



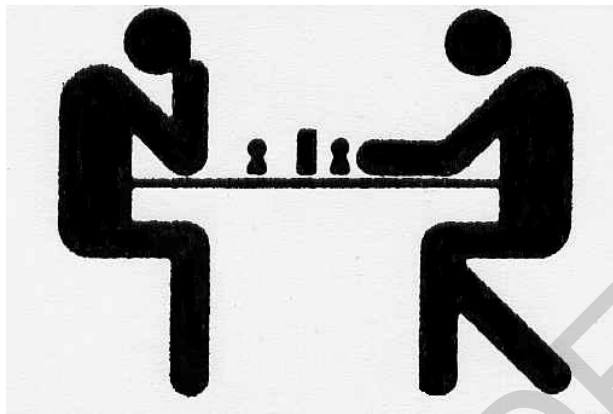
FIDE Trainer's Commission
Information & Resource Centre
trainers.fide.com

FIDE Trainers' Commission

Yearbook 2010



First published in Greece by FIDE 2011
First Edition 1.500 copies
Copyright © FIDE 2010 (office@fide.com - www.fide.com)



The rights of Alexander Beliavsky, Uwe Boensch, Jeroen Bosch, Efstratios Grivas, Miguel Illescas, Artur Jussupow, Andrew Martin, Adrian Mikhalchishin, Georg Mohr, and Jovan Petronic to be identified as the authors of this work have been asserted in accordance with the International Copyright, Designs and Patents Act.

All rights reserved. This book is sold subject to the condition that it shall not, by way of trade or otherwise, be lent, re-sold, hired out or otherwise circulated in any form of binding or cover other than that in which it is published and without a similar condition including this condition being imposed on the subsequent purchaser.

ISBN-13: 978-960-99379-1-7

Dedications

To all past and present top-trainers.

Cover by Nicolas Sphicas

Opposite Figures, 2010, acquatinta, 17,8 x18 cm.

(sphicasn@otenet.gr - www.chess.gr/sphicas - www.logicalchess.com/info/graphics/sphicas)

10 9 8 7 6 5 4 3 2 1

Edited by Efstratios Grivas (www.GrivasChess.com)

Typeset by Efstratios Grivas & Vassilios Vrettos

Cover Image by Nicolas Sphicas

Proof-Reading by Kevin O'Connell (www.kochess.com)

Printed in Greece by 'Apollon' Ektipotiki O.E. (Georgios Mihailidis - mihailidis@ath.forthnet.gr)

Contents

<i>Title-Description</i>	1
<i>Colophon</i>	2
<i>Contents</i>	3
<i>Foreword - Kirsan Ilyumzhinov</i>	4
<i>Symbols</i>	4
<i>FIDE Trainers' Commission (TRG) - Efstratios Grivas</i>	5
<i>FIDE Trainers' System (Guide)</i>	6
<i>Nominated FIDE Lecturers / Seminar Leaders</i>	11
<i>A King's Golden Cage - Efstratios Grivas</i>	12
<i>Euwe's Long Moves - Exercises Part 1</i>	18
<i>The Useless Isolani - Efstratios Grivas</i>	19
<i>Bobby and the Hedgehogs - Adrian Mikhalchishin</i>	27
<i>Prokeš's Trick - Adrian Mikhalchishin</i>	34
<i>Attack with Opposite-coloured Bishops - Georg Mohr</i>	40
<i>Euwe's Long Moves - Exercises Part 2</i>	48
<i>The Principle of the Second Weakness - Georg Mohr</i>	49
<i>Euwe's Long Moves - Exercises Part 3</i>	54
<i>Euwe's Long Moves - Jeroen Bosch</i>	55
<i>Queen Endings - Jeroen Bosch</i>	61
<i>A Practical Ending (C67) - Alexander Beliavsky</i>	68
<i>The Flank Attack ...g5 - Alexander Beliavsky</i>	75
<i>Learning from the Old Masters - Georg Mohr</i>	79
<i>TRG's Publications</i>	83
<i>Simple Tragedies - Adrian Mikhalchishin</i>	84
<i>Opposite-coloured Bishops - Artur Jussupow</i>	91
<i>Problems of Calculation - Artur Jussupow</i>	95
<i>A Full Day of Chess - Andrew Martin</i>	103
<i>Ways of Presenting a Game - Andrew Martin</i>	109
<i>Analysis in Depth - Strategy & Tactics - Efstratios Grivas</i>	115
<i>Bishop Endings - Efstratios Grivas</i>	139
<i>FIDE TRG Awards</i>	149
<i>A Very Bad Game - Miguel Illescas</i>	150
<i>Seminars' List 2010 - Certified Trainers</i>	153
<i>Practical Endgames - Miguel Illescas</i>	154
<i>Queenless King Hunt - Jovan Petronic</i>	161
<i>Heterogeneous Endgames - Jovan Petronic</i>	168
<i>FIDE Trainer's Budget</i>	175
<i>The Carlsbad Pawn Structure - Uwe Boensch</i>	176
<i>Methods of Tactical Training - Uwe Boensch</i>	185
<i>FIDE Trainers' Commission (TRG) - Council & Members</i>	190
<i>TRG Seminars' List</i>	190
<i>FIDE/TRG Awards 2010</i>	192
<i>Index of Games</i>	194
<i>FIDE Senior Trainers</i>	197
<i>FIDE Trainers</i>	198
<i>FIDE Instructors</i>	200
<i>National Instructors</i>	203
<i>Developmental Instructors</i>	204

Foreword

FIDE President Kirsan Ilyumzhinov

Chess has existed as a sport played at a competitive level for centuries. The common code governing the Laws of Chess is relatively recent, and the foundation of *Fédération Internationale des Échecs* (FIDE), in Paris in 1924, is even more modern. FIDE currently has 170 member federations in all continents. Titles for players were introduced by FIDE in 1950, and titles for Arbiters and Organizers followed. Now we are moving to a new phase, with titles for Trainers.

Chess is on the increase in schools across the world. It is part of the mainstream curriculum in many countries. It is a goal of FIDE to make chess an educational tool, and generate world wide popularity for the game. Examples of the many educational advantages of chess are: shows the need to make people realise the importance of advance planning; develops analytic and accurate thinking; shows the necessity for a combative spirit; teaches fair play and emphasises the need for preparation and hard work for success. However, with the increasing population of chess players, comes the need for trainers to assist with their development.

This is the TRG's Yearbook for 2010. A manual for trainers, which fulfils a considerable need in modern chess literature, concentrating on the technical side of the game, but also covering various other topics and providing information. The best trainers have contributed to the book, which is an essential tool in the preparation of trainers at all levels for the future. It will ensure that the next generation of players will be at a great advantage over those that have gone before.



Symbols

+	check	=	equal position
++	double check	∞	unclear position
#	checkmate	∞	with compensation
!!	brilliant move	♣	Black is slightly better
!	good move	♠	Black has a large advantage
!?	interesting move	-+	Black is winning
?!	dubious move	1-0	the game ends in a win for White
?	bad move	½-½	the game ends in a draw
??	blunder	0-1	the game ends in a win for Black
+–	White is winning	(D)	see next diagram
±	White has a large advantage	○	White to play
±	White is slightly better	●	Black to play

FIDE Trainers' Commission (TRG)

Efstratios Grivas

Concept

We're all born with a natural sense of curiosity. It's what drives us to create new things and develop new ideas. At TRG, we're committed to nurturing our members' pursuit of advanced scientific and 'technological' knowledge through its many research initiatives. TRG is 'partnering' with leading global trainers in a variety of fields including seminars, training methods, publishing and research. The results of this cooperation can be applied in ways that benefit TRG intellectually and culturally by transforming it into a cutting-edge leader in the creation of human chess-knowledge. But most of all, TRG's research aspirations aim to inspire the trainers, and the whole chess world, to discover new ways of unlocking their potential.

The FIDE Trainers' Committee, predecessor of the Trainers' Commission (which was formed at the start of 2009) was created in 2000 during the Istanbul Olympiad and was chaired by GM Yuri Razuvaev, now Honorary Chairman. The Committee 'created' a real and decent training environment and established the guidance for its functioning for about eight years; its role is impossible to undervalue. Now, in our 'second period', we have to re-examine our position at the moment and to create new tasks for the future.

The most important task of TRG was the introduction of a system of titles and licences, as demanded by the IOC. The main idea was that the titles will boost the importance of trainers' positions in the chess world. Licences are necessary for keeping up the level of the trainers, but up to the Sofia 2010 FIDE Presidential Board, these licences were not approved for worldwide use.

Now we have instruments to improve the level of trainers, but we need cooperation from the Continental and National FIDE affiliated federations to implement the system correctly and effectively. Our important role is to protect trainers and to help them to conduct their duties effectively and with dignity. For further info see <http://trainers.fide.com/trg-council.html> and <http://trainers.fide.com/trg-members.html>.

Aims

The FIDE Trainers' Commission (TRG) is the official body of the World Chess Federation that deals with trainers worldwide. TRG is responsible for and operates the following subjects:

- 1) Deals with any subject concerning trainers (<http://trainers.fide.com>).
- 2) Keeps the record of the list of trainers (<http://trainers.fide.com/fide-trainers-system.html>).
- 3) Keeps the record of the financial status of the trainers (as above).
- 4) Awards the highest training title worldwide, that of FIDE Senior Trainer (FST).
- 5) Endorses and records FIDE Academies (<http://trainers.fide.com/fide-academies.html>).
- 6) Prepares and follows its annual Budget (<http://trainers.fide.com/minutes.html>).
- 7) Runs the annual FIDE Trainers Awards (<http://trainers.fide.com/awards-hall-of-fame.html>).
- 8) Draws up the necessary Guidelines and Rules and proposes them to FIDE PB and GA.
- 9) Organizes the worldwide Educational Seminars for FIDE titles.
- 10) Organizes and supports various Youth Camps (<http://trainers.fide.com/seminars.html>).
- 11) Organizes Informative Meetings in various events (<http://trainers.fide.com/minutes.html>).
- 12) Listed its Recommended Books (<http://trainers.fide.com/recommended-books.html>).
- 13) Supports trainers with monthly Surveys, free of charge (<http://trainers.fide.com/surveys.html>).
- 14) Cooperates with CACDEC, ECU (European Chess Union) and IOC/ARISF (International Olympic Committee / Association of IOC Recognised International Sports Federations), assuring sponsored FIDE Trainers' Seminars (for CACDEC federations) annually (2009-2012).
- 15) Supports trainers with valuable general information (<http://trainers.fide.com>).

FIDE Trainers' Commission (TRG)

FIDE Trainers' System (Guide)

FIDE Titles / TRG Seminars

TRG by taking into account previous decisions of FIDE Presidential & Executive Boards, General Assemblies, and various proposals of recent years, revised and finalised the present guide. This guide will apply to FIDE Trainers' System, dealing with FIDE Titles and TRG Seminars. All previous decisions on these matters will have no validity anymore and will be replaced by the present.

1. Trainers' Titles

1.1. FIDE & TRG recognises the following titles (in order of expertise):

- 1.1.1. FIDE Senior Trainer (FST)
- 1.1.2. FIDE Trainer (FT)
- 1.1.3. FIDE Instructor (FI)
- 1.1.4. National Instructor (NI)
- 1.1.5. Developmental Instructor (DI)

1.2. Titles' Descriptions / Requirements / Awards:

1.2.1. FIDE Senior Trainer (FST)

1.2.1.1. Scope / Mission:

- a. Lecturing in Seminars as Lecturer / Seminar Leader (if approved).
- b. National examiner.
- c. Trained players particularly with rating above 2450.

1.2.1.2. Qualification / Professional Skills Requirements:

- a. Proposal/endorsement from his/her National Federation.
- b. Minimum 10 years experience as a trainer in general or FIDE Trainer.
- c. Holders of the titles GM or IM.
- d. Achieved a career top FIDE ELO rating of 2450 (strength).
- e. Knowledge of at least one foreign language besides of his/her native language, of the FIDE approved languages: Arabic, English, French, German, Portuguese, Russian and Spanish.
- f. Has published materials like manuals, books or series of articles.
- g. Proof of World/International successes, as below:
 - g1. Trainer of the Olympic medal winning team.
 - g2. Trainer of the World Champions.
 - g3. Trainer of Challengers of the World Champions (final match).
 - g4. Trainer of the Continental team gold medal winner.
 - g5. Trainer of the Continental individual champion.
 - g6. Trainer of more than 3 World Champions in Youth and Juniors' categories.
 - g7. Trainer - Founder of chess schools, which developed a minimum of 3 IGM or 6 title players (GM, IM, and WGM).
 - g8. Trainer, who originated and developed educational systems and/or programs.

1.2.1.3. Title Award:

- a. The application (Appendix 1) should be sent through his/her National Federation (mandatory).
- b. It is strongly noted that the most important criteria of a FST title (obligatory / mandatory requirements) are: f. (Published material) and g. (World/International successes) and TRG will mainly focus on that. All other requirements can be treated as non-mandatory.
- c. For the FST Title Award a ballot among the five TRG Board members will take place and a 70% positive number (Yes = 20% * Abstain = 10% * No = 0%) will be needed. If the application fails, the FIDE Trainer title may be awarded. The applicant is obliged to accept this procedure and fulfil the necessary payments.
- d. TRG reserves the right to investigate and accept or reject any statement of the applicant, without any further explanation.

1.2.2. FIDE Trainer (FT)

1.2.2.1. Scope / Mission:

- a. Boost international level players in achieving playing strengths of up to FIDE ELO rating 2450.
- b. National examiner.

1.2.2.2. Qualification / Professional Skills Requirements:

- a. Proof of National Trainer education and recommendation for participation by the National Federation.
- b. Proof of at least 5 years activity as a Trainer.
- c. Achieved a career top FIDE ELO rating of 2300 (strength).
- d. TRG seminar Norm.

1.2.2.3. Title Award:

- a. By successful participation in a TRG Seminar.
- b. By failing to achieve FST title (rejected application).

1.2.3. FIDE Instructor (FI)

1.2.3.1. Scope / Mission:

- a. Raised the competitive standard of national youth players to an international level.
- b. National examiner.
- c. Trained players with rating below 2000.

1.2.3.2. Qualification / Professional Skills Requirements:

- a. Proof of National Trainer education and recommendation for participation by the National Federation.
- b. Proof of at least 2 years activity as a Trainer.
- c. Achieved a career top FIDE or National ELO rating of 2000 (strength).
- d. TRG seminar Norm.

1.2.3.3. Title Award:

- a. By successful participation in a TRG Seminar.

1.2.4. National Instructor (NI)

1.2.4.1. Scope / Mission:

- a. Raised the level of competitive chess players to a national level standard.
- b. Instructed/trained players with rating up to 1700.
- c. School teacher.

1.2.4.2. Qualification / Professional Skills Requirements:

- a. Minimum two years experience as Developmental Instructor (level).
- b. Achieved a career top FIDE or National ELO rating of 1700 (strength).
- c. Trainees have minimum top-10 placing in recognized national level competitions.
- d. TRG seminar Norm.

1.2.4.3. Title Award:

- a. By successful participation in a TRG Seminar.

1.2.5. Developmental Instructor (DI)

1.2.5.1. Scope / Mission:

- a. Spread the love for chess among children and methodically bring them to a competitive level.
- b. Instructions for Beginners, Elementary, Intermediate and Recreational level players.
- c. School teacher.

1.2.5.2. Qualification / Professional Skills Requirements:

- a. Knows the FIDE Laws of Chess (Basic Rules of Play and Competition Rules).
- b. Achieved a career top FIDE or National ELO rating of 1400 (strength).
- c. TRG seminar Norm.

1.2.5.3. Title Award:

- a. By successful participation in a TRG Seminar.

1.3. Procedures / Financial:

- a. After successful graduation from the seminar course, each participant will receive a participation certificate signed by the Lecturers / Seminar Leaders.
- b. After the detailed report submission by the Lecturers / Seminar Leaders to TRG, the later will submit the titles' applications/proposals to FIDE for approval by an official body (PB, EB or GA).
- c. Following approval, the trainer will receive the official diploma badge (the badge shall include the photograph of the trainer and the licence validity) from FIDE, if the following conditions are fulfilled:
 - c1. Requirements (Qualification) for each title as described above.
 - c2. Diploma of the successful participation in the FIDE Trainer Seminar (except for FST).
 - c3. Written examinations (except for FST).
 - c4. Payments of FIDE fees (participation and titles), according to the following table:

Title Awarded	Title Award (one-time)	Licence Fee (valid for 4 years)
FIDE Senior Trainer	300 Euros	180 Euros
FIDE Trainer	200 Euros	120 Euros
FIDE Instructor	100 Euros	60 Euros
National Instructor	50 Euros	30 Euros
Developmental Instructor	50 Euros	30 Euros

- d. The FIDE fee by a participant to a TRG seminar is 100 euros and it must be paid to the affiliated federation/body, co-organiser of the Seminar. The affiliated federation/body, co-organiser will be invoiced by FIDE for the total amount of the participants' fees.

- e. It is allowed for a participant to pay for his Title Fee in advance to the affiliated federation/body co-organiser or to FIDE directly. In this case he/she must inform FIDE in written form for his action. In case that his/her Title fails to be approved by FIDE, the Title Fee is not refundable.
- f. A titled Trainer will be charged a 'Licence Fee' after two calendar years have passed since the title was awarded. Each licence will be valid for four (4) years. (ex) World Champions and the FST of the 2004 Direct Approval (founders) are exempt from these licence regulations. Failing to fulfil the licence's obligations will lead to a suspension from the trainers' titles lists.
- g. English language is the official language for communication and applications between TRG and Trainers.

2. TRG Seminars

2.1. Order of Procedures:

- 2.1.1. Application of the co-organizing body to TRG.
- 2.1.2. Approval of program and lectures.
- 2.1.3. Approval of Lecturers / Seminar Leaders.
- 2.1.4. Announcement on FIDE and TRG web-sites by completing the obligatory draft forms.
- 2.1.5. Results submission to TRG for approval.
- 2.1.6. TRG's submission of the proposed results and payments to FIDE.

2.2. Lecturers / Seminar Leaders:

- 2.2.1. All TRG seminars are conducted by Lecturers / Seminar Leaders (FST title holders). Lecturers / Seminar Leaders are highly skilled professionals, each with many years of experience in the chess training field of expertise. They combine the powers of a professional trainer and expert practitioner, offering proven teaching and facilitation skills that will ensure an active and participatory learning experience.
- 2.2.2. All Lecturers / Seminar Leaders (Appendix 2) are appointed by the TRG once per year and an application (and approval) is needed in order to add a new FST in the list.
- 2.2.3. In each seminar two Lecturers / Seminar Leaders will be in charge. Exceptions are allowed if approved beforehand by TRG.
- 2.2.4. Assistants (other titled trainers, psychologists, etc) are allowed.
- 2.2.5. The Syllabus guideline will be used in TRG seminars. A copy must be given (free or by debit) to all participants before the written examinations.
- 2.2.6. When organizing seminars for National Instructor and Developmental Instructor titles, it could be possible that they will be conducted by FIDE Trainer or FIDE Instructor title holders. But it has to be approved in advance by TRG.
- 2.2.7. An estimated cost for organizing TRG seminars is 7.000 euros (for 2010-2012). That amount includes the fee of the Lecturers / Seminar Leaders of the approved official list (2.300 euros each - a total of 4.600 euros), their airfare tickets and board & lodging. Various other expenses (auditorium, bulletin, coffee-breaks costs) will be responsibility of the co-organizer.
- 2.2.8. A co-organizer reserves the right to charge each participant an extra 'participation fee' up to 450 euros. From that amount 100 euros is the FIDE fee.
- 2.2.9. In each seminar program (prospectus) the following must be analyzed:

- 2.2.9.1. Dates.
 - 2.2.9.2. Location.
 - 2.2.9.3. Titles' analysis.
 - 2.2.9.4. Order of events and course plan.
 - 2.2.9.5. Various costs and payments.
 - 2.2.9.6. Lecturers.
 - 2.2.9.7. Various other information.
- 2.2.10. All participants must complete their personal ID-Card (Appendix 3) and return it to the organizers.
- 2.2.11. The seminar's daily attendance and the results of the written examinations are of highly importance for the applicants.
- 2.2.12. It is allowed to contact seminars via Internet for specific justifications and in any way only after TRG's approval.

3. Guideline for TRG Academies:

3.1. An endorsed FIDE Academy must accept the following requirements/obligations:

- 3.1.1. Should carry on all its official papers the FIDE title, flag, logo and symbols.
- 3.1.2. Should follow FIDE & TRG proposed Guidelines and Educational Program.
- 3.1.3. Should follow the unanimous 'FIDE Trainers' Syllabus'.
- 3.1.4. Should follow the unanimous 'FIDE Official Books', among others.
- 3.1.5. Should accept the Registration (200 €) and other Fees (300 € per year) to FIDE.
- 3.1.6. Should cooperate with Lecturers / Seminar Leaders, approved by the TRG.
- 3.1.7. Should cooperate with FIDE certified Trainers, approved by the TRG.
- 3.1.8. Should cooperate with Internet proposed sites.
- 3.1.9. Should provide the necessary info for TRG's Archives and Website.
- 3.1.10. Should cooperate in harmony.

3.2. An endorsed Academy will have the following rights:

- 3.2.1. Can directly register its trainees (maximum two players per category - wild cards) to World Youth and World and Continental School Championships.
- 3.2.2. Can directly submit its internal tournaments for FIDE Rating calculations.
- 3.2.3. Can resell 'FIDE Official Books' and 'FIDE Trainers' Syllabus' up to +100% up to its cost.
- 3.2.4. Can organize official FIDE Training Camps.
- 3.2.5. Can issue FIDE official attendance certificates.
- 3.2.6. Can propose its best student for the FIDE Candidate Master title (once per year).

4. Trainers

Starting on 01.01.2012, the following will apply:

4.1. No trainer will be offered free board & lodging at official FIDE events such as Olympiads, World, European, Continental, Pan-American, and Asian Team Championship, and World and European Youth Individual Championships, if he/she does not hold any official FIDE / TRG title.

4.2. No trainer will be offered access in the official playing hall at official FIDE events such as Olympiads, World, Continental, European, Pan-American, and Asian Team Championship, and

World and European Youth Individual Championships, if he/she does not hold any official FIDE / TRG title.

4.3. A trainer will be nominated by each national federation as the 'Official Contact Trainer' with the TRG. By this action, TRG's communication and further cooperation with the FIDE affiliated federations will become easier and more effective.

Approved by FIDE PB (Bursa-January & Sofia-April 2010)

Approved by FIDE GA (Khanty Mansiysk-September 2010)



NOMINATED FIDE LECTURERS / SEMINAR LEADERS					
N	FIDE ID	SURNAME	NAME	COUNTRY	BORN-Y
1	13601326	Azmaiparashvili	Zurab	GEO	1960
2	14602377	Beliavsky	Alexandr	SLO	1953
3	4611268	Boensch	Uwe	GER	1958
4	715620	Chernin	Aleksandr	HUN	1960
5	3600270	Fierro	Martha	ECU	1977
6	4200039	Grivas	Efstratios	GRE	1966
7	200930	Gurevich	Mikhail	TUR	1959
8	2200015	Illescas	Miguel	ESP	1965
9	4618777	Jussupow	Artur	GER	1960
10	14100576	Khodarkovsky	Michael	USA	1958
11	400300	Martin	Andrew	ENG	1957
12	14602385	Mikhalchishin	Adrian	SLO	1954
13	14600013	Mohr	Georg	SLO	1965
14	3500020	Nogueiras	Jesus	CUB	1959
15	2500515	O'Connell	Kevin	IRL	1949
16	2014610	Palatnik	Semon	USA	1950
17	902004	Petronic	Jovan	SRB	1964
18	14100096	Tukmakov	Vladimir	UKR	1946
19	3500055	Vera Gonzalez	Reinaldo	CUB	1961
20	4400011	Zapata	Alonso	COL	1958

A King's Golden Cage

Efstratios Grivas

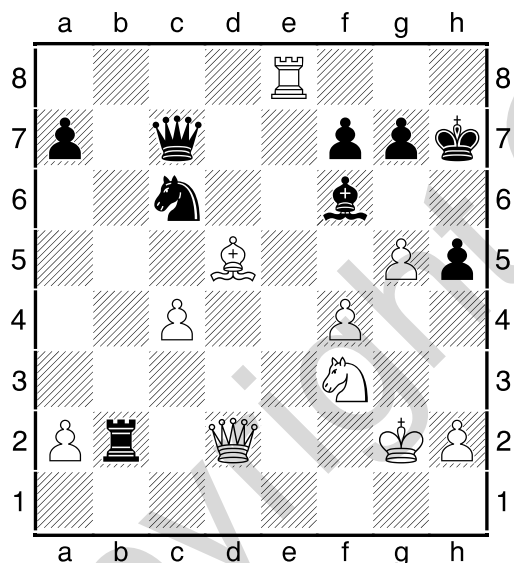
Concept

As I wrote in one of my several surveys, 'Nowadays it is acceptable that all combinative motives can be categorized and learned by training methods'. We will examine one more combination 'pattern' in the present survey.

Of course I could present only the diagram position in question in each of the examples and leave out the comments on the previous moves of the games.

But in my opinion a combination is only the top of the mountain; a natural consequence of the player's strategy. The reader should study how the game 'produces' the critical moment of the potential combination; how this is born in the mind of the chessplayer.

Example 1 ◦



White seems to be in trouble. His queen is attacked and 1. ♖e4+ g6 2. ♖c2 ♖g7♭ looks like his only defence. But the truth is different. The uncomfortable placement of the black king can decide the game in no time!

1.g6+! fxg6

Or 1... ♔xg6 2. ♖e4+ ♔h6 3. ♖h8 ♯. But now the golden cage has closed its gates!

2. ♖xb2!

The second step: the black bishop must abandon protection of the g5-square.

2... ♖xb2 3. ♖g5+ ♔h6 4. ♖h8 ♯
1-0

As always, this particular combination can be categorized, according to certain factors:

1. The back rank is not satisfactorily protected.
2. There are, or can be created, doubled g- (or b-) pawns in the opponent's castled king position.
3. The queen can be 'sacrificed', opening the road for the rooks (or other pieces).
4. The opponent's king can be driven to the h- (or a-) file.
5. The (doubled) rook(s) can deliver the final blow from the 8th rank.

'During a chess competition a chessmaster should be a combination of a beast of prey and a monk' - Alexander Alekhine.

◻ **Alekhine Alexander**

■ **Colle Edgar**

D07 Paris 1925

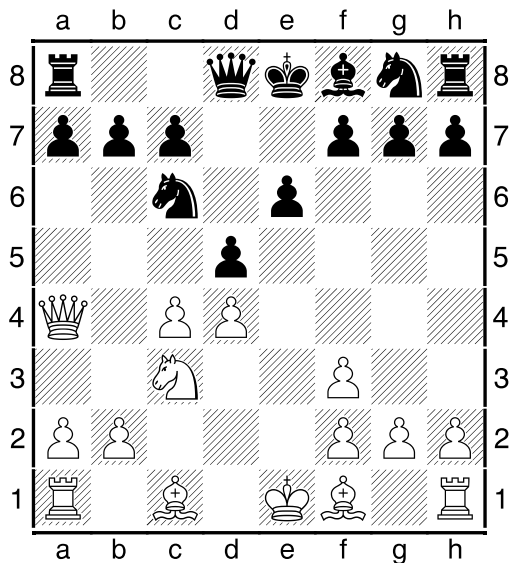
1.d4 d5 2.c4 ♖c6 3. ♖f3 ♖g4 4. ♖a4!? ♖xf3

The main alternative is 4...dxc4!? 5.e3 ♖xf3 6.gxf3 e5 7.dxe5 ♖d5 8. ♖c3 ♖xf3 9. ♖g1 ♖h5 10. ♖g2 ♖ge7 11.f4 0-0-0 12. ♖xc4 g5 ∞ Braun,A-Rodshtein,M Budapest 2006.

5.exf3 e6

Black has also tried 5...dxc4 6. ♖xc4 ♖xd4 7. ♖c3 e6 8. ♖e3 (8.0-0 ♖d6 9. ♖d1 ♖ Portisch,L-Mariotti,S Budapest 1975) 8... ♖e5 9. ♖b5 ♖ge7 10.0-0 0-0-0 11. ♖ad1 ♖xd1 12. ♖xd1 a5? (12...a6 13.f4 ♖h5 14. ♖xa6! ♖a5 15. ♖xa5 ♖xa5 16. ♖d3 ±) 13.f4 ♖h5 14.b4! ♖d5 15. ♖xd5 ♖xb4 (15...exd5 16.bxa5 d4 17.a6! +-) 16. ♖e2! ♖xe2 17. ♖e8 ♯ 1-0 Inkiov,V-Dubois,L Clichy 2001. Of course 5...e5? should be avoided: 6.dxe5 d4 7. ♖d3 ♖b4+ 8. ♖d2 ♖xd2+ 9. ♖xd2 ♖ge7 10.f4 ± Da Silva Rocha,A-Grau,R Carrasco 1938.

6. ♖c3 (D)



6... ♗b4?!

I do not really like the text move, which surrenders the bishop-pair to White and improves his pawn structure. Black should have gone for the much better 6... ♖ge7! 7. ♗g5 (7. ♗e3 g6 8. cxd5 exd5 9. ♗b5 ♗g7 10. 0-0 = Fuster, G-Bronstein, D Budapest 1949) 7... ♗d7 8. ♖d1 (8. cxd5 ♖xd5 9. ♗b5 ♗e7 10. ♗xc6 bxc6 11. ♗xe7 ♖xe7 12. 0-0 0-0 13. ♖ac1 ♖fb8 14. b3 a5 = Gebhardt, U-Zaragatski, I Hamburg 2005) 8... h6 9. ♗f4 g5 10. ♗e3 ♗g7 11. cxd5 exd5 12. h4 0-0-0 ∞ Ivanov, I-Watson, J New York 1984.

7. a3! ♗xc3+ 8. bxc3 ♖ge7 9. ♖b1 ♖b8 10. cxd5 ♗xd5

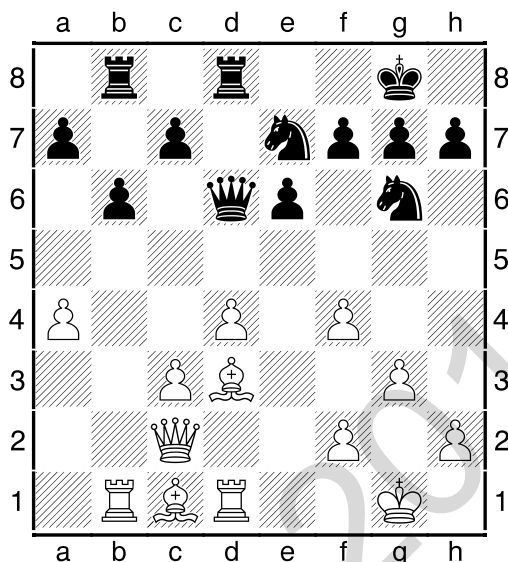
The other capture with 10... exd5 is also pleasant for White: 11. ♗d3 0-0 12. ♗c2 (12. 0-0 ♗d6 [12... ♖c8?! 13. ♗c2 h6 14. a4 ♖b6 15. ♗a2 ± Borocz, I-Ruck, T, Zalakaros 1995] 13. g3 ♖g6 14. ♗b2 a6 15. ♗c2 ♖ce7 16. h4 ♖fe8 17. h5 ♖f8 18. ♗c1 h6 19. ♗f4 ± Smistik, M-Novak, P, Svetla nad Sazavou 1996) 12... ♖g6 13. 0-0 ♖e8 14. f4 ♗d6 15. g3 ♖a5 16. f5 ♖f8 17. ♗f4 ± Kempinski, R-Spyra, W, Karvina 1994.

The bishop-pair is like heaven, at least in such a position.

11. ♗d3 0-0 12. 0-0 ♗d6 13. ♗c2 ♖g6 14. f4 ♖ce7

Not helpful is 14... ♖xf4 15. ♗xh7+ ♖h8 16. ♗e4 ♖d5 17. ♖e1 ±.

15. g3 ♖fd8 16. ♖d1 b6 17. a4 (D)



White enjoys a healthy advantage. His bishop-pair and the possibility to create initiative on both flanks is a welcome concept for every strong player.

17... ♖d5 18. ♗d2?!

18. f5! is more accurate: 18... exf5 19. ♗xf5 ± as now Black cannot continue with 19... c5? due to 20. dxc5 ♗xc5 21. ♖b5 +.

18... c5!

Black must create pawn weaknesses in White's camp, in order to find some counter-play.

19. f5 exf5 20. ♗xf5 cxd4 21. cxd4 ♖de7 22. ♗b4 ♗f6 23. ♗xe7?!

White should maintain his slight advantage with 23. ♗h3 ♖c6! (23... ♖xd4?! 24. ♗c7 ♖e8 25. ♖e1 ♖dd8 26. ♗g2 ±) 24. d5 ♖xb4 25. ♖xb4 ♗d6 26. ♖e4 ±.

23... ♗xe7

Of course not 23... ♖xe7? 24. ♗xh7+ ♖f8 25. ♗e4! ♖xd4 26. ♖xd4 ♗xd4 27. ♖d1 ♗e5 28. ♖d7 ±.

24. ♖bc1 ♖d5?

According to modern middlegame theory, Black had to create a passed pawn of his own, in order to keep equal chances. This is best done with 24... a6! 25. d5 b5 26. axb5 axb5 =.

25. ♗e4 ♖d7 26. d5 ♗f6

26... ♖e8 27. ♖e1 ♖dd8 28. ♖e2 ♗d7 29. ♖ce1 is another try for Black, although White retains his advantage.

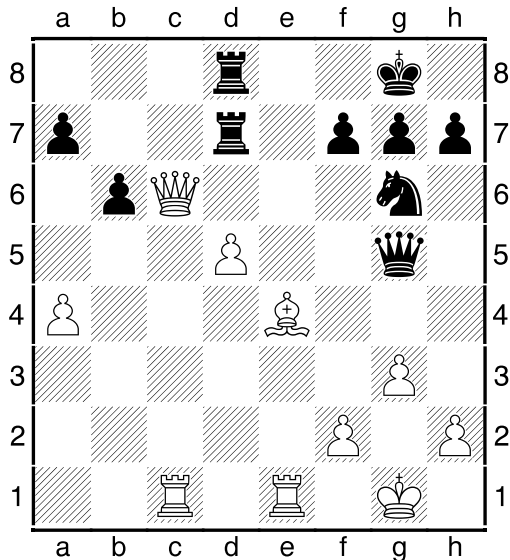
27. ♖e1 ♖bd8 28. ♗c6?!

I would prefer 28. ♖cd1 ♖e7! 29. ♖d3!

(29. ♖xh7+?! ♔f8 30. ♖e4 ♘xd5) where White keeps a nice advantage.

28... ♖g5? (D)

This is a fatal mistake, which allows a nice combination. Black had to continue with 28... ♘e7! 29. ♖xf6 (29. ♖b5 g6 30. ♖cd1 ♘f5 31. ♖b4 [31. ♖xf5 ♖xf5 32. ♖a6 =] 31... ♘d6 =) 29... gxf6 30. d6 ♖xd6 31. ♖c7 ♖8d7 32. ♖xh7+ ♔f8 33. ♖xd7 ♖xd7 34. ♖c2 ♖d2 35. ♖c1 ±.



At first sight it would seem that Black has neutralized the dangerous passed d-pawn, and there is no way for White to make use of Black's temporary weakness on the back rank.

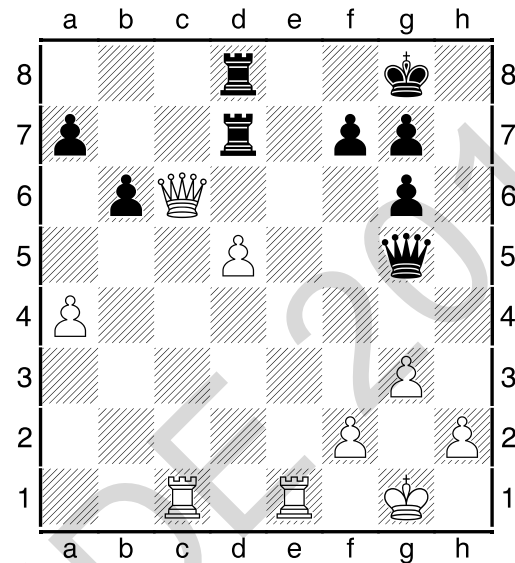
29. ♖xg6!

This looks quite strange, since now the d-pawn can no longer be protected. But Alekhine used this move to support his strategical plan with tactical nuances.

29... hxc6? (D)

Obviously 29... ♖xg6? was bad due to 30. ♖xd7 with a simple mate threat, but what is wrong with Colle's move which after all opens a safe haven for the black king on h7? In fact the only move was 29... fxc6 though it wouldn't have stopped White's decisive advantage: 30. ♖e6+ ♖f7 (30... ♔f8 31. ♖c4! ♖f7 [31... ♖xd5 loses nicely to 32. ♖f4+ ♖f5 33. ♖e5!!] 32. ♖c8 wins) 31. ♖c8 ♖xc8 (31... h6 32. f4 ; 31... ♔f8 32. ♖e8+ ♖xe8 33. ♖cxe8 #) 32. ♖xc8+ ♖f8 33. ♖e8 ♖f6 34. ♖xf8+ ♖xf8 35. ♖c7! (35. ♖c6 ♖d8 36. d6 ♔f7 37. ♖c4+ ♔f8 38. ♖c7 ♔e8 39. ♖xg7 ♖xd6 40. ♖g8+ ♔d7 41. ♖xh7+

♔c6 42. h4! ± but not 42. ♖xa7? ♖d1+ 43. ♔g2 ♖d5+ 44. f3 ♖d2+ 45. ♔h3 ♖h6+ 46. ♔g4 ♖h5+ 47. ♔f4 ♖f5+ 48. ♔e3 =) 35... ♖f3 36. ♖b8+ ♖f8 37. ♖xa7 ♖d6 38. ♖b7 ♔f8 39. ♔f1 +-.



30. ♖xd7!! ♖xd7 31. ♖e8+

The 'correct' rook. The 'alternative' 31. ♖c8+? ♖d8 -+ would have ruined an excellent combination.

31... ♔h7 32. ♖cc8

What an irony! The black men on the g-file create a tomb for their own king. There is no escape...

32... ♖d8 33. ♖exd8!

33. ♖cxd8? prolongs the game: 33... ♖c1+ 34. ♔g2 g5 ±. But now Black had to resign.

1-0

□ **Mamedyarov Shakhriyar**

■ **Timofeev Artyom**

D45 Moscow 2004

1. d4 d5 2. c4 e6 3. ♘c3 c6 4. e3 ♘f6 5. ♘f3 ♘bd7 6. ♖c2 b6 7. ♖d3 ♖b7 8. 0-0 ♖e7 9. e4!?

Most players try 9. b3 here.

9... dxe4 10. ♘xe4 ♘xe4 11. ♖xe4 ♘f6 12. ♘e5 12. ♖d3 c5 seems to be OK for Black: 13. dxc5 ♖xc5 = 14. b4?! ♖xb4 15. ♖a4+ ♖d7 16. ♖xb4 ♖xd3 17. ♖a3 0-0-0 18. ♖fe1 ♖xf3 19. ♖e3 ♖d2 20. ♖xf3 ♖xb4 21. ♖xb4 ♖d4 ♢ Drozdovskij, Y-Smeets, J Oropesa del Mar 1998.

12... ♖c8

Obviously 12... ♖xd4? 13. ♖xc6+ ♖xc6

14. ♖xc6 favours White.

13. ♖d1 ♖xe4

Black must capture the bishop, as after 13...0-0? 14. ♕f3 ± he will face huge difficulties in advancing his c-pawn to c5.

14. ♖xe4 0-0 15. ♕f4 ♕a8

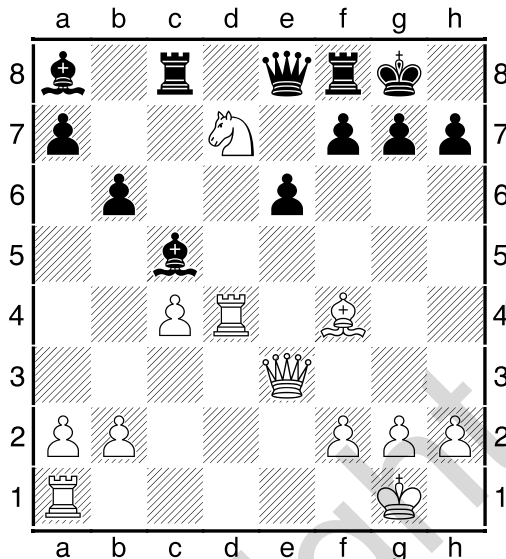
With 15... ♕f6!? 16. ♖d3 ♖e7 Black could obtain a position from the game Stefanova, A-Polgar, S, Vienna 1996 (with the white rook on f1 instead of a1), in which Polgar successfully neutralized her opponent's initiative and won.

16. ♖d3 c5 17. ♖e3!

Black would have an easy game after 17.d5 exd5 18.cxd5 ♕d6 =.

17... ♖e8!

The text move avoids a devilish trap, which can be seen after 17...cxd4? 18. ♖xd4 ♖e8 19. ♖d7 ♕c5 (D)



20. ♖f6+! gxf6 21. ♕h6 ♕e4 (21... ♖h8? 22. ♕g7+! ♖xg7 23. ♖g4+ ♖h8 24. ♖h6 mates) 22. ♖xe4 ♖h8 (22...f5? 23. ♖g4+! fxf4 24. ♖xg4+ ♖h8 25. ♕g7+ ♖g8 26. ♕f6 #) 23. ♖d2 ♖g8 24. ♖ad1 ±.

18.d5?!

