kxg7 4. Qh6+ Kg8 5. Rf1, and Black is only slightly better.

After the successful 1. ... Bf2 most of the attacking pieces disappear.

2. Qxf2 Qxa1+ 3. Qf1 Qxf6

Or, if Black is afraid, 3. ... Qxf1. Black wins without problems.



Black was quickly defeated after 1. ... Re8 2. Nfxh6. Exchanging pieces was the correct strategy.

1. ... Ne5! 2. Rxe5 exf5

A white attacking piece has been

made to disappear in a clever way. That would have left some excitement in the game.

Swapping off attacking pieces sometimes costs material, but is always better than being mated. Usually the attacking side has already sacrificed something, so the loss of material is not so bad. The defending side must always be prepared to return material.



Stahlberg-Soultanbeieff

Ostend 1936

Black has just played the powerful Rf3 (without capturing anything). This bold move threatens a capture on h3. Of course, the rook cannot be taken. Also, moves such as 1. Ra3 d3 or 1. Bxe6+ Rxe6 2. Rxe6 Qf1+ are out of the question.

The normal move is 1. g3, and White must wonder whether he can defend against 1. ... Rxg3 2. hxg3 Qxg3, and then:

- A) 3. Re2 Qxh3+ 4. Kg1 Qg4+ 5. Kh1 Rf8, and the threat of 6. ... Rf3 is decisive.

- B) 3. Qd2 Qxh3+ 4. Kg1 Qg3+ 5. Kh1 Rf8, and Black wins.
 C) 3. Qe2 Qxh3+ 4. Kg1 Qg3+ 5. Kh1 d3 6. Qd2 Rf8 winning.

The answer is no. So White is left with nothing other than returning a piece.

1. Be3

1. Bf4 is also insufficient. The next moves are forced.

1. ... Rxe3 2. Rxe3 Qxe3 3. Qxh5 Re7 4. Rf1 Qe5 5. Qxe5 Bxe5 6. Re1 Bf6 7. Rxe6

This forces the exchange of the rooks. The ending with bishops of opposite colours was drawn.

Bring in defenders



*Smyslov-Polugaevsky
 Moscow 1961*

Black's king position is exposed, there are no defenders nearby, but there are attacking pieces. Smyslov certainly thought that his next move would mean that Black would soon have to surrender.

1. Rf4

1. Rf3 is more obvious, but in that case Black exploits the fact that the king is on g1. Black threatens to exchange queens with 1. ... Rc4 and after 2. Be4 Qxd4+ 3. Kh1 Qxe4 4. Rh3+ Qh7 5. Rxh7+ Kxh7 6. Qh3+ Kg7 7. Qg3+ perpetual check is the best that White can hope for.

1. ... f5!

The only move! At the moment Black has no time to bring up defenders. After 1. ... Nd3 2. Qh4 f5 then 3. Qh6 is decisive. Fleeing with the king costs material: 1. ... Re8 2. Qh3 Kg7 3. Rg4+ Kf8 4. Qa3+.

2. Bxf5

Nor does White have more than a draw after 2. Qg3. Black defends with 2. ... Qc7 3. Qh4 Qxf4 4. Qxf4 Kxh7. The line 2. Qh5 Kg7 3. Rh4 Qf6 would even be bad, leaving, Black in the driving seat.

2. ... exf5 3. Rxf5

With inevitable mate? No!

3. ... Bd3

It is unbelievable but this move secures the half point. White cannot include the rook in the attack without Black being able to interpose the bishop on g6 or h7.

4. Qh5+

White has to be content with the draw by perpetual check. Black's defence was perfect.

When defending it makes sense to look at what your opponent is threatening. That makes finding

the correct defence simpler. But of course you have to work out what the real threat is. That could prove to be a problem in the following position.



Black is thinking: “White is threatening Rh3 and a capture on h6. Then I can defend with Qf8 and all will be well. After a capture on f7 I can play Qf8 or Qh4. Nothing bad will happen so I can play 1. ... Nxd4.”

Unfortunately the threat is more dangerous than that: 2. Bxh6 gxh6 3. Qxh6+ Kxh6 4. Rh3+ and Black is mated.

The emergency brake with 2. ... g6 3. Qh3 Rh8 4. Bg5+ Kg8 5. Qxh8+ does not turn out well either. Bringing up the rook with 1. ... g5 fails to 2. Rf3 f5 3. Rh3 Rg6 4. Rxc5.

Black should not be thinking so far ahead; he should immediately bring in another defender with

1. ... Qf8

White’s attack is not so fearsome. If no defender can be deployed,

then you have to move over to a counter-attack if the king is as badly placed as it is in this position. Black can save the game (avoid losing) with 1. ... Qb6 2. Bxh6 g6 3. Qh4 Rh8 4. Qf6 Qxb1+, and Black gives perpetual check. There is no more in it for either side. However 1. ... Qf8 with a win is the better option.



The first moves you consider in this position (1. b3 Qxb3 and 1. Rd3 Qxd3), have to be rejected straight away. A third move is 1. Qe7. Unfortunately this move is bad after 1. ... Ra4+ 2. Qa3 Rxa3+ 3. bxa3 Qxg2. However, this turned White’s attention to the right procedure: exploiting the fact that the rook was tied to e8. With the help of this piece of tactics, White can bring up a defender to the aid of the threatened king.

1. Bc5! Rxc5 2. Qd8!!

Firstly White uses a bishop sacrifice to entice the rook one rank further up the board, so that the queen can help defend from d8.

Black must now give perpetual check on a4 and c2. After 2. ... Kf8 White plays 3. Qd2, and Black remains a piece down without compensation.

In the following game between two young players (Werle is now a grandmaster!) White almost has a winning advantage. Both sides make instructive mistakes.