White should consider continuing with 18.dxc5!? f6! (18... ♕xc5?! 19. ♖g3 ±) 19. ♖d7 e5! (19... ♕xc5? 20. ♖xc5 ♖xc5 21. ♕d6) 20. ♕g3 (20. ♖xf8 exf4 21. ♖xf4 ♕xf8 22.cxb6 axb6 23.b3 ∞) 20... ♕xc5 21. ♖e2 ♖f7 22. ♖xc5 ♖xc5 23.b3 ±.

18...exd5 19.cxd5 c4!

19... ♕d6 20. ♖g3 ±.

20. ♖dd1

20. ♖d2 ♕b4 21. ♖dd1 ♕d6 does not

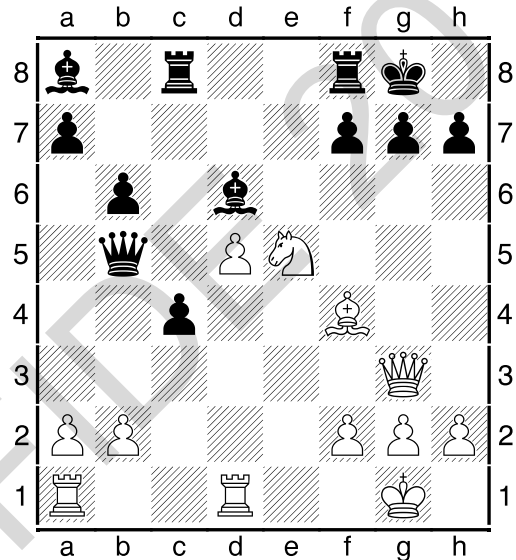
change anything.

20... ♕d6

Black would also be fine after 20...f6 21. ♖g4 (21.d6? fxe5 22.d7 ♖g6 ; 21. ♖c6 ♕xc6 22.dxc6 ♖xc6 23. ♖e1 ♖f7) 21... ♕c5 22. ♖g3 ♖d7 23. ♖e3 ♕xe3 24.fxe3 f5.

21. ♖g3 ♖b5?! (D)

Black should have continued with 21... ♖c5! 22. ♖xc4 (22. ♖d3 ♕xf4 23. ♖xf4 ♖e4 24. ♖ac1 ♖f5 ∞) 22... ♕xf4 23. ♖xf4 ♖xd5 =.



22. ♖c6! ♕xf4 23. ♖e7+ ♖h8 24. ♖xf4 ♖cd8 25. ♖d2 ♖c5 26.d6 ♖d7?!

White, helped by Black's 21st move, achieved the advantage, but Black's last move increases it. Better was 26...f5 ±.

27. ♖c1 b5 28. ♖c3!

Threatening ♖h3-h7+!

28... ♖fd8

Black feels short of moves: 28...g6 29. ♖f6#; 28...h6 29. ♖g6+; 28...f5!? 29. ♖e3 ±.

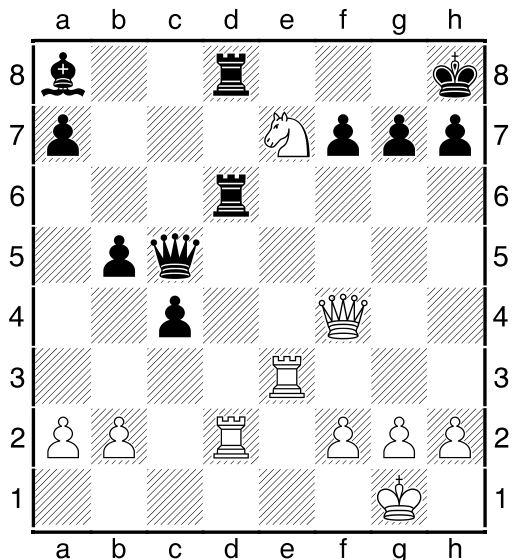
29. ♖e3?!

White missed the strong 29. ♖xf7! ♕e4 30. ♖g3 ♖e5 31.f4 ♖f6 32. ♖xf6 gxf6 33. ♖d4 ♕b1 34.a4 a6 35.f5 ±.

29... ♖xd6? (D)

The text move loses by force, as White can present the 'usual combination'. Also bad was 29...h6 30. ♖xf7 ♖g5 31. ♖g3 ♖f6 32. ♖g6+ ♖h7 33. ♖f8+ +- but Black should try the interesting and far from completely clear line 29... ♖b4!? 30. ♖de2 ♖xd6 31. ♖xf7 ♖d1+ 32. ♖e1 ♖g4 33.f3 (33. ♖g3? ♖d1!) 33... ♖d4 34. ♖f1 ♖f6 35. ♖g6+! hxg6 36. ♖e8+

♔h7 37. ♖g8+ ♔h6 38. h4! (38. ♖h8+ ♔g5 39. ♜e5+ ♖xe5 40. ♜xe5+ ♔f4 41. ♜e8 ♜d1+ 42. ♔f2 ♜1d2±) 38...g5! 39. ♖h8+! (39. ♜1e6 ♜d1±) 39...♔g6 40. hxc5 ♜xe8 41. ♖xe8+ ♖f7 42. ♖xa8 ♖d5 43. ♖e8+ ♖f7 44. ♖c8± or the modest but safe enough 29...f6! 30. ♜e6 ♖g5 31. ♖xg5 fxc5 ±.



30. ♘g6+!! hxc5

The alternatives are: 30...fxc6 31. ♖xd6 ♜xd6 32. ♜e8 # ; 30...♜xc6 31. ♜xd8+ ; 30...♔g8 31. ♜xd6 ♖xd6 32. ♖xd6 ♜xd6 33. ♜e8 #.

31. ♖h4+ ♖h5

Or 31...♔g8 32. ♖xd8+ ♜xd8 33. ♜xd8+ ♔h7 34. ♜h3+ +-.

32. ♖xd8+! ♜xd8 33. ♜xd8+ ♔h7 34. ♜ee8

Black resigned as the forced 34...g5 35. ♜h8+ ♔g6 36. ♜xh5 ♔xh5 37. ♜xa8 leaves him a rook down.

1-0

□ Azmaiparashvili Zurab

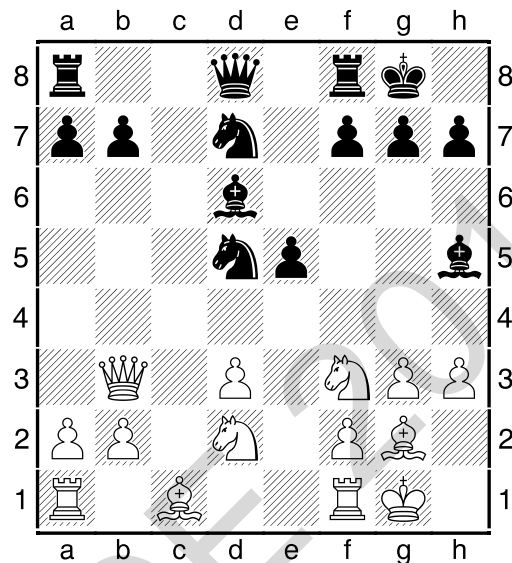
■ Shirov Alexei

A07 Dubai 2002

1. g3 d5 2. ♘g2 ♘f6 3. d3 c6 4. ♘d2 ♘g4 5. h3 ♘h5 6. ♘gf3 ♘bd7 7. 0-0 e5 8. e4 ♘d6 9. exd5 cxd5 10. g4!?

The most usual move is 10. c4 0-0 (10...d4 11. ♖e2 0-0 12. g4 ♘g6 13. ♘h4 ♘c5 14. ♘xc6 hxc6 15. b4± King, D-Norwood, D Germany 1994) 11. cxd5 ♘xd5 12. ♖b3 (12. ♘c4!? ♘c7 13. ♖b3 ♘5b6 14. ♘g5! ♖e8 15. ♜fe1 [15. ♜ac1 ♘xc4? 16. ♖xc4 ± Hodgson, J-De la

Villa Garcia, J, Dos Hermanas 1992] 15... ♔h8 16. ♘d2 f6 17. ♘b4 ♜g8 18. ♘d4 ± Norwood, D-Girinath, P Calcutta 1994) (D)



and now:

a) 12... ♘5f6 13. ♘c4 (13. ♘e4 ♘xe4 14. dxe4 ♘c5 15. ♖d5 ♘xf3 16. ♘xf3 ♖f6 17. ♘g2 ♜fd8 18. ♘e3 ♘f8 19. ♖c4 ♘d3 = Norwood, D-Adams, M Plymouth 1989) 13... ♘c5 (13... ♘c7 14. ♘e3 b6 15. ♜fe1 ♜c8?! [15...a6 16. d4 ; 15... ♜e8!? ; 15... ♜b8 16. d4] 16. d4 ♘xf3 [16...exd4 17. ♘xd4 ± ; 16...e4 17. ♘fe5xc6, e4] 17. ♘xf3 e4 [17...exd4 18. ♘xd4 ±] 18. ♘g2 ♜e8 [18...a6!] 19. ♜ac1± [19. ♖b5!?] Vaganian, R-Torre, E Moscow 1994) 14. ♖a3 e4 (14... ♘xf3 15. ♘xf3 ♘e7 16. ♘xe5 ♘cd7 17. ♖c3 ♜c8 18. ♖e1 ♘c5 19. ♘xd7 ♖xd7 20. ♔g2 ± Vaganian, R-Kaidanov, G Glendale 1994) 15. dxe4 ♘cxe4 16. ♘xd6 ♖xd6 17. ♖xd6 ♘xd6 18. ♘f4± Kogan, A-Jonkman, H Lisbon 2000.

b) 12... ♘5b6 13. ♘e4 ♘e7 14. a4 (14. ♘e3 ♔h8 15. ♜ac1± Bricard, E-Stefansson, H Bischwiller 1999) 14... ♔h8! (14...a5 15. ♘e3 ♘b4 16. ♜fc1 ♔h8 17. ♘c5 [17. d4!?] 17... ♘xc5 18. ♘xc5 ♘xc5 19. ♜xc5 f6 = Foisor, C-Delgado Crespo, M Benasque 2001; 14... ♜b8? 15. a5 ♘c8 16. d4! ± Ivanov, M-Kharitonov, A Moscow 1995) 15. a5 f5! ∞ Vaganian, R-Khalifman, A Eupen 1994.

10... ♘g6 11. ♘h4 0-0 12. ♘xc6 hxc6 13. c4

The alternative is 13. ♘f3 ♜c8 14. ♘h4 ♘b6 15. a4 a5 ∞ Haziev, A-Bakhtiyarova, A Ufa 2004.

13... ♘c5 14. ♘b3

Or 14.cxd5 ♘xd3 15.♘c4 (15.♖b3 ♘f4) 15...♘xc1 16.♖xc1 ♖e8 =.

14...dxc4 15.dxc4 ♖c7 16.♙e3

Also unclear is the alternative continuation with 16.♘xc5 ♙xc5 17.g5 ♘h5 18.♖b3. But in general Black should be happy with the opening outcome, since he is fighting under equal terms, having neutralized White's (minimal) opening edge.

16...e4!? 17.♘xc5

Bad is 17.g5?! ♘fd7 ♞.

17...♙xc5 18.♙xc5 ♖xc5 19.♖e2 ♖fe8 20.♖ac1

Interesting is 20.♖ad1 where Black should avoid 20...e3? 21.♙xb7 ♖ab8 22.♙d5 ♖xb2 23.♖xb2 e2 24.♖b5 ±.

20...♖ad8 21.♖c3 ♖d4 22.♖e3 ♖ed8 23.♖e1?!

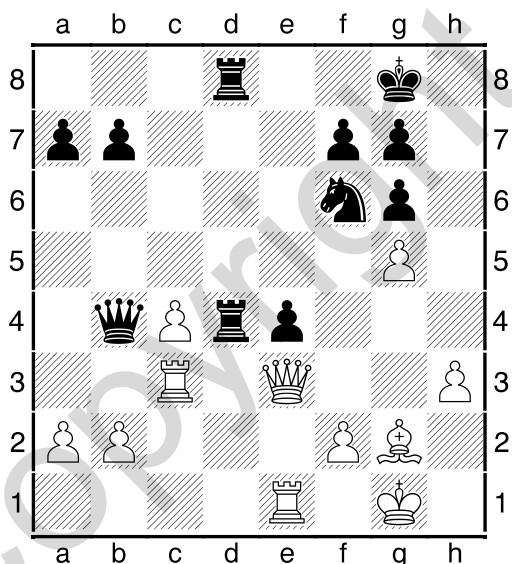
In my opinion White should have tried 23.g5 ♘h7 24.h4 ∞.

23...♖b4?!

Why not 23...g5! 24.a3 a5 ♞ ?

24.g5! (D)

24.a3?! ♖xb2 25.♖b3 ♖c2 26.♖xb7 ♖xc4 27.♖xa7 ♖d1 28.♖f1 ♖c8 is about equal, although it seems that White should be on the alert.



24... ♖d3? Black had to be 'satisfied' with the modest 24...♘h7 25.♙xe4 ♖xb2 26.♖b3 ♖xa2 27.♙xb7 ♘g5 28.♖a3 ♖d2 29.♖xd2 ♖xd2 30.♙d5 ±.

25.♖c1?!

A much better continuation than the game

was the simple 25.♖xd3! ♖xd3 26.♖c1 ♘h5 27.♖xe4 ♖d2 28.a3 ♖xb2 29.♖xb2 ♖xb2 30.♖e8+ ♘h7 31.♖e7 ±. But keep in mind that this was a rapid game...

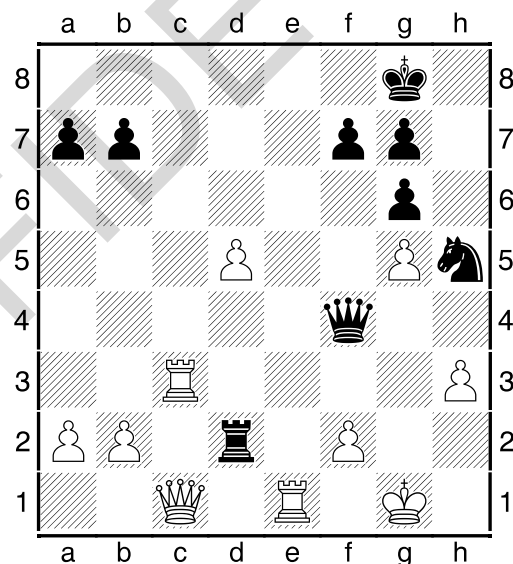
25...♘h5 26.♙xe4 ♖d2?

Too optimistic. Forced was 26...♖xc3 27.♖xc3 ♖xc3 28.bxc3 b6 29.♙d5 ♘f4 30.♘h2 ♘f8! ± (30...♘xd5?! 31.♖d1 ♘f8 32.cxd5 ♘e7 33.c4 ±).

27.♙d5! ♖8xd5

Black had counted on the text move when he entered this variation, as the alternatives are clearly lost for him: 27...♖xb2 28.♖xb2 ♖xb2 29.♖f3 ♘h7 30.♖e7 +- ; 27...♖xb2 28.a3 ♖b6 29.c5 +-.

28.cxd5 ♖f4 (D)



29. ♖f3?

An interesting moment of mutual blindness. Both players overlooked the 'well-known' combination: 29.♖e8+ ♘h7 30.♖xd2! ♖xd2 31.♖cc8 ♖xg5+ 32.♘f1 ♘g3+ 33.♘e1 +-.

The only logical explanation is that this was a rapid game, but still...

29...♖xf3 30.♖xd2 ♘f4

And now Black wins!

31.♖xf4 ♖xf4 32.♖d1 ♖xg5+ 33.♘f1 ♘f8 0-1

Sometimes we can come across similar patterns, which help us not to mate in the usual way, but just to win material or gain strategic superiority.

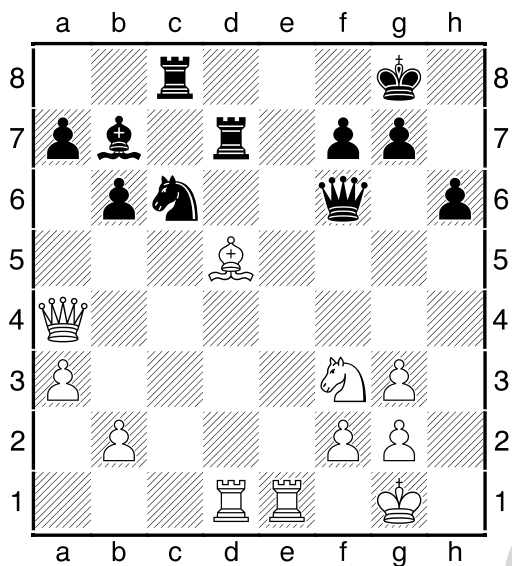
An excellent example is the following:

□ Kasparov Garry

■ Karpov Anatoly

E21 Moscow 1985

1.d4 ♘f6 2.c4 e6 3.♘c3 ♙b4 4.♘f3 0-0
5.♙g5 c5 6.e3 cxd4 7.exd4 h6 8.♙h4 d5
9.♖c1 dxc4 10.♙xc4 ♘c6 11.0-0 ♙e7
12.♖e1 b6 13.a3 ♙b7 14.♙g3 ♖c8
15.♙a2 ♙d6 16.d5 ♘xd5 17.♘xd5 ♙xg3
18.hxg3 exd5 19.♙xd5 ♖f6 20.♙a4 ♖fd8
21.♖cd1 ♖d7 (D)



22. ♙g4! ♖cd8?

Equally bad was 22... ♖e7? 23. ♖xe7! ♙xe7
24. ♙xf7+! ♙xf7 25. ♖d7 h5 26. ♙h3 +- or
22... ♖dc7 23.b4! ± or finally 22... ♖dd8
23.b4! ±. But Black could have achieved a
perfectly playable position with 22... ♖d6!
23. ♙e4 (23. ♖e4 ♖f8! 24. ♖f4 ♙d8
25. ♙h5 ♘e5!) 23... ♖cd8 24. ♖xd6 ♖xd6
25.b4 ♖e6! =.

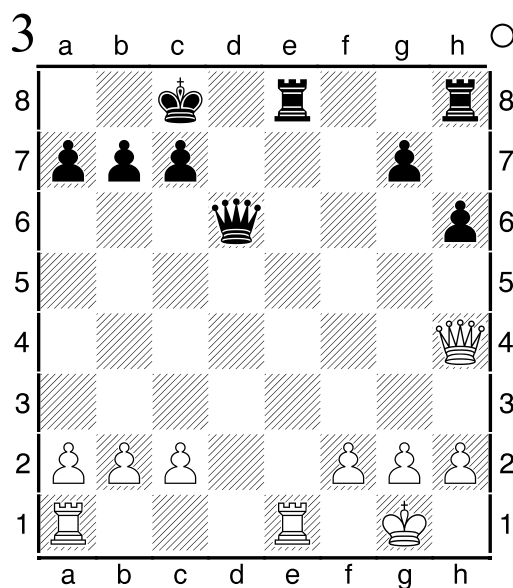
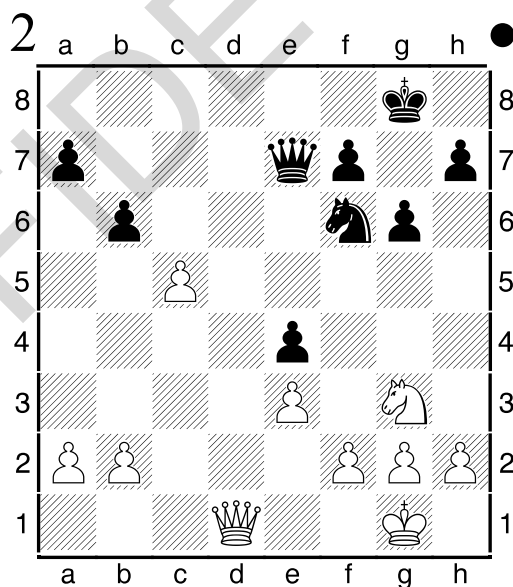
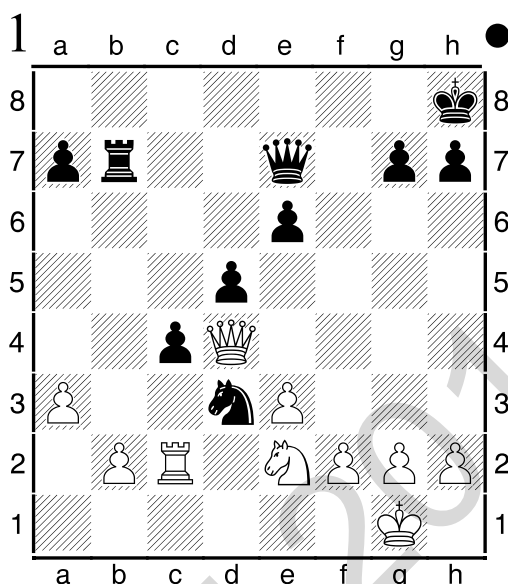
23. ♙xd7!

The 'usual' pattern. The queen is sacrificed in
order to open the road to the back rank and,
by using the opponent's king placement, to
win material.

23... ♖xd7 24. ♖e8+ ♙h7 25. ♙e4+

Black resigned as he is losing too much ma-
terial after 25...g6 26. ♖xd7 ♙a6 27. ♙xc6.

1-0



The Useless Isolani

Efstratios Grivas

Concept

A pawn is considered isolated when there are no pawns of the same colour on the neighbouring files. Thus, it has been detached from the rest of its camp's pawn structure and can be supported only by pieces. One very sensitive issue that both sides must attend to with great care is the matter of piece exchanges. The question to be asked is: which piece exchange is favourable for each side, and consequently undesirable for the other?

In general, the possessor of the isolated pawn should avoid unnecessary piece exchanges without gaining anything substantial in return. If he must accede to some exchange and has a choice, then it is best to avoid exchanges of the minor pieces (bishops and knights) and prefer those of the major pieces (queens and rooks).

In an endgame with minor pieces the chances of survival are especially high, while in a major-piece ending these chances are virtually nil.

This survey focus on what happens when the side with the isolated pawn has wrongly exchanged important minor pieces, thus minimizing his chances of active play. Then the important strategic theme of the useless 'isolani' becomes a reality!

Our first example is an excellent lesson on how to profit from such a pawn's negative factors:

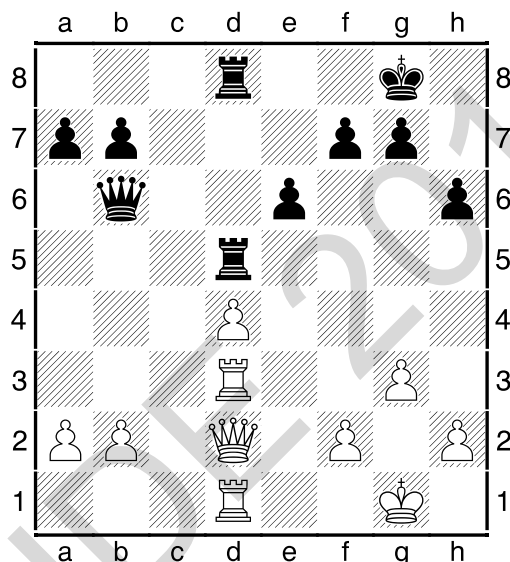
□ **Korchnoi Viktor**

■ **Karpov Anatoly**

D53 Merano 1981

1.c4 e6 2.♘c3 d5 3.d4 ♙e7 4.♘f3 ♘f6
5.♙g5 h6 6.♙h4 0-0 7.♖c1 dxc4 8.e3 c5
9.♙xc4 cxd4 10.exd4 ♘c6 11.0-0 ♘h5
12.♙xe7 ♘xe7 13.♙b3 ♘f6 14.♘e5 ♙d7
15.♙e2 ♖c8 16.♘e4 ♘xe4 17.♙xe4 ♙c6
18.♘xc6 ♖xc6 19.♖c3 ♙d6 20.g3 ♖d8
21.♖d1 ♖b6 22.♙e1 ♙d7 23.♖cd3 ♖d6
24.♙e4 ♙c6 25.♙f4 ♘d5 26.♙d2 ♙b6

27.♙xd5 ♖xd5 (D)



White did not handle the position's requirements properly, as he exchanged all the light pieces without any benefit by it. As a result he has remained with a useless isolani and only defending chances in the worse position.

Black has a clear plan: treble his heavy pieces along the d-file (e.g. ...♖8d7, ...♙d8) and then proceed with an eventual ...e5, winning the white d4-pawn.

28.♖b3 ♙c6 29.♙c3 ♙d7

The rush with 29...e5? 30.♙xc6 bxc6 31.♖c1 exd4 32.♖xc6 d3 33.♖c1 would decrease Black's advantage to the minimum.

30.f4

The only way to avoid losing the d4-pawn. But now the white king is further weakened. Although Black can continue with a straight plan involving ...f6 and ...e5 he decided to focus on the opponent king.

30...b6

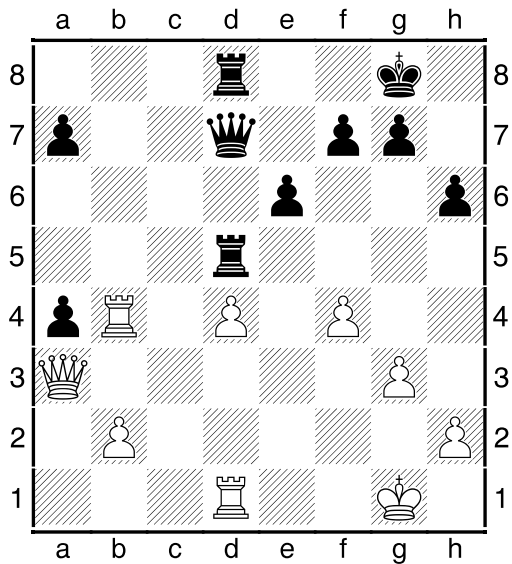
30...b5?! 31.♖a3! creates some counterplay and of course should be avoided!

31.♖b4 b5!

Threatening 32...a5!

32.a4 bxa4 33.♙a3 (D)

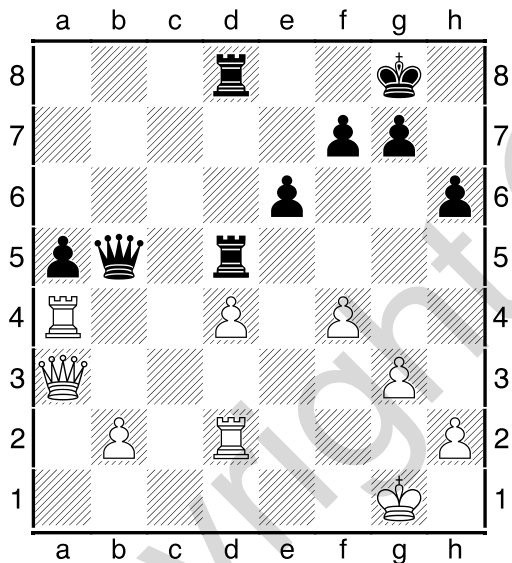
33.♙c4 ♖a5 34.♙d3 ♖c8 35.♖d2 ♙d6 36.♖c4 ♖xc4 37.♙xc4 a3 38.bxa3 ♖xa3 is not of any help.



33...a5! 34. ♖xa4 ♗b5!

Black's pieces become extremely active (compare them to the passive and inharmoniously placed white pieces) and they are ready to penetrate into White's camp.

35. ♜d2 (D)



35...e5!

Black is no longer interested in the d4 isolani; the white king is the main target.

36.fxe5 ♜xe5

Threatening 37... ♜e1+.

37. ♗a1

The alternatives are equally 'difficult' for White:

a) 37. ♜f2 ♜e1+ 38. ♔g2 ♗c6+ 39.d5! ♜xd5! (39... ♗xd5+ 40. ♗f3 ♣) 40. ♗f3 ♗e6 41.b4 ♜e3 42. ♗f4 ♜h5 43.h4 g5 44. ♗f6 ♗e4+ 45. ♜f3 ♜xf3 46. ♗xf3 ♗c2+

47. ♔g1 ♗xa4 48. ♗xh5 axb4 -+.

b) 37.dxe5 ♜xd2 38. ♜xa5 ♗e2 -+.

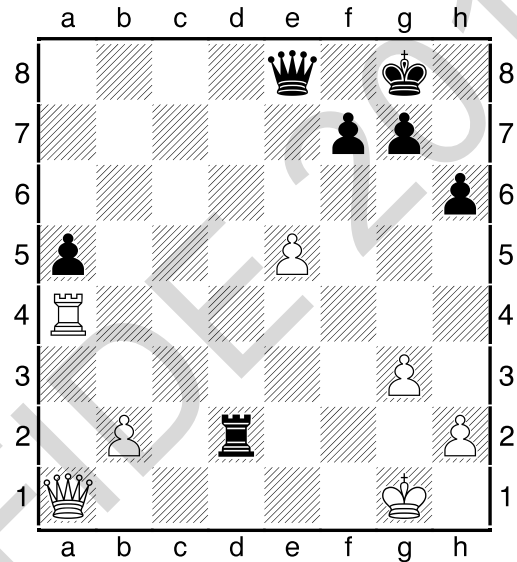
37... ♗e8!

Forcing White's hand as the threat 38... ♜e1+ remains deadly.

38.dxe5

38. ♔f2 ♜f5+ -+ ; 38. ♜d1 ♜e2 39. ♜a3 ♗e4 -+.

38... ♜xd2 (D)



39. ♜xa5

There are no chances left for White: 39. ♗e1 ♗d7 (39... ♗d8 40. ♜a1 ♗d4+ 41. ♔f1 ♗d5 -+) 40.e6 fxe6 41. ♜a1 ♗d4+ ; 39. ♜f4 ♗xe5 -+.

39... ♗c6 40. ♜a8+

40. ♗f1 ♗b6+ -+.

40... ♔h7 41. ♗b1+ g6

41... ♜c2 is equally good: 42. ♗f1 ♜c1.

42. ♗f1 ♗c5+

Black did not fall for the 'cheap' trap 42... ♗xa8?? 43. ♗xf7±.

43. ♔h1 ♗d5+

White resigned as the coming 44... ♜d1 is decisive.

0-1

When the isolani is nearer to the defending side's camp, then the defence may be easier.

Although this pawn can mostly be regarded as a backward and weak one, it seems that there are more chances of salvation and this is probably because the king can help.

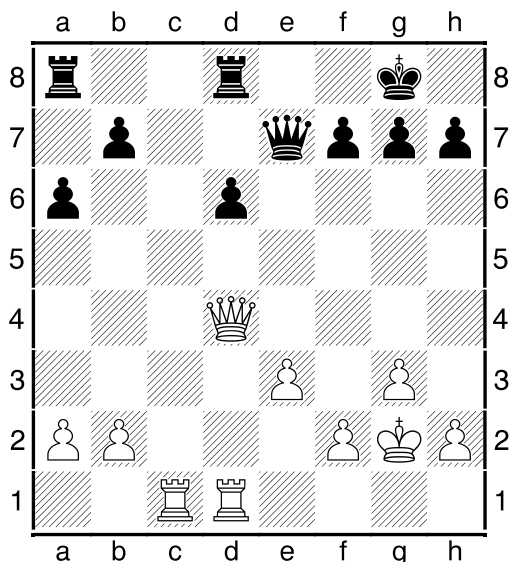
The following two examples are quite instructive:

□ Grivas Efstratios

■ Pekarek Ales

E11 Bucharest 1984

1.d4 ♘f6 2.c4 e6 3.♘f3 ♙b4+ 4.♙d2 ♚e7
5.g3 ♘c6 6.♘c3 d6 7.♙g2 e5 8.♘d5
♙xd2+ 9.♚xd2 ♘xd5 10.cxd5 ♘xd4
11.♘xd4 exd4 12.♚xd4 0-0 13.e3 ♙d7
14.0-0 c5 15.dxc6 ♙xc6 16.♖fd1 ♖fd8
17.♗ac1 ♙xg2 18.♙xg2 a6 (D)



In the position that has arisen the most significant strategic element is Black's backward d-pawn, which is also isolated. The fact that this pawn is not on d5 (see the previous example), when we would have a classic example of exploiting the isolated pawn, but on d6 makes White's task harder, as this pawn is less exposed and the black king closer to it. White does have the advantage, but must discover the correct plans and execute them accurately to fight for victory.

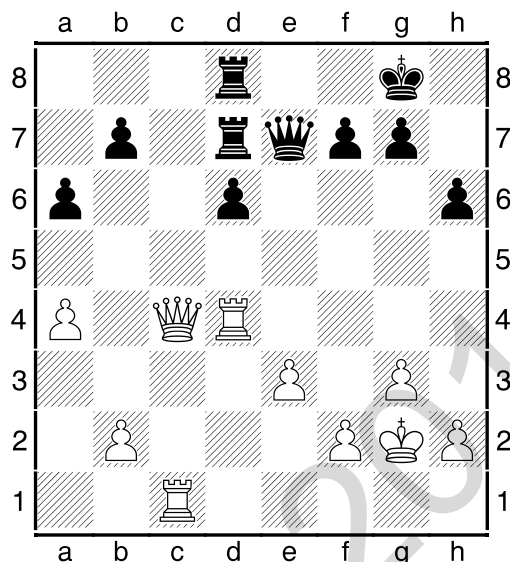
19.♚c4 ♖d7 20.♖d4 ♖ad8 21.a4 h6 (D)

After 21...d5? White knows well what he has to do, in accordance with the principles of attacking an isolated pawn.

(see next diagram)

22.a5?

A serious error, after which there seems to be no way for White to win. The correct plan for White is to treble his heavy pieces along the d-file (♚d3 and ♖d1) and then advance the b-pawn to b6, from where it would create an invasion base for the white rooks on c7.



White could then regroup his pieces with ♖c4 and ♖c1 and then ♖c7, applying terrible pressure on the b7-pawn; in this case White would have very good chances of victory. This is a typical and practically the only plan in such positions; White would then most likely win by 'technical' means.

22...♚e6! 23.♖c3 ♚xc4 24.♖dxc4 ♙f8!
25.♙f3 ♖e8 26.♖b4 ♖e5 27.♖cb3 ♖xa5
28.♖xb7 ♙e7 29.♖7b6 ♖c7 30.g4 h5!

This move secures the draw in case Black loses the d6-pawn, provided that the queen-side pawns are exchanged in the process. In that case, the rook ending with a 3:2 majority on the kingside will be drawn. White tried for a while.

31.h3 hxg4+ 32.hxg4 ♙d7 33.♖3b4 ♖c6
34.♖b8 ♖ac5 35.♖g8 ♖g5 36.♖f8 ♙e7
37.♖a8 f5 38.gxf5 ♖xf5+ 39.♙g3 ♙f6
40.♖g4 ♖g5

½-½

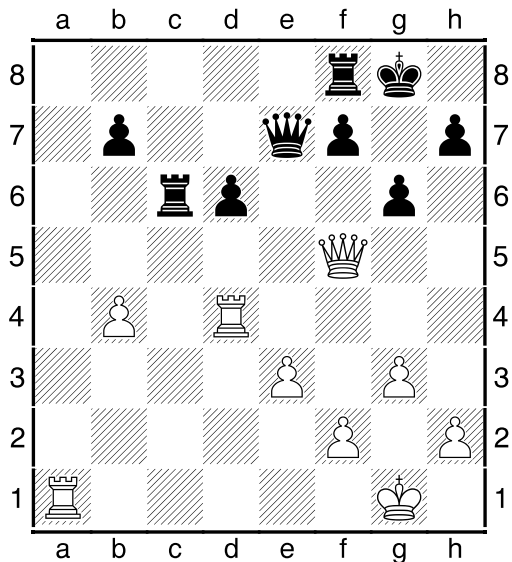
A nice example by the great Riga magician:

□ Tal Mihail

■ Makarichev Sergey

A29 Tbilisi 1978

1.c4 e5 2.♘c3 ♘f6 3.♘f3 ♘c6 4.g3 ♙b4
5.♘d5 ♘xd5 6.cxd5 ♘d4 7.♘xd4 exd4
8.♚c2 ♚e7 9.♙g2 ♙a5 10.0-0 ♙b6 11.b3
d6 12.♙b2 0-0 13.e3 dxe3 14.dxe3 a5
15.a3 ♙d7 16.♖fd1 ♖ac8 17.♙d4 c5
18.dxc6 ♙xc6 19.♙xc6 ♖xc6 20.♚f5 ♙c5
21.b4 axb4 22.axb4 ♙xd4 23.♖xd4 g6 (D)

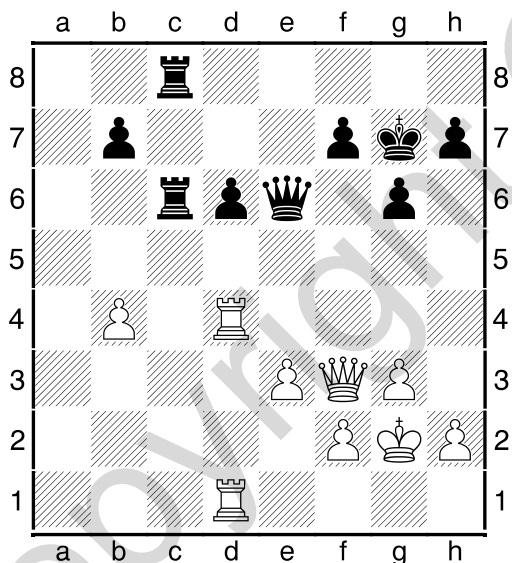


A very similar position compared to the previous example, but with an important difference: the black rooks are not passive. Thus Black can keep the equilibrium.

24. ♖g4

Black seems to be fine after 24. ♖d3 ♜fc8 25. ♜d1 ♜c3 = or 24. ♖f4 ♖e5 =.

24... ♖e6 25. ♖f3 ♜fc8 26. ♜ad1 ♔g7 27. ♔g2 (D)



27... ♜b6!

Activity is the main goal; passivity leads to disaster. Wise words that we often forget!

28. ♜e4 ♖f6 29. ♜f4 ♖e6 30. ♜d5

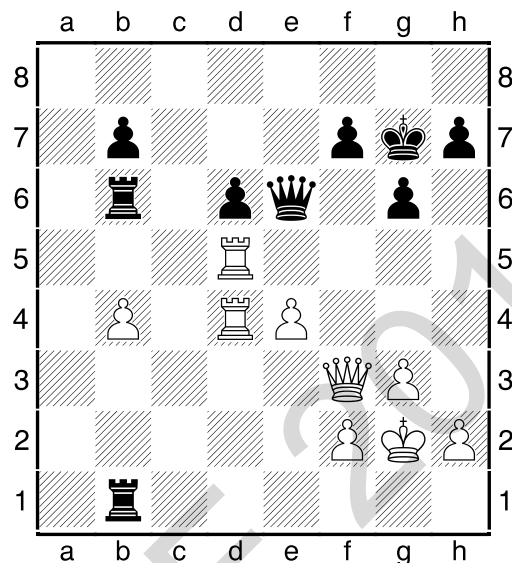
Or 30. ♜dd4 ♜b5 31. ♖d1 ♜c6 32. ♖d3 ♜e5 =.

30... ♜c1 31. ♜fd4 ♜b1!

Too much activity is not always good: 31... ♜a6? 32. ♖f4 ♜aa1 33. ♜xd6 ♜g1+

34. ♔f3 ±.

32.e4 (D)



32... ♜1xb4?

A blunder. Black had to play 32... ♔g8 33. ♖c3 ♜c6 34. ♜c5 ♖f6! =.

33. ♜xb4

Black resigned due to 33... ♜xb4 34. ♖c3+. **1-0**

In general, endgames featuring a weak isolated pawn are a plain headache:

□ Szabo Laszlo

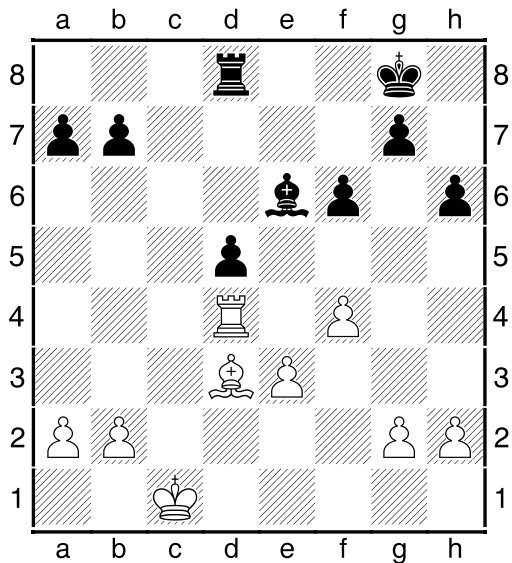
■ Penrose Jonathan

A33 Bath 1973

1.c4 c5 2. ♖f3 ♖c6 3. ♖c3 ♖f6 4.d4 cxd4 5. ♖xd4 e6 6. ♖db5 ♖b4 7. ♖f4 0-0 8. ♖d6 ♖xd6 9. ♖xd6 ♖b6 10. ♖d2 ♖d4 11. ♜d1 ♖xd6 12. ♖xd4 ♖xd4 13. ♜xd4 d5 14.cxd5 ♖xd5 15. ♖xd5 exd5 16.e3 ♖e6 17. ♖d2 ♜fd8 18. ♖d3 ♜ac8 19.f4 f6 20. ♜c1 ♜xc1 21. ♖xc1 h6 (D)

The diagram position is very instructive. White's plan is simple and consists of two phases. During the first phase White will maximize the potential of his pieces, bringing his king to d4 and his bishop to f3. The second phase consists of the kingside breakthrough. Black can hardly react to this plan, as the absence of an adequate number of offensive and defensive pieces leads him to passivity. This is a 'textbook' example and constitutes perfect proof of the value of 'midgame theory'. The continuation of the

game fully justified White's play.



22. ♔d2 ♕f8 23. ♖a4

Creating some more weaknesses is always an enjoyable feature!

23... a6 24. ♗b4 ♖d7 25. ♕c3 ♕e7

25...d4+? 26. ♖xd4 ♖xd4 27. exd4 ± ♕xa2?