Werle-Kodentsov, The Hague 1996

1. ... h5

Further weakening one's king position is rarely a solution. Drafting in more defenders with 1. ... Ra6! is a much better attempt. White would then have to find 2. Rxe5!, to maintain his advantage. Black has to give up a pawn after 2. ... Rf6 3. Qg4+ Rg6 4. Qh5 Re8.

2. Rf1 Qe7 3. Rxe5?

When sacrificing, you should first of all not give up such a valuable piece. White wins simply with 3. Bg5 Nxc5 4. Rxe5 Qd8 5. Re6 Nxe6 6. Qf7+ Kh6 7. Qxe6+.

3. ... Nxe5 4. Bg5 Nf3+?

Bring pieces into the defence and exchange! After 4. ... Rf8 5. Bxe7 Rxf5 6. Rxf5 Nc6 7. Bc5 Re8 8. Rxc5 Re2 Black is no worse.

5. Rxf3 Qe1+ 6. Rf1 Qxf1+

7. Qxf1 Rhf8 8. Qd3

Black resigned.

This next game fragment tells us some more about weakened king positions.



Tal-N.N., Simultaneous 1968

Black's position is not so hopeless here as in most of the examples in Chapter 10. Tal begins stylishly.

1. Rxf6 Bxf6

The best move. After 1. ... gxf6 then 2. Nxh7 is decisive: 2. ... Kxh7 3. Rxd7 Qxd7 4. Bg4 Qxg4 5. Qxg4, and White is winning.

2. Nd5 Qxc2

An elementary error. A queen must always help out in defence when the king is in great danger. The correct move is 2. ... Qc6. Then further sacrifices do not help: 3. Nxf6 gxf6 4. Nxh7 Kxh7 5. Rxd7 Qxd7 6. Bg4 Qd6, and Black wins.

3. Nxf6 4. Rxd7 Qxe2

Here too, Black has something better. He must take the attacking knight: 4. ... fxc5 5. Bxc5, and back with the queen: 5. ... Qc6. It is not obvious how White can win. An excellent opportunity for you to be quoted in a new edition? Here there is an excuse for Black. White's winning method is far from obvious.

5. Rxd8 Qc4 6. Ne6!! fxe6 7. Rd7 Rg8 8. Qh4 Rg7 9. Qxf6

White wins.

Counter-attack

In real life a counter-attack is a military battlefield tactic. In chess it is a useful weapon to ignore an immediate threat.



How does Black react to the attack on his rook? An exchange of pieces is not possible. 1. ... Rxc8 is followed by: 2. Qxe6+ Kh8 3. Nf7+ Kg8 4. Nh6+ Kh8 5. Qg8+

Rxg8 6. Nf7 mate. Taking the knight is a much better try: 1. ... fxe5 2. Rxe8 Qxg4 3. Qxe6+ Qxe6 4. Rxe6 with more or less level chances.

The player with Black let himself be fooled. He decided to chase away the queen.

1. ... Re7? 2. Qd8!

Unfortunately the queen moves to an unexpected square.

2. ... Rf7 3. Nd7

Mate can no longer be prevented.

How should Black have played in this position? A counter-attack would have been good. For that two knight moves come into the reckoning:

A) 1. ... Nc3 (Black lures the white rook away. The threat is mate in two with 2. ... Ne2+, White must take) 2. Rxc3 fxe5 3. Bxe5 (seems to win for White, but Black has a surprising defence) 3. ... Qxg4+! (not 3. ... Qh6 4. Rc7) 4. Rg3 Re7! (this intermediate move is the first point behind the capture on g4) 5. Qxe7 Qd1+ 6. Kg2 Qd5+ (The second point. Black wins the bishop back with a double attack, and after the capture on e5 the g7-square is protected. Black has a slight advantage.)

B) 1. ... Ne3!! (This move is more forcing and wins.) 2. fxe3 fxe5 3. Rc1 Qxg4, and simply wins, an exchange ahead.



*Goodman-Kennedy,
Pennsylvania 1984*

White has invested a rook in his attack. That is not the problem, because the rook on a1 would not be able to participate in the attack for the moment. However, the white king is badly placed.

1. ... Rf6

1. ... Rf7 would also be enough, since after 2. g4 Qb5 Black can exploit the position of White's king.

2. Qh7+ Kf8 3. Ne6+ Rxe6!

We are no longer following the game, since it came to a quick end: 3. ... Bxe6? 4. Bh6 and resignation.

4. Bh6

What is the difference between this and what happened in the game? Firstly, the king has f6 as an escape square. So after 4. ... Bxh6+ 5. Qxh6+ Kf7 6. Qh7+ Kf6 7. Qh4+ Kg7 White has no more than perpetual check. But there is more in the game because of the position of the white king.

4. ... Re2+ 5. Kxe2 Qb5+ 6.

Ke1 Nc2+

The roles would be reversed again after 6. ... Qb4+ 7. Kf1.

7. Kd1 Qxd5+ 8. Kc1

Bxh6+ 9. Rxh6 Qg8

In this variation Black does not win by an attack, but thanks to the rook sacrifice on e2 the queen can help out in defence with tempo.

DEFENDING AGAINST TACTICS

In the previous Steps, individual chapters were dedicated to defending against double attacks, pins and mate. The same defensive options remain available at a higher level. The whole business is simply much more complicated. Defence and counter-attack frequently go hand in hand. The examples will give you a good impression of this.



A double attack: two white pieces are hanging. The fact that White does not lose a piece is due to the unprotected knight on c6 and the king on e8.

1. Kg2

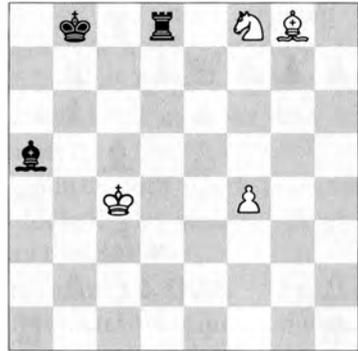
Every move matters. The king may not be on g1. After 1. Bg2 Qxc3 2. e5 (the line which works in the main variation), there follows 2. ... Nd4.

1. ... Qxc3 2. e5! Bxe5

If an intermediate capture is made on d2, then the intermediate check on c6 will save the game.

3. Qxc3 Bxc3 4. Bxc6+

White only has to give up his extra pawn.



Bent (1972)

1. Ng6 Rxg8 2. Ne7

White wins the bishop on a5.



Kaminer (1935)

The threat of Bf6+ is not only a double attack with the bishop, but also mate if the queen moves away. The solution of a study is always a beautiful sight.

1. Nf3 Bf6+ 2. Ne5+ Ke7 3.

Qh4! Bxh4 4. Nxc6+

Interposing, luring and a knight fork have wiped away all the problems.

In the following diagram White has to find a reply to the attack along the eighth rank. White finds the correct reaction: a double attack.



Here the double attack does not cost a lot of material, but “a pawn is a pawn”. Black found a subtle solution.

1. ... Qc8!

This protects the c-pawn. After the exchange of queens, Black tends to be better. So ...

2. Qxe7 f6

There is now nothing which can be done against 3. ... Rf7.

Sometimes there is a subtle way to save a piece which has been trapped.



*Mashinskaya-Franc, Tapolca
European Girls Championship*

The knight on h4 has no square to retreat to.

1. ... Ne7!

The game ended abruptly: 1. ... Rh8 2. Qxh4, 1-0.

2. Nxc7

And White recovers half of his two pawn deficit. 2. Nxc7 is followed by the strong move 2. ... Rh8, and 2. Qxh4 Nxd5 3. Qxh7+ Kf6 is not dangerous.

2. ... Qxc7 3. Qxh4 Rh8

Black retains an extra pawn.



The lesson from this example: not every pin wins. Black struck.

1. ... Rxc3 2. Rxc3 Qd4

Now Black was simply thinking of 3. Qd2 Qb4+ with a win, not that his opponent would exploit the pin for his own ends.

3. Rxd3

White wins.



Oren-Dyner, Tel Aviv 1952

1. Nb6

That will hardly be the first move that you considered (if so, then you are really strong!). Yet, you soon get to this knight move, because there is no hope after 1. Kh1 Nf2+ 2. Kg2 Nxd1, and after 1. Nd4 Rxd4 2. Nb6 Rxd1+ 3. Bxd1 Black is better.

1. ... Qxb6+ 2. Qd4+

White can hang on to his lead in material.

Sometimes the best defence is not, practically speaking, the best. An unexpected (bad) move can confuse your opponent. Even after the game White believed that the moves he played were by far the best of all.



Minev-Keller, Bern 1977

The knight is in an annoying pin, which it cannot get out of unscathed.

The endings after both 1. Re8+ Rxe8 2. Nxe8 Qxc3 and after 1. Nb5 Rxd5 2. Nxc7 Rc5 3. Re7 Nc4! give Black a big advantage.

1. Qd4?

Minev gave this move two exclamation marks. Practically it turns out to be a wise choice.

1. ... Qc6

Here, neither 1. ... Nc6 2. Qf6 nor 1. ... Qxd6 2. Re8+ achieves anything. The correct continuation for Black is 1. ... Qb8!, and White has to surrender a piece.

2. Nf5 Rxd4 3. Ne7+ Kf8 4.

Nxc6 Ra4 5. Nxa7 Rxa3

6. Rb1

The game was agreed a draw here.



Korchnoi-Spassky, Tallinn 1948.

The move **1. Nd5** had the effect of a bombshell. Black resigned after he had calculated 1. ... Qxf3 2. Nxf6+ Ke7 3. Nd5+ and White wins a piece. Nor could he see a way out after 1. ... Bg7 2. Nxf6+ Bxf6 3. Qxg4. There is in fact none, but at least Black can play on.

1. ... Kd8!

2. Nxf6 is followed by 2. ... Qh4+. Of course White still has an advantage, even after 2. Qxg4. A defender must take into account all the characteristics of the position and must not resign immediately when material is lost.

One more thing needs to be mentioned: the player with the black pieces was twelve years old when the game was played.

WORKBOOK

61: *Defending – Defending against an attack on the king: A*

62: *Defending – Defending against an attack on the king: B*

The idea of the tasks is to ward off one or more threats. Sometimes pure defensive play will do the trick, on other occasions the defending side can often hit back with a counter-attack. Useful tips:

- bring in defenders
- exchange attacking pieces (the strongest!)
- tie attacking pieces down to defence
- keep lines closed
- counter-attack
- flee with the king
- give (back or away) material

63: *Defending – Piece (♖ ♕ ♗) against a passed pawn: A*

A draw is enough. Possible ways of achieving that are:

- get your king into the queening square of the pawn (remember Réti)
- take control of the actual queening square (e.g. by a double attack)
- watch out for zugzwang
- do not allow your opponent to win a tempo
- liquidate to a theoretical draw

64: *Defending – Defending against tactics: A*

- the subjects here are: defending against mate, against the double attack and against pins.

In rook endings the activity of the rook and the king is very important. In this chapter, we shall take a closer look at what useful things the rook can undertake. From previous steps, we know about:

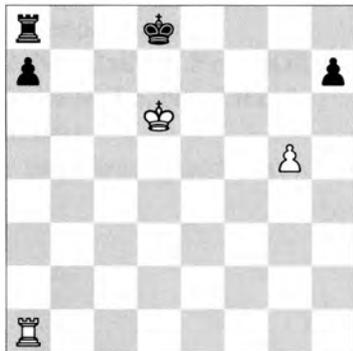
- cutting off the king
- tying pieces down
- creating weaknesses
- supporting the passed pawn

In this chapter we shall deal with:

1. bad piece position
2. promoting a passed pawn
3. technique
4. placing the rook

BAD PIECE POSITION

Having inactive pieces causes problems if the opponent's are active.