28. b3 is losing a piece.

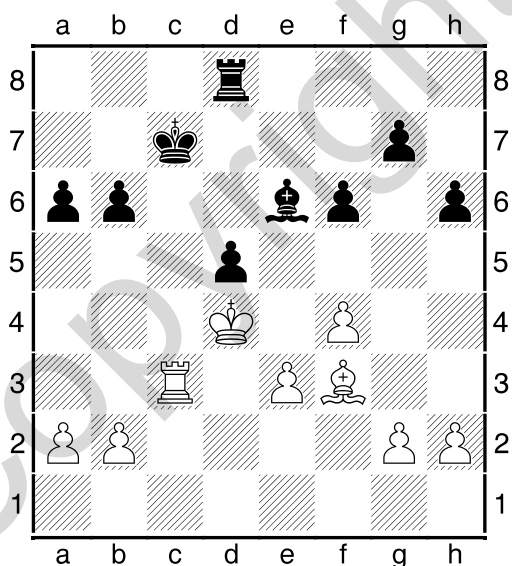
26. ♕d4 ♕d8 27. ♕e2!

The king found its proper place; now it's the bishop's turn.

27... ♕c7 28. ♕f3 b6 29. ♖b3

The rook will be needed on the kingside, so it has to return back.

29... ♖d8 30. ♖c3+ (D)



30... ♕b7?

This is clearly the losing move. The king belongs in the centre, either to press or just to defend. White would be better after 30... ♕d6

31. h3 ♖b8 32. g4 ± but far away from winning.

31. g4 ♖d6

If 31...g5 then 32. ♖c2 ♕f7 33. h4! ♖d7 34. ♖h2 and the white's rook penetration into Black's camp will be decisive.

32. a3 a5 33. h4 ♕f7 34. f5!

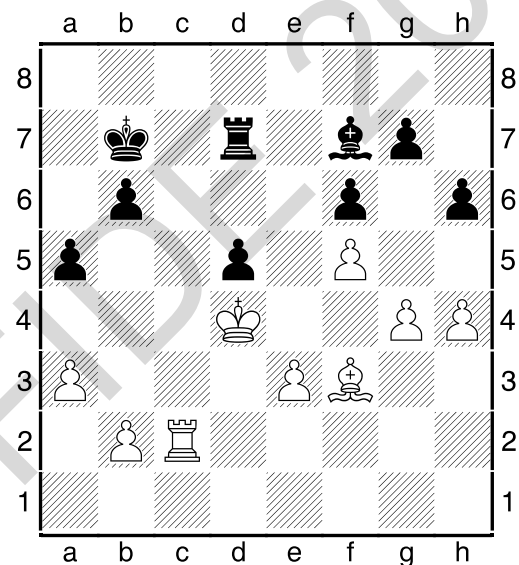
Creating a real target; the black g7-pawn!

34... ♖d8 35. ♖c2 ♖d7 (D)

35...g6 36. fxg6 ♕xg6 37. ♖f2 ♕c6 38. ♖f1

♕f7 (38... ♖d6 39. ♖c1+ ♕d7 40. ♕xd5)

39. ♕g2 ♖d6 40. g5 +-.



36. g5!

Fulfilling the second phase.

36... fxg5

The alternative is 36...hxg5 37. hxg5 ♕g8 38. g6! (Black's bishop now is just an observer) 38... ♖d6 39. ♕e2! ♖d8 40. ♕b5 ♖d6 41. a4 ♖d8 (41... ♕b8 42. ♖c6) 42. ♖c6 +-.

37. hxg5 hxg5 38. ♖g2 ♖d6

38... ♕c6 39. ♖xg5 ♕e8 (39... ♕g8 40. f6) 40. a4 +-.

39. ♖xg5 g6 40. fxg6 ♖xg6

Black resigned due to 41. ♕xd5+ ♕c7 42. ♖xg6 ♕xg6 43. ♕e5. Finally the useless isolani fell into White's hands!

1-0

□ Grivas Efstratios

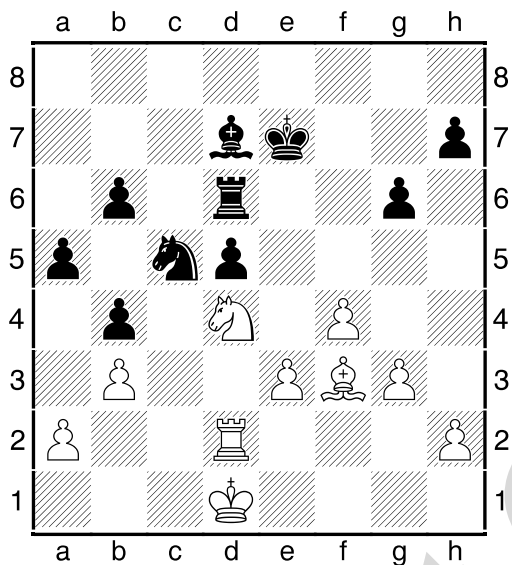
■ Renet Olivier

E16 Yerevan 1996

1. ♖f3 ♖f6 2. d4 e6 3. c4 ♕b4+ 4. ♖bd2 b6

5. g3 ♕b7 6. ♕g2 0-0 7. 0-0 d5 8. cxd5 exd5

9. ♖e5 ♙d6 10. ♖dc4 ♙e7 11. ♖e3 ♚c8
 12. ♚c2 g6 13. b3 c5 14. ♙b2 ♖a6 15.
 ♚ac1 ♚e6 16. ♖d3 ♖b4 17. ♖xb4 cxb4
 18. ♚c7 ♚ab8 19. ♚e5 ♙d6 20. ♚xe6 fxe6
 21. ♚c2 ♚bc8 22. ♚fc1 ♖f7 23. ♚xc8
 ♙xc8 24. ♚c2 ♖e7 25. f3 ♙b7 26. ♖d1
 ♖d7 27. ♙h3 a5 28. ♙c1 e5 29. ♙g5+ ♖e8
 30. ♙e3 exd4 31. ♙xd4 ♙c5 32. ♙xc5
 ♖xc5 33. ♚d2 ♖e7 34. ♖e3 ♚d8 35. ♖c2
 ♙c6 36. ♙g2 ♖e6 37. f4 ♖c5 38. ♖f2 ♚d6
 39. ♖e1 ♖e6 40. ♖d4 ♙d7 41. ♖d1 ♖c5
 42. ♖c2 ♙e6 43. ♙f3 ♙f7 44. ♚d4 ♖a6
 45. ♚d2 ♖c5 46. e3 ♙e6 47. ♖d4 ♙d7 (D)



48.g4!

White sets the correct plan in motion, namely the advance of the kingside majority (3:2).

48... ♖e6?!

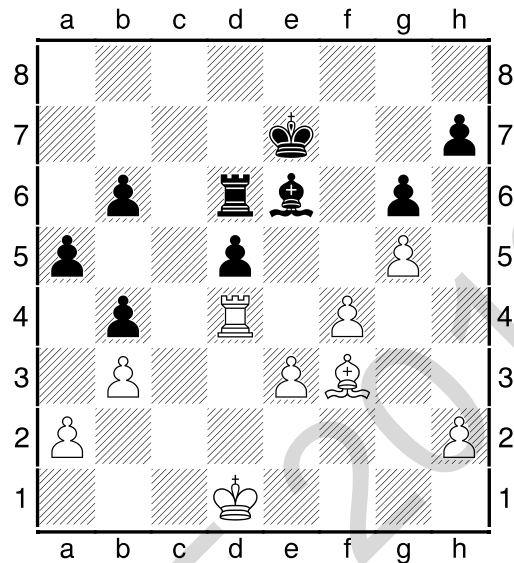
Black hopes to pressurize White's queenside pawns with his light-squared bishop, but this plan fails to materialize and therefore Black should have refrained from exchanging more pieces.

49.g5! ♖xd4 50. ♚xd4 ♙e6 (D)

(see next diagram)

Having nailed down Black's kingside pawns, White plans the h4-h5 advance, which will either lead to an open file for the white rook to invade or to a further weakening of Black's kingside structure. In both cases White's advantage will reach decisive proportions. Setting in motion the natural break is (as said) White's most direct and effective

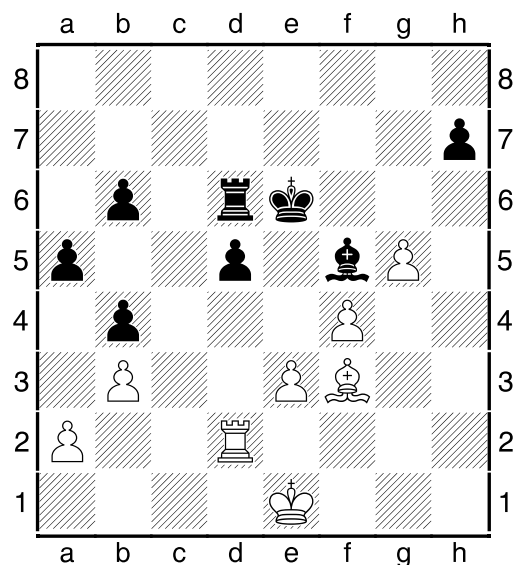
(if not only) continuation.



51.h4! ♚d7 52.h5 gxh5

After 52... ♚d6 White can continue either by bringing his king to d4 and his rook to h2, or by the direct 53.h6! ♚d7 54.e4 dxe4 55. ♚xd7+ ♖xd7 56. ♙xe4 ♙g8 57. ♖d2 followed by ♖d3-d4 and f5, winning easily.

53. ♙xh5 ♙f5 54. ♙f3 ♖e6 55. ♚d2 ♚d6 56. ♖e1! (D)



The last detail! White will bring his king to g3, from where it will endeavour to exchange the light-squared bishops.

56... ♚d7 57. ♖f2 ♚d6 58. ♖g3 ♖e7 59. ♙g4 ♙e4 60. f5 h6!?

Attempting to set up a defence on the dark squares after 61.g6 ♖f6!.

61. ♖f4! hxg5+ 62. ♖xg5 ♚f6 63. ♚h2!

White now wins easily as the 'extra' pawn on

f5 is quite powerful.

63... ♖f8 64. ♖h6 ♘b1 65. ♖xb6 ♘xa2
66.f6+ ♖xf6 67. ♖xf6 ♘xb3 68. ♖b6
1-0

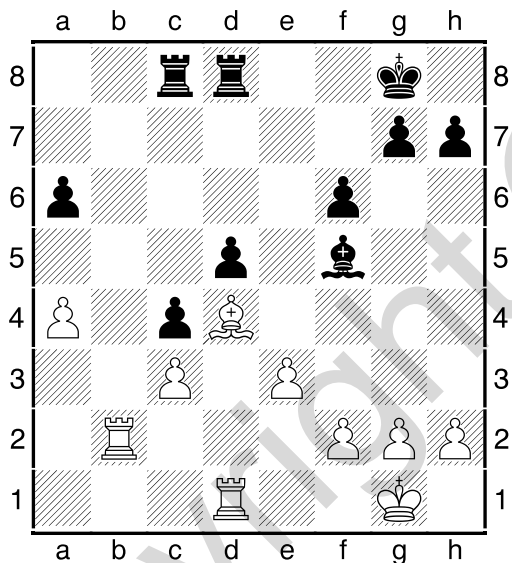
An isolated pawn can be a problem even if it is not directly attacked, as it can easily drag the defending side's position into an inharmonious state.

□ Grivas Efstratios

■ Papafitsoros Konstantinos

D32 Athens 2006

1.d4 d5 2.c4 e6 3.♘f3 ♘f6 4.♘c3 c5
5.cxd5 exd5 6.♙g5 ♙e6 7.e3 ♙e7 8.dxc5
0-0 9.♙e2 ♙xc5 10.0-0 ♘bd7 11.♖c1
♖c8 12.♘d4 a6 13.♗b3 ♗b6 14.♗xb6
♘xb6 15.♖fd1 ♙xd4 16.♖xd4 ♘e4
17.♙e7 ♘xc3 18.bxc3 ♖fe8 19.♙b4 ♘e5
20.♙d6 ♘c6 21.♖dd1 ♖ed8 22.♙c5 ♘e5
23.♙d4 f6 24.♖b1 b5 25.a4 ♙f5 26.♖b2
♘c4 27.♙xc4 bxc4 (D)



In this position we can notice that there are a lot of isolated pawns around, for both sides (a6, a4, c3 and d5). The most important factor is which side can attack them first and this is White, so he holds the advantage. Another important factor is the better placed white d4-bishop, which at the same time can attack and defend; his opponent can only defend and does not have a stable base.

28. ♖b6! ♙c2!

Worse is 28... ♖a8 29.a5 ♙c2 30. ♖d2 ♙b3
31.f3 ♖d7 32.g4! ± as White's clear plan

(h4, g5 and ♖g2) can hardly be faced by Black.

29. ♖a1 ♖a8

White wins a pawn after 29...a5 30. ♖b5
♖a8 31. ♙b6 ♖db8 32. ♙xa5 (32. ♙c7 ♖c8
33. ♙xa5 ♖a7) 32... ♙xa4 33. ♖xd5 ±.

30.a5 ♖dc8

It looks like Black could put up a tougher defence with 30... ♖db8 but White can continue with 31. ♖a2 ♙b3 32. ♖d2 ♙f7
33. ♙c5 ♖xb6 34.axb6 ♙e6 35.e4! ±.

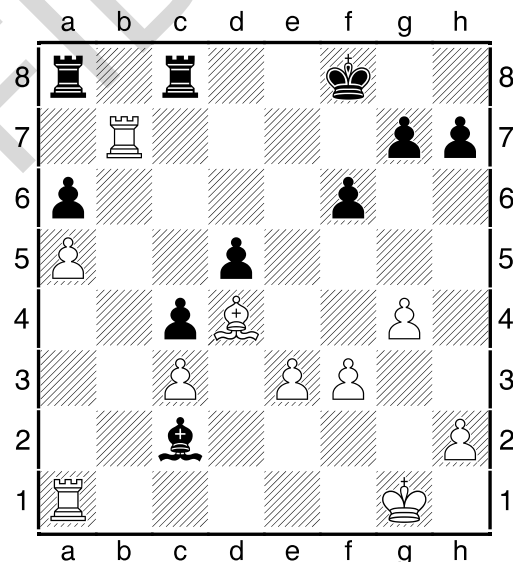
31.f3!

As White keeps the queenside under control, he must seek as usual for a second front and that can be found only on the kingside.

31... ♙f8 32.g4! ♙e8

32... ♖cb8 33. ♖a2 ♙b3 (33... ♙d1?!
34. ♙f2 ♙f7 35. ♖d2 ♙b3 36. ♙c5 ♖xb6
37.axb6 ♙e6 38.e4 +-) 34. ♖d2 ±.

33. ♖b7 ♙f8 (D)



34. ♖a2!

White's advantage has increased, due to his active pieces. The one white rook controls the only open file and the second one comes to the d- or g-file, creating more threats.

34... ♙b3 35. ♖d2 ♙a4

35... ♖cb8 36. ♙c5+ ♙g8 37. ♖b6 ±.

36.h4 ♙c6 37. ♖b6 ♙b5

37... ♙f7 38.g5 fxg5 39.hxg5 ♙g6 40. ♖h2 ±.

38.g5 fxg5 39.hxg5 ♖ab8?!

Losing the d5 isolani pawn. More stubborn was 39... ♖c6 40. ♖b7 ♖g6 41. ♖g2 ±.

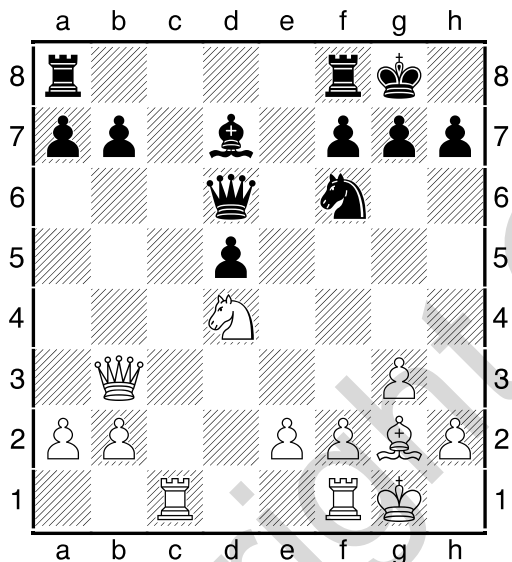
40. ♖c5+ ♕f7 41. ♜xd5 ♜xb6 42. ♙xb6
 42. axb6! ♙c6 43. ♜f5+ ♕g6 44. e4 a5
 45. ♜e5 +- was even better.
 42... ♙c6 43. ♜f5+ ♕g6 44. e4 ♙d7 45. ♜d5
 ♙c6 46. ♜e5 ♜e8 47. ♜c5 ♙b5 48. ♕f2
 ♜e7 49. ♕g3 ♜d7 50. ♜e5 ♜d6 51. ♙d4
 ♜d7 52. f4 ♕f7 53. f5 ♜e7? 54. ♜xe7+
 ♕xe7 55. ♙xg7 ♕f7 56. ♙d4 ♙c6 57. ♕f4
 ♙a4 58. e5 ♙d1 59. e6+ ♕e8 60. g6! hxg6
 61. f6
 1-0

□ Grivas Efstratios

■ Hytos Vasilios

D11 Athens 2007

1. d4 d5 2. c4 c6 3. ♘f3 ♘f6 4. ♘bd2 ♙f5
 5. g3 ♘bd7 6. ♙g2 ♖c7 7. 0-0 e5 8. ♘xe5
 ♘xe5 9. dxe5 ♖xe5 10. cxd5 cxd5 11. ♘f3
 ♖c7 12. ♘d4 ♙d7 13. ♙f4 ♙d6 14. ♜c1
 ♖b6 15. ♙xd6 ♖xd6 16. ♖b3 0-0 (D)



White holds a pleasant advantage due to the weak isolated black d5-pawn and his better placed pieces. Also important is the fact that Black cannot become active, thus he cannot claim any compensation for his worse pawn structure.

17. ♜fd1

17. ♖xb7? can only help Black: 17... ♜fb8
 18. ♖c7 ♖xc7 19. ♜xc7 ♜xb2 20. a3 ♙e6 ±
 but 17. e3 b6 18. ♜c2 ± is a better try.

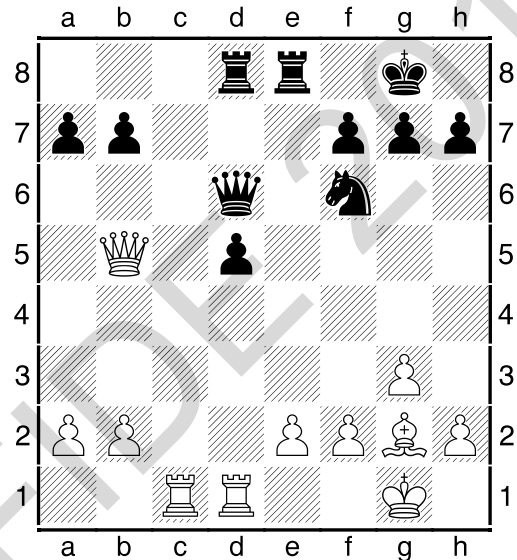
17... ♜fe8 18. ♘b5!

Although the white knight seems to be a better piece than the black d7-bishop, the latter can defend the isolani, so it is not a bad idea

at all to exchange it. When playing against the isolani, most of the time it is a good idea to exchange the minor pieces.

18... ♙xb5 19. ♖xb5 ♜ad8? (D)

Although Black's position is difficult, his last move loses material. He should opt for 19... ♖b6 20. ♖xb6 axb6 21. ♜c2 ♜xa2 22. ♙xd5 ♘xd5 23. ♜xd5 ± or 19... a6 20. ♖d3 ♖e5 21. ♜d2 ♜ad8 22. ♜dc2 ±.



20. ♖xb7! ♜xe2

The main alternative is 20... ♜b8 21. ♖xa7 ♜xb2 22. ♙f3 ♖f8! 23. ♜b1! ♜c2 (23... ♜a8 24. ♖xa8 ♖xa8 25. ♜xb2 ; 23... ♜xb1 24. ♜xb1 ♜a8 25. ♖c7 ± ♜xa2?? 26. ♜b8) 24. ♖a4! ±.

21. ♙xd5!

An easy combination which wins material; the useless d5 isolani!

21... ♜d7

All the alternatives equally lose: 21... ♘xd5 22. ♜xd5 ♖xd5 (22... ♖f8 23. ♜xd8 ♖xd8 24. ♜c8) 23. ♖xd5 ♜xd5 24. ♜c8+ ; 21... ♜e7 22. ♙xf7+ ♕xf7 23. ♜xd6 ♜xb7 24. ♜xd8 ; 21... ♕h8 22. ♙b3 ♜d2 23. ♜xd2 ♖xd2 24. ♜d1 ♖a5 25. ♜xd8+ ♖xd8 26. ♖xa7.

22. ♜c8+ ♜e8

22... ♘e8 23. ♙xf7+ ♜xf7 24. ♜xe8+ ♜xe8 25. ♖xf7+ ♕xf7 26. ♜xd6 +-.

23. ♜xe8+ ♘xe8 24. ♖c8 ♕f8 25. ♙f3

Black resigned due to 25... ♖xd1+ 26. ♙xd1 ♜xd1+ 27. ♕g2 ♜d6 28. b4 a6 29. a4 +-.

1-0

Bobby and the Hedgehogs

Adrian Mikhalchishin

Concept

Every legendary champion had his own favourite plan in classical pawn structures. The great players had their own individual preferences on how to conduct typical plans. Fischer had a few interesting games in the hedgehog structure for both sides.

He played a few but really high quality games. He even invented the classical attack with the g-pawn here! Hedgehog was considered until the 70s' of the last century as extremely passive and boring structure, completely suffering from the lack of space.

But suddenly games by Andras Adorjan, Ljubomir Ljubojevic, Ulf Andersson and Lev Psakhis showed a lot of dynamic potential here. Even such an active player as Garry Kasparov applied this kind of structure in a number of his games. Nowadays enthusiasm for hedgehogs has disappeared - foxes rule!

□ Lombardy William James

■ Fischer Robert James

B55 New York 1960

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.f3

This has become a popular continuation, but in the old times it was considered rather harmless. It is really strange, as at that time Hedgehog was considered to be a favourable structure from White's point of view.

5...♘c6 6.c4 e6 7.♘c3 ♙e7 8.♙e3

Foguelman against Bobby in the same year, continued 8.♘c2 0-0 9.♘e3 and once more Fischer reacted actively: 9...d5 10.cxd5 exd5 11.exd5 ♘e5 12.♙b3 ♙c5 13.♙d2 ♖e8 14.♙e2 ♘g6 15.♘c2 ♘h4 obtaining a very active position.

8...0-0 9.♘c2 d5!?

The timid approach 9...♖e8 was preferable, but Fischer hated to be in passive situations. Nobody from the greats enjoyed such situations and all always and at all costs tried to change the course of the game.

10.cxd5 exd5 11.♘xd5?!

much better would be 11.exd5 ♘b4 12.♙c4 ♙f5 13.♘xb4 ♙xb4 14.0-0 with advantage.

11...♘xd5 12.♙xd5

After 12.exd5 ♘b4 13.♙c4 ♙f5 14.♘xb4 ♙xb4+ 15.♙f2 ♖e8 a sharp position would arise with sufficient black counter-chances.

12...♙c7! 13.♙b5?

Too fearless; much better would be 13.♙e2 ♙h4+ 14.g3 ♙f6 15.0-0 ♙xb2 16.♖ab1 =.

13...♙d7 14.♖c1 ♘b4! 15.♘xb4

In case of 15.♙c4 ♙a5 16.♘xb4 ♙xb4+ 17.♙f2 ♖ac8 18.♙d5 ♖xc1 19.♙xc1 ♙e1+! 20.♙e3 ♙b6+ the white king would have to run out to the dangerous square f4.

15...♙xc1+! 16.♙xc1 ♙xb5 17.♘d5 ♙h4+

An important intermediate move.

18.g3 ♙xf1 19.♖xf1 ♙d8

White has a pawn for the exchange and some chances to keep counterplay, because of control over the d5-square.

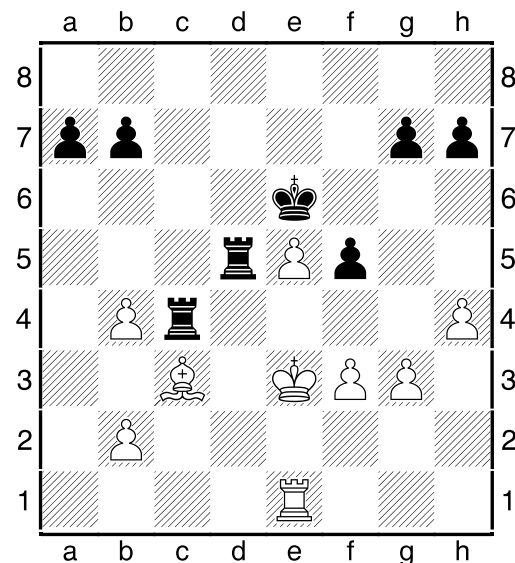
20.♙d2?

Correct was to secure d5 with 20.g4!.

20...♖c8 21.♙c3 f5! 22.e5 ♖c5 23.♘b4

After 23.♘f4 Fischer planned 23...♙a5! -+.

23...♙a5 24.a3 ♙xb4 25.axb4 ♖d5 26.♙e2 ♙f7 27.h4 ♙e6 28.♙e3 ♖c8 29.♖g1 ♖c4 30.♖e1? (D)



Better would be 30. ♖a1, but it would not have saved White. Now Fischer transfers into a pawn ending, completely in accord with the great Capablanca's advice - to realize the advantage of the exchange, it is necessary to return it, winning the pawn.

30... ♖xc3+! 31.bxc3 ♖xe5+ 32.♔d2 ♖xe1
33.♔xe1 ♔d5 34.♔d2 ♔c4 35.h5 b6
36.♔c2 g5! 37.h6 f4 38.g4 a5 39.bxa5 bxa5
40.♔b2 a4 41.♔a3 ♔xc3 42.♔xa4 ♔d4
43.♔b4 ♔e3
0-1

□ Fischer Robert James

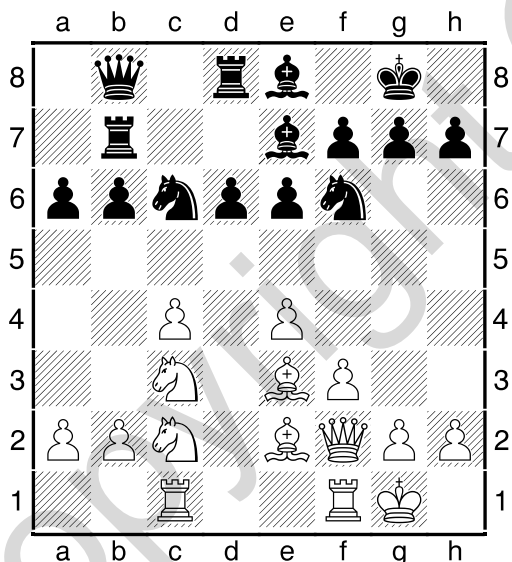
■ Taimanov Mark

B44 Palma de Mallorca 1971

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘c6
5.♘b5 d6 6.c4

Fischer played here 6. ♘f4, with good results, but this system is dubious as was shown by Petrosian in their match in Buenos Aires, 1971.

6...a6 7.♘5c3 ♘f6 8.♙e2 ♙e7 9.0-0 0-0
10.♘a3 b6 11.♙e3 ♙d7 12.♖c1 ♗b8
13.f3 ♖a7 14.♘c2 ♖d8 15.♗e1 ♙e8
16.♗f2 ♖b7 (D)



Taimanov was one of the top opening specialists at that time. He obtained rather a good position and now threatens ...b5.

17.a4

White could try to react here a bit differently: 17.b4 b5 18.cxb5 axb5 19. ♖fd1, but Fischer always preferred radical measures.

17...a5!

Taimanov was not just the top theoretician in the Sicilian, he was one of the top practitioners. Now he starts a very dangerous strategy of occupying the dark squares.

18.♘d4

A bit too direct, much more interesting would be 18. ♖fd1, with the idea ♘a3-b5.

18...♘xd4 19.♙xd4 ♘d7 20.♗g3

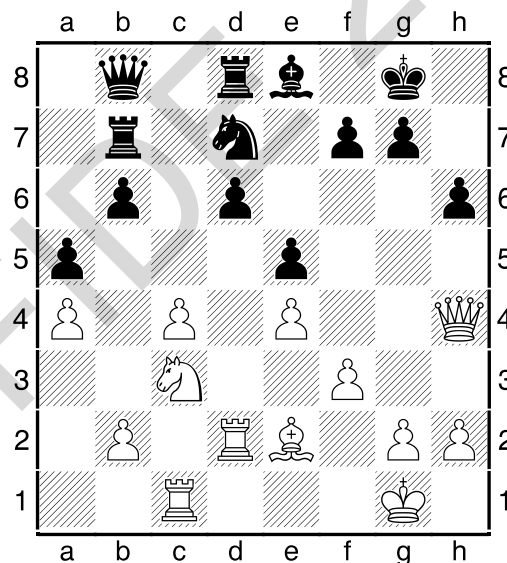
It was possible to transfer the bishop to c2, after 20. ♙d1.

20...♙f6

Not bad, but a bit passive was 20... ♙f8.

21.♙xf6 ♘xf6 22.♖fd1 e5! 23.♗h4 h6

24.♖d2 ♘d7 (D)



25.♙d1

Not good was 25. ♖xd6 ♗xd6 26.♗xd8 ♖b8 27.♗h4 ♗d2 28.♖b1 ♘c5 29.♗e7 ♙xa4 30.♗xe5 ♖d8 and Black has good compensation for the pawn.

25...♘c5 26.f4

Once more Fischer shows his energy. A bit smarter would be 26. ♙c2, then ♖cd1, and immediately after it, prepare f4.

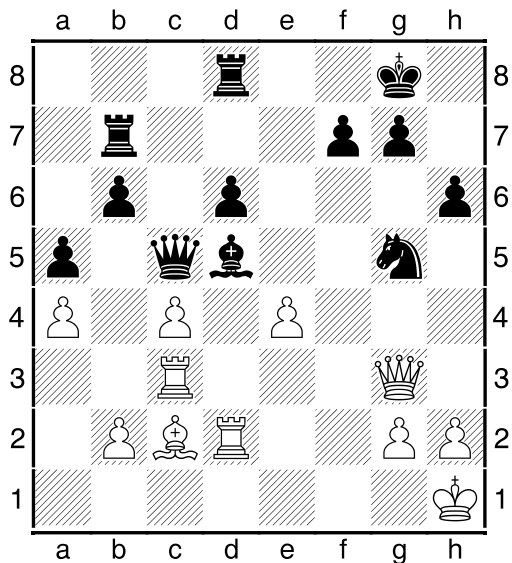
26...exf4 27.♗xf4 ♘e6?

It was necessary to play on the dark squares immediately: 27... ♖e7 28. ♙c2 ♖e5 and after 29. ♖cd1 f6 30.b3 ♙c6 the situation would be extremely unclear.

28.♗g3 ♗c7 29.♘d5 ♗c5+ 30.♔h1 ♙c6
31.♖c3!

A multifunctional move which prepares both ♙c2 and the transfer of the rook to the king-side.

31...♖g5 32.♗c2 ♗xd5 (D)



Sooner or later it will be necessary to exchange this strong knight. After 32...♖e8 a very strong reply would be 33.h4! ♖xe4 34.♗xe4 ♖xe4 35.♖f6+.

33.♖xd5 ♗c7 34.e5!

Now Fischer starts to destroy the fortress on the dark squares.

34...dxe5 35.♗xe5 ♖db8 36.♗f5!

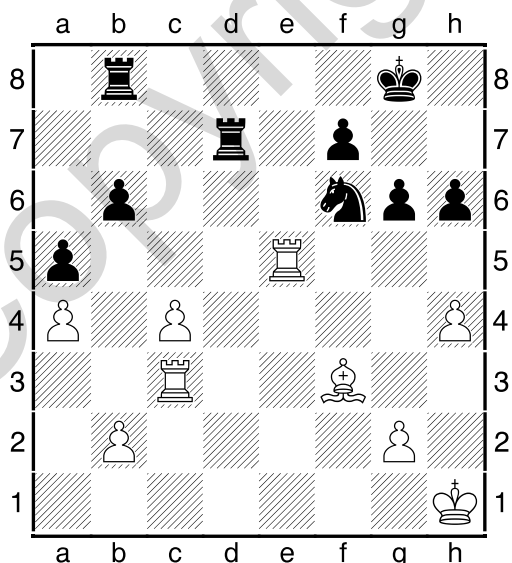
An excellent move, dominating the knight.

36...♗xe5 37.♖xe5 g6 38.h4 ♖h7?

Much better would be 38...f6!? 39.♗e6+ ♖g7 40.♖e1 ♖xe6 41.♖xe6 and in the rook endgame, nothing is clear. Taimanov would have chances to survive.

39.♗g4 ♖f6 40.♗f3 ♖d7? (D)

It was necessary to fight for the dark squares right to the end: 40...♖c7!?



41.♖b5 ♖d4 42.c5!!

A fantastic pawn sacrifice idea, aiming to create a passed pawn, which will be powerfully supported by the f3-bishop.

42...♖xh4+ 43.♖g1 ♖b4 44.♖xb4 axb4 45.♖c4 bxc5

After 45...♖c8 follows 46.c6 g5 47.g3! and the capture on b4.

46.♖xc5 ♖g7 47.a5 ♖e8 48.♖c1!

Elementary prophylactic, limiting the activity of the opponent's rook.

48...♖e5 49.♖a1 ♖e7 50.♖f2!

Now the king starts decisive activity.

50...♖e8 51.a6 ♖a7 52.♖e3 ♖c7 53.♗b7 ♖e6 54.♖a5!

Last prophylactics against ...♖c5.

54...♖f6 55.♖d3 ♖e7 56.♖c4 ♖d6 57.♖d5+! ♖c7 58.♖b5!
1-0

□ Fischer Robert James

■ Andersson Ulf

A01 Siegen 1970

1.b3

Sometimes Fischer liked to use this move; we can remember his spectacular game against Mecking. Maybe it was the influence of Nimzowitsch?

1...e5 2.♗b2 ♖c6 3.c4 ♖f6 4.e3 ♗e7

Much more direct would be 4...d5 5.cxd5 ♖xd5 6.a3 ♗d6 7.♗c2 0-0 8.♖f3 ♗e7 9.♖c3 (9.d3 f5 10.♖bd2 ♖h8 11.♖c4 ♗d7 12.♗e2 ♖ae8 13.0-0 ♖f6 Stein,B—Brinck-Claussen,B, Copenhagen 1987) 9...♖xc3 10.♗xc3 f5 11.♗b5 e4 12.♗xc6 bxc6 13.♖e5 c5 14.b4 cxb4 15.axb4 ♗b7 16.♖a4 a6 17.0-0 f4 18.exf4 ♖xf4 19.b5 axb5 20.♖xa8+ ♗xa8 21.♗b3+ ♖h8 22.♗xb5 ♖f8 23.h3 ♗e8 24.♗xe8 = Larsen,B—Spassky,B Leiden 1970.

5.a3 0-0 6.♗c2

He applied a slightly different approach in another game: 6.d3 d5 7.cxd5 ♗xd5 8.♖c3 ♗d6 9.♖f3 ♗f5 10.♗c2 ♖fd8 (10...♖ad8!?) 11.♖d1 h6 12.h3 ♗e6 13.♖d2 ♖d7 14.♗e2 Fischer.R—Tukmakov,V Buenos Aires 1970.

6...♖e8 7.d3

7.b4!? would be possible, but a question arises - why not 1.b4?

7...♙f8 8.♘f3 a5

More passive was the 'Kings Indian' strategy:

8...g6 9.b4 d6 10.♙e2 ♙g7 11.0-0 ±.

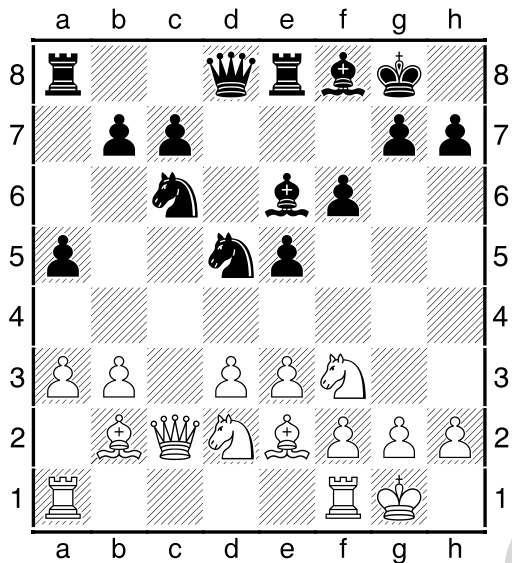
9.♙e2 d5

9...g6 was passive. Any strong GM has to take advantage of the strong centre.

10.cxd5 ♘xd5 11.♘bd2 f6

Here it was possible once more to park the bishop on g7: 11...g6 12.0-0 ♙g7 13.♞ac1 ±.

12.0-0 ♙e6 (D)



13.♙h1!

The start of a most unusual plan for those times. Years later Jussupow repeated it against Taimanov in a well-known game.

13...♞d7 14.♞g1 ♞ad8 15.♘e4 ♞f7 16.g4 g6 17.♞g3 ±

Now the idea is to focus both rooks on the kingside.

17...♙g7

Wrong was 17...♘b6 18.g5! with attack.

18.♞ag1 ♘b6 19.♘c5 ♙c8 20.♘h4 ♘d7?!

20...♙h8!? was better to eliminate sacrifices on f5 forever.

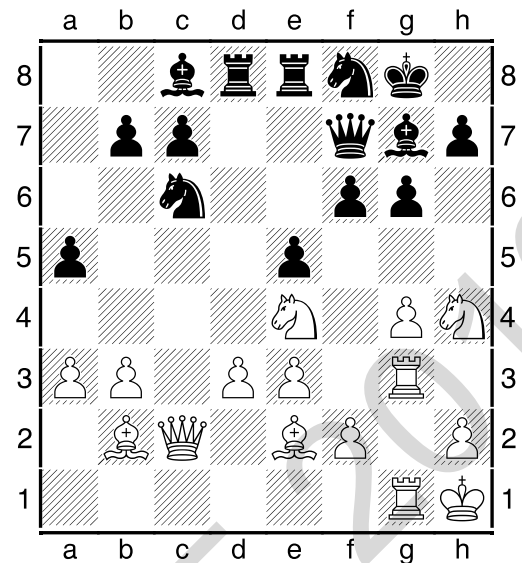
21.♘e4 ♘f8 (D)

(see next diagram)

22.♘f5! ♙e6

Others captures don't help: 22...♙xf5 23.gxf5 g5 24.♘xg5 f5 25.♞xg5 +- ; 22...gxf5 23.gxf5 ♙xf5 (23...♙h8 24.♞xg7 ♞xg7 25.♞xg7 ♙xg7 26.♙g4 and f4)

24.♞xg7+ ♞xg7 25.♘xf6+.



23.♘c5 ♘e7 24.♘xg7 ♙xg7 25.g5

Now the dark square control is destroyed.

25...♘f5

25...fxg5 26.♞f3 ♘f5 27.e4 (27.♙xe5+ ♙g8 28.♘e4!? ♘d7 29.♘xg5 +-).

26.♞f3 b6 27.gxf6+! ♙h8

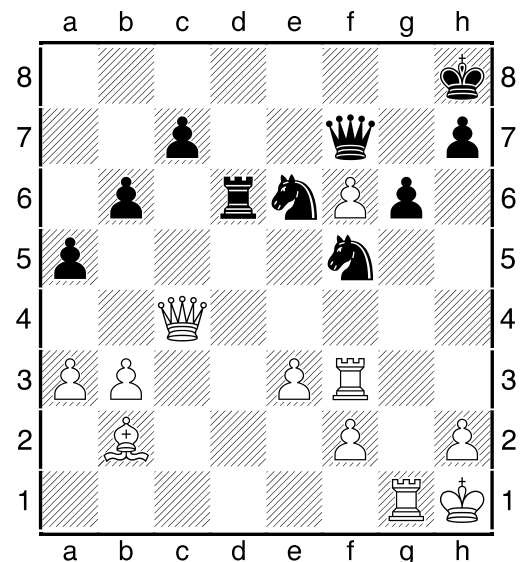
27...♞xf6 28.♘e4 +-.

28.♘xe6 ♞xe6 29.d4 exd4 30.♙c4 d3

31.♙xd3 ♞xd3

31...♞ed6 32.♙xf5! (32.♙c4! +-) 32...gxf5 (32...♞d2 33.♞c3 c5 34.♙a1 +-) 33.♞g7 ♞d5 34.f7 h6 35.♞gg3+ ♙h7 36.♞c3 +-.

32.♞xd3 ♞d6 33.♞c4 ♘e6 (D)



34.♙e5

Here Fischer could finish the game much faster: 34.♞xf5! gxf5 35.♞g7 ♞f8

(35... ♖h5 36.f7 ♖f3+ 37. ♔g2+ +-)
 36. ♖xe6! (36. ♔xc7 +-) 36... ♖a8+
 (36... ♔xe6 37.f7! +-) 37.e4 ♔xe6 38.f7
 ♖xe4+ 39. ♔g2+ ♖e5 40.f8 ♔ #.

34... ♔d8 35.h4

Once more it was possible to sacrifice on f5:
 35. ♔xf5 gxf5 36. ♔g7 ♖h5 37. ♔d7!
 (37. ♖xe6?? ♖f3+ 38. ♔g1 ♔d1 #)
 37... ♖f3+ 38. ♔g1 ♔g8+ 39. ♔f1 ♖g2+
 40. ♔e2 ♖g4+ 41. ♖xg4 fxg4 42. ♔e7 +-.