Selesniev (1922)

With a king on the edge of the board and a rook in the corner, Black cannot really enjoy his extra pawn.

1. g6!

The rook gains access to the eighth rank by means of a pawn sacrifice. There is no time for “technique”:
1. Rh1 a5 2. Rxh7 Ra6+ 3. Ke5 a4.

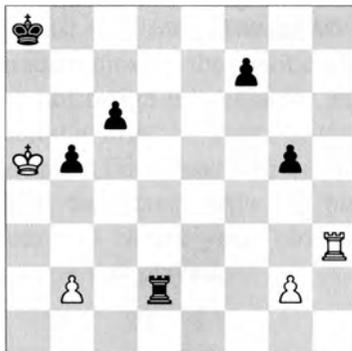
1. ... hxg6

If the pawn sacrifice is declined by 1. ... a5 White wins thanks to a known finesse: 2. gxh7 Ra6+ 3. Ke5 Rh6 4. Rxa5, and the h-pawn is indirectly protected. Next comes 5. Ra8!

2. Rh1 Kc8 3. Kc6 Kd8 4.

Rh8+

White wins a rook.



Golubev (2002)

1. Kb6 Rd8 2. Kc7 Rd4

Forced, otherwise mate on a3.

3. b4! Txb4 4. Kb6 Th4

5. Te3!

White should carefully choose the file for the rook. The difference we will see on move seven. Wrong is 5. Rd3? Rh8 6. Kc7 Rh4 7. g4 b4! 8. Rd1 Rh3.

5. ... Rh8 6. Kc7 Rh4 7. g4!

Rxg4

The defence 7. ... b4 is not working now: 8. Re5 c5 9. Rxc5. The rook needs a square on the 5th rank.

8. Kb6

Black can resign.

There are twelve more examples on an exercise page for this chapter. Simpler than the last example!

THE PASSED PAWN

As well as the activity of king and rook, the passed pawn always plays an important part.



Prokes (1937)

Black threatens to take the b-pawn, advance his pawn and play Ra3.

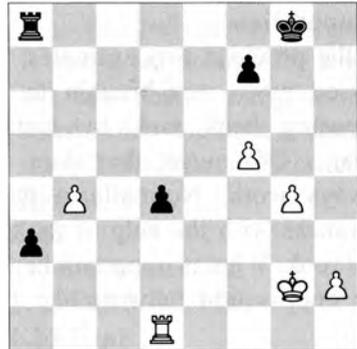
1. b4! Rxb4

After 1. ... Re5 2. Rxb6 the win has also been secured.

2. Rf5+ Kg6 3. Ra5! bxa5 4.

a7

The pawn can no longer be stopped.



Black may be a pawn down, but his passed pawns are further forward.

1. ... d3

Black must play accurately, since White can make use of both the king and the rook and Black only the rook. 1. ... a2 leads to a draw: 2. Ra1 Ra3 3. h4 Kg7 4. g5. And 1. ... Kg7 2. Kf2! does not achieve much either.

2. Kf2 d2

After 2. ... Rd8 White advances his passed pawn in order to lure away the rook: 3. b5.

3. Ke2 Re8+

Black makes use of his far-advanced a-pawn. White cannot exchange rooks.

4. Kf2 a2

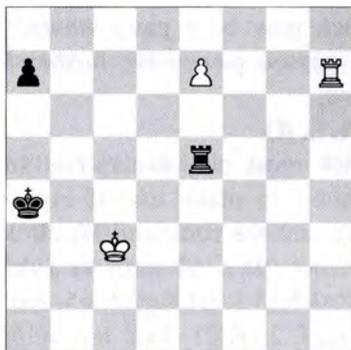
Black wins.

TECHNIQUE

“The rest is a matter of technique.” That is much easier said than applied in practice. We shall turn our attention to various techniques.

Cooperation

In the previous two examples, the passed pawn was brought to the opposing back rank by tactical means. Of course, that does not always work. Normally a pawn advances with the help of its king and rook. What is important here is the cooperation between the pieces.



Karstedt (1913)

The e-pawn cannot promote without the help of the king. It is a long way to d7; while that is happening, Black too is also making progress with his a-pawn.

1. Kd3

The obvious move 1. Kd4 does not win. After 1. ... Re1 2. Kd5 Kb3 3. Rh3+ Kb2 4. Kd6 a5 5. Rh5 Rxe7

6. Kxe7 a4 the a-pawn has advanced too far to be stopped. Black can even play 5. ... a4 6. Re5 Rxe5 7. Kxe5 a3 8. e8Q a2 with a draw. Better, though a loss of tempo, is 1. Kc4 a5 2. Kd3 – and that also even wins.

Black now has the choice as to which activity by the rook he will succumb.

Helping

1. ... a5 2. Rh4+ Kb3 3. Re4

Luring away

1. ... Kb5 2. Rh5 Rxe5
3. e8Q+

Interposing

1. ... Kb3 2. Kd4 Re1 3.
Rh3+ Kb4 4. Re3

Optimal cooperation between the rook and pawns can be seen in the next diagram.



A rook on the seventh rank is above all very strong if the king can be cut off on the eighth rank. When there

are no black pawns we describe this as the “seventh rank absolute”. In this example the seventh rank is absolute despite the black pawns, thanks to the help of the white ones. The a-pawn runs through without let or hindrance.

1. a4 h6

Or 1. ... g6 2. h6 Kg8 3. a5 Ra8 4. a6 Kf8 5. a7. And 1. ... f5 is simply followed by 2. a5.

2. g6 fxg6 3. hxg6 Rc8 4. a5

White wins.

Activating the king

Activating the king is important in all endgames. On very few occasions the king may remain passive, but generally that is not the case.



The black position looks like a winning one. Without thinking we should play a king move!

1. ... Kf7

Off to e5, to be able to help the advance of the d-pawn.

The only interest in the position is the mistakes which Black could

make.

A) 1. ... Rc5? (a bad move) 2. Rc3! Rxc3+ 3. Kxc3 Kf7 4. a5, and White wins.

B) 1. ... Rc4 2. Rc3 Kf7? (2. ... Rd4 3. Rc6 is tense) 3. Rxc4 dxc4+ 4. Kxc4 Ke6 5. Kd4 winning.

C) 1. ... Rc1 (of course, this move is also good enough for a win, but why makes things complicated when there is a simpler way) 2. Rc3 Ra1 3. Rc6 e3 4. Re6 d4.

2. a5

White tries something.

2. ... Rc5 3. Kb4 Rc4+ 4.

Kb3 bxa5

Black wins.



Lilienthal-Smyslov

Leningrad 1941

1. ... Ke5

Backing up the c-pawns makes no sense. White wins the f- and the g-pawns and has a simple win, e.g.:

1. ... Kd7 2. Rf6 Ra1+ (2. ... Rb2 is even more hopeless: 3. Rxf5 Kd6 4. Rxc5 Rxb3 5. h4, and White

wins.) 3. Kg2 Ra2+ 4. Kf3 g4+ 5. Kf4 Rf2+ 6. Kg5 Rxh2 7. Rxf5 Rb2 8. Kxg4 Rxb3 9. Kf3 Rb4 10. Rf4, and there are no more problems.

2. Rxc6 Ke4 3. Rxc5 f4!

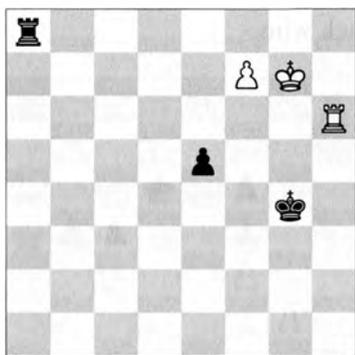
This prevents a check on f5.

4. exf4 Kf3 5. h3 Ra1+

Black gives perpetual check.

Anticipating

Winning material is nice, but not always sufficient to win the game. If you anticipate, you will be one step ahead of the things which are going to happen.



The f-pawn gains a rook for White, but the ending of “rook versus pawn” is far from being one that is always won.

1. Re6!

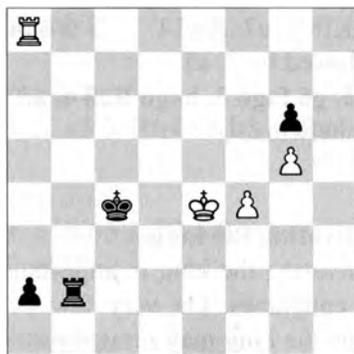
In the ending of rook against pawn, the rook is best placed behind the passed pawn. While still in the rook ending, White must come up with something: that is anticipation.

There is only a draw after 1. Rh8 Ra7 2. Kf6 Rxf7+ 3. Kxf7 e4 and after 1. Rf6 e4, when Black gets there in time.

1. ... Kf4 2. Re8 Ra7 3. Kg8

Rxf7 4. Kxf7 e4 5. Ke6

The king is on the correct side of the pawn.



The a-pawn costs White his rook, but Black must play with great care.

1. ... Rb4!

The “normal” win of a rook is not enough. After 1. ... Kb3 then 2. f5 is a simple draw.

2. Ke5 Kb3

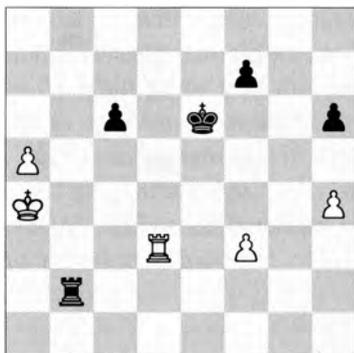
The threat is 3. ... Ra4.

3. Rxa2 Kxa2

Black can still make his pawn count. The black king is close enough to help.

Gaining a tempo

It is always good, even when it is not absolutely necessary, to gain a tempo. When it is the only way to win a game, it is even urgently necessary!



The black king is cut off from the queenside, so the win does not appear difficult. But that is not the case, because the white king does not have much freedom of movement either. After 1. a6 a draw is there with 1. ... Rb6, and after 1. Ra3 Kd6 the black king reaches the a-pawn in good time. White must first bring his rook to the a-file with gain of tempo.

1. Rb3 Ra2+

Other moves are met by the decisive 2. a6; e.g. 1. ... Rh2 2. a6 Rxh4+ 3. Ka5 Rh1 4. Ra3 Rg1 5. Kb6 and wins.

2. Ra3 Rb2 3. a6 Rb8 4. a7 Ra8 5. Kb4 Kd6 6. Kc4

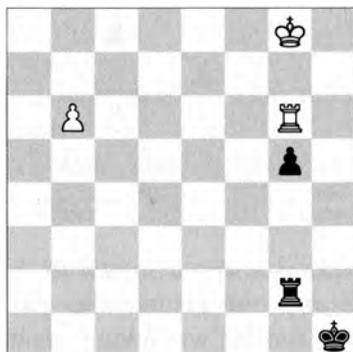
White has a simple win.

Tying down

A rook which is tied to the defence of a pawn is vulnerable. It cannot become active. So it is a useful activity to tie an opposing rook down to a specific task.

In the following endgame the black rook is tied down to protect the g5-pawn. The poor position of

the black king is also a negative factor. White can take the pawn with check.