**35... ♔d6 36. ♖g4 ♔f8 37.h5 ♔e8 38.e4
 ♔d2**

38... gxf5 39. ♖g8+ ♖xg8 40. ♔xg8+ ♔xg8
 41.f7 #.

**39. ♔h3 ♔g8 40.hxg6 ♔xg6 41.f4 ♔f8
 42. ♖g5 ♔d6 43. ♔xd6+**

43... ♔xd6 44.f5 ♖xf6 (44... ♔h8 45.e5
 ♖d5+ 46. ♔g2 ♔d7 47. ♔d3 +-) 45.fxg6
 (45. ♖xf6+ ♔xf6 46.fxg6 hxg6 47.e5 ♔e6
 48. ♔h7) 45... ♖xg5 46.gxh7 ♖e5 47.h8 ♖+
 +-.

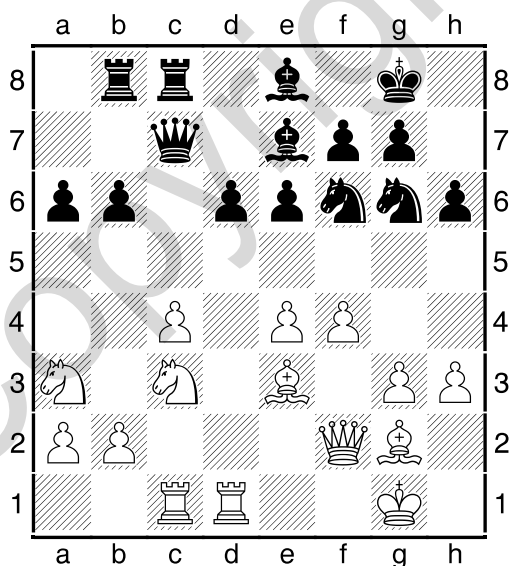
1-0

□ **Fischer Robert James**

■ **Spassky Boris**

B44 S.Stefan/Belgrade 1992

1.e4 c5 2. ♔f3 ♔c6 3.d4 cxd4 4. ♔xd4 e6
 5. ♔b5 d6 6.c4 ♔f6 7. ♔5c3 ♔e7 8.g3 0-0
 9. ♔g2 a6 10.0-0 ♔b8 11. ♔a3 ♖c7
 12. ♔e3 ♔d7 13. ♔c1 ♔e5 14.h3 ♔fc8
 15.f4 ♔g6 16. ♖d2 ♔e8 17. ♔fd1 b6
 18. ♖f2 h6 (D)



19. ♔h2?!

A useful move, but Whites' main problem in

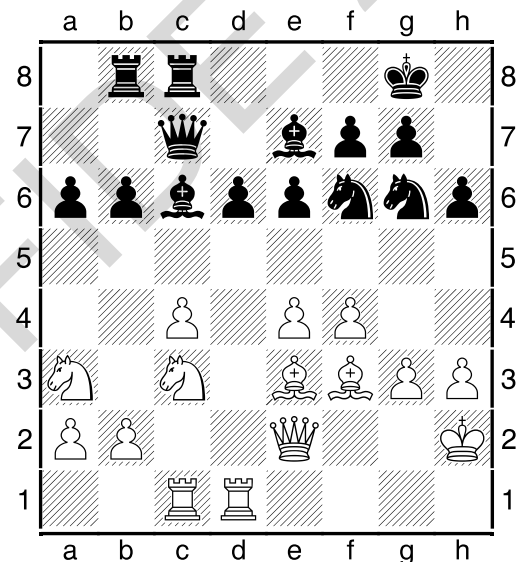
FIDE TRG Yearbook 2010

this position is to include the a3-knight in the game. At this moment it was possible to do so, as the c4-pawn is poisoned: 19. ♔ab1! ♔c6 (19... ♖xc4 20.b3! [20. ♔d5 ♖xa2 ∞; 20. ♔f1 ♖b4 21.a3 ♖b3 ∞] 20... ♖b4 [20... ♖c7 21. ♔d5] 21. ♔d4 ♖c5 [21... ♖a5 22.f5 exf5 {22... ♔e5 23.b4 +-} 23.exf5 ♔f8 24.b4 ♖e5 25. ♔e1 +-] 22. ♔c4 ♖h5 23. ♔xb6 ±) 20.a4 ♖b7 21. ♔d2 a5 (21... ♔d7 22.b4) 22. ♔e1 ♔d7 23. ♔b3±.

19... ♖a7 20. ♖e2 ♖c7 21. ♔f3?!

It was time to start protecting his pawn. White should think of prophylactic moves such as 21. ♔e1!?

21... ♔c6! (D)



22. ♔ab1?!

More active and better was 22. ♔d5 ♖b7 23. ♔xe7+ ♔xe7 24. ♔xd6 ♔xe4 25. ♔xe4 ♖xe4 26. ♔d4 ♖g6 27. ♔d3 ♔e4 28. ♖g4 ♖xg4 29.hxg4 b5 30.b3 with a very tense endgame. It was possible to start action on the queenside with 22.b4.

22... ♖b7 23. ♔d2 b5 24.cxb5

24.a3 was another typical option of fighting against ...b4.

24... axb5 25.b4 ♖a8 26. ♔c2 d5

A more direct attack on the queenside was preferable: 26... ♖a3!? 27. ♔dc1 (27. ♔b1 ♔xe4! 28. ♔dx4 [28. ♔xe4 ♔xc3 29. ♔xc3 ♖xc3 ♯] 28... ♔xe4 ♯) 27... ♔f8 28. ♔cb1 ♖a8 29. ♔c3 ♖a3 30. ♔cb1 with repetition.

27.e5 ♔e4!

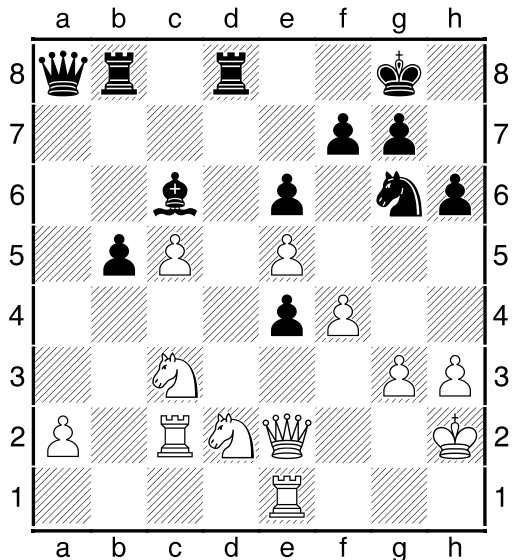
Of course active-approach Russians never go

back! 27...♘d7 28.♖b1 ♘b6 29.♙xb6
(29.♙d4 ∞) 29...♖xb6 30.♚e3 ♚b8
31.♘e2 with mutual chances.

28.♙xe4 dxe4 29.♙c5

Maybe a better strategy would be to attack
the e4-pawn: 29.♖b1 ♙d5 30.♙f2.

29...♙xc5 30.bxc5 ♖d8! 31.♖e1 (D)



31...♘e7!?

A similar idea could be conducted differ-
ently: 31...e3!? 32.♚xe3 ♘e7 33.♚f2 ♘f5
34.♘ce4 ♘d4 35.♖b2 ♚a3 with the initia-
tive.

**32.♘ce4 ♘f5 33.♘b3 ♘d4 34.♘xd4
♖xd4 35.♘d6 ♚a4**

Two other options were more direct:
35...♖a4 and 35...♚a3!?

36.f5 ♖a8?

Better was 36...♖d5! 37.♖d2 ♖a8 38.♖b2
exf5 39.♘xf5 ♖xc5 with a very tense posi-
tion.

37.♖b2 ♚a3

37...♖b4 was a much better chance, elimi-
nating the defence of the a2-pawn.

**38.fxe6 fxe6 39.♘xb5 ♙xb5 40.♚xb5
♖d3 41.♖g2 (D)**

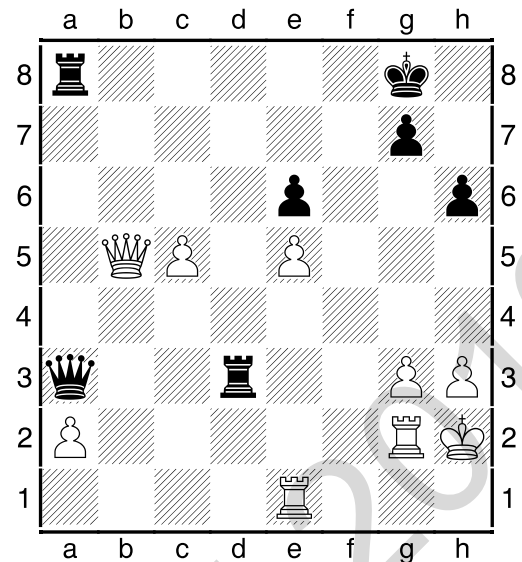
(see next diagram)

White has protected everything and his
passed pawns are ready to run.

41...♚c3 42.♖ee2

42.♖e4 was more powerful - young Bobby
would have played it!

42...♖a3 43.♖c2 ♚xe5 44.♖ce2

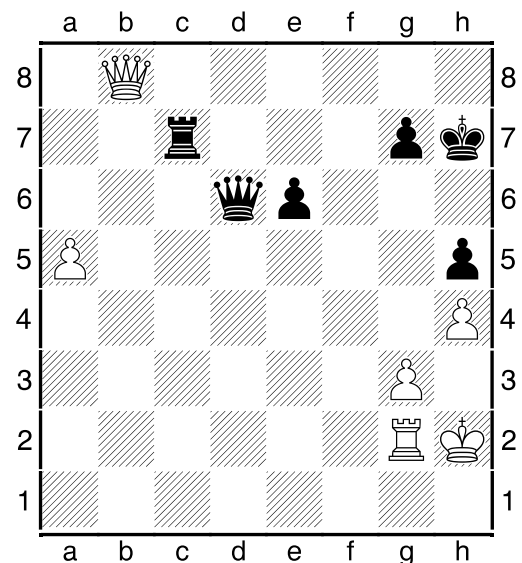


44.♖b2 ♘h7 45.♖be2 ♚d5 46.♚b4 ♖ac3
47.♚e4+ ♚xe4 48.♖xe4 ♖xc5 49.♖xe6
♖a5 was close to draw.

44...♖e3 45.♖xe3 ♖xe3 46.a4 ♖c3 47.c6!

Fischer decides to sacrifice his c-pawn and
starts to prepare the run of another, more
dangerous one.

**47...♚d6 48.c7 ♖xc7 49.♚b8+ ♘h7 50.a5
h5! 51.h4 (D)**



51...♚c5?

It was very difficult but still possible to draw:
51...♖c6! 52.♚xd6 (52.♚b1+ ♘h6 53.♖c2
♖xc2+ 54.♚xc2 ♚a3 =) 52...♖xd6 53.♖a2
♖a6 54.♘g2 ♘g6 55.♘f3 ♘f5 56.♖a3 e5
57.♖a4 e4+ 58.♘e3 ♘g4 59.♘xe4 ♘xg3
60.♘f5 g6+ 61.♘e5 ♘f3 62.♘d5 ♘g3
63.♘c5 g5 64.hxg5 h4 65.g6 h3 =.

52.a6 ♖f7

52... ♖a7 53. ♗b1+ ♔h6 54. ♖c2 ♗f5
55. ♗c1+ ♔h7 56. ♖a2 was still winning for White.

53. ♗b1+ ♔h6 54. ♗a2 ♖e7 55. ♗d2+!
♔g6 56. ♖e2 ♔h7 57. ♗c2+

A transposition into a winning rook ending.

57... ♗xc2 58. ♖xc2 ♔g6 59. ♖a2 ♖a7
60. ♖a5 e5 61. ♔g2 ♔f6 62. ♔f2 ♔e6
63. ♔e3 ♔f5 64. ♔f3 g6 65. ♖a3! g5
66. hxg5 ♔xg5 67. ♔e4
1-0

□ Fischer Robert James

■ Rossetto Hector

B41 Mar del Plata 1959

1.e4 c5 2. ♘f3 e6 3. d4 cxd4 4. ♘xd4 a6 5. c4
♗c7 6. ♘c3 ♘f6 7. ♙d3 ♘c6 8. ♙e3 ♘xd4
9. ♙xd4 ♙c5

Blacks' idea in such situations (as it was mentioned before) is to fight over the control of the dark squares. It is very instructive to follow how Fischer destroys the opponent's plan.

10. ♙c2! d6 11. 0-0 ♙d7 12. ♘a4

Another interesting option was 12. ♙xc5 ♗xc5 (12... dxc5 13. f4 e5 14. ♘d5 ♘xd5 15. exd5 exf4 16. ♖e1+ ♔f8 17. d6 led to a very unpleasant position with the king in the centre) 13. ♗d3 ♔e7 14. ♖ad1 ♖hd8 15. ♗g3 which leads to a very unclear position, as the king in the centre is not badly placed at all.

12... ♙xd4 13. ♗xd4 ♖d8

Stronger was 13... e5 14. ♗d2 0-0 15. ♘c3 ♙e6 with sufficient control over d5 and White's efforts to attack the d6-pawn are not real.

14. ♖fd1 0-0 15. ♖ac1

Nothing would be gained by 15. ♘b6 ♙c6 16. f3 e5 17. ♗e3 ♘d7 18. ♘xd7 ♙xd7 19. b3 ♙e6 preparing ...f5 later.

15... ♗a5 (D)

(see next diagram)

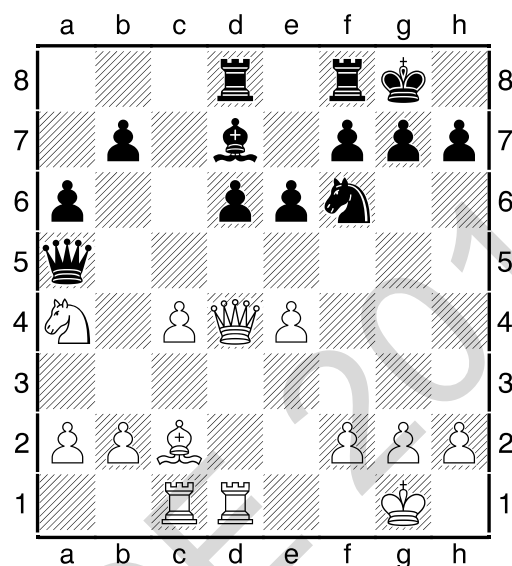
16. ♗b6!

Bobby's plan is to try to exploit his own better technique in the endgame.

16... ♗xb6

16... ♗g5 is interesting: 17. ♗xb7 ♖b8

18. ♗xa6 ♖a8 19. ♗xd6 ♙xa4 20. b3 ♙e8
21. a4 but the three white pawns will become dangerous sooner or later.



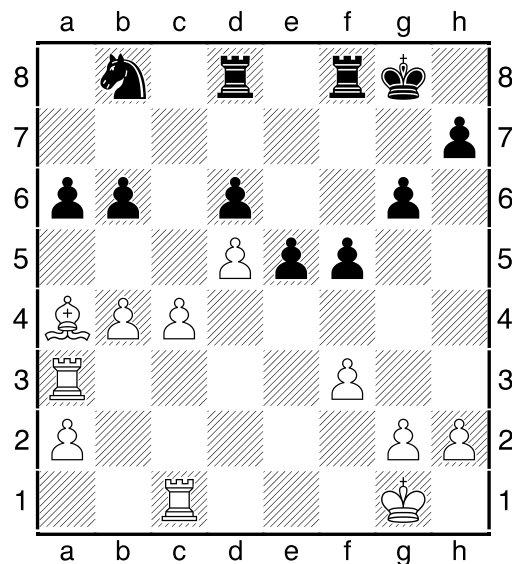
17. ♘xb6 ♙c6 18. f3 ♘d7 19. ♘d5!?

Possible was 19. ♘xd7 ♖xd7 20. b4 ♖c8 21. ♙b3 ♖dd8 22. ♔f2 ♔f8 23. ♔e3 ♔e7 24. f4 but the advantage is minimal.

19... ♙xd5 20. exd5 e5 21. b4 g6 22. ♙a4 b6

22... a5! was the only counterplay chance.

23. ♖d3 f5 24. ♖a3! ♘b8 (D)



25. c5!

Destroying the opponent's structure in the centre and opening up the position, while Black's knight is out of action.

25... bxc5 26. bxc5 dxc5 27. ♖xc5 ♔g7
28. ♖b3 ♖f7 29. d6! ♘d7 30. ♖c7 ♘f8
31. ♖bb7 ♖xc7 32. dxc7 ♖c8 33. ♙b3 a5
34. a4 h6 35. h3 g5 36. g4 fxg4 37. hxg4 1-0

Prokeš's Trick

Adrian Mikhalchishsin

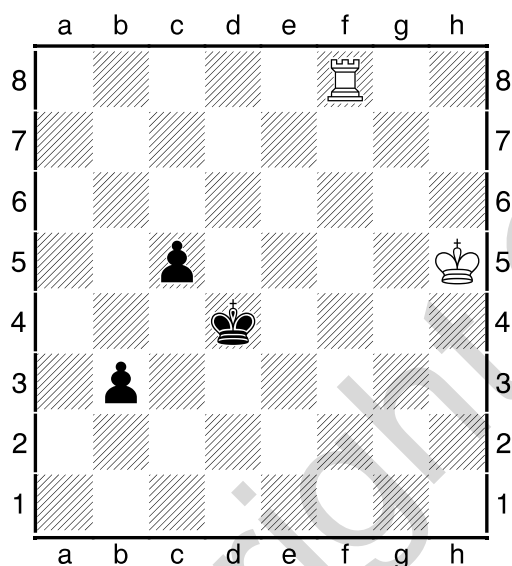
In rook and pawn endings there are many interesting and instructive manoeuvres. I want to show a few interesting examples, which show some problems of top players in the endgame.

There are surprisingly many mistakes, practically in every example. But we try to highlight these problems, which in reality are quite simple, and we hope that our readers will not make similar mistakes in their future games.

□ **Fridstein German**

■ **Lutikov Anatoly**

Riga 1954 ○



1. ♖b8 c4 2. ♔g4 c3

White resigned here, as he foresaw: 2...c3 3. ♖xb3? (the intermediate check was not seen by the player of Grandmaster level - 3. ♖b4+! =) 3...c2 4. ♖b4+ ♔d5 5. ♖b5+ ♔d6 6. ♖b6+ ♔c7.

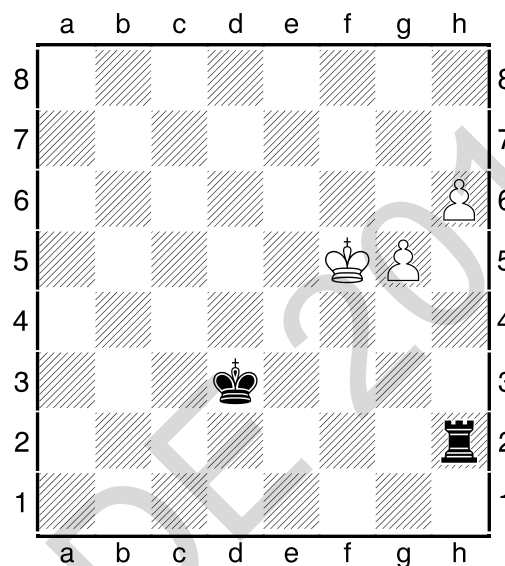
0-1

The next example is a real tragedy. We could compare it with the previous game.

□ **Gunina Valentina**

■ **Shadrina Tatiana**

Gorodets 2006 ○



1.g6 ♖h5+!

Girls know the proper Prokeš!

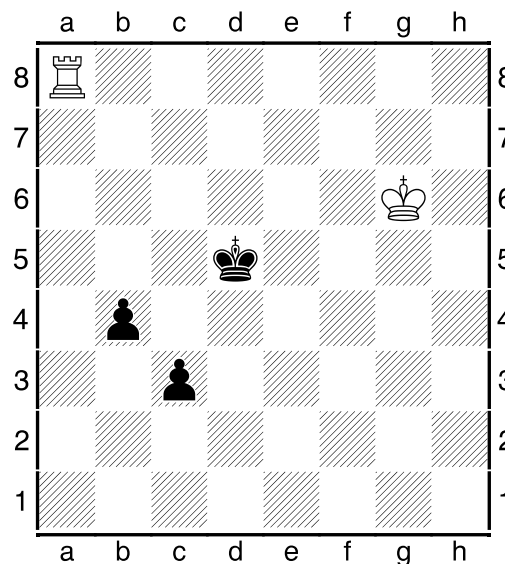
2. ♔f6

1/2-1/2

□ **Petrosian Arshak**

■ **Tseshkovsky Vitaly**

Minsk 1976 ○



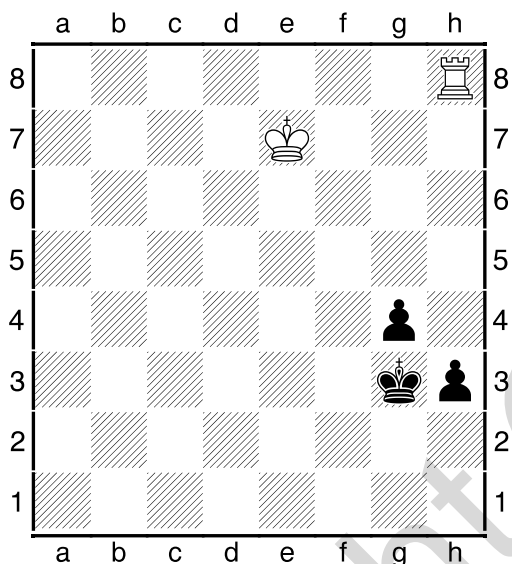
1. ♔f5

And the opponents agreed to a draw, as they were not aware of the analysis of the great Tarrasch: 1...b3 2. ♖d8+ ♔c5! (2...♔c4? is not good because of 3. ♔e4) 3. ♖c8+ (3. ♔e4

b2 4. ♖c8+ ♔d6 5. ♖b8 c2 immediately loses) 3... ♔d4 4. ♖d8+ ♔e3 5. ♖b8 b2 6. ♔e5 ♔f3! (6...c2? 7. ♖b3+! was White's last chance to save the game, which Black does not allow) 7. ♔f5 ♔e2! 8. ♔e4 ♔d1 9. ♔d3 c2 and Black wins. This nice manoeuvre, discovered by Tarrasch, has to be known not only by GMs. The way of pushing our pawns is in many games completely wrong, despite the fact that it looks so simple.

½-½

□ **Samaganov B.**
 ■ **Zilberman Yaacov**
 Soviet Union 1970 ●



1... ♔g2?

1... ♔g2 would allow Black to promote the g-pawn with an easy win.

2. ♔f6 g3 3. ♔f5 h2 4. ♔f4

½-½

□ **Tsereteli Tamari**
 ■ **Epstein Esther**
 Soviet Union 1974 ○

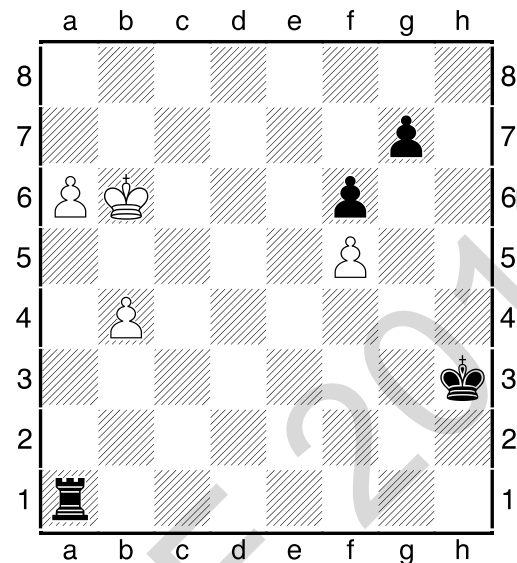
(see next diagram)

1.a7?

Once more, correct would be to push the other pawn: 1.b5 ♔g4 2. ♔a7 ♔xf5 3.b6 g5 4.b7 ♖b1 5.b8♖ ♖xb8 6. ♔xb8 g4 7.a7 g3 8.a8♖ as then White queens much faster than Black.

1... ♔g4 2. ♔b7 ♔xf5 3.b5 g5 4.b6 g4

5.a8♖ ♖xa8 6. ♔xa8 g3 7.b7 g2 8.b8♖ g1♖

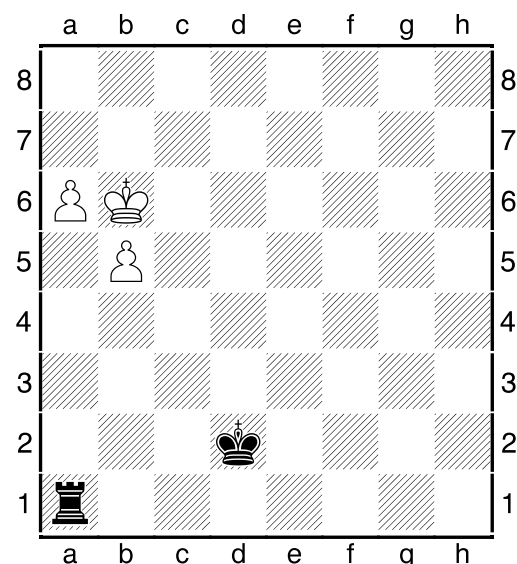


White managed to save this position. All of these are known by the top players, but sometimes are well forgotten.

½-½

In the next example White showed the correct idea. Strange that such a top player as Beliavsky then forgets it in the next game.

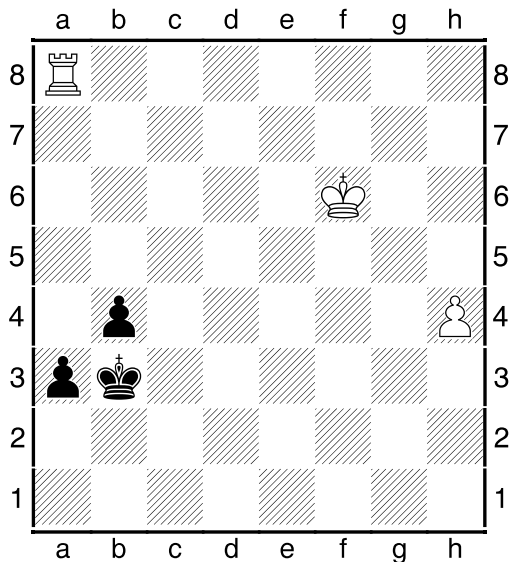
□ **Topalov Veselin**
 ■ **Beliavsky Alexander**
 Linares 1995 ○



1. ♔a7!

1-0

□ **Slobodjan Roman**
 ■ **Beliavsky Alexander**
 Magdeburg 2000 ●



1...♔c4?

As in similar cases, correct is the king move, making way for the pawn: 1...♔a2 2.h5 b3 3.h6 b2 4.h7 b1 ♖b1 ♗5.h8 ♗b2+ 6.♔f5 ♗xh8 7.♖xh8 ♔b2 8.♔e4 a2 =.

2.h5 b3 3.♖a4+!

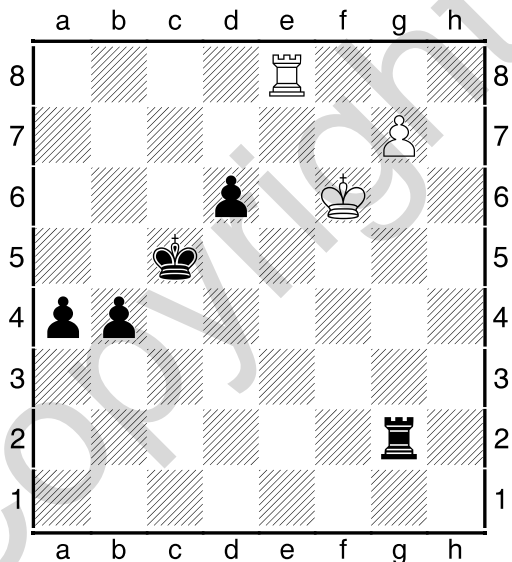
A move which the famous Grandmaster didn't see beforehand, and he had to resign!

1-0

□ Gligoric Svetozar

■ Popovic Petar

Belgrade 1998 ○



1.♖a8 ♖xg7 2.♔xg7 a3?

The winner was 2...b3 3.♖xa4 b2 4.♖a5+ ♔c6 5.♖a6+ ♔b7.

3.♔f6 ♔c4 4.♔e6 b3

4...♔b3 now does not help: 5.♔xd6 ♔a2

6.♔c5 b3 7.♔b4, with a draw.

5.♖a4+

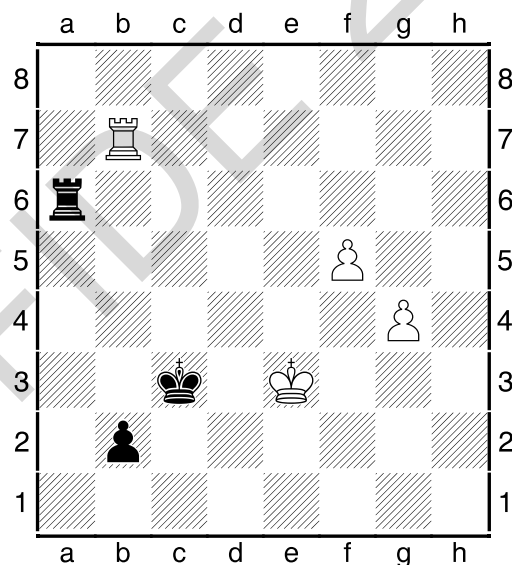
½-½

Gligoric is not Lutikov, or he simply studied the mistakes of the others. In the next example, the classical master proudly showed the correct way to promote his pawn. But just a few years later, he gave the impression that he had forgotten his own analysis!

□ Tarrasch Siegbert

■ Janowski Dawid

Ostend 1907 ●



1...♖a4 2.♖xb2

The threat was to block the b-file with ...♖b4.

2...♔xb2 3.f6 ♖a1 4.g5 ♖f1 5.♔d4 ♔b3

6.♔e5

6.♔d5 ♖f5+ 7.♔e6 ♖xg5 8.f7 was simpler.

6...♔c4 7.g6

7.♔e6 ♖e1+ 8.♔f7 ♔d5 9.g6 ♔e5 10.♔g7

♔e6 11.f7 was a bit more complicated win.

7...♖e1+ 8.♔d6 ♖d1+ 9.♔e6 ♖e1+

10.♔f7

1-0

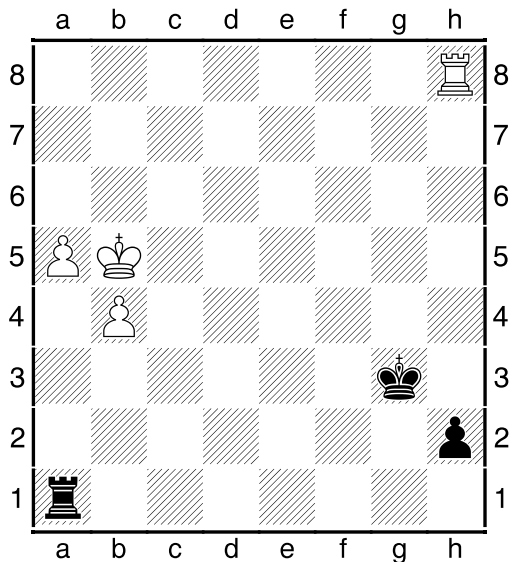
□ Maroczy Geza

■ Tarrasch Siegbert

San Sebastian 1911 ○

(see next diagram)

1.♔c6?



It was possible to transfer into the classical, winning rook endgame: 1. ♔a6 ♖a4 2. ♜xh2 ♜xb4 3. ♜h6 ♔f4 4. ♜b6 ♜a4 5. ♔b5 ♜a1 6. a6 ♔e5 7. ♔c6, or to sacrifice the rook immediately: 1. ♜xh2 ♔xh2 2. ♔a6 ♔g3 3. b5 ♔f4 4. b6 ♔e5 5. b7 ♜b1 6. ♔a7 ♔d6 7. b8♖+ ♜xb8 8. ♔xb8 ♔c6 9. a6 winning.

1... ♜c1+ 2. ♔b6

Now it was too late to try to return back, as sometimes is still possible in some endings:

2. ♔b5 h1♖ 3. ♜xh1 ♜xh1 4. a6 ♔f4 5. a7 ♜a1 6. ♔b6 ♔e5 7. ♔b7 ♔d5.

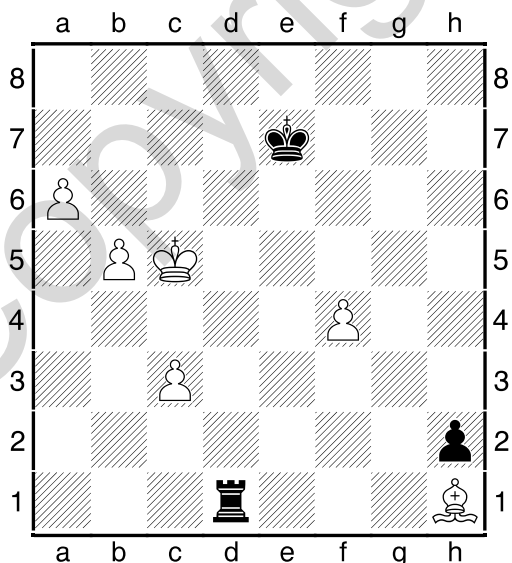
2... ♜c4 3. ♜xh2 ♜xb4+ 4. ♔c5 ♜a4

½-½

□ **Glek Igor**

■ **Lputian Smbat**

Dortmund 1992 ○



1.a7?

Correct would be to preserve the bishop and not to go into the rook against pawn endgame: 1. ♔e4! ♜e1 (1...h1♖ 2. ♔xh1 ♜xh1 3. a7+-) 2. ♔b7 ♜a1 3. ♔b6 and 4. a7+-.

1... ♜xh1 2. a8♖ ♜d1! = 3. ♖e4+ ♔d8!

4. ♖a8+ ♔e7 5. ♖b7+ ♔f6 6. c4 h1♖

7. ♖xh1 ♜xh1 8. b6 ♜b1

A possible different move order was 8... ♔f5! =.

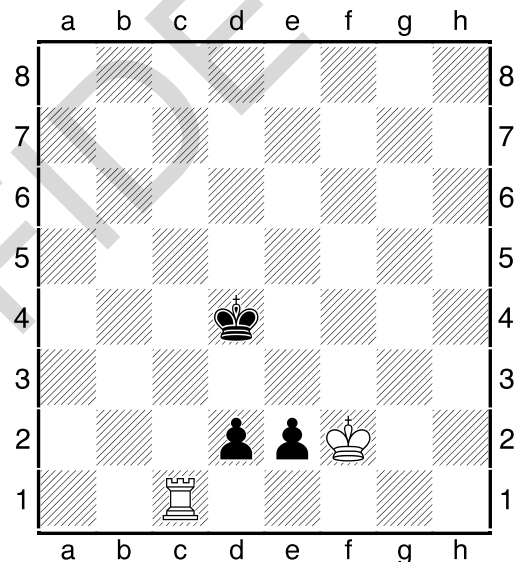
9. ♔c6 ♔f5 10. c5 ♔e4 11. f5 ♔xf5 12. ♔b7

♔e6 13. c6 ♜c1 14. ♔c7 ♔d5 15. b7

½-½

Prokeš's Trick

Prokeš Ladislav 1939 ○



1. ♜c4+

First Prokeš manoeuvre, then a second!:

1... ♔d3 2. ♜d4+! ♔xd4 3. ♔xe2 ♔c3

4. ♔d1 ♔d3

½-½

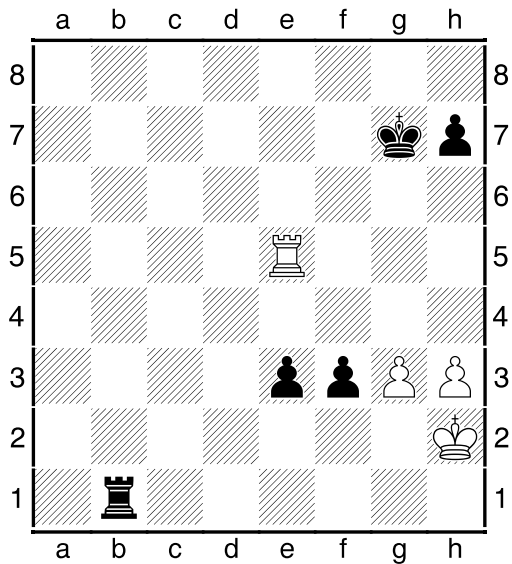
□ **Sikora Gizynska Bozena**

■ **Peng Zhaoqin**

Novi Sad 1990 ○

(see next diagram)

In the diagrammed position White resigned, as she hasn't seen that with checks it would be possible to drive her opponent's king to the f-file, after which the f-pawn can be stopped with check: 1. ♜e7+ ♔g6 2. ♜e6+ ♔g5 3. ♜e5+ ♔f6 4. ♜xe3 =.

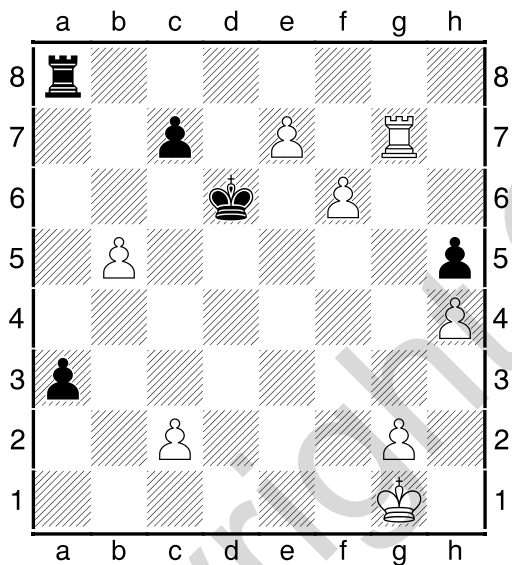


0-1

□ Timman Jan

■ Ivkov Borislav

Amsterdam 1971 ○



1. ♖g8?

Too beautiful to be true! It was possible to stop the a-pawn with different measures. For example: 1. ♖g3 a2 2. ♖d3+ ♔e6 3. e8 ♖+ ♖xe8 4. ♖a3 ♖b8 5. ♖xa2 (5.c4 c6 6. ♖xa2 cxb5 7. cxb5 ♖xb5 8. ♖f2 ♔f7 and it is not easy to progress) 5... ♖xb5 6. ♖a6+ ♔f7 7. ♖c6 was still easily winning.

1... ♖xg8 2. f7 a2?

2... ♖xg2+! -+ - Prokeš's trick apparently was unknown by both world-class players!

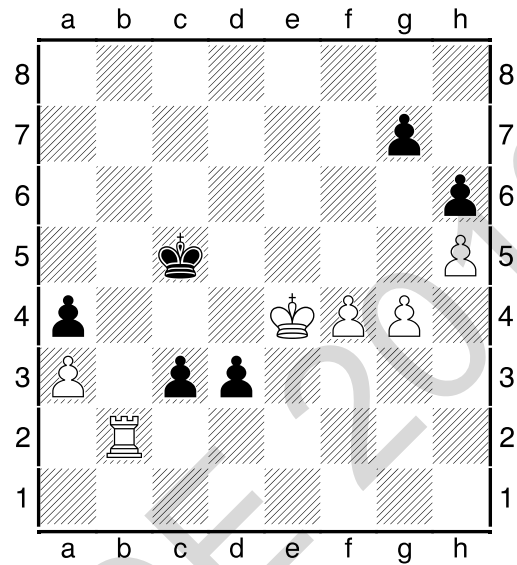
3. fxg8 ♖a1 ♖+ 4. ♔h2 ♔xe7 5. ♖g5+

1-0

□ Shehter

■ Aloni

Israel 1962 ○



1. ♔xd3?

1. ♖b5+! ♔xb5 2. ♔xd3 – Prokeš's trick - was winning.

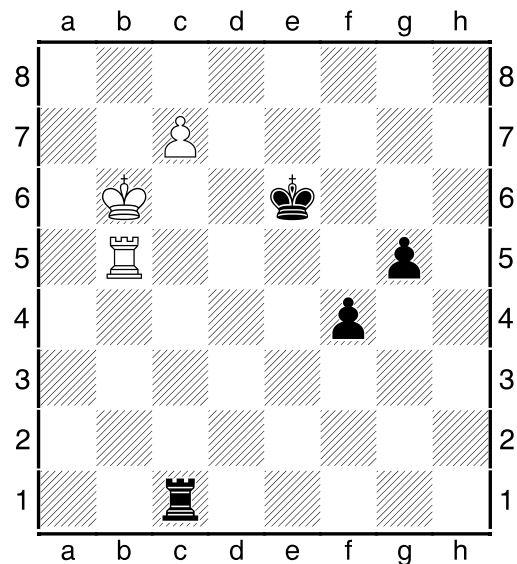
1... cxb2 2. ♔c2 ♔d4 3. ♔xb2 ♔e4

0-1

□ Naiditsch Arkadij

■ Kuzubov Yuriy

Warsaw 2005 ●



1...g4?

Correct was to push the f-pawn immediately:

1...f3 2. ♖xg5 (2. ♖c5 ♖xc5 3. ♔xc5 ♔d7

4. ♔b6 ♔c8 -+) 2... ♖xc7 3. ♔xc7 f2

4. ♖g6+ ♔f7, winning as in the first example.