Kapfer (1948)

1. Rh6+ Kg1 2. Rh5! g4

Other moves also lose: 2. ... Kf1 3. Rh1+ Ke2 4. Rb1 or 2. ... Rg3 3. b7

3. Rh4!

Not getting behind the pawn too quickly with 3. Rb5?. After 3. ... Rd2! 4. Rg5 Rd4 5. b7 Rb4 Black gets off with a draw.

3. ... g3 4. Rh3!

It is the same old story after 4. Rg4? Kf1 5. b7 Rb2.

4. ... Rb2 5. Rxc3+ Kf2 6.

Rg6 Ke3 7. Rd6! Ke4 8. Kf7

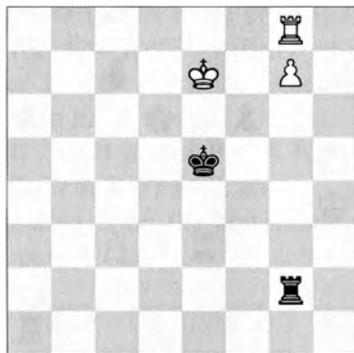
Ke5 9. Ke7

The king supplies decisive help.

Cutting off

In a pawn ending it is called “keeping at a distance” or “shouldering off”; in a rook ending it is “cutting off”.

Naturally, we are talking about the same thing: preventing the opposing king from becoming active.



Korchnoi-Karpov, Baguio 1978

The rook is behind the passed pawn, and the white king can stop the d-pawn. That must be good. But things turn out differently.

1. ... d3 2. Kf2 Re8!

Cutting off the king saves Black. Other moves lose, e.g. 2. ... d2 3. Ke2 Rd7 4. Kd1.

3. Ra2 Re7

The d-pawn must be exchanged for the a-pawn.

4. Rd2 Re6 5. a7

The players agreed on a draw.

Checking distance

When giving check, it is important for the rook to be at a sufficient distance (for this, read through the reminder “Rook endings” from step 5 again).

A rook which is less than three files or ranks away from the king when it gives check, can not always keep doing so for long.

In the following position Black can draw in two ways: a tactical way and a strategic way.

Option 1:

1. ... Rg6

A tactical solution. Normally it is suicide to put the rook within range of the opposing king.

2. Kf7 Rf6+ 3. Ke7 Re6+

Or 3. ... Rg6

4. Kd7 Rd6+ 5. Kc7 Re6 6.

Rd8 Re7+ 7. Rd7 Re8

Black draws.

Option 2:

1. ... Rg1

The strategic solution: keeping the rook as far as possible away from the opposing king, so that the distance of three ranks can always be maintained while checking.

2. Kf7 Rf1+ 3. Kg6 Rg1+ 4.

Kh6 Rh1+ 5. Kg5 Rg1+ 6.

Kh4 Kf6

1. ... Rg3? leads to a loss: 2. Kf7 Rf3+ 3. Kg6 Rg3+ 4. Kh6 Rh3+ 5. Kg5 Rg3+ 6. Kh4.

Pawn sacrifices

Many positions in rook endings with a single pawn are known. They are “theory”. There are some

4. ... Kc6

4. ... a4+ does not offer any hopes:
5. Ka3 Kc6 6. Kxa4 c4 7. dxc4 d3
8. Kb3.

5. Kc4 Kd6 6. Rxc5

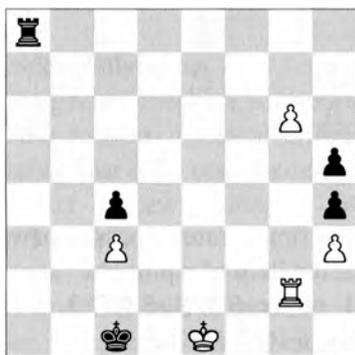
The simplest. After 6. a4 Rb7 7. Rd5+ Ke6 White has to work somewhat harder.

6. ... Rxc6 7. Rxa5

White wins simply.

Which rules can we use if the rook is behind its own passed pawn?

In general it is good to move the passed pawn as far forward as possible. Your own rook gets more freedom and the opposing rook less. The further the pawn is away from the other vertical half of the board, the better. There is a simple reason for this: the opposing king needs more time to approach the pawn. In rook endings the rook's pawn is thus not such an inferior piece as in other endings.



1. g7 Rg8

The opposing rook is now totally passive. White must try to get over

the second rank with his king, without the black king getting away from the first rank. He manages that by triangulation.

2. Kf1 Kd1 3. Kg1 Ke1 4.

Kh2 Kf1 5. Kh1 Ke1

The black king has to go back again.

6. Kg1 Kd1 7. Kf1 Kc1 8.

Ke1 Kb1 9. Kd1 Rd8+

After 9. ... Ka1 10. Kc1 black is in zugzwang.

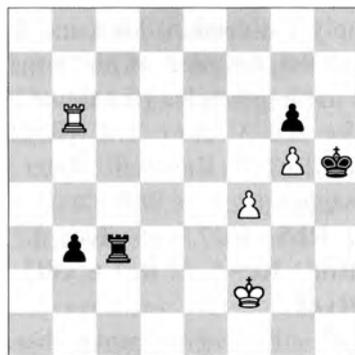
10. Ke2 Rg8 11. Ke3

With a simple win.

In rook endings, having the rook behind the passed pawn is mostly a great advantage.

Rook next to the passed pawn

This placement is often good. The rook can be active on both wings, though it is tied to the same rank as the pawn. The pawn which is no longer far from the queening square has a lot of opportunities.



1. ... Rh3 2. Kg2

2. f5 gxf5 is also sufficient. However, White must find the correct moves:

A) 3. Rh6+? Kg4 4. Rxh3 Kxh3 5. g6 b2 6. g7 b1Q 7. g8Q Qc2+ with a decisive advantage. White cannot prevent the exchange of queens, and the black king can occupy a key square after the exchange: 8. Kf1 Qd3+ 9. Kf2 Qd4+ 10. Ke1 Qe4+ 11. Kf2 Qf4+ 12. Ke1 Qg3+ 13. Qxg3+ Kxg3.