2. ♖g5! g3 3. ♔b7 ♖b1+ 4. ♔c6 ♖c1+
 5. ♔b7 ♔f6 6. ♖g8 ♔e5 7. c8♗ ♖xc8
 8. ♔xc8 ♔e4 9. ♔d7 f3

Other manoeuvres do not help: 9... ♔f3
 10. ♔e6 g2 11. ♔e5 and the king is in time.
 Now the trick comes again:

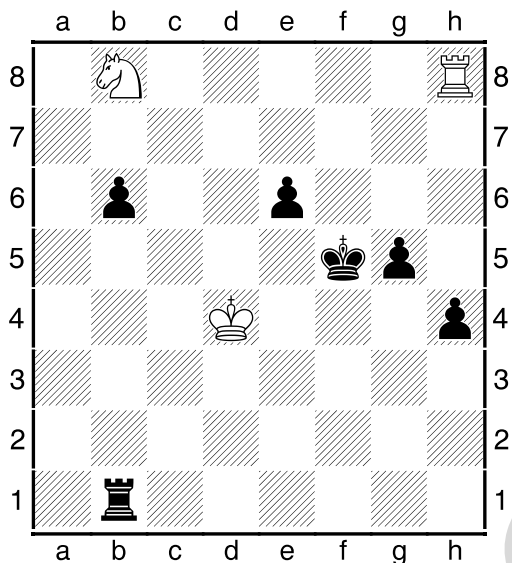
10. ♖g4+! ♔e3

½–½

□ Harikrishna Penteała

■ Dreev Alexey

Khanty Mansiysk 2005 •



1...g4 2. ♖h5+!

Much stronger than the immediate capture on h4.

2... ♔f4 3. ♖xh4 ♖d1+ 4. ♔c3 ♔f3 5. ♖h6 g3 6. ♖f6+ ♔g4 7. ♖xe6?

Another option was to bring the knight back into the defence. It looks to be the strongest: 7. ♖g6+ ♔f4 8. ♔a6 e5 9. ♔b4 e4 with advantage for Black.

7...g2 8. ♖g6+

Not sufficient to achieve the draw was 8. ♖xb6 ♔h5 9. ♖b5+ ♔h6 10. ♖b6+ ♔g7 11. ♖b7+ ♔h8 –+.

8... ♔h3?

A blunder. 8... ♔f3 9. ♖xg2 ♔xg2 –+ was easy.

9. ♖h6+ ♔g3 10. ♖g6+?

And the players agreed to a draw, but the fight of rook against knight (10... ♔f3 11. ♖xg2 ♔xg2) was clearly winning for the stronger piece.

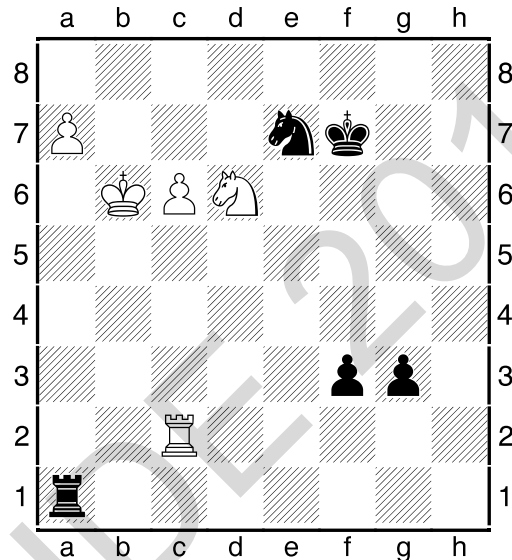
½–½

Sometimes it happens that the Prokeš idea is performed by a piece other than the rook:

□ Krumpacnik Domen

■ Lenic Luka

Rogaska Slatina 2009 •



1... ♔e6?

1... ♔g6 avoided all the opponent's knight tricks. Now White performed the trick with his knight!

2. ♔e4! ♔c8+

No help was 2...g2 3. ♔g5+ ♔f5 4. ♔xf3 and both pawns would be stopped!

3. ♔b7 ♔xa7 4. c7 ♔e5 5. ♔xg3 ♔f4 6. ♔f1 ♔e4 7. ♖c5 f2 8. ♔d2+ ♔e3 9. ♖f5 ♔xd2 10. ♖xf2+ ♔e3 11. ♖f8 ♔b5 12. ♖e8+ ♔f4 ½–½

Conclusion

Knowledge of the key Prokeš trick is necessary for players of every level. But the quantity of mistakes supports my opinion; that many players have to study it much more seriously.



Attack with Opposite-coloured Bishops

Georg Mohr

Concept

My generation's chessplayers, nowadays working as chess trainers, have learned a lot from the matches between Anatoly Karpov and Garry Kasparov.

A lot of people from the Soviet Union have been involved in these matches. Adrian Mikhalchishin once said, that he has learned the most in his life, when he was working with Karpov for a few years.

Others, who participated with Karpov or Kasparov, have claimed a similar thing.

On the other hand, others, who did not live inside the borders of the Soviet Union, were also learning from the games, though hardly any comments reached their countries.

The first match - the marathon one, which was stopped after the 48th game, has been marked with draws, political intrigues and with a lot of attention from the media.

Due to all that, everyone was waiting impatiently for the re-match. Both players claimed that they suffered damage from the first match, but that they were now ready to show what they are capable of.

They were both 'full' of themselves and they were acting like two heavy-weight boxers. The first game was better for the challenger, Kasparov, and he won it.

The first round was followed by two draws and after that the following game started:

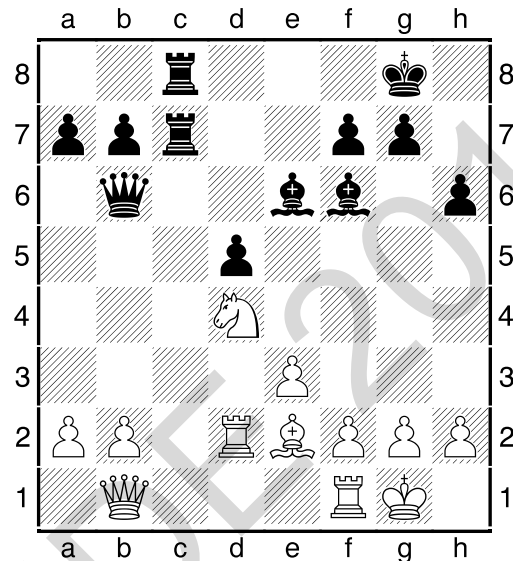
□ Karpov Anatoly

■ Kasparov Garry

D55 Moscow 1985

1.d4 d5 2.c4 e6 3.♘c3 ♙e7 4.♘f3 ♘f6
5.♙g5 h6 6.♙xf6 ♙xf6 7.e3 0-0 8.♚c2
♘a6 9.♖d1 c5 10.dxc5 ♚a5 11.cxd5 ♘xc5
12.♚d2 ♖d8 13.♘d4 exd5 14.♙e2 ♚b6
15.0-0 ♘e4 16.♚c2 ♘xc3 17.♚xc3 ♙e6
18.♚c2 ♖ac8 19.♚b1 ♖c7 20.♖d2 ♖dc8
(D)

After the first twenty moves of a 'Queen's Gambit' (which it was played many times in this match) Karpov achieved a slight plus.



Black has a weak pawn on d5 and a very passive bishop on e6 and that means that his pair of bishops does not help him at all. The white knight on d4 is very powerful: it manages to block the opponent's bad pawn; it is closing the diagonals of the f6-bishop and the queen on b6; it is controlling the c2-square, through which could penetrate both black rooks (in case of ...♙xd4 - ♖xd4). The next White move was even more shocking:

21. ♘xe6!

This move has turned around all the elements of the position. White decided to enter into the position with the opposite-coloured bishops and so made a statement, that he is not interested in an endgame. It is known that opposite-coloured bishops are drawish: if there are no heavy pieces left on the board, it is almost certain that the game will end in a draw, even though a player has an advantage of one or even two pawns. So what is it all about? Kasparov has written over the years: 'If White takes on e6, he needs to have a long plan, which needs to be fulfilled thoroughly. The direct play on the weak light squares leaves us with nothing: 21...fxe6 22.♚g6? ♚a5 and Black has won a pawn without any compensation for White. White needs to build his attack slowly: first he needs to bur-

den the black pieces, then to prepare the e4 advance and only after that he can prepare an attack on the black king. White will help himself with an open e-file or with the pawn majority on the kingside'.

21...fxe6 22.♙g4!

A very accurate move - the black queen needs to defend the e6-pawn and so cannot be activated.

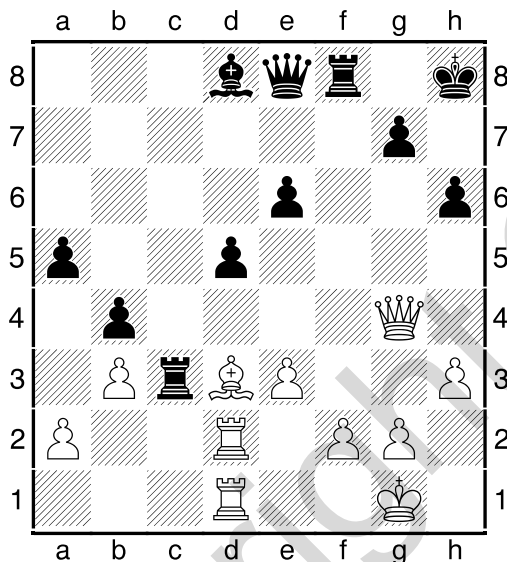
22...♖c4 23.h3 ♗c6 24.♗d3 ♔h8?

What optimism! Sooner or later White will set a 'battery' on the b1-h7 diagonal and Black is facing mating threats.

25.♖fd1 a5 26.b3 ♖c3 27.♗e2 ♖f8 28.♙h5!

The setting of the battery is starting: bishop moves to g6, then returns back and after the queen moves in front of the bishop...

28...b5 29.♙g6! ♙d8 30.♙d3! b4 31.♗g4 ♗e8 (D)



32.e4!

Next follows the second part of the plan, which was described by Karpov. The move is connected with a very accurate calculation and with a clear positional idea - White wants to weaken the d5-pawn and so gain a square for possible penetration of the white queen. On the other hand White is taking risks with a move like that. Black built his defence on counterplay against the f2-square - 32...♙b6 would definitely be the most logical and sensible answer.

32...♙g5?

Trying for one-move tricks (33.♖e2? ♖f4!)

cannot be good at this level. Karpov has foreseen the answer of Black.

33.♖c2 ♖xc2?

A disappointed Kasparov could not decide how to move forward. The position of his king was becoming more and more weak and that is why we would recommend the exchange of the queens: 33...♗c8, with the idea 34.exd5 exd5 35.♗xc8 ♖fxc8 36.♖e2 ♖c1, where his position would be admittedly weaker - his king would be threatened by the rook and the bishop but it would be easier to defend this position.

34.♙xc2 ♗c6 35.♗e2 ♗c5 36.♖f1 ♗c3 37.exd5 exd5 38.♙b1!

With his manoeuvring skills, Karpov managed to get what he wanted - he will set a battery on the critical diagonal and because he has not weakened himself too much, Black's days are numbered. Everything was implemented with a top technique:

38...♗d2 39.♗e5 ♖d8 40.♗f5 ♔g8 41.♗e6+ ♔h8

41...♔f8 42.♙g6 ♗f4 43.♖e1.

42.♗g6 ♔g8 43.♗e6+ ♔h8 44.♙f5 ♗c3 45.♗g6 ♔g8 46.♙e6+ ♔h8 47.♙f5 ♔g8 48.g3!

Later on we will look into details of the technique of taking space from the opponent's bishop, with the help of putting pawns on the squares that have the same colour as the bishop.

48...♔f8 49.♔g2 ♗f6 50.♗h7 ♗f7 51.h4 ♙d2

When the attack will be joined by a rook, the story will soon be finished. The black bishop is, for now, preventing the move ♖e1 but the white rook has another possibility:

52.♖d1 ♙c3 53.♖d3 ♖d6 54.♖f3 ♔e7 55.♗h8 d4 56.♗c8 ♖f6 57.♗c5+ ♔e8 58.♖f4 ♗b7+ 59.♖e4+ ♔f7 60.♗c4+ ♔f8 61.♙h7 ♖f7 62.♗e6 ♗d7 63.♗e5 1-0

It was a marvellous game by White, who (not without the help of Black) has carried out the classical attack in the position with the opposite-coloured bishops. This game has opened many new horizons in the understanding of positional chess. In the following

years the two famous trainers, Mark Dvoret-sky and Adrian Mikhalchishin, wrote about this theme.

The first systematized it and also set some rules. Because these rules are eternal, we summarize them too, but their execution we leave to the great masters of the game.

Rule number one - Initiative: The positions with opposite-coloured bishops are accompanied by a threat, that they will end in a draw. That is why one needs to be very careful, because every exchange could destroy the attacking initiative.

An inexperienced eye would evaluate the majority of these positions as equal - something similar is happening with computer programs, which are always finding fantastic defences for the defender.

Practice has shown that these kinds of position are very difficult to defend. Just imagine the young Kasparov, who was being slowly grilled by Karpov until the fatal error. Rybka, even at move 53, evaluates the position as slightly better for White!? Because of that, in these positions initiative is the most important. The one that is on the move and that will threaten first, he will have the advantage.

□ **Leko Peter**

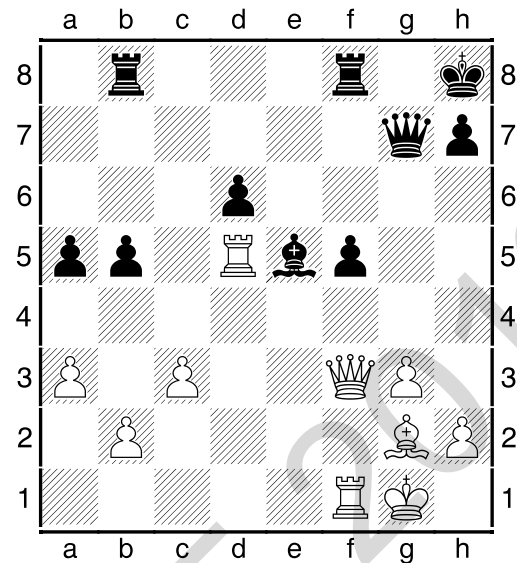
■ **Kramnik Vladimir**

B33 Linares 2000

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 ♘f6
5.♘c3 e5 6.♘db5 d6 7.♙g5 a6 8.♘a3 b5
9.♙xf6 gxf6 10.♘d5 ♙g7 11.g3 f5 12.exf5
♙xf5 13.♙g2 ♙e6 14.c3 0-0 15.0-0 ♖b8
16.♘c2 a5 17.♙e2 ♘e7 18.♖ad1 f5 19.
♘ce3 ♙h8 20.a3 ♙d7 21.♘xe7 ♙xe7
22.♘d5 ♙f7 23.♖d2 e4 24.♖fd1 ♙e5
25.f4 exf3 26.♙xf3 ♙xd5 27.♖xd5 ♙g7
28.♖f1 (D)

In the diagram is a classical position of the popular 'Sveshnikov Variation' of the 'Sicilian Defence'. White points his firepower at the queenside, where Black has some weaknesses and where White can create a passed pawn. In the meantime Black's play is on the kingside, but he first needs to open files and diagonals. The position defines the position of the kings: the black king is safe; the white

king is more open.



28...f4! 29.g4

After 29.gxf4 ♖xf4 the attack is joined by the other black rook and White's defence could be quickly destroyed.

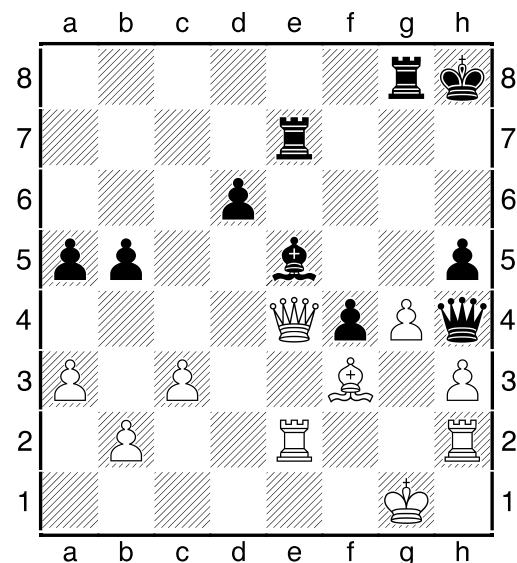
29...♖g8 30.h3 h5 31.♙e4

White is defending himself smartly. It would be bad to play 31.gxh5, because Black's pressure on the g-file would become stronger. And now it is not good to play 32...hxg4, because of 33.♖xf4!

31...♙f6! 32.♙f3 ♖g7

The position has clarified: Black is quick in building his attack and White will be forced to defend with all the pieces, so he can forget about the queenside.

33.♖f2 ♙h4 34.♖dd2 ♖bg8 35.♖h2 ♖e7
36.♖de2 (D)



36...b4!

The typical method of opening up the position, utilizing a space advantage - the opening of the second front, with the goal of creating a weakness on the other wing, which will need to be defended by the opponent's pieces - Mikhailchishin.

37.axb4 axb4 38. ♖hg2?

Black's opportunity has arrived, which only proves how hard it is to defend oneself in similar positions - Leko is one of the best defensive masters of modern chess. But attacking is not always easy...

38...bxc3?

A mistake that will be understood after the next move. It would be correct to play 38... ♖a7!, with the threat 39... ♖a1 and a quick decision. After 39. ♖e1 (the human decision - Rybka recommends 39. ♗b1, where Black is left with a pawn more) 39...bxc3 40.bxc3 ♖a4! 41.c4 ♖xc4! 42. ♗xc4 ♗xe1+, with a quick decision.

39.bxc3 ♖a7 40. ♖a2!

Kramnik obviously forgot about this possibility of defence. The game quickly ended with a draw, after

40... ♖ag7 41.gxh5 ♖xg2+

1/2-1/2

In the previous game we saw how important the initiative is and how we are supposed to handle it correctly. It often happens that a player sacrifices a pawn, just to get the initiative.

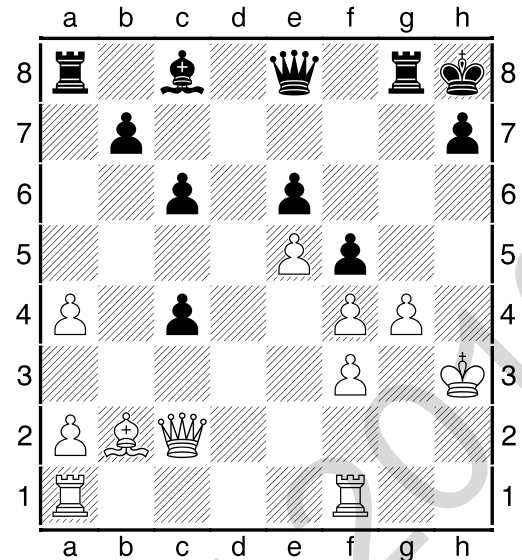
Let's take a look at the example that we borrowed from a great manual named 'Positional Play', which was written by Mark Dvoretzky.

□ Simagin Vladimir

■ Chistiakov Alexander

A95 Moscow 1946

1.d4 e6 2. ♘f3 f5 3.g3 ♘f6 4. ♙g2 ♙e7 5.0-0 0-0 6.c4 d5 7. ♘c3 c6 8.b3 ♗e8 9. ♙b2 ♘bd7 10.e3 ♘e4 11. ♘e2 a5 12. ♘f4 ♘df6 13. ♘e5 a4 14.bxa4 g5 15. ♘fd3 g4 16.h3 gxh3 17. ♙xh3 ♗h8 18. ♘f4 ♖g8 19. ♗h2 ♙d6 20. ♗c2 ♘g5 21.f3 ♘h5 22.g4 ♘xf4 23.exf4 ♘xh3 24. ♗xh3 ♙xe5 25.dxe5 dxc4 (D)



The position in the diagram is very instructive. In this dynamic position, where both kings are out in the open, the initiative is more important than taking the pawn. Therefore the move 26. ♗xc4 is definitely a waste of time, because Black can attack g4 and the white pieces would need to move back into defence.

26. ♗f2!

The queen moves to h4 and from there, if there is a chance, on to f6.

26...c3!

Black could take the pawn - 26... ♖xa4, but he evaluated that the initiative is more important. With the sacrifice of his c-pawn, he opens the way for his rook.

27. ♙xc3 ♖xa4

Now the f4-pawn is under attack. When and if Black takes on f4, many different attacking motifs will appear in the position: ... ♖xf3, ...fxg4 and similar. But White was familiar with the rule, which says that the initiative is more important than a pawn!

28. ♗h4!

Check is threatened on f6, 'the threat' is also the positional 29. ♗g3, with transference of the rooks onto the h-file, which, without the queen on h4, was not yet effective.

28... ♖xf4?

Black did not find the right defence - 28... ♖a3. White shouldn't move the bishop, because of taking on g4, after 29. ♖ac1 Black will have a chance to pause and consolidate. Also the proposition of the sharp

play, after 29. ♖f6+ ♜g7 30. ♜ad1 fxc4+ 31. ♔h4!? ♙d7 32. ♙b4 does not bring any advantage, since after 32... ♜xa2 33. ♙f8 cannot be played, because of 33... ♖h5+! 34. ♔xh5 ♜h2+ 35. ♖h4 ♙e8+, with mate. Taking the pawn left White with too much initiative for suitable defence under the pressure of the clock.

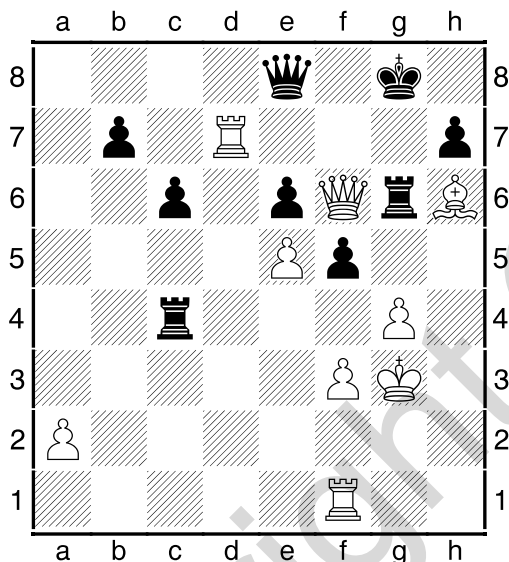
29. ♖f6+ ♜g7 30. ♔g3! ♜c4 31. ♜ad1! ♙d7 32. ♙d2

After some forced moves a quiet move followed, with the terrible threat ♙h6. Because 32... ♖g6 33. ♙h6 ♖xf6 34. exf6 ♜f7 35. exf5 exf5 36. ♜fe1 is quite unpleasant, Black decided for a logical move:

32... ♔g8 33. ♙h6 ♜g6

There are no direct threats, but White decided to continue in 'style'...

34. ♜xd7! (D)



The rest is more or less forced:

34... ♜xf6 35. ♜g7+ ♔h8 36. exf6 ♖b8+ 37. f4 ♜c3+ 38. ♔h4!

There is no defence against these threats, especially not against f7.

38... ♖f8 39. ♜xh7+ ♔xh7 40. ♙xf8 ♔g8 41. ♙e7 fxc4 42. ♜g1 ♜h3+ 43. ♔xg4 1-0

Rule number two - Pawns should be moved to the squares of the opponent's bishop: It is very important to understand, that we, as attacker, need to put our pawns, in the middlegame (and also in endgames), onto the squares that are meant for the opponent's

bishop.

With that, we take some space from the bishop and we force the opponent to start moving his own pawns to the squares of his bishop, which leaves us with some open diagonals against his king.

The defender's work is not easy: if he starts to move his pawns onto the squares of the opponent's bishop, then his usual ways of transposition to the endgame, with exchanges, are not easy to complete and that represents the opponent's most appropriate defence technique.

There is a completely different logic when it comes to defence in endgames with opposite-coloured bishops: put the pawns on the squares of your bishop, where the opponent cannot attack them and a draw is practically in your hands.

If the defender starts to use this technique in the middlegame, the risks are high. The mobility of the pawn structure is also very important.

If the pawn structure is blocked or fixed, then the play in the middlegame, and also in the endgame, is very limited. If the pawns are not blocked or fixed, then the game is more flexible.

□ **Botvinnik Mikhail**

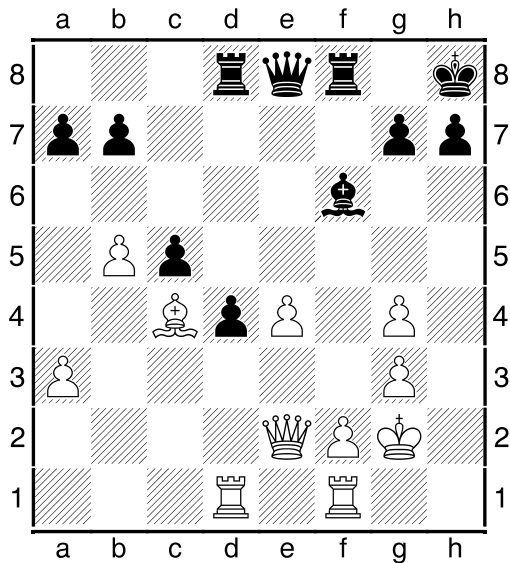
■ **Tal Mihail**

E51 Moscow 1961

1. c4 ♖f6 2. ♗c3 e6 3. d4 ♙b4 4. e3 0-0 5. ♙d3 d5 6. a3 dxc4 7. ♙xc4 ♙d6 8. ♗f3 ♗c6 9. b4 e5 10. ♙b2 ♙g4 11. d5 ♗e7 12. h3 ♙d7 13. ♗g5 ♗g6 14. ♗e6 fxe6 15. dxe6 ♔h8 16. exd7 ♖xd7 17. 0-0 ♖f5 18. ♗d5 ♗g8 19. ♖g4 ♖c2 20. ♖e2 ♖f5 21. ♖g4 ♖c2 22. ♖e2 ♖f5 23. e4 ♖d7 24. ♜ad1 ♜ad8 25. ♖g4 ♖e8 26. g3 ♗h6 27. ♖h5 ♗g8 28. ♖e2 ♗6e7 29. ♗e3 ♗h6 30. ♗g4 ♗xg4 31. hxg4 ♗c6 32. ♔g2 ♙e7 33. ♙d5 ♗d4 34. ♙xd4 exd4 35. ♙c4 c5 36. b5 ♙f6 (D)

In the diagram is another game from the World Championship match. White's position is very close to winning, even though he has no material advantage and no direct threats. White's bishop on c4 is better than Black's, because it is much more active. In

this kind of position it is very important to choose the correct plan. What are we supposed to do? White needs to move forward with the pawns on the kingside.



Black cannot move his pawns on the other side, because they are blocked. White could increase his blockade with the move 37. ♖d3. This move would prevent the sacrifice of the pawn with ...d3 and activation of the black bishop. But Botvinnik thought that he would win more easily with a pawn more. It is important how to move forward with the pawns. It is clear that White needs to move them slowly onto the dark squares - the squares of the opponent's bishop. If White does not do that and plays f4-f5(?), Black would be able to block White's pawn structure and the position would be equal.

37.f4 d3 38. ♖xd3 ♜xd3 39. ♗xd3 ♗d4

Black achieved a lot with the sacrifice: he exchanged one pair of rooks (that is good for the defender) and activated his bishop. But White's advantage was already too big...

40.e5 g6 41. ♖h1 ♔g7 42. ♕e4 b6 43. ♗c4

And the game is over, because Black cannot defend any more. There is a check threat on b7 and the next variation tells a lot: 43... ♕e7 44.g5!, where White controls all the dark squares and is also threatening 45. ♕c6 and 46. ♕f6+.

1-0

Dangerous Diagonals: For the end, let's say something about dangerous diagonals. In

the game Karpov-Kasparov we saw a classic example of an attack on a king castled short. In this game the black pawns on g7 and h6 weakened the b1-h7 diagonal and White took advantage of that.

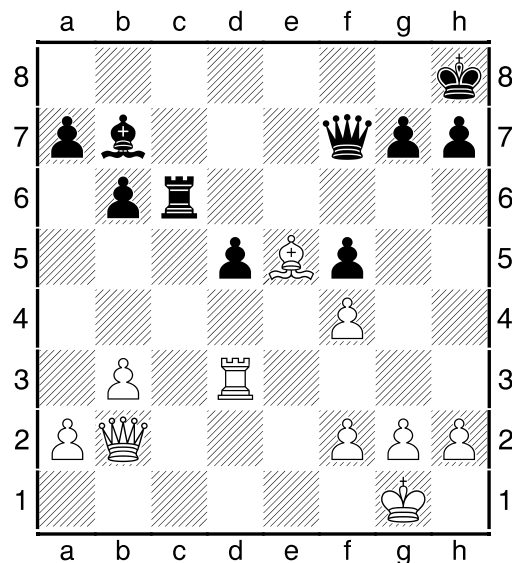
The other two diagonals are also very important. The weak long diagonal (a1-h8) is used for attacks on the opponent's king, especially when, from the minor pieces, there are only opposite-coloured bishops left on the board.

□ **Petrosian Tigran**

■ **Polugaevsky Lev**

E14 Soviet Union 1970

1.d4 ♘f6 2. ♘f3 e6 3.c4 b6 4.e3 ♗b7 5. ♗d3 d5 6.0-0 ♗d6 7.b3 0-0 8. ♗b2 ♘bd7 9. ♘c3 c5 10.cxd5 exd5 11. ♖c1 ♕e7 12. ♕e2 ♜ad8 13. ♜fd1 ♘e4 14. ♗a6 ♗a8 15. ♗b5 ♘df6 16. ♘e5 ♘xc3 17. ♗xc3 ♘e4 18. ♗b2 f6 19. ♘d3 ♔h8 20. ♘f4 ♕f7 21. ♕g4 f5 22. ♕e2 ♗b7 23. ♗d3 ♗xf4 24.exf4 ♜fe8 25. ♕c2 ♜c8 26.dxc5 ♜xc5 27. ♕b1 ♜xc1 28. ♕xc1 ♘c5 29. ♗e5 ♜c8 30. ♕b2 ♘xd3 31. ♖xd3 ♜c6 (D)



White has an advantage, even though he has doubled pawns and so a pawn less in the centre. Decisive is White's bishop on e5. It is very powerful and it is cooperating in the attack on the black king. Black's bishop on b7 is very passive. White's plan is clear: attack the weak g7-square or penetrate with the heavy pieces through an open file.

32.h3 h6 33. ♖e3!

Direct attack with 33. ♖g3 gives nothing, because Black can defend himself with 33... ♖g6. That is why White is planning to penetrate through the open e-file: ♕d4, ♖e2 and ♖e7. Black will not be able to defend the e-file with the rook, due to the weak g7-square.

33... ♖g6

Black should sacrifice a pawn to activate his bishop. So: 33...d4!? 34. ♕xd4 ♖g6.

34. ♕d4

After this move, the long diagonal, and also the bishop, will be closed up for a long time.

34... ♖h7 35. ♖c2!

Petrosian wonderfully shifts the pressure from the e-file to another. After 35. ♖e2 ♖c7 White could not take advantage of the open e-file so easily. Penetration through the c-file looks more dangerous.

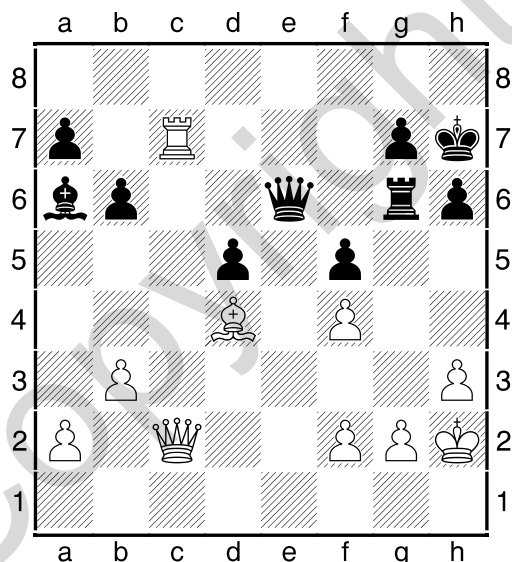
35... ♖d7 36. ♖h2!

Petrosian is, in his style, not rushing anywhere. His task is clear. He needs to prevent any kind of counterplay. 36. ♖h2 prevents check on c1 (after ... ♖c7).

36... ♕c8 37. ♖c3!

Now it is time to penetrate on the seventh rank, because the opponent took away his chance to defend himself.

37... ♕a6 38. ♖c7 ♖e6 (D)



39.g4!

No comment - World Champion's move!

39... ♕f1 40. ♖xf5 ♖xf5 41.gxf5 ♖g2+ 42. ♖h1

Black resigned due to 43.f6 or 43. ♖c1.

1-0

When we play against a king castled short, the a2-g8 diagonal is the most important and the pressure on the f7 square (f2 - if Black is attacking) is important, too. The pressure can be very unpleasant, even though the critical square is defended by a rook and the king.

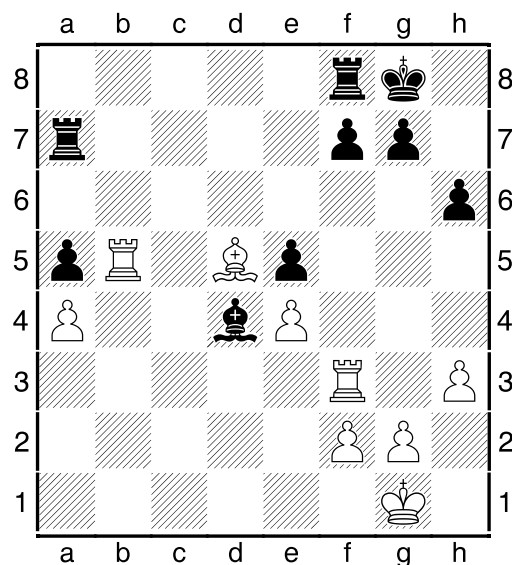
Let's look into two classic examples. The first example is from the World Championship match, where the attacker did not need his queen to finish the attack successfully.

□ **Bogoljubow Efim**

■ **Alekhine Alexander**

D30 Berlin 1929

1.d4 d5 2.c4 c6 3. ♘f3 ♘f6 4.e3 e6 5. ♕d3 c5 6.0-0 ♘c6 7. ♘c3 ♕e7 8.a3 a5 9.dxc5 ♕xc5 10. ♖e2 0-0 11.e4 dxc4 12. ♕xc4 e5 13.h3 ♘d4 14. ♘xd4 ♕xd4 15. ♕g5 ♕e6 16. ♘d5 ♕xd5 17. ♕xd5 h6 18. ♕xf6 ♖xf6 19. ♖ad1 ♖ac8 20. ♖d3 ♖c7 21.b3 b5 22. ♖f3 ♖b6 23.a4 bxa4 24.bxa4 ♖b4 25. ♖a2 ♖b2 26. ♖xb2 ♕xb2 27. ♖b1 ♕d4 28. ♖b5 ♖a7 (D)



White's advantage is clear: his rooks are active and his bishop is attacking f7. Next follows a well known rule: pawns should be moved to the squares of the opponent's bishop. For now, Black is successfully defending the critical square, and that is why White needs to exchange a pair of rooks.

29.h4 h5 30. ♖b7!

It is good if we understand this position. The white bishop and a rook will pin the black pieces: king and a rook will have to defend the f7-pawn, and the black bishop won't be doing anything.

30... ♖xb7 31. ♗xb7 ♜d8 32. ♗d5 ♜d7
33. ♜b3! ♕f8 34. ♜b5

The black rook needs to be on a7.

34... ♜a7 35. ♗b7 ♕e7 36. g3 ♕d6 37. ♕g2
♕c7 38. ♗d5 ♕d6 39. f4 f6 40. ♗b3

Black cannot play anything good and he has to let White in.

40... ♜a6 41. ♗f7 ♜c6 42. ♜d5+

This must be played accurately. 42. ♜xa5
♜c2+ 43. ♕h3 ♜c3 with counterplay.

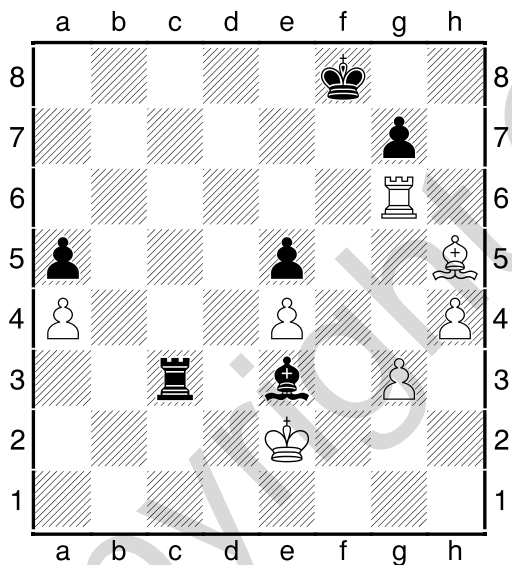
42... ♕e7 43. ♗xh5 ♜c5 44. fxe5 fxe5
45. ♗f3 ♕f6

After 45... ♜xd5 46. exd5 White would be winning with two passed pawns.

46. ♜d6+

After 46. ♜xc5? ♗xc5 the position is equal.

46... ♕e7 47. ♜g6 ♕f8 48. ♗h5 ♗e3
49. ♕f3 ♜c3 50. ♕e2 (D)



50... ♗c5?

Black forgot about the threat ♜e6. It would be better to play 50... ♗d4 (Bogoljubow).

51. ♜e6 g6 52. ♗xg6 ♜e3+ 53. ♕d1 ♜xg3
54. h5 ♕g7

The threat was 55. h6 +, and so White won a second pawn and the game.

55. ♜xe5 ♗b4 56. ♕e2 ♜a3 57. ♗e8 ♜h3
58. ♗d7 ♜c3 59. ♜e6 ♗f8 60. ♜a6 ♗b4
61. h6+ ♕f7 62. ♗e6+ ♕f6 63. ♗f5+ ♕f7

64. ♜a7+ ♗e7 65. ♜xa5 ♜c2+ 66. ♕f3
♜h2 67. h7 ♗f6 68. e5 ♗g7 69. ♜a7+ ♕f8
70. e6 ♗e5 71. e7+
1-0

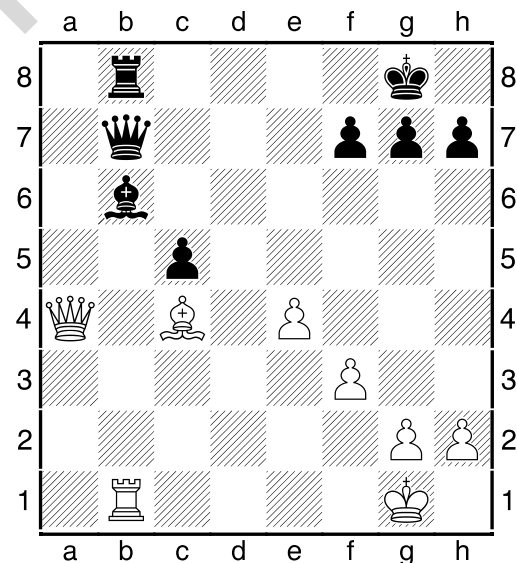
The defender's task is even harder if there are still queens on the board. Here is another example from Dvoretsky's manual!

□ Boleslavsky Isaak

■ Sterner Olof

B44 Stockholm 1954

1. e4 c5 2. ♗f3 ♗c6 3. d4 cxd4 4. ♗xd4 e6
5. ♗b5 d6 6. c4 a6 7. ♗5c3 ♗f6 8. ♗e2 ♗e7
9. 0-0 ♜c7 10. ♗e3 b6 11. ♗a3 ♗b7
12. ♜c1 0-0 13. f3 ♗d7 14. ♗d5 exd5
15. cxd5 ♗c5 16. dxc6 ♗xc6 17. b4 ♗e6
18. ♗c4 ♜ab8 19. ♜e1 ♜d8 20. ♜f2 b5
21. ♗a5 ♗a8 22. ♗c6 ♗xc6 23. ♜xc6 a5
24. a4 bxa4 25. b5 ♜d7 26. ♜fc1 ♜fc8
27. ♗c4 ♗c5 28. ♜xc8+ ♜xc8 29. ♜a2 ♗f6
30. ♜b1 ♜b8 31. ♜d2 ♜c7 32. ♜d5 ♜b6
33. ♜a8+ ♜b8 34. b6 ♜b7 35. ♜xa5 ♗d8
36. ♗xc5 dxc5 37. ♜xa4 ♗xb6 (D)



The position looks like a total draw. Endgames would end peacefully, but an endgame is still far away. White is putting pressure on the f7-square, which leaves him with a decisive advantage. But first he needs to attack the crucial square.

38. ♜d1! ♗c7 39. ♜d7

The penetration of the rook was bad, because of the weak first rank but the penetration of the queen would be practically the same.

39... ♖f8 40.e5!

A well known rule: pawns should be moved to the squares of the opponent's bishop. The white pawns, supported by the bishop, decisive in the position.

40... ♗b6 41.f4! ♗b8 42.h4!

There is no comment necessary. The white pawn is progressing to h6 and Black cannot defend. If Black puts his pawn on h6, he will weaken the b1-h7 diagonal.

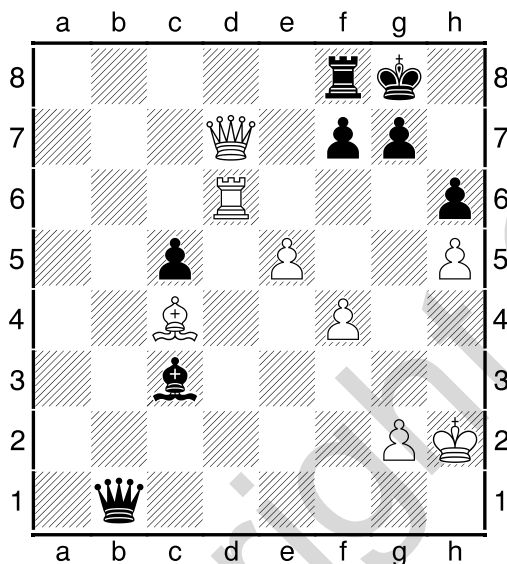
42... ♕a5

Also weak was 42...g6 43.h5.

43.h5 ♕c3

After 43... ♗b4 the game would be decided by the move 44.e6!, for example: 44...fxe6 (44... ♗xc4 45.e7) 45. ♗xe6+ ♔h8 46. ♗e7! ♗b8 47.h6 +- . Next follows a wonderful mate attack, linked with geometrical tactical elements.

44. ♖d6 ♗b1+ 45. ♔h2 h6 (D)



46. ♗xf7+!

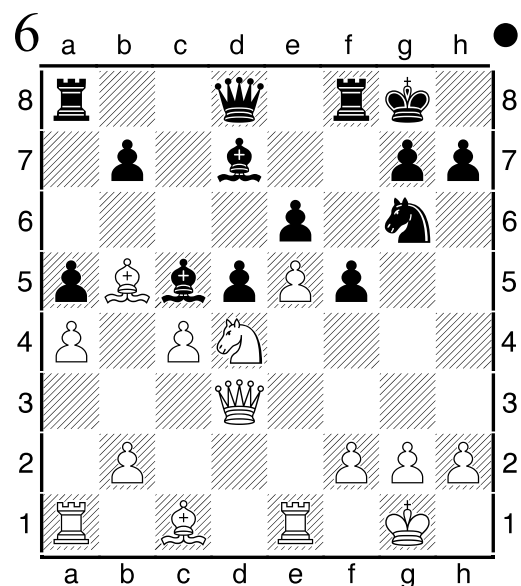
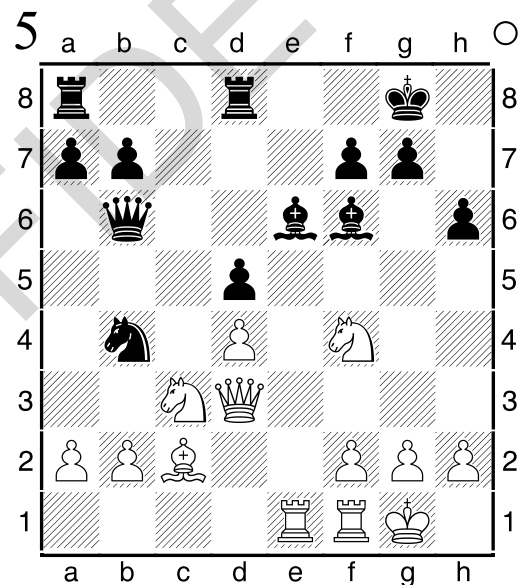
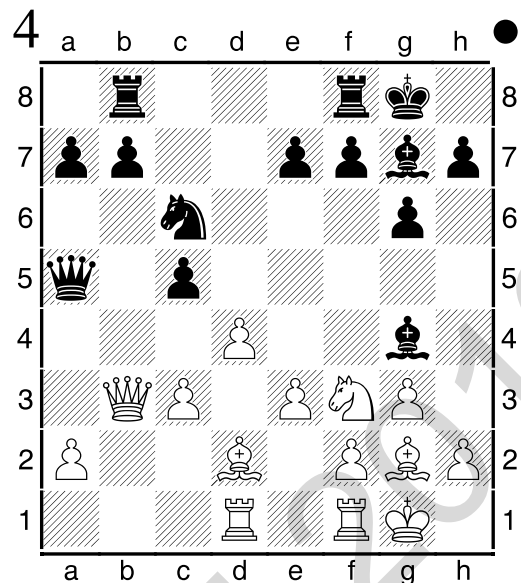
A final touch!

46... ♖xf7 47. ♖d8+ ♔h7 48. ♕xf7

1-0

Conclusion

A middlegame with opposite-coloured bishops can be very complicated. If an endgame is still far away and there are weak kings in the position, there are many motifs for the attacker and the defender has difficulties with his defence. The attack can be even more successful than those with the same coloured bishops.



The Principle of the Second Weakness

Georg Mohr

Concept

The theory about the play in endgames is often divided into several parts. Theoretical endgames are fundamental for our knowledge, because we need to memorize many different positions and understand them.

The number of that kind of endgame is growing day after day. Without that basic knowledge we cannot play well in endgames.

Practical endgames are the second area, where it is important to understand certain positions. There are not many positions in the middlegame that can transpose directly into a theoretical endgame.

In the beginning, endgames are usually complicated, but then they can be drawn into theoretical positions. But if we want to play them well, it is necessary to know some principles: these principles are especially meant for the endgames that are not theoretical.

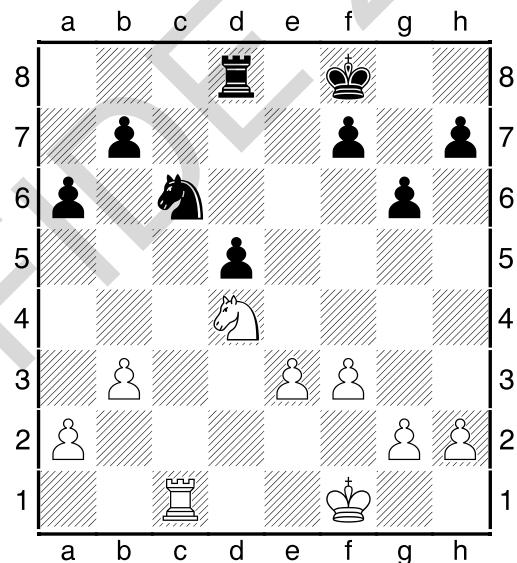
One of these principles is the principle of the second weakness, which is mentioned in every good chess book. The principle of the second weakness is one of the most important parts of the realization of an advantage in the endgame (Dvoretsky).

The great Russian trainer described this as follows: 'When the opponent is in a passive position, you have to attack different weaknesses. If you attack only one weakness, the player will be able to defend himself. It is necessary to attack other weaknesses. In most cases we need to create the second weakness'.

Let's look at how this principle was used by the great chess masters in the past. For a start, let's look at the (sad) example of the greatest Slovenian Grandmaster, Dr. Milan Vidmar. This year we are celebrating the 125th anniversary of his birth (the ECU declared the year of 2010 as Vidmar's year).

□ Flohr Salo
 ■ Vidmar Milan Sr
 D62 Nottingham 1936

1.c4 e6 2.♘c3 d5 3.d4 ♘f6 4.♙g5 ♙e7
 5.e3 0-0 6.♘f3 ♘bd7 7.♚c2 c5 8.cxd5
 ♘xd5 9.♙xe7 ♚xe7 10.♘xd5 exd5
 11.♙d3 g6 12.dxc5 ♘xc5 13.0-0 ♙g4
 14.♘d4 ♖ac8 15.♚d2 a6 16.♙c2 ♚g5
 17.f3 ♙d7 18.♗fe1 ♗fd8 19.♗ad1 ♚f6
 20.♙b3 ♙a4 21.♙xa4 ♘xa4 22.♗c1 ♘c5
 23.♗ed1 ♚b6 24.♘e2 ♘d7 25.♚d4 ♚xd4
 26.♘xd4 ♘e5 27.b3 ♙f8 28.♙f1 ♗xc1
 29.♗xc1 ♘c6 (D)



White has an advantage, but Black could easily equalize in the case of possible inaccurate play by White. He just needs a move or two to bring his king into the centre and so defend the d5-pawn, which is his only weakness. How should White continue? Flohr understood that the d5 weakness is not going to be enough for him to win the game. That is why he wonderfully created the second weakness and so pushed the black king and rook into defence.

30.♘xc6! ♗c8 31.♗c5

It would be better to play 31.♙e2, because Black cannot enter into the pawn endgame: 31... ♗xc6 (31...bxc6 32.♗c5 and the position is like in the game) 32.♗xc6 bxc6 33.b4 ♙e7 34.♙d3 ♙d6 35.♙d4 and White should win.

31...bxc6?

Dr. Vidmar would definitely defend himself better after 31...♖xc6 32.♖xd5 (with a move less, a pawn ending is also a draw, after 32.♖xc6 bxc6 33.b4 ♔e7 34.♔e2 ♔d6 35.♔d3 c5) 32...♖c2.

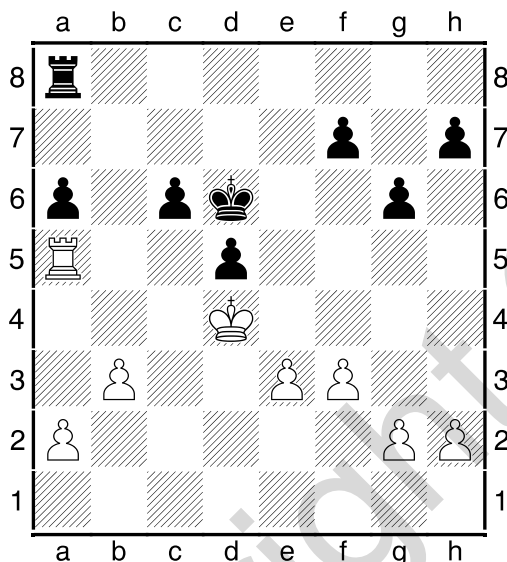
32.♔e2

The rule says: 'don't rush!'. After the impatient 32.♖a5, Black would activate himself: 32...c5! 33.♖xa6 c4!, with good chances for a draw. That is why we need to centralize the king first and only then we activate the rook.

32...♔e7 33.♔d3 ♔d6 34.♖a5

The art of realization of advantage in the endgame is directly connected with small tactical operations. So, it was bad to play 34.♔d4? ♖b8! 35.♖a5 c5+! 36.♔d3 (36.♖xc5? ♖b4+) 36...♖b6.

34...♖a8 35.♔d4 (D)



Total domination! The black rook has only two squares (a8 and a7) and the black king cannot move, because he would let the white king in on c5 or e5. But this is not enough for White to win the game. He needs to create the second weakness. Only after that will Black be unable to defend. It is clear that White will need to create the second weakness on the kingside. Let us see how Flohr handled the situation. First, he slowly improved the position on the queenside, and then he started with activities in the centre and on the kingside.

35...f5

Dr. Vidmar understood that e3-e4 will be

decisive and he wanted to exchange as many pawns as possible on the critical e4-square (usually exchanges are in favour of the defending side).

36.b4! ♖b8?!

Dvoretsky proved in his books, that Black should defend actively. That means with the plan: king goes to b7 (and lets the white king in), the rook goes to the semi-open e-file, which would later, potentially, be opened with a pawn sacrifice (f4 or d4).

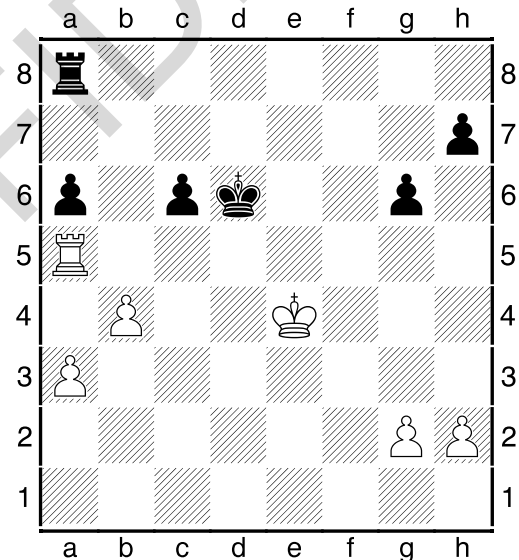
37.a3!

Move slowly!

37...♖a8 38.e4!

White cannot improve his position and it is time to create the second weakness on the kingside. Black has no choice and he is forced to exchange in the centre.

38...fxe4 39.fxe4 dxe4 40.♔xe4 (D)



The next critical moment: White is threatening to penetrate with his king. The most appropriate defence in similar positions is an active defence - so Black must free his rook.

40...♖a7?!

We already know the principle: 40...♔c7!, 41...♔b6 and check with the rook on e8/f8.

41.♔f4 h6

If not, the king penetrates with decisive effect: 41...♖a8 42.♔g5 ♖a7 43.♔h6 ♔e6 44.g4, with the idea h4-h5 +- (Dvoretsky).

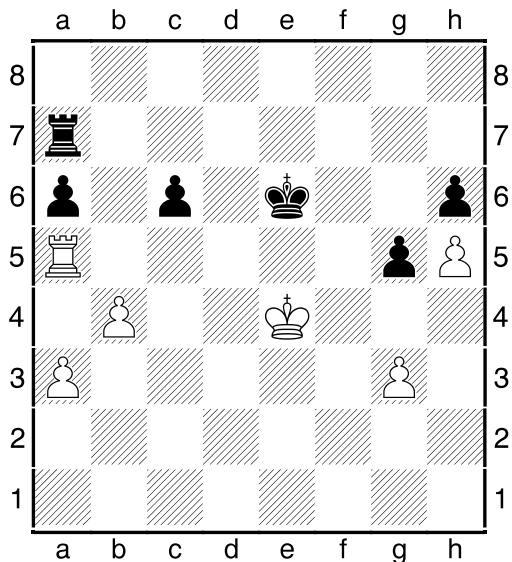
42.h4 ♔e6 43.♔g4 ♖a8 44.h5! g5

White created and fixed a new weakness – the pawn on h6. Next follows a combined attack on both wings.

45.g3!

The king is returning to the centre. The move played is excellent. White needs to be careful, after 45.♔f3 ♚f8+! 46.♔e4 ♚f4+ Black could return into play.

45...♚a7 46.♔f3 ♚a8 47.♔e4 ♚a7
48.♔d4 ♔d6 49.♔e4 ♔e6 (D)



Next follows a finishing manoeuvre. After the next move Black will be lost: after a check with the rook, Black has two squares to move to, but neither will stop White from winning the game.

50. ♚e5+! ♔d6

After 50...♔f6 51.♚c5! ♚c7 52.♚a5 ♚a7
53.♔d4 and ♔c5.

51. ♚e8 c5

The pawn ending, after 51...♚e7+ 52.♚xe7 ♔xe7 53.♔e5, is hopeless. Black cannot save himself, not even with the move ...c5, with which he wanted to get rid of one of his weaknesses.

52. ♚d8+! ♔c6

The king could not step onto the seventh rank, because of the transposition to the pawn endgame: 52...♔c7 53.♚h8 cxb4 54.♚h7+ ♔b8 55.♚xa7 ♔xa7 56.axb4, then the king goes to pick up the h6-pawn and White is faster. The rest of the game is all about technique and of course Salo Flohr had plenty of it, as a great Soviet champion!

53. ♚c8+ ♔b6 54. ♚xc5 ♚h7 55. ♚e5 ♔c6

56. ♚e6+ ♔b5 57. ♔f5 ♚f7+ 58. ♚f6

1-0

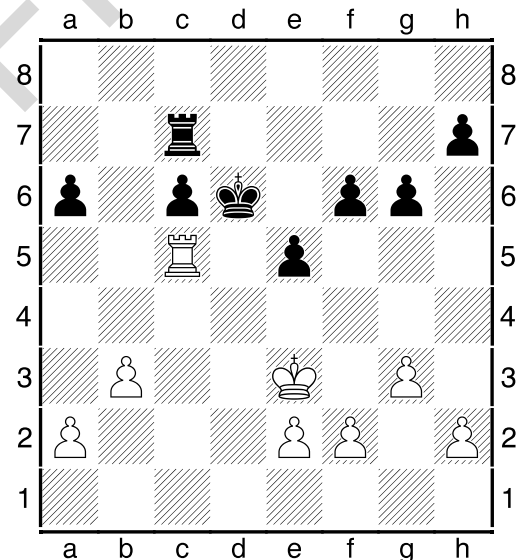
Let us look into a modern game - a remarkable case of a nearly exact replica - a twin example!

□ **Nikolic Predrag**

■ **Movsesian Sergei**

A46 Polanica Zdroj 1996

1.d4 e6 2.♘f3 c5 3.g3 cxd4 4.♘xd4 a6
5.♙g2 ♘f6 6.0-0 d5 7.c4 dxc4 8.♚a4+
♘bd7 9.♚xc4 ♘b6 10.♚b3 e5 11.♘f3
♙e6 12.♚c2 ♚c8 13.♘c3 ♚c7 14.♘g5
♙d5 15.♙h3 ♚d8 16.♙e3 ♙c6 17.
♚ad1 ♚xd1 18.♚xd1 ♘c4 19.♙c1 ♘d6
20.♘d5 ♚a5 21.♘c3 ♙e7 22.♙g2 ♙xg2
23.♔xg2 ♚c5 24.♚a4+ ♚c6+ 25.♚xc6+
bxc6 26.♘f3 ♘d7 27.b3 f6 28.♘a4 ♔f7
29.♙a3 ♔e6 30.♘e1 ♘b7 31.♙xe7 ♔xe7
32.♘c2 ♘bc5 33.♘xc5 ♘xc5 34.♘e3 ♘e4
35.♘f5+ ♔f7 36.♔f3 ♘g5+ 37.♔e3 g6
38.♘d6+ ♔e7 39.♘b7 ♘e6 40.♚c1 ♚c8
41.♚c4 ♚c7 42.♘c5 ♘xc5 43.♚xc5 ♔d6
(D)



The story is very similar to the last one: Black's rook and king need to wait, but that is still not enough to win. It is necessary to create the second weakness on the kingside.

44. ♚a5 ♚a7 45.g4! h6

45...c5? 46.♔d3 ♔c6 47.♔c4 +-.

46.h4 ♚a8

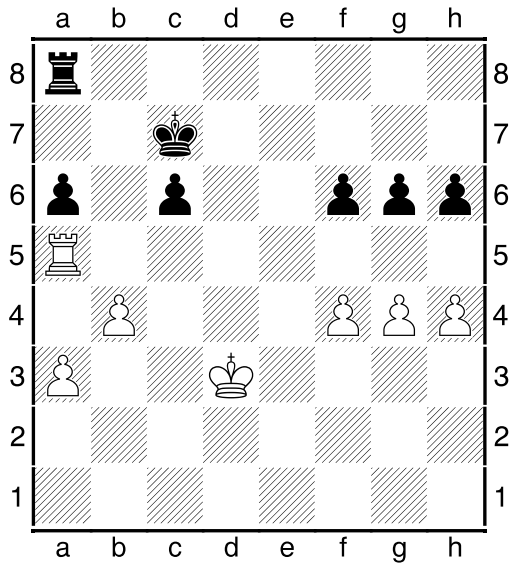
46...f5? 47.gxf5 gxf5 48.f4 +-.

47.b4 ♚a7 48.a3

Predrag Nikolic knew the game Flohr-Vidmar - the principle is the same!

48... ♚a8 49. ♔d3 ♚a7 50.e3 ♚a8 51.f4!

exf4 52.exf4 ♔c7 (D)



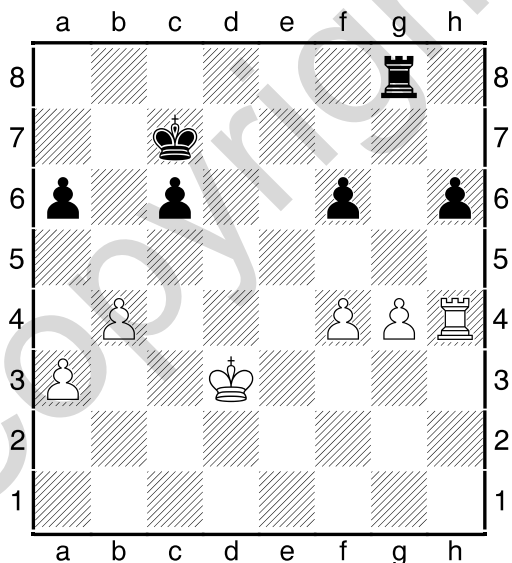
Also in this game, Black decided on a passive defence, which cannot bring any success.

53.h5! gxh5

After 53...g5 54.♔e4 the white king moves forward across f5 and g6. Now it's too late for active counterplay: 53...♖g8 54.♖xa6 gxh5 55.gxh5 ♖g4 56.♔e4 +–.

54.♖xh5 ♖g8 55.♖h4! (D)

It would be worse to play 55.♖xh6 ♖xg4 56.♖xf6 ♖g3+ and the endgame is close to a draw. The rook on h4 is passive, but only temporarily, because the king is on its way to support it.



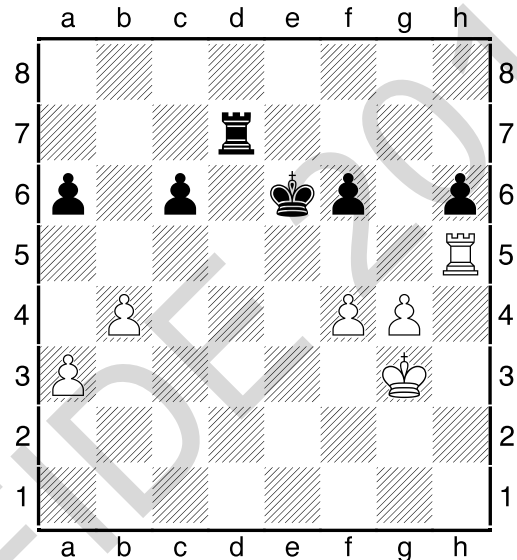
55...♔d7?!

Black would have better chances after a more active move: 55...f5!?

56.♔e4 ♔e6 57.♔f3 ♖h8 58.♖h5 ♖h7 59.♔g3

The idea is clear: the rook needs to get to c5, where it would pin Black. The king needs to move to h5, from where it would be able to attack the recently created weakness on h6. Black will soon not have any space at all left.

59...♖d7 (D)



Black is trying to activate, but White will not let go. The pawn can wait.

60.♖a5! ♖a7 61.♔h4 ♔f7 62.♔h5 ♔g7 63.f5 ♔h7

Or 63...♔f7 64.♖c5! ♖c7 65.a4 and 66.b5 +–.

64.♖c5 ♖c7 65.a4 ♔g7

Or 65...♖b7 66.♖xc6 ♖xb4 67.♖xf6 and White wins easily.

66.b5 axb5 67.axb5 ♖b7 68.bxc6 ♖c7 69.♖c1 ♖c8 70.c7 ♔f7 71.♖c6 ♔g7 72.♔h4 ♔f7 73.♔g3

1–0

Anyone who has at any time studied the ‘Carlsbad Structure’ is sure to have come across the next example:

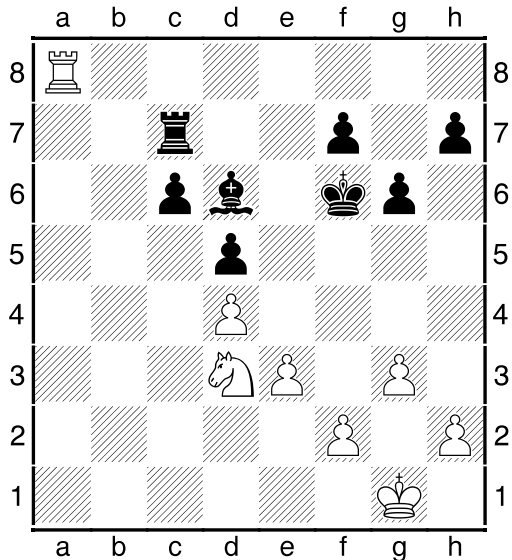
□ **Kotov Alexander**

■ **Pachman Ludek**

D65 Venice 1950

1.d4 e6 2.c4 ♘f6 3.♘c3 d5 4.♗g5 ♗e7 5.e3 0–0 6.♘f3 ♘bd7 7.♖c1 a6 8.cxd5 exd5 9.♗d3 ♖e8 10.0–0 c6 11.♙c2 ♘f8 12.a3 g6 13.b4 ♘e6 14.♗xf6 ♗xf6 15.a4 ♘g7 16.b5 axb5 17.axb5 ♗f5 18.♗xf5

♖xf5 19.bxc6 bxc6 20.♗a4 ♜c8 21.♞c5
 ♗d6 22.♗d2 ♞e7 23.♞b1 ♞b7 24.♞xb7
 ♗xb7 25.♞a7 ♗d6 26.♞a6 ♞c7 27.♞c1
 ♗d8 28.♗c5 ♞a5 29.♞d3 ♞b5 30.g3
 ♗b6 31.♞b1 ♞xd3 32.♗xd3 ♗a5
 33.♗b3 ♗d8 34.♗bc5 ♗e7 35.♗d7 ♞c7
 36.♗b8 ♗c4 37.♞a1 ♞c8 38.♗d7 ♞c7
 39.♞a8+ ♗g7 40.♗7e5 ♗xe5 41.♗xe5
 ♗d6 42.♗d3 ♗f6 (D)



In the diagram, White has a brilliant position: he has extracted the maximum from the minority attack. The weakness is eternal: it is clear that Black is not threatening to play the move ...c5, because of dxc5 and ♞a5 and the d5-pawn is lost. But only one weakness is not enough to win: White needs to create another weakness and an opportunity lies on the kingside.

43.g4!

That is a very important move that needs to be remembered. White nailed down the h-pawn and made it weak. White's rook will be able to attack it at any time and the black king will have to defend it. Remember: in this kind of position, Black must play ...h5, because if he does not play the move, White will take his chance and play g4!

43...♗e6 44.♗g2 ♞b7 45.♞e8+

The slow play, full of manoeuvres, is starting. White is improving his pieces and he is weakening Black's.

45...♞e7 46.♞h8 f6

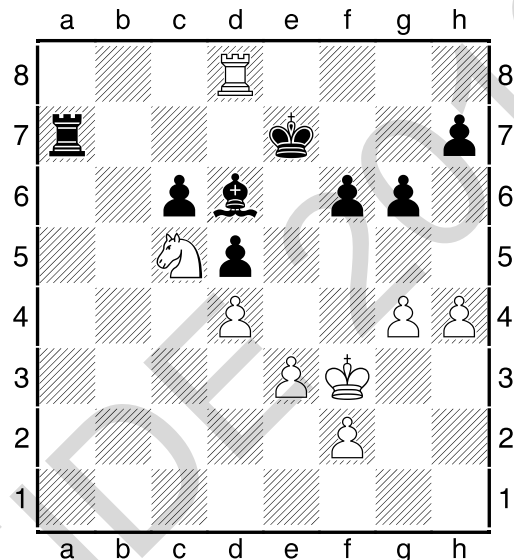
Black did not have a choice, the pawn on f6 is not weak yet, but it could become so if Black's

king moves too far over to the queenside.

47.h4 ♞b7 48.♗f3 ♞f7 49.♞e8+ ♞e7 50.♞d8

White is preparing the move ♗c5. After its capture, the ♞d6 threat will appear. Black's rook will be chained to the c6-pawn.

50...♞a7 51.♗c5+ ♗e7 (D)



52.♞c8!

Accuracy is necessary - White needs to get the black king away, another file, from the pawns on the kingside. After the impatient 52.♞h8 ♗xc5 53.dxc5 ♞a5 54.♞xh7+ ♗f8, Black would defend his pawns successfully.

52...♗xc5 53.dxc5 ♗d7 54.♞h8!

After the 'zwischenzug' (in-between move), Black cannot move to the decisive f8-square.

54...♗e6

After 54...♞a5 55.♞xh7+ ♗e6 56.♞g7 White should win the game.

55.♞d8!

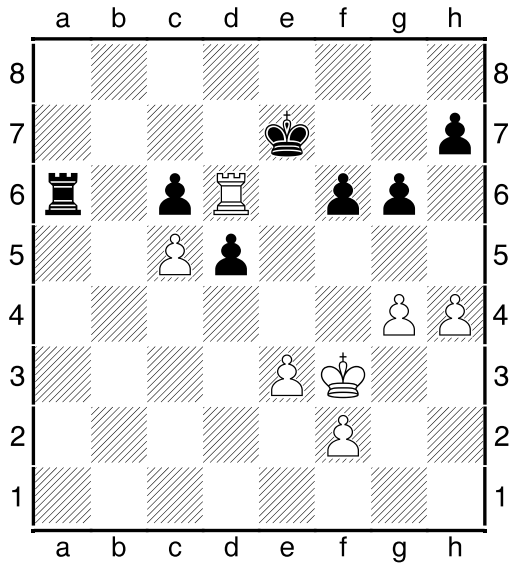
With the manoeuvring, White has reached his goal: he has brought Black into a position that is very hard to defend. The rook will move to d6 and Black's rook will be forced into passive defence.

55...♗e7

Later on some analysis appeared (J.Speelman), which is in favour of the move 55...♞c7 and after 56.♞d6+ ♗e5, with a more active defence, there are better chances for a draw. Analysis after the game is usually easier and more accurate; the problem lies in the practical problems during each game and

the way to solve them...

56. ♖d6 ♜a6 (D)



57.g5!

An instructive manoeuvre - White is clearing a way for the penetration of his king across the e5-square.

57...fxg5 58.hxg5 ♔f7 59.♔g3 ♔e7 60.f3

White needs to be careful: he can penetrate with his king across the fourth rank, only after the e4-square will be defended. Otherwise Black will have a chance for counterplay, with checks, on a4 and secondly on e4.

60...♜a3 61.♔f4 ♜a4+ 62.♔e5 ♜a3

This counterplay is Black's only hope. Next follows the transposition to an endgame with a pawn less, but with reduced material.

63.♜xc6 ♜xe3+ 64.♔xd5 ♜d3+ 65.♔e4 ♜c3 66.f4 ♜c1 67.♜c7+ ♔d8

After the 'mean' 67...♔e6 White should be keeping an eye on the famous trick: 68.♜xh7 ♜c4+ 69.♔f3 ♜xc5 70.♜g7 ♜c6! 71.♜xg6+ ♔f5 72.♜xc6 stalemate! The solution is hiding in the move 68.♜c6+ and with transferring the king to the queenside.

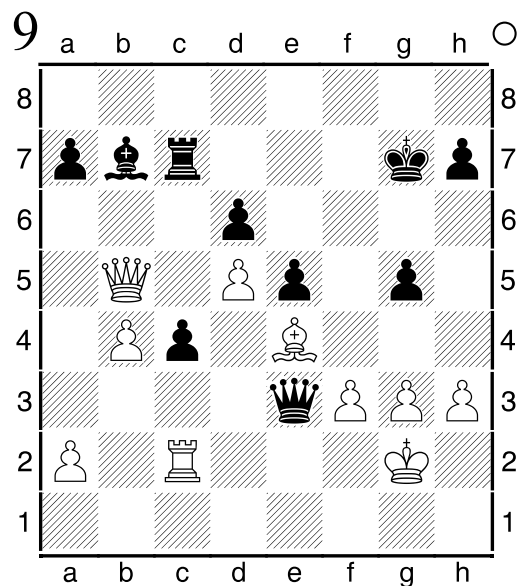
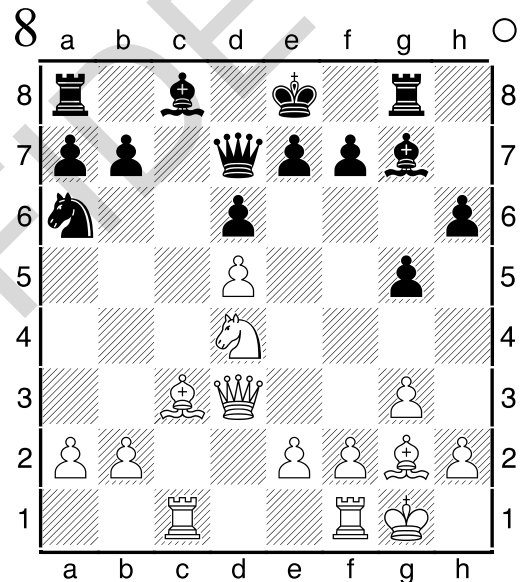
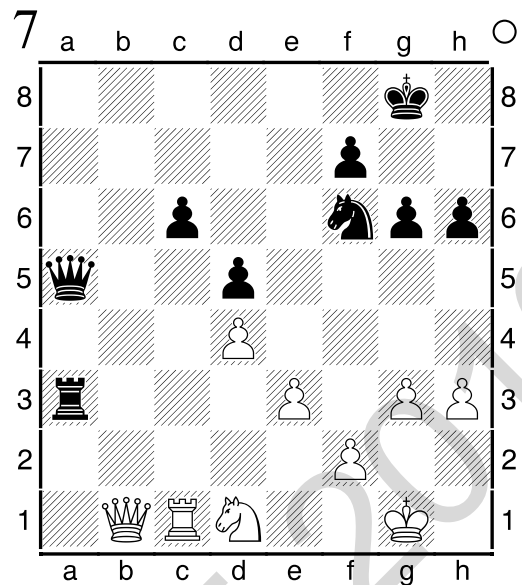
68.♜xh7 ♜xc5 69.♜f7

1-0

Conclusion

The principle of the second weakness is one of the most important parts of the realization of an advantage in endgames.

When the opponent is in a passive position, you have to attack different weaknesses. Attacking only one weakness is not enough.



Euwe's Long Moves

Jeroen Bosch

Concept

This year it is 75 years ago that Euwe became the fifth World Champion by defeating Alexander Alekhine. FIDE has aptly declared 2010 'Euwe year'.

Chess has a rich history, and in that tradition, the World Champions take up an important place. Indeed, the 'Soviet School of Chess' always paid great attention to the study of the classics, thereby enabling their students to assimilate the development of chess.

We are all standing on the shoulders of giants. This is the main idea behind Garry Kasparov's series 'My Great Predecessors.'

Recently I reread Kasparov's observations on Euwe (volume II) and was intrigued by a somewhat enigmatic remark made by Botvinnik regarding Euwe's play: 'He would skilfully change the situation on the board, and would make kind of 'long' moves (I would overlook them)' (as cited in Kasparov, II, p.155). Kasparov himself adheres to Botvinnik's characterization of Euwe's style (see p.41 in the same volume).

A rather intriguing remark, don't you think? After all, what are long moves? By nature, only queen, rook and bishop are capable of 'long' moves, but is that so surprising? And are these long moves typical of Euwe's play? Now before we start to oversimplify matters ...

Of course, both Kasparov and Botvinnik paint a much more complete and sophisticated picture of Euwe's style. Indeed, although an amateur, Euwe was the first to prepare professionally for his World Championship match with Alekhine, taking into account not only his opening repertoire, but also his physical and mental condition.

Euwe was a very logical and methodical player. Studying his games will greatly enhance your positional chess.

And if, for example, the 'Slav', the 'Open Ruy Lopez' or the 'Sicilian Scheveningen' is

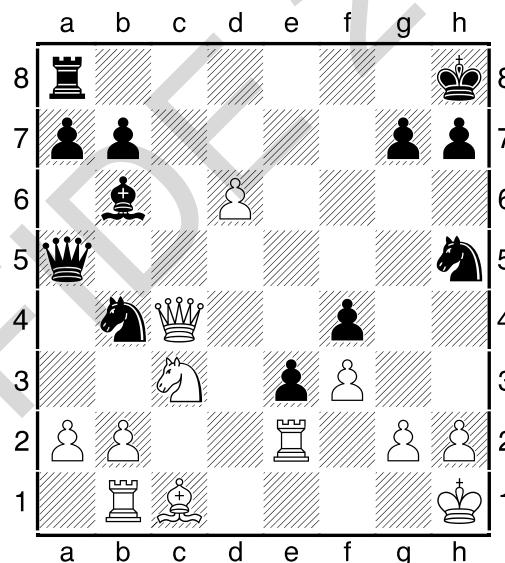
in your repertoire, then it would not be a bad idea to study his games from the perspective of the opening and middlegame plans.

However, let's come back to these long moves.

□ Oskam Gerard

■ Euwe Max

Amsterdam 1920 ●



Please take a look at the diagrammed position, which stems from an early game of Max Euwe. Did you find the solution to our exercise?

23...♖g3+! 24.hxg3

24.♔g1 ♜xe2+ 25.♜xe2 ♖d8 and Black is winning in view of 26.♙xf4? ♜d3.

24...♙h5+! 25.♔g1 fxc3 26.♖xe3

The only way to avoid an immediate mate.

26...♙h2+ 27.♔f1 ♙h1+ 28.♔e2 ♙xg2+

29.♔d1 ♙c2+ 30.♔e1 g2 31.♙g4 ♜d3+!

32.♖xd3 ♜f2 #

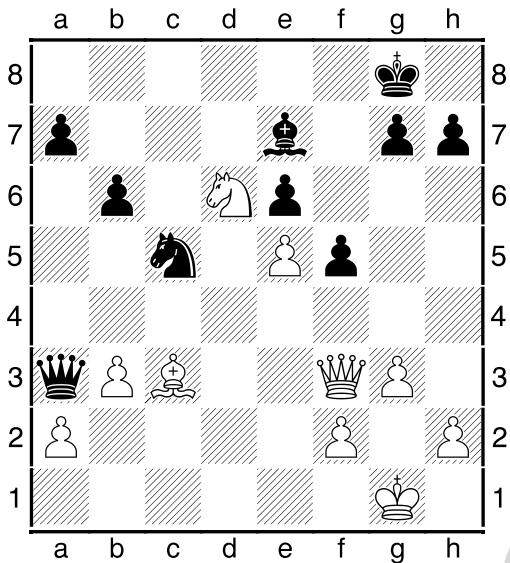
0-1

When I started looking at Euwe's games from the perspective of long moves, I did indeed find a number of 'long' moves. Of course, we all know that it is quite possible to successfully seek that which you set out to find.

Still, without making any large statistical claims, I do think that Euwe had a very good feeling for the dynamics involved in finding long moves. I will limit myself to queen moves, and hope to demonstrate how agile Euwe's queen was.

Take a look at the next diagram:

□ **Euwe Max**
 ■ **Davidson Jacques**
 Amsterdam 1926 ○

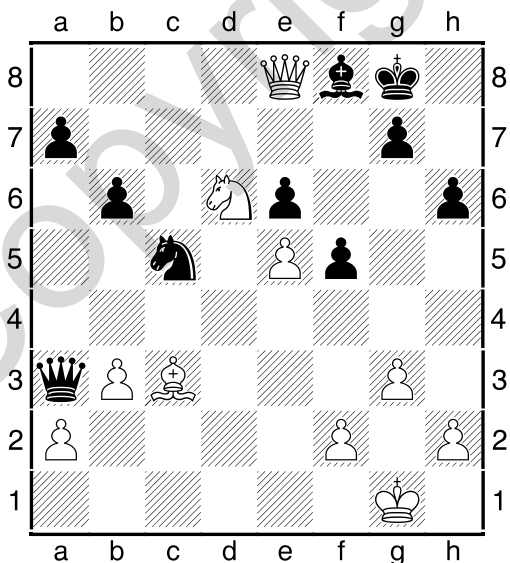


The first move is obvious:

26. ♖a8+ ♜f8 27. ♚e8

In two moves the queen has reached her opponent's king. In view of the threatened mate, Black cannot pick up the bishop with 27... ♗c1+, but has to create some 'luft'.

27...h6 (D)



White to play and win:

28. ♜d4!

Also winning is 28. ♚f7+ ♜h7 29. ♚g2! but not 29. ♚xf8? ♗c1+ 30. ♚g2 ♗xc3.

28... ♗xa2 29. ♚f7+ ♜h7 30. ♚xf8

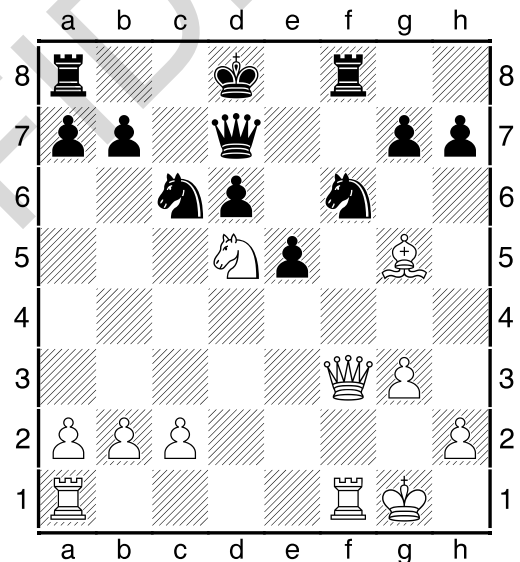
Euwe has won a piece.

30... ♗e2 31. ♜xc5 bxc5 32. ♗a8 ♗xe5 33. ♜e8 ♗e1+ 34. ♚g2 ♗e5 35. ♗c6 ♗d5+ 36. ♗xd5 exd5 37. ♚f3

The ending is an elementary win.

37...c4 38.b4 d4 39. ♜d6 c3 40. ♚e2 ♚g6 41. ♚d3 a6 42. ♜b7 ♚f6 43. ♜c5 ♚e5 44. ♜xa6 ♚d5 45. ♜c5 g5 46. ♜b3 c2 47. ♚xc2 ♚c4 48.b5 d3+ 49. ♚d2 1-0

□ **Euwe Max**
 ■ **Krause Orla Hermann**
 London 1927 ○



Euwe has sacrificed a pawn, and Black's king is stuck in the middle. How to proceed?

20. ♗a3!

Not 20. ♜xf6? gxf6 21. ♜xf6+ ♚c7 and, although he has regained his pawn, White has lost the initiative and all of his advantage. 20. ♖ad1 is a decent alternative, but Euwe's long move is stronger.

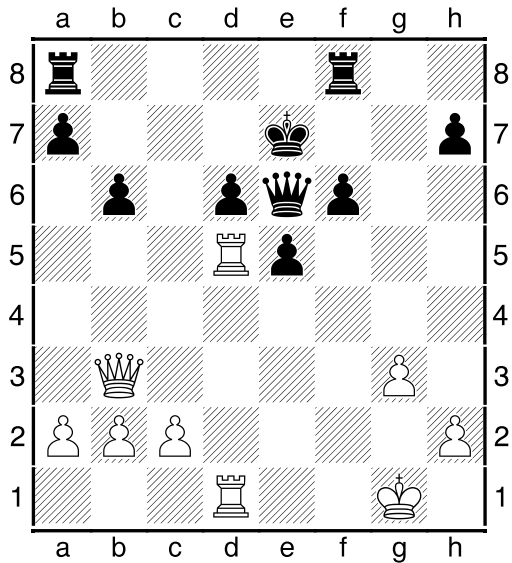
20... ♗e6 21. ♗b3

21. ♖ad1.