B) 3. g6! Kh6 4. Kg2 (4. Ke2? b2! 5. Kd2 Rh1 6. Kc2 b1Q+ 7. Rxb1 Rxb1 8. Kxb1 Kxg6 9. Kc2 Kg5 10. Kd3 Kg4, and Black is occupying a key square) 4. ... Rc3 5. Kf2 Rc2+ 6. Ke3 Rb2 7. Kf4! Rb1 8. Ke5 b2 9. Kf6, and Black cannot make any more progress.

2. ... Rd3 3. Kf2 Rc3 4. Ke2

White can also draw with 4. Rb5 Kg4 5. f5 gxf5 6. g6.

4. ... Rh3 5. f5!

The correct way to draw. After the liquidation the king will be in the queening square of the b-pawn. 5. Kf2? would be a mistake: 5. ... Kg4 6. Rb4 Rd3 7. Ke2 Rc3 8. Kf2 Rc2+ 9. Ke3 b2 10. Kd3 Rf2 11. Ke3 Rf3+ 12. Ke2 Rh3 (12. ... Kg3 is inaccurate 13. Ke1) 13. Kf2 (or 13. f5+ Kxf5 14. Rb5+ Kf4) 13. ... Rh1 with the well-known X-ray win.

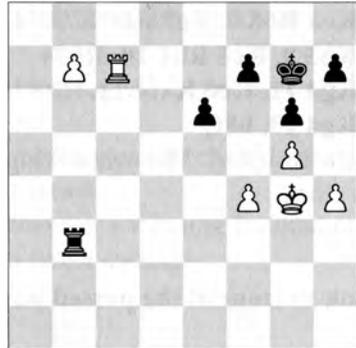
5. ... gxf5 6. Rh6+ Kg4

7. Rxh3 Kxh3 8. Kd2

White can still go wrong with 8.

g6? b2 9. g7 b1Q 10. g8Q Qe4+ 11. Kf1 Qf3+. After the king move the position is drawn.

Positions with the pawn on the last rank but one almost always offer the attacking side good chances. Unfortunately this position cannot be won.



Rogers-Bellini, Chiasso 1988

Black seems to be in zugzwang. The rook cannot move, because if the white king gets free then things will be settled. The king then wanders over to the b-pawn, and there is nothing Black can do. Black certainly did not look at the possibility of a king move. He sacrificed a pawn in the hope that he would be able to activate his king, but with a white pawn on the seventh rank he was condemned from the start.

1. ... h5+?

It is not obvious, but Black could have drawn by exploiting the position of the white king: 1. ... Kf8! 2. Rc8+ (White does not have

a great choice either. After 2. h5 gxh5 3. Kxh5 Kg7 4. Kg4 Kg6 the king can breathe freely again without having to lose a pawn) 2. ... Ke7 3. Rc7+ (The best move! The finesse which Black overlooked is: 3. b8Q? h5+ 4. gxh6 f5+ 5. Kg5 Rg3#) 3. ... Kf8.

2. gxh6+ Kxh6 3. Rxf7 Rb4
4. Kf3 Rb5 5. Re7 Rb3+ 6. Ke4 Rb5 7. Rc7 Rb6 8. Kd4 Kh5 9. Kc5 Rb1 10. Rh7+ Kg4 11. Kc6 Kxf4 12. Rh8 Kg4 13. b8Q

Black resigned. The white king is too close.

Rook in front of the passed pawn

A typical beginner's mistake is when in a position with the rook in front of the passed pawn to advance the pawn as far as possible. Then we get a position such as we see in the diagram.



White has absolutely no winning chances left. His king must help

the b-pawn, but just when the king protects the pawn, Black begins to give a continuous series of checks.

1. Kd4 h5 2. Kc5 Kf6 3. Kc6 Rc2+ 4. Kb6 Rb2+ 5. Kc7 Rc2+ 6. Kd7 Rb2

White can make no further progress.

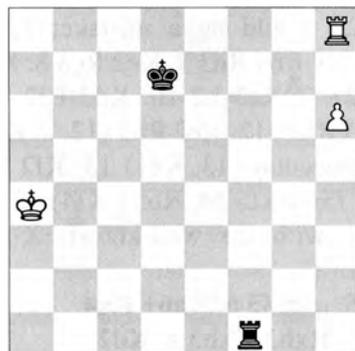
The black king is completely safe. Only when the opposing king has nowhere to hide can the pawn be moved on to the last rank.

Hiding places for the king are:

- the g7- or h7-square g7 (b7, a7)
- one of its own pawns
- opposing pieces

Often the only really safe place is the first of these points. Squares have fixed locations, whereas pieces and pawns can move, and thus offer less in the way of protection.

Let us take a look at winning positions with the pawn on the seventh rank, and in doing so cast an eye over some drawing positions.



Black is threatening to reach the safe hiding place on b7 by 1. ... Kc7. White must advance his pawn because 1. Rg8 Rh1 2. Rg7+ Ke6! leaves him no hope.

1. h7 Rh1 2. Kb3!

This position is just as easily won as lost. Those who look no further than the end of their nose play *a tempo* 2. Ra8, to be able to react after 2. ... Ra1+ with the words: "That is stupid". Those "who know what they are doing" have on their face an expression which says "I'm not going to fall for that" as they play 2. Rb8. That too is not good after 2. ... Ra1+ 3. Kb5 Rb1+ 4. Kc4 Rxb8.

After the king move, Black has no good reply. If he moves the king to the sixth rank, this is met with a rook check; if he remains on the seventh rank, there follows 3. Ra8 with a decisive X-ray check.