21... ♜e7 22. ♜xf6 gxf6 23. ♖ad1 ♜xd5 24. ♖xd5

Despite his small material investment, White is much better. In positions with only heavy pieces, the king's position is decisive factor.

24...b6 25. ♖fd1 ♔e7 (D)



26. ♕d3

In such a position, it is easy to use your queen effectively.

26...e4 27. ♕d4 ♖ad8 28.a4 ♗f7 29.a5 ♔f8?! 30.axb6 axb6 31. ♕xb6 ♖fd7 32. ♕d4

Euwe has regained his pawn, whilst keeping all his positional trumps.

32...♔g7 33. ♖e1 ♖e8 34.c4 ♖ee7 35. ♖e3 ♔f7? 36.b4 f5 37.b5

37. ♖a3 planning to answer 37...e3 with 38. ♖aa5!.

37... ♕f6 38. ♕d2 ♔e8?

38...f4.

39. ♖a3 ♖e5 40.b6 ♖xd5 41. ♕xd5 ♕b2?

42. ♕e6+ ♔f8 43. ♖a8+

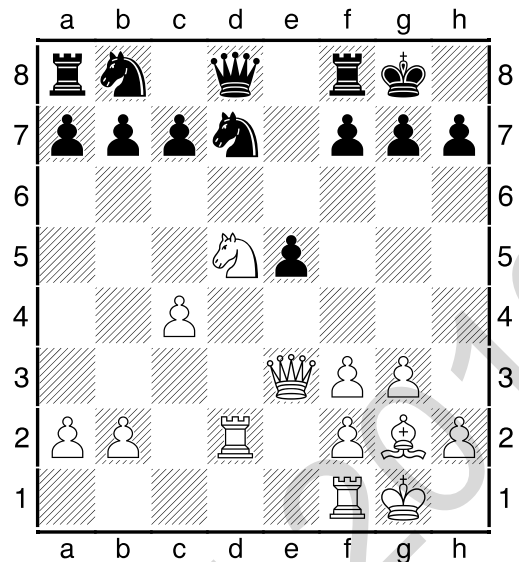
1-0

It is when seeing such an example as the following, that it is easier to understand Botvinnik's following characterization of Euwe: 'At the first opportunity he would begin a swift offensive, he calculated variations accurately and he had made a deep study of the endgame. Everyone considered him a good strategist, but I cannot help agreeing with Alekhine, who after his win in the 1937 return match, wrote that he regarded Euwe as a tactician.'

□ Euwe Max

■ Henneberger Walter

Bern 1932 ○



16. ♕a3!

The queen is excellently placed here. A nice prophylactic move against Black's most natural ways of development. 16. ♖fd1 c6 17. ♘c3 ♕c7.

16... ♖e8

Black is preparing ...c6.

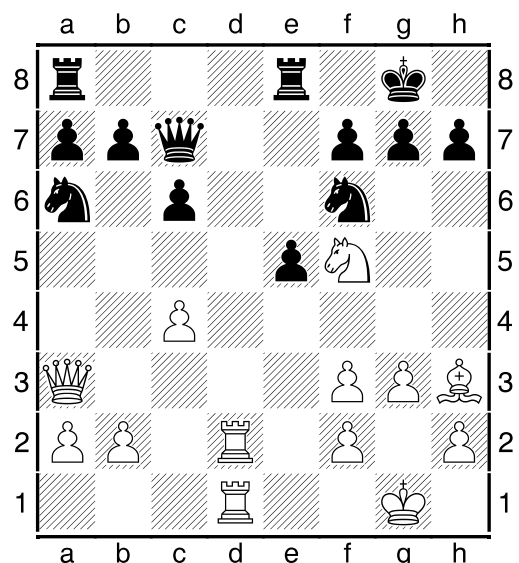
17. ♘h3 c6 18. ♖fd1!?

When studying Euwe's games, you will find that he was never afraid to simplify, when retaining his advantage. Here Black is allowed to exchange all the minor pieces, but it will cost him a pawn.

18... ♘f6?!

Despite my previous remark, the lesser evil must be 18...cxd5 19. ♖xd5 ♕c7 20. ♘xd7 ♘xd7 21. ♖xd7 ♕xc4 22. ♖xb7 ±.

19. ♘e3! ♕c7 20. ♘f5 ♘a6 (D)



21. ♖e3!

And the queen returns triumphantly to the kingside. One of the most difficult things in finding these queen moves is the flexibility of thought you must possess. When the queen has fulfilled her task and she is more usefully placed elsewhere - just do it.

21... ♜e6?

This loses on the spot, but White also wins after 21...h6 22. ♜d6! (22. ♘xh6+ gxh6 23. ♖xh6 ♖e7 24. ♙f5 ♜ad8 25. ♜d7 ♜xd7 26. ♜xd7 ♖xd7 27. ♙xd7 ♘xd7 28. ♖e3 ±) 22... ♜ad8 (22... ♖b6? 23. ♘xh6+! +- ; 22... ♙h7? 23. ♜xf6 ; 22... ♜e6 23. ♘xh6+ [23. ♜xe6 fxe6 24. ♘d6 +-] 23...gxh6 24. ♙xe6 fxe6 25. ♜xe6 +-) 23. ♖xa7 +-.

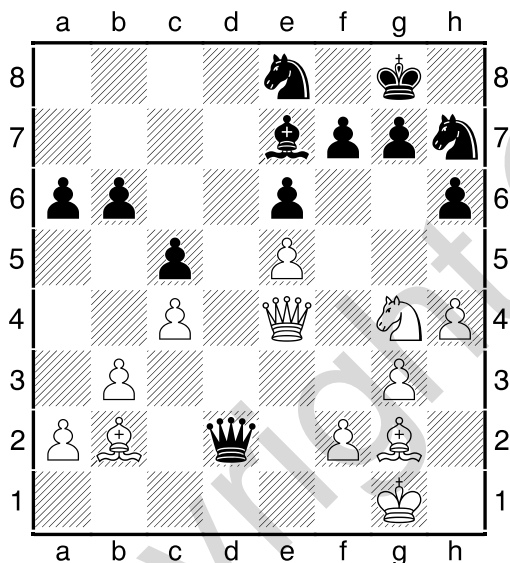
22. ♘xg7

1-0

□ Euwe Max

■ Davidson Jacques

Amsterdam 1927 ○



This is a more subtle exercise, and I can imagine that trainers may want to use it as an analysis exercise to be solved by analysing in pairs. Allow your pupils to move the pieces, to discover the optimal way of playing.

27. ♖b1

A long retreat, to preserve White's positional advantage! Euwe trusts in his pair of bishops and his space advantage. Indeed, after any of the long attacking moves, Black preserves the balance: 27. ♖b7?! Black appears to be in trouble, but there is a tactical defence.

27... ♙xh4! (27... ♙f8 28. ♙c6 ♖xb2? [28... ♖d1+ 29. ♙g2 ♖xg4 (29... ♖d8 30. ♖xa6 +-] 30. ♖d7) 29. ♖d7 +- ; 27... ♙f8 28. ♙c6! ±) 28. gxh4 ♖d1+! 29. ♙h2 ♖xg4 and Black has sufficient counter chances. For example: 30. ♖e7 ♖f4+ 31. ♙g1 ♖d2 32. ♖xe8+ ♘f8 33. ♙a3 ♖xa2 34. ♖a4 ♖a1+ 35. ♙f1 a5 and although White is a bishop to the good, he cannot extricate himself from the pin. 27. ♖a8 ♖xb2 (27...h5!? 28. ♖xe8+ ♙f8) 28. ♖xe8+ ♙f8 29. ♙e4 h5! 30. ♙xh7+ ♙xh7 31. ♖xf8 (31. ♘f6+ gxf6 32. ♖xf8 ♖b1+ 33. ♙h2 ♖g6) 31...hxg4 32. ♖xf7 ♖xe5 and the queen ending should end in a draw. 27. ♖c6 ♖xb2 transposes previously.

27... ♘f8 28. ♖c1

Euwe confidently offers the exchange of queens; another characteristic of his play.

28... ♖xc1+?! 29. ♙xc1 ±

Euwe has a substantial endgame advantage. The remainder is outside the scope of this article, but please play through the moves:

29... ♘c7 30. ♙c6 ♙d8 31. h5 ♘h7 32. ♙g2 f5 33. exf6 ♘xf6 34. ♘xf6+ ♙xf6 35. ♙f4 e5 36. ♙e3 a5 37. ♙f3 ♙f7 38. ♙e4 ♘e6 39. ♙d5 ♙e7 40. ♙xe6 ♙xe6 41. ♙d2! ♙e7 42. ♙c3 ♙d6 43. g4

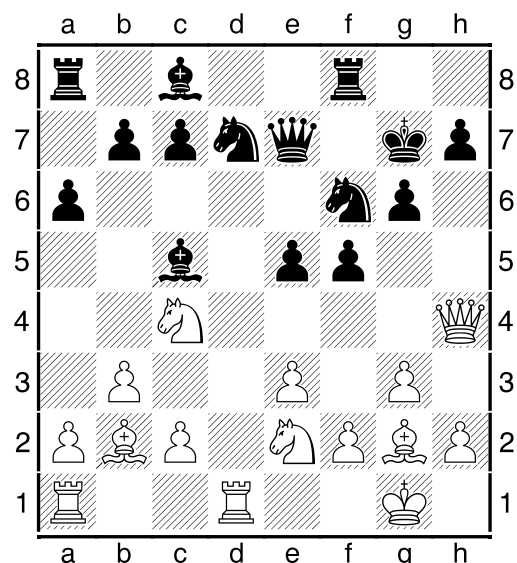
And Black resigned due to 43... ♙c7 44. f4.

1-0

□ Euwe Max

■ Byrne Robert

New York 1951 ○



White has an edge in development, but Black looks solid enough with his pawns on e5 & f5.
16.b4!

The queen on h4 indirectly uses her long-distance capabilities to bring about a favourable exchange of pawns.

16...♙xb4

16...♙a7 is answered by 17.♖xd7! ♙xd7 (17...♗xd7 18.♘xe5 ♗e8 19.♘f4 c6 20.♘exg6! hxg6 21.♗g5 White wins in view of the threat of ♘h5) 18.♘xe5 c6 19.♘f4 ♙e8 (19...♙b8 20.♘h5+ gxh5 21.♘d7 ♗xd7 22.♗g5+ +-) 20.♗g5 h6 21.♘h5+ ♔h7 22.♘xf6+ ♗xf6 23.♗xf6 ♖xf6 24.♘d7 ♙xd7 25.♙xf6 with an extra pawn.

17.♘xe5 ♘xe5 18.♙xe5 ♗xe5 19.♗xb4

Euwe has confidently opened up the game, relying on his edge in development. The disappearance of the e5-pawn assures the white knight some excellent squares.

19...♖b8 20.♖ab1 ♙d7 21.♘f4 ♖f7?! 22.♘d3! ♗e8 23.♗c3 ♖e7 24.♘c5 ♙c6 25.♘xb7 ♙xg2 26.♔xg2

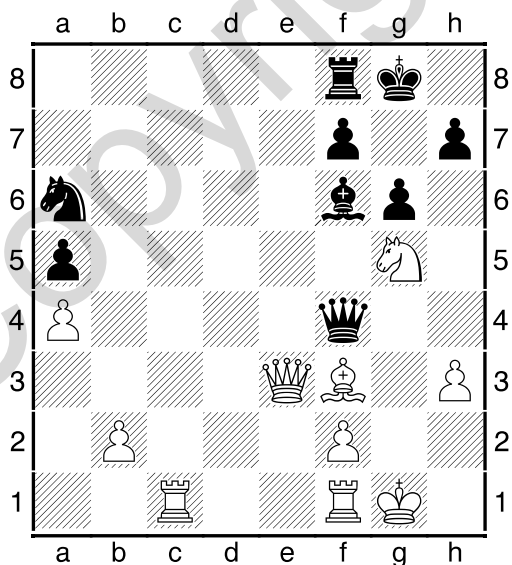
White is a healthy pawn up, but Black's next loses on the spot.

26...c5? 27.♖b6 ♖bxb7 28.♗xf6+ ♔h6 29.♖xa6 ♖b4 30.♗xf5 ♖f7 31.♗d5 ♖g4 32.h4 ♗e7 33.♖e6 ♗c7 34.f4 ♔g7 35.♗e5+ 1-0

□ **Euwe Max**

■ **Smyslov Vassily**

Den Haag/Moscow 1948 ○



The diagrammed position is from the 1948 World Championship Tournament. Euwe had a disastrous tournament, ending his ambitions to regain the title of World Champion. In the 14th round he defeated Smyslov. However, on move 27 he missed a fairly straightforward win involving the sacrifice of his strongest piece.

In 'Think Like a Grandmaster', Alexander Kotov writes about having too much respect for your strongest piece: the queen. Euwe certainly suffered from this disease.

27.♗e3

Simpler was 27.♗xf7+! ♖xf7 28.♖c8+ ♙d8 (28...♖f8 29.♖xf8+ ♔xf8 30.♘e6+ +- ; 28...♔g7 29.♘e6+) 29.♖xd8+ ♖f8 30.♘e6 winning.

27...♗xe3 28.fxe3 ♙xg5 29.♖c3 f5 30.♖d1 ♘c5 31.b3 ♖e8

31...♙e7 was stronger, after the win of the e-pawn White's rooks are fully active.

32.♖d5 ♙xe3+ 33.♔g2 ♘a6 34.♖d7 ♙f4 35.♖a7 ♘b4 36.♖xa5 ♔g7 37.♖b5 ♙d2 38.♖c7+ ♔f6 39.♖d7 ♙e1 40.♖b6+ ♔g5 41.h4+ ♔f4 42.♖xb4+ 1-0

Conclusion

Euwe's respect for the queen was also noticed by Karpov, who once studied the games of the World Champions, to locate examples of queen sacrifices.

According to Sosonko (in a very sympathetic sketch of Euwe), Karpov found not a single queen sacrifice in the oeuvre of the Dutch World Champion. While this is not literally true, I must say that I also found very few instances where Euwe gave up his queen.

Euwe certainly had an outstanding ability to use his queen effectively. Perhaps this made it more difficult for him to seriously consider the sacrifice of his strongest piece. Indeed, one's strength is often also one's weakness.

Exercises

I would like to end this article by giving a number of exercises from Euwe's practice. Hopefully they are useful to the trainer as material for his pupils.

The exercises are spread over three pages (18, 48 and 54). You should take a good look and try to solve them before you take the easy way! The solutions are:

Exercise 1 (Page 18): **Speijer Abraham-Euwe Max** Amsterdam 1921

Solution: 28...♖xa3! 29.h4 More critical are 29.bxa3 ♖b1+ 30.♗c1 ♗xc1 31.♖d1 ♗e2+ 32.♗f1 ♖xd1+ 33.♗xe2 ♖a1 -+ and 29.♖xc4 ♖f8! 30.♖xd3 dxc4 31.♖xc4 ♖xb2 -+. 29...♖a1+ 30.♗h2 was the game continuation. Black has won a pawn. 0-1

Exercise 2 (Page 18): **Euwe Max-Davidson Jacques** Amsterdam 1924

Solution: 25...♖xc5? 25...bxc5 ±. 26.♖d8+ ♗g7 27.♖xf6+ ♗xf6 28.♗xe4+ ♗e5 29.♗xc5 bxc5 30.♗f1 The pawn ending is an elementary win. But please remember Euwe's 40th move! 30...♗d5 31.♗e2 ♗c4 32.♗d2 a5 33.h4 h5 34.♗c2 a4 35.♗d2 ♗b4 36.♗d3 c4+ 37.♗d4 c3 38.bxc3+ ♗a3 39.c4 ♗xa2 40.♗c3! 1-0

Exercise 3 (Page 18): **Euwe Max-Sonnenburg Grit** Amsterdam 1927

Solution: 22.♖a4 A simple double attack. Black either loses the pawn on a7 or the pawn ending. 22...♖d7 22...♖xe1+ 23.♖xe1 a6 24.♖e8+ ♖xe8 25.♖xe8+ ♖d8 26.♖xd8+ ♗xd8 +- 23.♖xa7 ♖d2 24.♖a8+ ♗d7 25.♖a4+ 1-0

Exercise 4 (Page 48): **Bogoljubow Efim-Euwe Max** Netherlands 1928

Solution: 13...cxd4 14.cxd4 ♖h5 Winning material. 15.♗h4 ♗xd1 16.♖xd1 ♗a5 17.♖b1 ♗c4 18.♗b4 ♗f6 19.♗f3 ♖b5 20.a4? ♖xa4 21.♗d5 ♖b5 22.♗c5 ♖xb1 23.♖xb1 b6 24.♗xe7 ♗xe7 25.♗xc4 b5 26.♗d5 ♗xh4 27.gxh4 b4 28.e4 ♖fc8 29.h5 a5 30.♗f1 a4 31.♗e2 b3 32.hxg6 hxg6 33.♗d3 b2 34.♗d2 ♖b4 35.♗d3 ♖c1 36.♗a2 a3 0-1

Exercise 5 (Page 48): **Euwe Max-Fischer Robert** New York 1957

Solution: How did Euwe (White) beat a very young Bobby Fischer? 17.♖h7+ ♗f8 18.a3 Winning a piece. 18.♗f5 is equally good.

18...♗xc2 19.♗cxd5! ♖xd5 20.♗xd5 1-0

Exercise 6 (Page 48): **Keres Paul-Euwe Max Zandvoort** 1936

Solution: 19...♗xb5! Also strong is 19...dxc4 20.♗xc4 (20.♖xc4 ♗xd4 21.♖xd4 ♗xb5) 20...♖b6. 20.♗xb5 20.cxb5 ♖b6 ; 20.axb5 dxc4. 20...♖h4! And here is the long move that confirms Black's edge. Euwe plays all-out for the attack: 21.♖f1 ♖ad8 22.♗e3 d4 23.♗d2 d3 24.b3 f4 25.♖e4 ♖f5 26.♖ae1 ♖h5 27.h3 ♖g5 28.♗d6 ♖xh3 29.♗xf4 ♗xf4 30.♖xf4 ♖g3 31.♖fe4 ♖h5 0-1

Exercise 7 (Page 54): **Euwe Max-Medina Garcia Antonio** London 1946

Solution: 29.♖xc6! Or 29.♖b8+ ♗g7 30.♖xc6. 29...♖a1? Is the only critical move, it fails because of 30.♖b8+ ♗g7 31.♖e5 But not 31.♖xf6? ♖xd1+ (31...♗xf6? 32.♖e5 #) 32.♗g2 ♖e1 when Black has sufficient counterplay to force White to take a perpetual now by taking on f7 or g6. 31...♖xd1+ 32.♗g2 ♖d8 33.♖d6 The final point, White wins. 33...♖xd6 34.♖xd6 ♖d2 35.♖e5 35.g4? ♖xf2+!. 35...♖a2 36.g4 ♖a6 37.h4 ♖e6 38.♖g3 ♗e4 39.♖c7 g5 40.hxg5 hxg5 41.♖b7 ♗f6 42.♖b1 ♖e4 42...♗xg4 43.♖f5 +- 43.f3 ♖e6 43...♖xe3 44.♖f5 ♗h7 45.♖xd5 +- 44.♖f5 1-0

Exercise 8 (Page 54): **Euwe Max-Nestler Vincenzo** Dubrovnik 1950

Solution: The first move is not that difficult to find, but how does White proceed after the obvious defence? 16.♖h7 ♗f8 17.f4! g4 18.f5! Preparing the knight check on e6. 18...♖d8 19.♗e6+ ♗xe6 20.♗xg7+ ♖xg7 21.♖h8+ ♖g8 22.♖xh6+ ♖g7 23.fxe6 f6 24.♖f5 ♗c7 25.♖g5! A neat finish. 1-0

Exercise 9 (Page 54): **Euwe Max-Bhend Edwin** Zurich 1954

Solution: 36.♖e8! 36.♖xc4?? ♖e2+ ; 36.a4 ♗f8. 36...♖f7 36...♖b6 37.♖d8 h6 38.♖e8! +- 37.♖d8! c3 38.♖xd6 h6 39.♖xe5+ ♗f8 40.♖xc3 And Black lost too much material and he had to resign. 1-0

Queen Endings

Jeroen Bosch

Concept

General Principles - Queen endings are perhaps not the most popular subject among chess players, possibly because the task of calculating all the checks appears so daunting.

Indeed, a queen is a powerful piece in almost all positions, let alone on an almost empty board! Yet, things really aren't all that bad, especially not in queen endings with several pawns on both sides.

In this article, we will investigate some of the general principles behind those queen endings.

I will not make any observations on ♔+pawn vs ♚ endings. I refer the interested reader to John Nunn's 'Secrets of Practical Chess' (Gambit 2007; pp 148-153).

That book contains a very practical explanation of the differences between rook, knight, bishop and central pawns, with the drawing/winning zones involved - the bishop pawn is the most favourable one by the way.

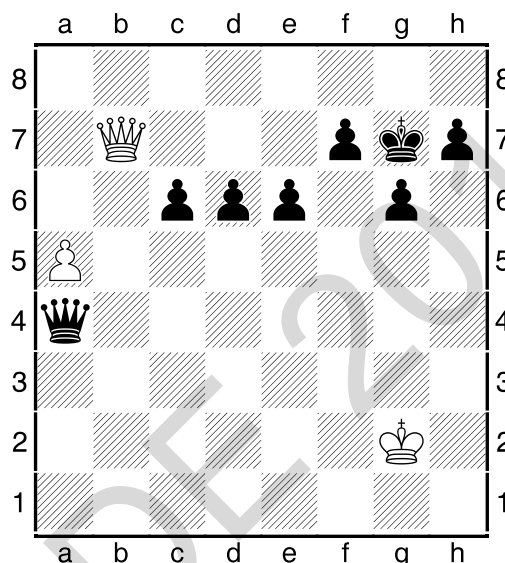
We will examine the most important principles by means of several examples. I have tried to come up with a mix of classical and fairly unknown fragments, aiming to please both readers who are unfamiliar with the subject, and those who have a fair command of the classic queen endings from endgame theory.

We will end our journey with two more complex examples, where most of the principles will return.

Let us start with an elementary position, merely to demonstrate that material is not of the utmost importance in queen endings.

Example 1 ○

In the following diagram Black is five pawns up (a huge material plus) but after **1.a6** he has to reconcile himself to a draw by perpetual check, as White's passed pawn is too far advanced.



This example is taken from 'Batsford Chess Endings', Speelman, Tisdall and Wade, Batsford 1993 (p.414).

½-½

We will see that passed pawns are of prime importance in queen endings (only the safety of the king is more important).

Passed pawns can be pushed forward to promote, they can enable the stronger side to transfer into a pawn ending, they can assist in the attack on the enemy king, they can be assisted by either queen or king towards the promotion square, and they can be very useful for the king as a hiding place from checks. Naturally, it is common that one or more factors are combined.

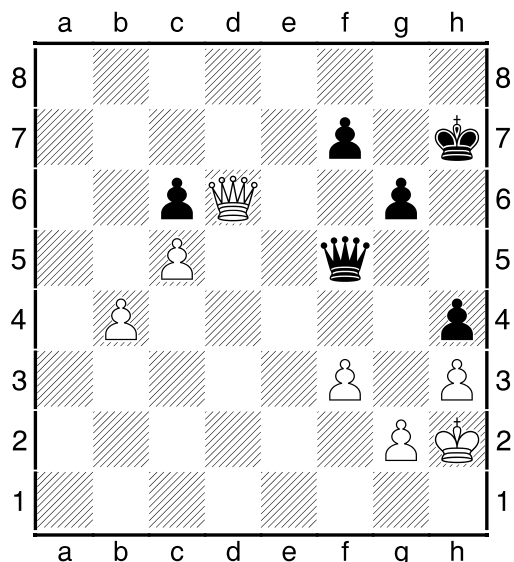
In our next example, White creates a passed pawn and wins the game.

□ **Maroczy Geza**
■ **Bogoljubow Efim**
Dresden 1936 ○

(see next diagram)

1.b5!

Not 1. ♔xc6? ♔f4+ with a perpetual (a common escape for the weaker side).



1...cxb5 2.c6 ♖c2 3.♗d5

3.c7 or 3.♗d7.

3...♔h6 4.♗d6 ♗c4 5.c7 ♕h7 6.♗d7!

Black has no perpetual, the king can hide on the b-file behind the enemy pawn!

6...♗f4+ 7.♕g1 ♗c1+ 8.♕f2 ♗c5+ 9.♕e2 ♗c2+ 10.♕e3 ♗c5+ 11.♕e4 ♗c4+ 12.♕e5 ♗c3+ 13.♕d5 ♗c4+ 14.♕d6 ♗b4+ 15.♕c6 ♗c4+ 16.♕b7

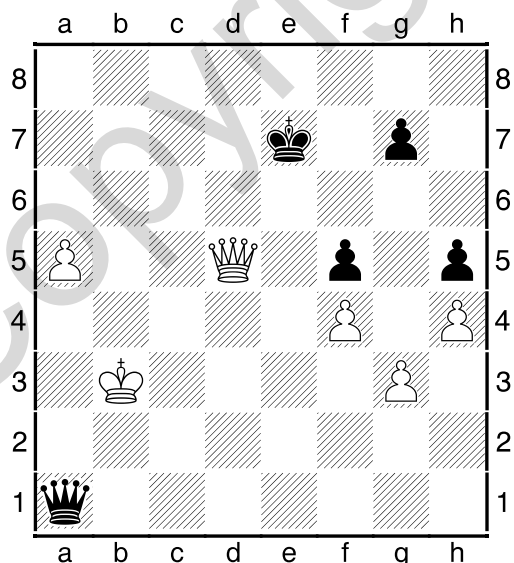
And Black resigned. By the way, Maroczy was a great specialist in queen endings and you will encounter his name again (and again) when you study queen endings.

1-0

□ Maroczy Geza

■ Betbeder Matibet Louis

Hamburg 1930 ●



Here Maroczy is a passed pawn to the good, and in the realization of his advantage, he demonstrates a useful technique. It is Black to move:

1...♗b1+ 2.♕a4 g6 3.a6 ♗a1+ 4.♕b5 ♗b2+ 5.♕c6 ♗f6+ 6.♕c7!

Marching towards the enemy king - a technique you should remember. Maroczy can leave his pawn unprotected as the pawn ending is winning - often the prerogative of the stronger side.

6...♗c3+

6...♗xa6 7.♗d7+ ♕f8 8.♗d6+! ♗xd6+ 9.♕xd6 ♕f7 10.♕d7 and the pawn ending is winning easily!

7.♗c6 ♗e3 8.♕c8!

And Black resigned. Again after 8...♕f7 White has 9.a7 ♗xa7 10.♗d7+ ♗xd7+ 11.♕xd7 winning.

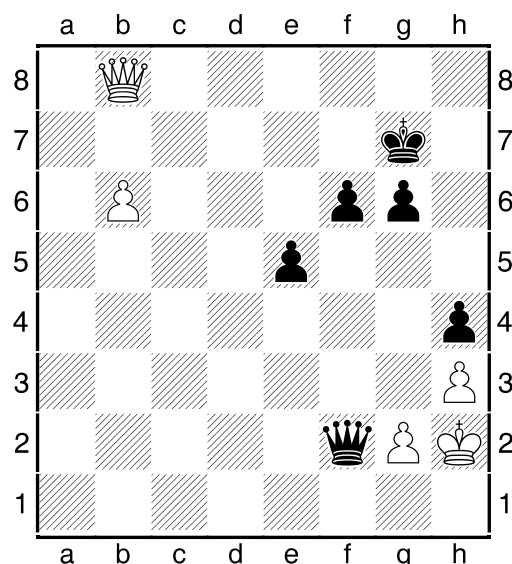
1-0

A final example with a far advanced passed pawn.

□ Miles Anthony

■ Andersson Ulf

Amsterdam 1978 ○



1.♗c7+ ♕h8

1...♕h6 2.♗c1+ +-.

2.♗c8+ ♕g7 3.♗c7+ ♕h8 4.♗d8+ ♕g7 5.♗e7+!

And in time pressure Miles went for a draw with 5.♗c7+? ♕h8; he later regretted his decision when he discovered that after

5...♔h6 6.♚b4!

White can still win, as his king is able to escape from the checks:

6...e4 7.b7 ♚f4+ 8.♔g1 ♚c1+ 9.♔f2 ♚c2+

9...♚f4+ 10.♔e2 ♚b8 11.♚e7 +–.

10.♔e3 ♚d3+ 11.♔f4 g5+

11...♚g3+ 12.♔xe4 ♚xg2+ 13.♔d4 ♚f2+

14.♔d5 ♚f5+ 15.♔d6 ♚e5+ 16.♔d7

♚d5+ 17.♔e7 ♚e5+ 18.♔f8 ♚b8+ 19.♔f7

♚c7+ 20.♚e7 ♚c4+ 21.♔f8 +–.

12.♔f5 e3+ 13.♔e6!

And the king escapes after

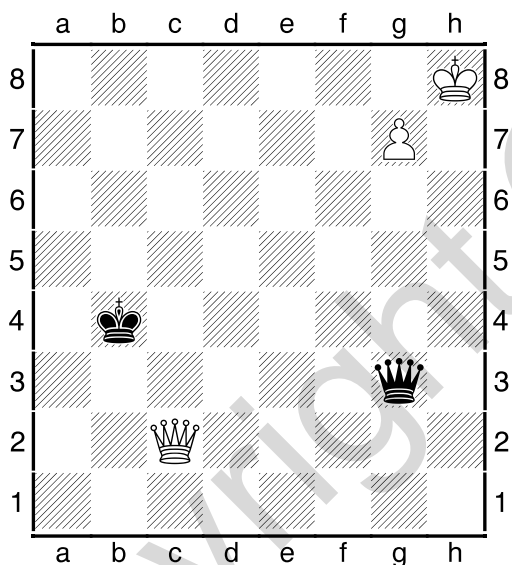
13...♚a6+ 14.♔f7 ♚a2+ 15.♔f8

and Black would have been mated.

So far, the stronger side has been able to escape the enemy checks.

In our next study, White cannot escape a perpetual, even though he is allowed to promote the pawn!

Example 2 (Lolli 1763) ●



1...♚h4+ 2.♚h7

2.♔g8 ♚d8+ 3.♔f7 ♚d7+ 4.♔f6 ♚d6+

5.♔g5 ♚g3+.

2...♚d8+! 3.g8♚ ♚f6+ 4.♚hg7 ♚h4+

5.♚h7 ♚d8+ 6.♚gg8 ♚f6+

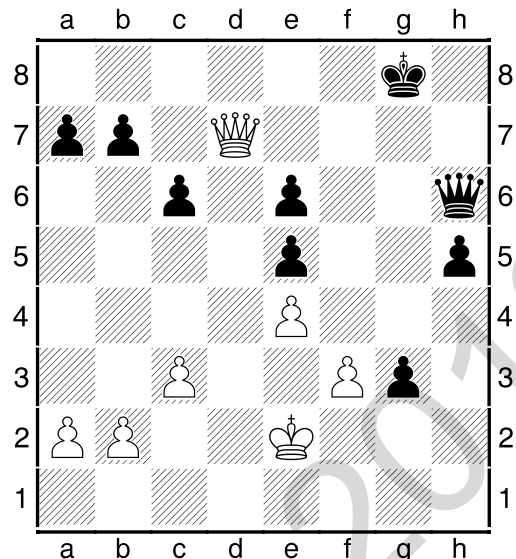
And draw by perpetual. This is a very typical and important motif to remember.

½–½

□ Bosch Jeroen

■ Gustafsson Jan

Analysis 2004 ○



White, to play, can draw, despite his deficit of two pawns.

31.♚e8+ ♔g7 32.♚e7+ ♔g6

32...♔g8 33.♚e8+.

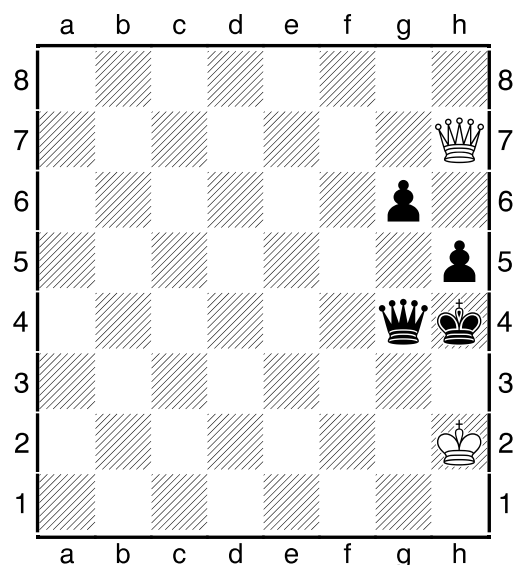
33.♚xe6+ ♔g5 34.♚h3!

And now the idea is that 34.♚xe5+? ♔h4 –+ or 34.♚e7+? ♚f6 –+. 34...h4? allows 35.♚f5 #. Therefore Black has to give up the g3-pawn, when the resulting position is a draw.

½–½

Playing for mate is not an uncommon occurrence in queen endings. Take a look at the diagrammed position. Can you calculate the win for White?

Example 3 (Cortlever 1941) ○

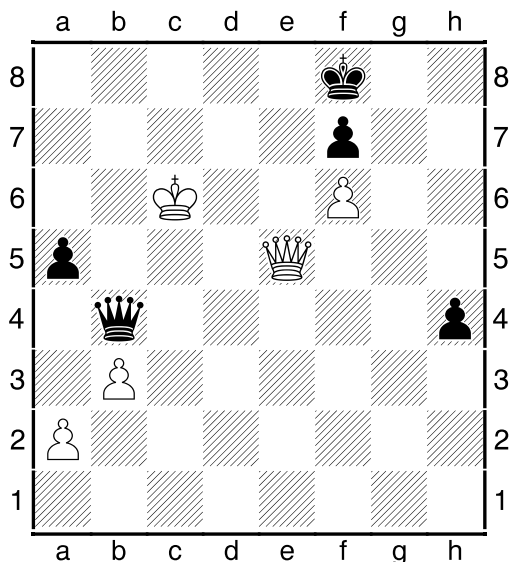


1. ♖e7+ ♗g5
 1...g5 2. ♖e1+.
 2. ♖e4+ ♗g4 3. ♖e3!

And the mating net has closed, Black is in a nasty zugzwang.

1-0

□ Tiviakov Sergei
 ■ Arbakov Valentin
 Belgorod 1989 ○



One more, because it is so enjoyable. How did Tiviakov force immediate resignation here?

64.a3!

And Black resigned, as he is mated after 64... ♖xb3 65. ♖c5+ ♔g8 66. ♖g5+ ♔f8 67. ♖g7+ ♔e8 68. ♖g8#. If you enjoy this type of exercise, there are many more in Van Perlo's 'Endgame Tactics' (New In Chess 2006).

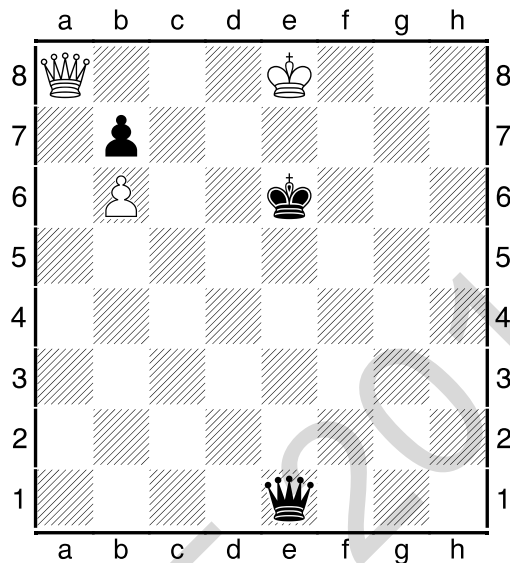
1-0

Example 4 (Kovalenko 1970) ●

(see next diagram)

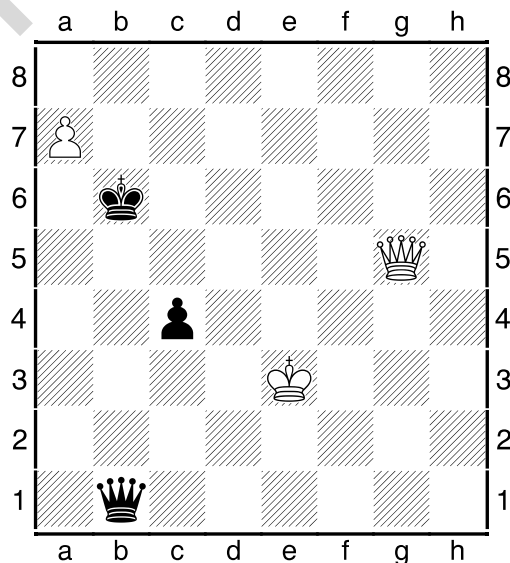
Where there is mate - there is also stalemate. Again, since the queen is so powerful, there is not only always the danger of mate, but also of stalemate. Always useful to remember when you are the defender. Take a look at the next position. Doesn't it look as if Black to move is winning? How would you defend as White?

1... ♖e5 2. ♔d8!



2. ♖c8+? ♔f6+ -+ ; 2. ♖a2+ ♔d6+! 3. ♔f8 ♖f6+ 4. ♔g8 ♖e6+ -+.
 2... ♖h8+ 3. ♔c7 ♖xa8
 Stalemate!
 1/2-1/2

Example 5 (Grin 1976) ○



Now, can you work out the outcome of the next diagram? White to play and?

1. ♖a5+

1.a8 ♖? ♖c1+.

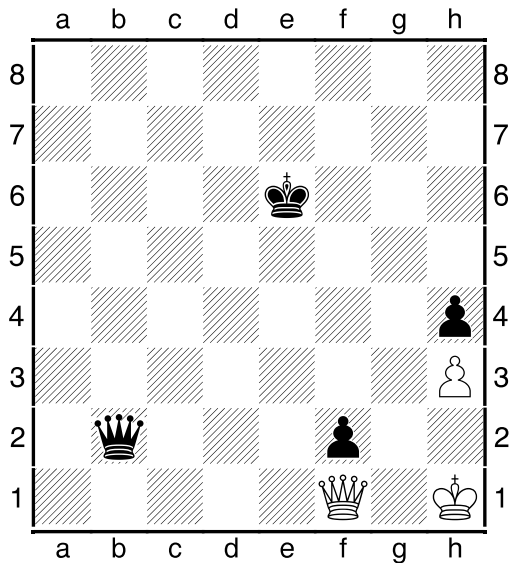
1... ♔xa5 2.a8 ♖+!

Another nice and instructive motif of under-promotion! White cleverly avoids 2.a8 ♖+? ♔b4 3. ♖b7+ ♔c3 4. ♖xb1 stalemate.

2... ♔b4 3. ♖b8+ ♔c3 4. ♖xb1

1-0

□ Ragozin Viacheslav
 ■ Vishnevsky
 Soviet Union 1940 ●



A technique well-worth remembering is giving checks with the queen while approaching the enemy king as if you are climbing a staircase. The next game demonstrates how effective this way of approaching can be.

1... ♖b7+ 2. ♔h2 ♕c7+ 3. ♔h1
 3. ♔g2 ♕g3+ 4. ♔h1 ♕f3+.
 3... ♕c6+ 4. ♔h2 ♕d6+ 5. ♔h1 ♕d5+
 6. ♔h2 ♕e5+ 7. ♔h1 ♕e4+ 8. ♔h2 ♕f4+
 9. ♔h1 ♕f3+

Black has reached his optimum position whilst climbing his 'staircase'.

10. ♔h2

And now the coup de grâce is delivered by means of zugzwang:

10... ♔e7! 11. ♕g2

11. ♕e1+ fails to an underpromotion to knight or bishop.

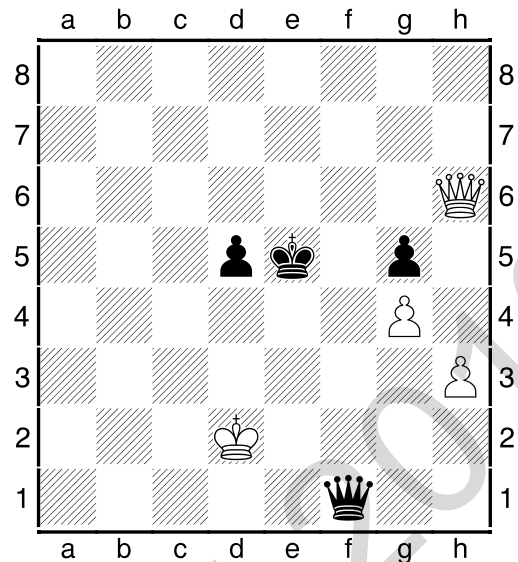
11... ♕f4+!

11... f1 ♕? 12. ♕xf1.

0-1

□ Sokolov Andrei
 ■ Jussupow Artur
 Montpellier 1985 ●

Take a look at the diagrammed position. Black has an obvious positional advantage. He has a passed pawn and both his queen and king are far more active than those of his opponent, clear elements that usually quarantines the success...



In this example, we will encounter a few techniques we have already seen: hiding behind the enemy pawns, a king march, supporting your passed pawn, threatening to transpose into a pawn ending, threatening the enemy king. Still, there is even one more new element to be added: snatching the weak enemy pawns.

1... ♕f6! 2. ♕h7 ♔f4! 3. ♔d3?

3. ♕d3 is met by the centralizing 3... ♕e5.

3... ♕a6+

3... ♕e6 is also strong.

4. ♔d2 ♕a2+ 5. ♔e1 ♕a1+ 6. ♔e2 ♕b2+

7. ♔f1 ♕c1+ 8. ♔e2

If 8. ♔g2 then 8... ♕d2+ 9. ♔g1 (9. ♔f1 ♔g3 10. ♕c7+ ♕f4+ -+) 9... ♔g3!? (9...d4 ; 9... ♕d4+) 10. ♕c7+ ♔xh3 11. ♕h7+ ♔g3 12. ♕c7+ ♕f4 13. ♕c3+ ♔xg4 -+.