A hiding place for the king behind its own pawn is sometimes safe, but mostly not so. This position shows us what the problem is. Black is

threatening to get to safety with 1. ... Kb6 and 2. ... Kb7.

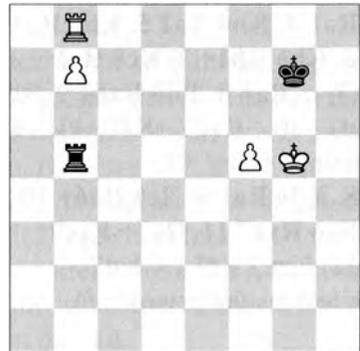
1. h7 a5 2. d4+ Kc4 3. d5 Kc5 4. dxc6 Kxc6 5. Rc8+

A pawn is not a good protector when the hiding place can be destroyed with a sacrifice.

Nor are pieces (king or rook) well suited to that role. There are examples of this in the workbook.

A king on g7 is not safe in two cases:

- the king can be chased out by an f-pawn
- there is a winning liquidation to a pawn ending



This position is won.

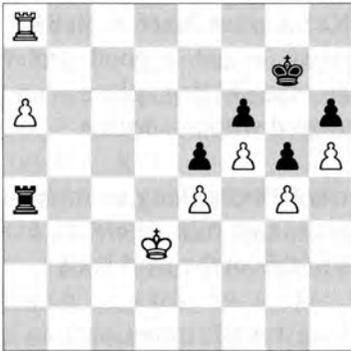
1. Kf4 Kf7!? 2. f6

Careful: 2. Rh8? Rxb7 3. Rh7+ Kf6 4. Rxb7 stalemate. The next move will be Rh8 (after some useless checks)

Take a look at how a corresponding position with the g- or h-pawn is not won!

In the following endgame White has

a winning liquidation to a pawn ending.



1. a7

The black rook remains tied to the a-file, so that you no longer have to worry about the e-pawn.

- 1. ... Kh7 2. Kc3 Kg7 3. Kb3 Ra1 4. Kb4 Ra2 5. Kb5 Ra1 6. Kb6 Rb1+ 7. Kc6 Rc1+**

Or 7. ... Ra1 8. Rd8 Rxa7 9. Rd7+ Rxd7 10. Kxd7 Kf7 11. Kd6 winning.

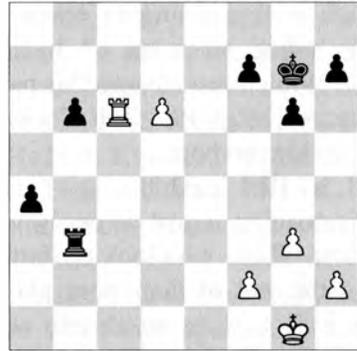
- 8. Kd6 Ra1 9. Rc8 Ra6+ 10. Rc6 Rxa7 11. Rc7+ Rxc7 12. Kxc7 Kf7 13. Kd7**

White wins the pawn on f6.

AND A BONUS...

The final game fragment in this book comes from the game between Erwin L'Ami (grandmaster nowadays) and Frank Erwich for the Youth Championship of the Netherlands 1998 (under 14s).

This game allows us to show some useful and instructive tips.



Tip 1: Activate the king (it will relieve the rook)

Tip 2: Do not exchange strong pawns for weaker ones

After 1. ... Kf6 even the world champion would have no hope! After 2. d7 Ke7 3. Rd6 Kd8 Black can advance his queenside pawns. Black was afraid of 2. Rc4, because after 2. ... b5 White wins with 3. Rd4, but 2. ... a3! is decisive and Black promotes with check.

Next came the much weaker:

1. ... a3

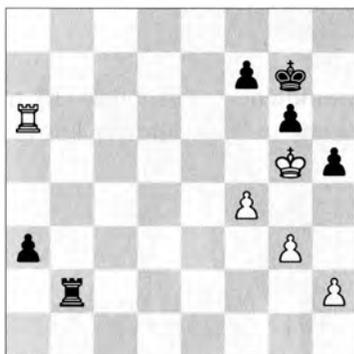
Now White can exchange his weak d-pawn for one of the connected pawns. An additional advantage is that the white rook can become active, since it no longer needs to protect its own pawn. The position can now no longer be won.

- 2. d7 Rd3 3. Rxb6 Rxd7 4. Ra6 Rd3 5. Kg2 Kf8 6. Ra7 Ke8 7. Kh3 h5 8. f4 Rb3 9. Kh4 Kf8 10. Kg5**

Tip 3: Only become active when you are really threatening your opponent, not at the cost of your own safety.

The “attack” by the king can simply be beaten off.

10. ... Kg7 11. Ra6 Rb2?



Tip 4: Win a tempo whenever possible

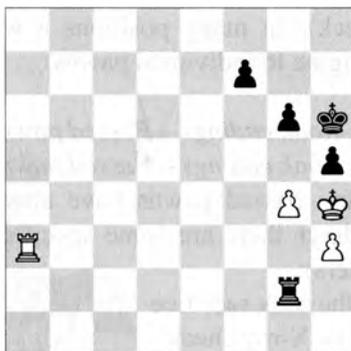
It is good to first give check on b5 and only then to move the rook to b2: 11. ... Rb5+ 12. Kh4 Rb2 13. h3 (or 13. Kh3) 13. ... a2. When the pawn is only one square away from promotion, then Black can bring his king over to b1 without

the white rook being able to go pawn-grabbing.

12. f5 Rb5 13. Rxa3 Rxf5+

14. Kh4 Rf2 15. h3 Kh6

16. g4 Rg2



Tip 5: Always check whether there is more than one threat

Black is not only threatening mate with g5, but also f6. The first threat was enough to divert White's attention. He played **17. Ra5?**, and after **17. ... f6** had to give up a pawn with **18. g5+** and lost.

The correct move is **17. Ra6!** with a draw since both threats have then been parried.