8... ♕e3+ 9. ♔d1

9. ♔f1 ♔g3.

9... ♔g3

And now White is helpless, for when his queen moves from the h-file, he will lose both his pawns. The remaining moves were

10. ♕h6 d4 11. ♕h7 d3 12. ♕c7+ ♔g2

0-1

It is interesting that in Jussupow, A-Gerusel, M, Moscow 1981, a fairly similar queen ending arose (with colours reversed), which was also won by Jussupow. See p.186 of A. Beliavsky and A. Mikhalchishin's 'Winning Endgame Strategy' (Batsford 2000). For the interested trainer/reader, that book con-

tains many more practical examples of queen endings (and all other endings).

To recapitulate what we have seen so far:

- Passed pawns are often more important than material. In queen endings, a queen can support a passed pawn all by herself - as opposed to say a rook.

- Safety or vulnerability of the king can be decisive (think of mate, stalemate and perpetual check).

- The stronger side can often transfer into a pawn ending.

- A king march is a useful technique (to threaten mate, to support a passed pawn, to win pawns, or even to hide behind enemy pawns).

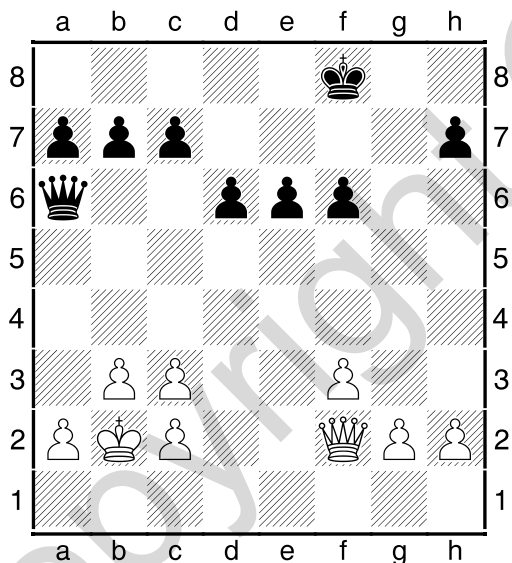
- Activity and piece cooperation are vital.

I will end this article by two longer examples, where many of these issues return. First, a deservedly famous example with Maroczy behind the white pieces.

□ Maroczy Geza

■ Marshall Frank James

Carlsbad 1907 ○



1. ♖h4!

Note that White's king is a lot safer than Black's, and that White's queen is more active. Material is equal though, and there are no passed pawns yet.

1... ♙g7 2. ♖g4+ ♚f7 3. ♖h5+ ♚g7 4. ♖e8 ♖e2!

Marshall defends well, aiming for activity.

5. ♖e7+ ♙g6 6. ♖f8!

6. ♖xc7 ♖xg2 7. ♖xb7 ♖xh2 and Black has a passed pawn.

6...e5

6... ♖xg2? 7. ♖g8+ ; 6...f5 7.h4! e5 8.h5+ ♙g5 9.h6! +-.

7. ♖g8+ ♙h6 8. ♖f8+ ♙g6 9. ♖g8+ ♙h6 10.h4! ♖f2

10...d5 11.g4 ♖xf3 12.g5+ ♙h5 13. ♖xh7+ ♙g4 14.g6 d4 15.cxd4 exd4 16. ♖xc7 +-.

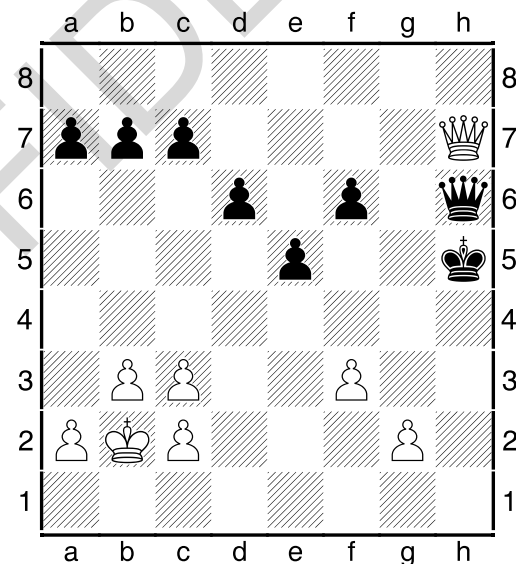
11. ♖f8+ ♙g6 12.h5+ ♙xh5 13. ♖g7!

With the exchange of the h-pawns, Maroczy stresses the safety of his own king, as opposed to Marshall's.

13... ♖d2

13...f5 14. ♖xh7+ ♙g5 when both 15. ♖xc7 (Nunn) and 15. ♖g7+ ♙f4 16. ♖h6+ ♙g3 17. ♖g5+ ♙h2 18.g4 (Euwe) favour White.

14. ♖xh7+ ♖h6 (D)



15.g4+!

Black has counterplay after 15. ♖xc7 ♙h4.

15... ♙g5 16. ♖xc7

White is winning by now, but Maroczy still demonstrates some impressive technique.

16... ♙f4 17. ♖xb7 ♖h1 18. ♖b4+! ♙xf3 19. ♖xd6 ♙xg4 20.c4!

White wins due to this passed pawn. Less clear is 20. ♖xf6 ♖d5.

20...e4 21.c5 f5 22.c6 ♖h8+

22...e3 23. ♖d4+ ♖e4 24. ♖xe4+ fxe4 25.c7 e2 26.c8 ♖+ +-.

23.c3 e3 24. ♖g6+!

White wins after 24.c7 e2 25. ♖g6+! but 25. ♖e6? e1 ♖ 26. ♖xe1 ♖h2+ is a draw.

24...♔f4 25.c7 e2 26.♚e6 ♕f3

The only move. 26...♚h2 fails to 27.♚d6+.

27.♚xf5+

By now the win has become simple.

27...♔g2 28.♚g4+ ♕f2 29.♚f4+ ♕g2

30.♚e3 ♕f1 31.♚f3+ ♕e1 32.♚f4

Or 32.♚f5 ♕d2 33.♚d7+ (33.c8♚ +-)

33...♕e3 34.c8♚ ♚xc8 35.♚xc8 e1♚

36.♚e8+ ♕f2 37.♚xe1+ +-.

32...♚c8 33.♚d6 ♕f2 34.♚d8 e1♚

35.♚xc8 ♚d2+ 36.♕a3 ♚c1+ 37.♕a4

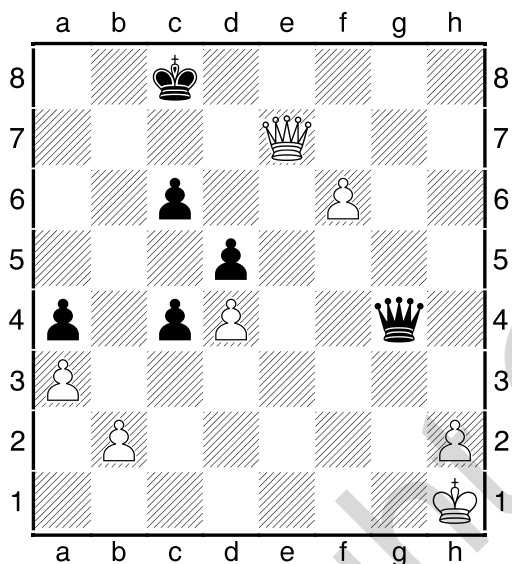
♚f4+ 38.c4

1-0

□ Piket Jeroen

■ Bosch Jeroen

Amsterdam 1996 ●



White's passed pawn is only two steps away from promotion. The first question is whether Black has a perpetual:

1...♚f3+ 2.♔g1 ♚g4+ 3.♕f2 ♚f4+ 4.♕e2 ♚g4+!

The greedy 4...♚xh2+? allows the king to escape, e.g. 5.♕f3 ♚h3+ 6.♕f4 ♚h2+ 7.♕f5 ♚h3+ 8.♕e5 ♚g3+ 9.♕e6 and wins.

5.♕e3 ♚g5+

The only move to draw. So as not to allow the king to escape, the corresponding squares for the white king and the black queen are: e3-g5, e2-g4 and e1-h4. Piket now repeats moves before deciding (after the time control at move 60) whether to make a final winning attempt by giving up the d4-pawn.

6.♕f3 ♚f5+ 7.♔g3 ♚g5+ 8.♕h3 ♚h5+

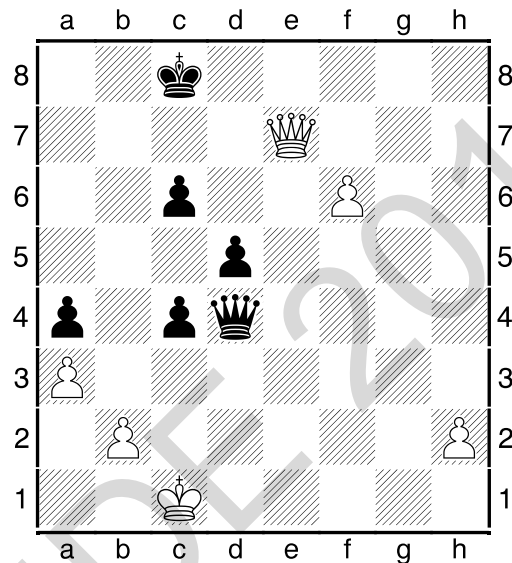
9.♔g3 ♚g5+ 10.♕h3 ♚h5+ 11.♔g2

♚g4+ 12.♕f2 ♚f4+ 13.♕e1 ♚h4+

14.♕e2 ♚g4+ 15.♕d2!

This is worth a try. Black can still go wrong.

15...♚xd4+ 16.♕c1 (D)



16...♚f4+

So, interestingly, after White has given up the d4-pawn, Black can give up the pawn on d5 to guarantee the draw. Black can also draw by means of 16...c3 17.bxc3 ♚xc3+ 18.♕d1 but he has to display some accuracy: 18...♚d4+ 19.♕e2 ♚g4+ 20.♕e3 d4+! 21.♕d3 ♚f5+ 22.♕xd4 ♚d5+ 23.♕e3 ♚g5+! and White cannot use a king march because of mate: 24.♕e4 ♚g4+ 25.♕e5 ♚g5+ 26.♕e4 = (26.♕d6?? ♚d5 # ; 26.♕e6?? ♚d5 #).

17.♕c2 ♚f5+

17...♚xh2+ 18.♕c3 d4+ 19.♕xc4 ♚xb2 (19...♚c2+) also draws.

18.♕c3 ♚d3+ 19.♕b4 ♚d4

Riskier, but still sufficient, is 19...c3 20.♕c5! cxb2 (20...c2? 21.♕d6 +-) 21.♚e8+ ♕c7 22.♚xc6+ ♕d8 23.♚b6+ ♕e8! 24.♚xb2 ♚e3+!

20.♕a5

20.f7?? ♚xb2+ 21.♕c5 ♚xa3+ +- would be too much!

20...♚xb2

White can do nothing than repeat moves:

21.♚f8+ ♕c7

21...♕b7?? 22.♚b4+ +-.

22.♚e7+ ♕c8 23.♚f8+

1/2-1/2

A Practical Ending (C67)

Alexander Beliavsky

Concept

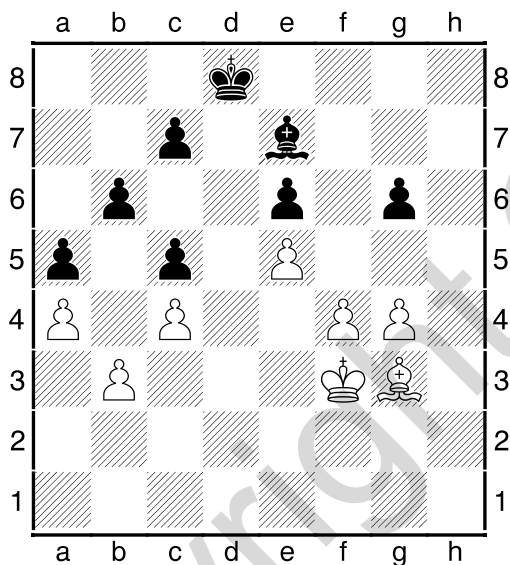
There is an approach for studying openings which makes sense for practical purposes. You determine an endgame which frequently arises from the opening, study it in depth, and take advantage of your knowledge in your tournament practice.

In this survey we will deal with a well-known ending which can arise after the moves 1.e4 e5 2.♘f3 ♘c6 3.♙b5 ♗f6 4.0-0 ♗xe4 5.d4 ♗d6 6.♙xc6 dxc6 7.dxe5 ♗f5 8.♙xd8+ ♔xd8 and some further exchanges.

□ Mekhitarian Krikor Sevag

□ Neubauer Martin

Beijing 2008 ○



41.f5 gxf5 42.gxf5 ♔d7

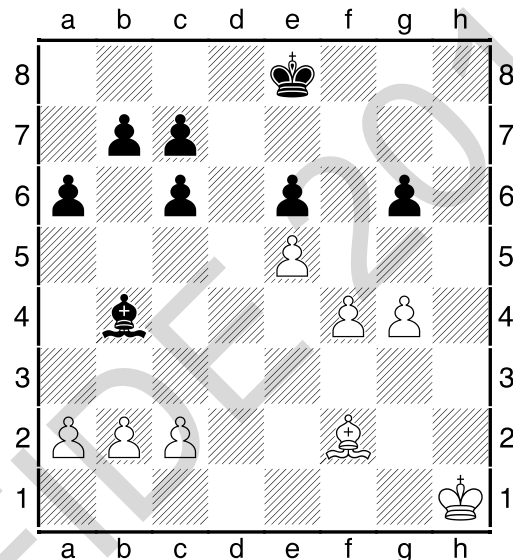
42...exf5 also does not help much, because the black pawns, fixed on dark squares, will be easy targets: 43.♙f4 ♙f8 44.♙xf5 ♙h6 45.♙f4 ♙f8 46.♙f6 ♙e8 47.e6 ♙e7+ 48.♙g6 c6 (48...♙d8 49.♙g5) 49.♙c7 b5 50.♙xa5 +-.
43.f6 ♙f8 44.♙f4 ♙e8 45.♙g4 ♙f7 46.♙h5

Zugzwang, because the black bishop is strangled by both white and black pawns. Black has to move his king away, and the white king will move to f7, winning. 1-0

□ Sutovsky Emil

■ Howell David

Antwerp 2009 ○



This is a model game for White. He brings his king to e4, pushes f5, and attacks the c7-pawn with the bishop.

32.♙e3 b5 33.♙g2 ♙f7 34.♙f3 ♙e8 35.♙e4 ♙e1 36.♙d3 ♙b4 37.♙d2 ♙e7 38.♙e4 ♙c5 39.♙a5 ♙d7 40.f5 gxf5+ 41.gxf5 exf5+ 42.♙xf5 ♙d4

Black cannot both prevent White's king from penetrating on f7 and protect the c7-pawn. Therefore he is losing the c7-pawn.

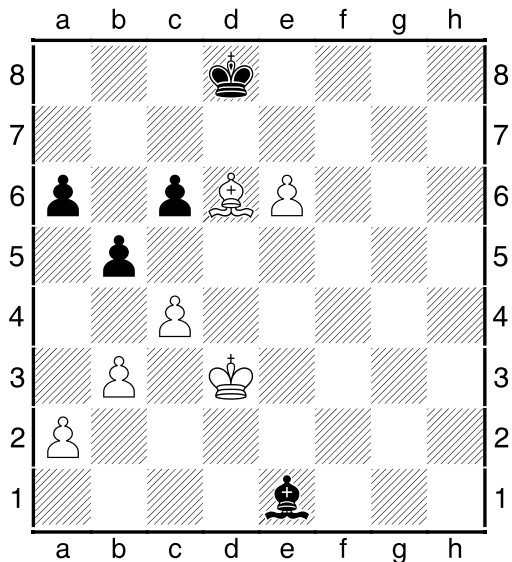
43.c3 ♙e3 44.e6+ ♙d8 45.♙f6 ♙e8 46.♙xc7

Now White starts the final stage of the winning strategy - penetration by his king on the queenside, to capture the black pawns and promote one of his queenside pawns.

46...♙c1 47.b3 ♙d2 48.♙e5 ♙e1 49.♙f5 ♙e7 50.♙f6+ ♙e8 51.♙e4 ♙f2 52.♙g5 ♙g3 53.♙f4 ♙h4 54.♙d6 ♙e1 55.♙d3 ♙d8 56.c4 (D)

(see next diagram)

Black has very sour options: he cannot allow the white king to set foot on d5, with inevitable penetration toward his pawns, and he cannot allow a file to be opened.



56...b4

Now White shows the way to penetrate with a king on the queenside, by sacrificing the e-pawn.

57.♔d4 ♕f2+ 58.♔e4 ♕e1 59.♔f5 ♔e8 60.♕c5 ♕c3

60...♔d8 61.♔f6 ♔e8 62.e7 a5 63.♔e6 ♕g3 64.♕b6 +- ; 60...♕d2 61.♔e5 +-.

61.e7 ♔f7 62.e8♖+ ♔xe8 63.♔e6

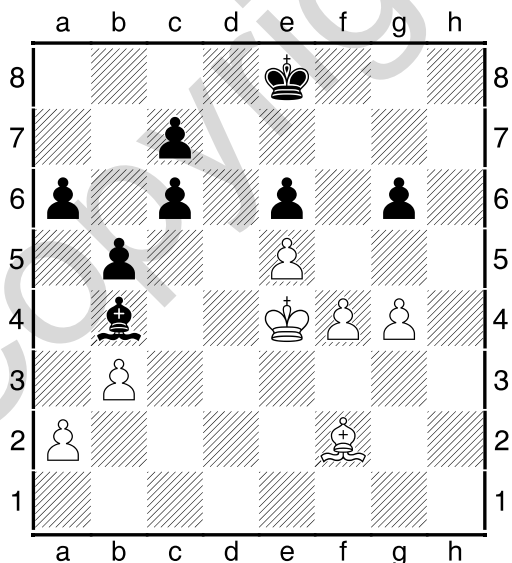
Finally, the white king succeeds in penetrating on the queenside, and Black is losing all his remaining pawns.

1-0

□ **Adams Michael**

■ **Wang Yue**

Kallithea 2008 ○



The white pawn on c4 makes the difference -

after an eventual pawn trade on c4, Black can protect his c7-pawn with his bishop on b6 or d6. White cannot trade bishops on those squares, because Black will improve his pawn structure with an eventual draw. Without capturing the c7-pawn, White has no means to penetrate with his king on the queenside.

36.♔d3 ♔d7 37.♕e3 ♕a5 38.♕d2 ♕b6 39.♕e3 ♕a5 40.a3 ♕e1 41.♕c5

41.♕d2 bxc4+ 42.bxc4 ♕f2 43.♕a5 ♕b6.

41...♕g3 42.♔e3 ♕h4 43.♕b4 ♔d8

44.♔f3 ♔d7 45.♔g2 ♔e8 46.♔f3 ♔d7

47.♔e4 ♕f2 48.f5 gxf5+ 49.gxf5 exf5+

50.♔xf5 bxc4 51.bxc4 ♕d4 52.♔f6

52.e6+ ♔e8 53.a4 ♕g1 54.♕c3 ♕c5

55.♕e5 ♕d6 56.♕xd6 cxd6 57.♔f6 ♔f8

58.e7+ ♔e8 59.♔e6 d5 60.cxd5 cxd5

61.♔xd5 ♔xe7 62.♔c6 ♔d8 63.♔b6 ♔c8

=.

52...♕b2 53.♕c5 ♕c3 54.♔f5 ♕b2

55.♔f6 ♕c3 56.♕e3 ♕b2 57.a4 ♕c3

58.♕f4 ♔e8 59.♔e6 ♕b4 60.♕e3 ♕a5

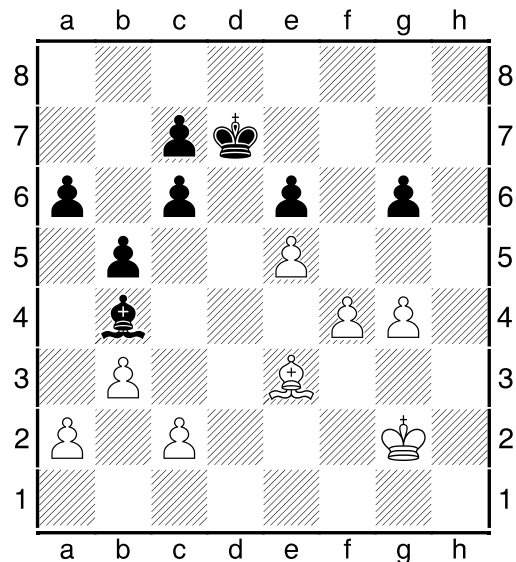
61.♕c5 ♕c3 62.♕e3 ♕a5 63.♕f4

1/2-1/2

□ **Almasi Zoltan**

■ **Wang Yue**

Beijing 2008 ○



30.c4?

We know from the previous game, Adams,M-Wang Yue, that an eventual pawn trade on c4 is in Black's favour. White had to follow the plan from the Sutovsky,E-

Howell,D game.

30...♙a3 31.♖f3 ♔e8 32.♖e4 ♗b4 33.f5
gxf5+ 34.gxf5 exf5+ 35.♖xf5 ♖f7 36.♗f4
♖e7 37.♗g5+ ♖f7 38.e6+
38.♗d8 ♗a5 39.e6+ ♔e8 40.♗g5 bxc4
41.bxc4 ♗b4 42.♗f4 ♗d6 =.

38...♖e8 39.♖e4 bxc4 40.bxc4 ♗c5
41.♖e5 ♗f2 42.♗f4 ♗c5 43.♖f5 ♗d6

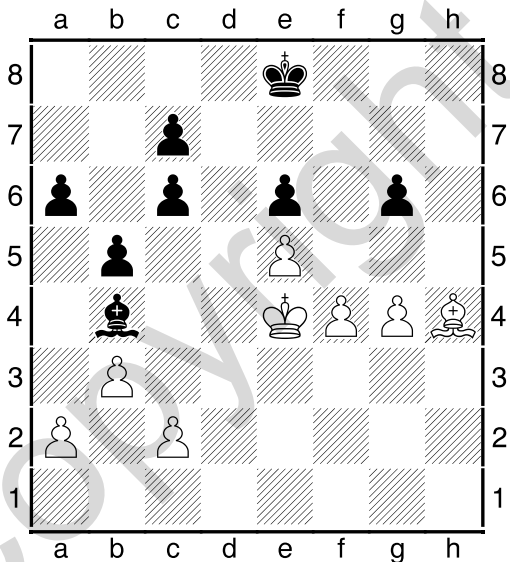
We know already that this is a drawn position.

44.♗e3 ♖e7 45.♗g5+ ♖e8 46.♗f6 ♗c5
47.♖e4 ♗a3 48.♖d3 ♗e7 49.♗d4 ♗h4
50.♖e4 ♗e1 51.♗e5 ♗a5 52.♗f4 ♖e7
53.♖f5 ♗b6 54.♗g3 ♗a5 55.♗e5 ♗b6
56.♗f6+ ♖e8 57.♖e4 ♗c5 58.♗e5 ♗b6
59.♗c3 ♖e7 60.♖f5 ♗c5 61.♗d2 ♗d6
62.♗a5 ♖e8 63.♗d2 ♖e7 64.♗e3 ♖e8
65.♗g5 ♗c5 66.♖e5 ♗f2 67.♖e4 ♗c5
68.♗h4 ♗b6 69.♖d3 ♗a5 70.♖c2 ♗b4
71.♖b3 ♗d2 72.♗f6 ♗e1 73.♗g5 ♗a5
74.♖a4 ♗e1 75.♗f6 ♗d2 76.♗h4 ♗c3
77.♗g5 ♗e1 78.♖b3 ♗a5 79.♗f6 ♗e1
½-½

□ Jakovenko Dmitrij

■ Wang Yue

Elista 2008 ○



Another model game for White.

32.f5 gxf5+ 33.gxf5 exf5+ 34.♖xf5 ♗c3
35.♗f2 ♖e7 36.e6

White opens the h2-b8 diagonal in order to attack the c7-pawn. Black cannot protect it with his bishop on d6, because the pawn

endgame is winning for White, thanks to the pawn being on c2 rather than on c4.

36...♖e8

36...♗b4 37.♗h4+ ♔e8 38.♗g3 ♗d6
39.♗xd6 cxd6 40.♖f6 a5 41.e7 d5 42.♖e6
+-.

37.♗g3 ♗a5 38.♗e5 ♗b6 39.c3 c5

39...♖f8 40.♗d4 c5 41.♗f6 c4 42.bxc4
bxc4 43.♖e5 ♗c5 44.♖d5 ♗e7 45.♗e5
winning a pawn.

40.c4

White fixes the black pawn on c5. The rule of thumb: if the black pawns are fixed on dark squares (c5 or a5), White's position is winning.

40...♗a5 41.♖f6 c6 42.e7 ♗e1 43.♖e6
♗h4 44.♖d6 ♗xe7+ 45.♖xc6 bxc4
46.bxc4 ♖d8 47.♗d6 ♗h4 48.♗xc5 ♖c8
49.♖b6 a5 50.♖xa5 ♖b7 51.♖b5

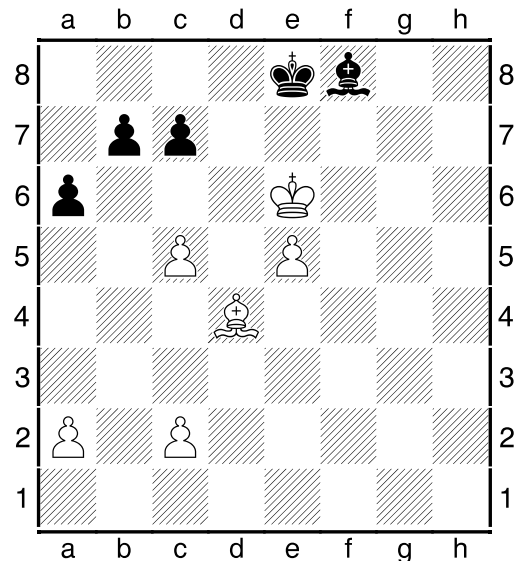
Black needs to trade his bishop for the c-pawn in order to reach a drawn position. Unfortunately, he has no such opportunity. The c-pawn moves surely to promotion.

51...♗g3 52.a4 ♖a8 53.♗e3 ♗d6 54.♗d2
♖b7 55.♗b4 ♗e5 56.c5 ♖b8 57.c6 ♗f4
58.a5 ♗e5 59.a6 ♗f4 60.♗c5 ♗e5 61.♖c4
♗c7 62.♖d5 ♗a5 63.♖e6 ♖a8 64.♖d7
♖b8 65.♗e7 ♖a7 66.♗d8
1-0

□ Leko Peter

■ Wang Yue

Nice 2009 ●



51...♙e7?

51...c6 is the correct way.

52.♙d5?

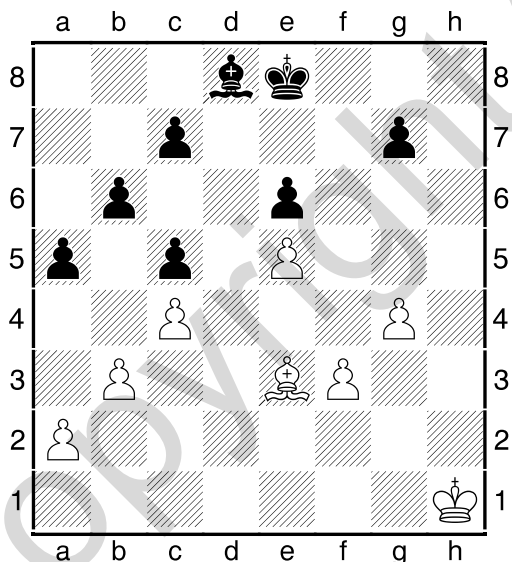
White missed the winning path: 52.c6! fixing the c-pawn on a dark square and eventually capturing it 52...bxc6 53.♙c3 ♙c5 (53...♙d8 54.♙f7 ♙a3 55.e6 ♙d6 56.♙g7 ♙a3 57.♙f8 +-) 54.♙a5 ♙a3 55.♙xc7 ♙b4 56.♙d6 ♙a5 57.♙c5 ♙c7 58.c4 (58.♙f5 ♙f7 59.e6+ ♙e8 60.♙f6 ♙g3 61.e7 ♙h2 62.♙e6 ♙g3 63.♙d6 ♙h4 64.c4 ♙g5 65.♙c5 ♙f4 66.♙d4 ♙g3 67.♙e5 ♙xe5 68.♙xe5 ♙xe7 69.c5 a5 70.a4 ♙d7 71.♙f6) 58...♙b8 (58...♙d8 59.♙d6 ♙a5 60.♙f7 +-) 59.♙d6 ♙a7 60.c5 zugzwang 60...♙d8 61.♙f7 +-.

52...c6+ 53.♙e6 ♙f8 54.♙e3 ♙e7 55.♙f2 ♙f8 56.♙g1 ♙e7 57.♙f5 ♙f7 58.e6+ ♙e8 59.♙d4 ♙f8 60.♙e4 ♙e7 61.♙f5 ♙e8 62.♙e3 ♙e7 63.♙e5 ♙f8 64.♙f2 ♙e7 65.♙d4 ♙f6+ 66.♙e4 ♙e7 67.♙e3 ♙f8 68.♙d4 ♙e7 69.♙f5 ♙e8 1/2-1/2

□ Jakovenko Dmitrij

■ Alekseev Evgeny

Moscow 2008 •



We pointed out that fixing the black pawns on the queenside on the dark squares c5 or a5 is favourable for White. This is why Black tries another way to hold his position.

46...g5 47.f4 gxf4 48.♙xf4 ♙f7 49.♙g2 ♙e7 50.♙h3 ♙g6 51.♙g3

The white bishop anyway penetrates on d8.

51...♙f8 52.♙h4 ♙g7 53.♙f6!

The pawn endgame is winning for White thanks to his passed g-pawn. The white king will be closer to Black's queenside pawns.

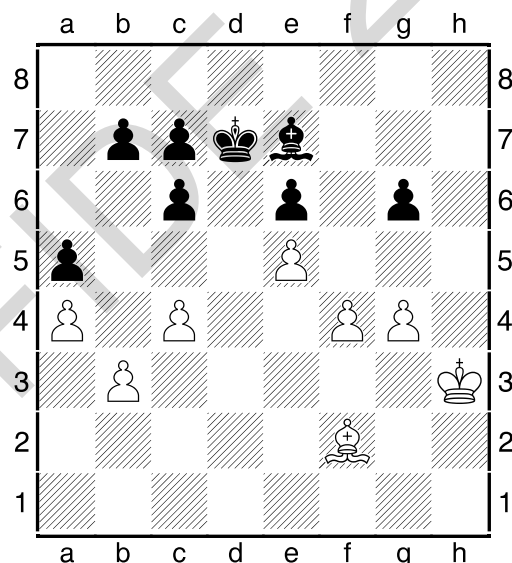
Even the extra pawn is not much of a help.

53...♙xf6 54.exf6 ♙xf6 55.a4 ♙g6 56.♙g3 ♙g5 57.♙f3 e5 58.♙e4 ♙xg4 59.♙xe5 ♙f3 60.♙d5 ♙e3 61.♙c6 ♙d2 62.♙xc7 ♙c3 63.♙xb6 ♙b4 64.♙c6 ♙xb3 65.♙b5 1-0

□ Szabo Gergely

■ Soltanici Ruslan

Bucharest 2008 ○



Another confirmation that pawns fixed on dark squares make trouble for Black.

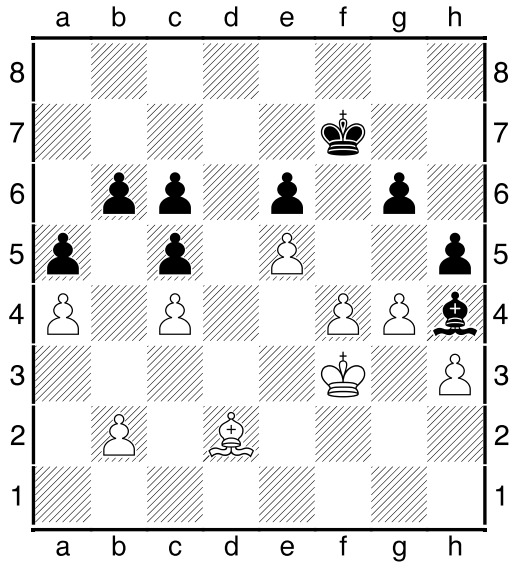
34.c5 ♙f8 35.♙g3 ♙e7 36.♙f3 ♙f8 37.♙e4 ♙e7 38.♙d3 ♙f8 39.♙c4 ♙h6 40.♙e3 ♙c8 41.♙d4 ♙f8 42.♙d3 ♙d7 43.♙e4 ♙e7 44.♙f2 ♙f8 45.♙d4 ♙h6 46.♙e3 ♙f8 47.♙d3 ♙e7 48.♙f2 ♙f8 49.♙e4 ♙e7 50.f5 gxf5+ 51.gxf5 exf5+ 52.♙xf5 ♙f8 53.♙f6 ♙e8 54.♙e6 ♙e7 55.♙e1 b6

55...♙xc5 56.♙xa5 b6 57.♙d2 ♙d4 58.b4 c5 59.a5 cxb4 60.a6 b5 61.♙xb4 ♙d8 62.♙d5 ♙b6 63.e6 ♙c8 64.♙c6 ♙d8 65.♙xb5 ♙e8 66.♙c6 ♙d8 67.♙c5 +-.

56.b4 axb4 57.♙xb4 ♙h4 58.♙c3 ♙f2 59.cxb6 ♙xb6 60.a5 ♙c5 61.a6 ♙d8 62.♙b4 ♙f2 63.♙f7 ♙c8 64.e6 ♙h4 65.♙c3

1-0

□ Howell David
 ■ Parker Jonathan
 Nottingham 2005 ○



31. ♖e4 ♗e7

Black retains the h-pawns, trying to prevent the white bishop's penetration on d8, since the white king cannot arrive on g4. It does not work anyway. 31...hxg4 32.hxg4 ♕f2 33.f5 gxf5+ 34.gxf5 ♕h4 35.♖f4 ♕f2 36.b3 ♕h4 37.♖g4 ♕d8 38.♕g5 ♕c7 39.♖f4 (zugzwang) 39...exf5 40.♖xf5 ♖e8 41.e6 ♖f8 42.♕f4 ♕d8 43.♕d6+ ♖e8 44.♖e4 (zugzwang) 44...♕h4 45.♕c7 ♖e7 46.♖f5 +-.

32.gxh5 gxh5 33.f5 ♖f7 34.b3 ♖e7
 35.♕h6 ♖f7 36.♖f4 ♕e1 37.♖e4 ♕h4
 38.♕e3 ♖e7 39.♕g1 ♕g3 40.♕e3 ♕h4
 41.♕c1 ♖f7 42.♕h6

Zugzwang.

42...♖e7

42...♕e1 43.♕g5 +-.

43.♖f4 ♖d7 44.♕f8 ♕e1 45.♖g5 ♕g3
 46.♖f6 exf5 47.♖xf5 h4 48.♖f6 ♖e8
 49.♕d6 ♖d7 50.♖f7 ♖d8 51.♕b8 ♖c8
 52.e6 ♖xb8 53.e7 ♖c7 54.e8♚

1-0

□ Dominguez Christobal

■ Visconti

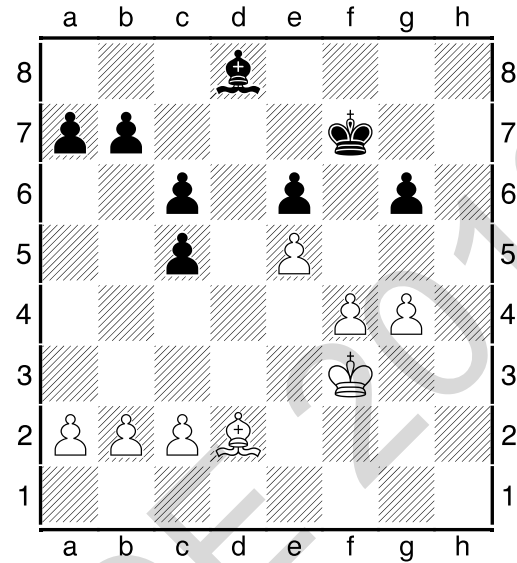
Buenos Aires 1959 ●

(see next diagram)

This is one of the oldest examples of this type of endgame in the databases.

26...a6 27.c4

Common sense was honoured in the year 1959.



27...b5 28.b3 b4

Black prevents the white king from travelling to a4 after an eventual trade on c4; he had not much choice...

29.♕e3 ♕b6 30.♕f2 ♖e7 31.♕h4+ ♖f7
 32.♕f6 ♕c7 33.♖g3 ♕b6 34.♖f2 ♖f8
 35.♖f1 ♖f7 36.♖g1 ♖f8 37.♖h2 ♖f7
 38.♖h3 ♖f8 39.♖h4

Now Black suddenly resigned and we were denied watching the winning plan. It might be something like: 39...♖f7 40.♖g5 ♕c7 41.♖h6 ♕b6 42.♕h4 ♕c7 43.♕f2 ♕b6 44.♖h7 ♕a7 45.g5 ♕b6 46.♕g1 ♕a7 47.f5 exf5 48.e6+ ♖xe6 49.♖xg6 ♕b8 50.♖h7 ♕e5 51.g6 f4 52.g7 ♕xg7 53.♖xg7 f3 54.♖f8 ♖e5 55.♖e7 ♖e4 56.♖d6 ♖d3 57.♖xc6 ♖c2 58.♖xc5 ♖b2 59.♖xb4.

1-0

□ Kokarev Dmitry

■ Gorbatov Alexej

Vladimir 2008 ●

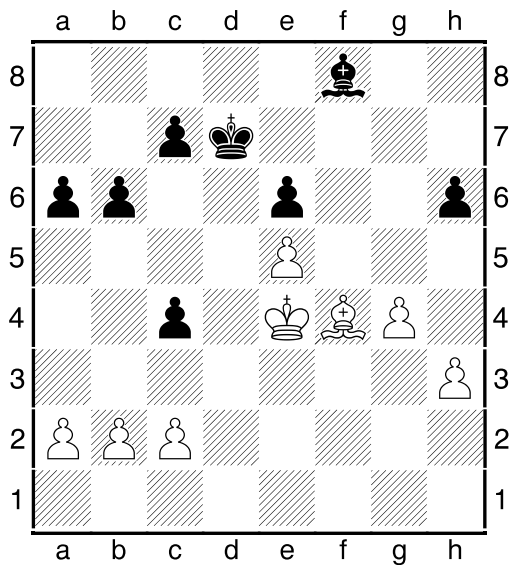
(see next diagram)

Here, White exploits his passed pawn (to be) on the kingside, in order to keep the black king busy. Meanwhile, the white king triumphantly marches around the queenside.

33...b5 34.♕d2 ♖e8 35.h4 ♖f7 36.h5 ♖g7
 37.♕a5 c6 38.♖d4 ♕e7 39.♕b6 ♖f7

40. ♖c7

Threatening ♗d6.



40...c5+ 41. ♖e4 ♗g5 42. ♗d6 ♖c1
43. ♗xc5 ♗xb2 44. ♗b4 ♖g7 45. c3 ♗c1
46. ♖d4 ♗g5 47. a4! bxa4 48. ♖xc4 ♗f4
49. ♗d6 ♖f7 50. ♖d3

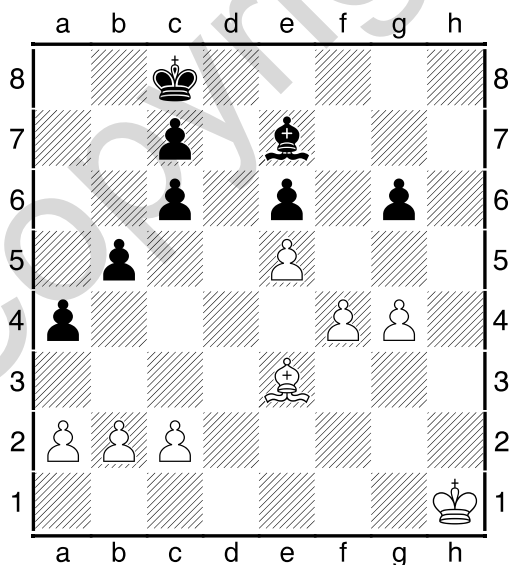
Black resigned in view of: 50... ♖e8 51. ♖c2
♖d7 52. ♖b2 ♖c6 53. c4 ♗d2 54. ♖a3 ♗f4
55. ♖xa4 ♖b6 56. ♖b3 ♖c6 57. ♖c3 ♖b6
58. ♖d3 ♖c6 59. ♖e4 ♗g5 60. ♗b4 ♖b6
61. ♖d3 ♗f4 62. ♗d2 ♗xe5 63. ♗xh6 ♖c6
64. ♗f8 ♖d7 65. g5 ♖e8 66. ♗b4 ♖f7 67. c5
♗f4 68. g6+ ♖g7 69. c6 ♖h6 70. ♗d2.

1-0

□ Sutovsky Emil

■ Onischuk Alexander

Poikovsky 2008 ●



26...c5 27. ♖g2

White allows the black pawn to c4, and Black succeeds in preventing the white king from penetrating on the queenside. Both 27.b3 and 27.c4 do not work, because of the reduced material on the board - this fact would be in Black's favour: 27.b3 axb3 28.axb3 (28.cxb3 c4 29.bxc4 bxc4 30. ♖g2 ♗a3 31. ♗d4 c5 32. ♗a1) 28... ♖b7 29. c4 ♖b6 30. ♗d2 c6 31. ♖g2 ♖c7 32. ♖f3 ♖d7 33. ♖e4 ♖e8 34. f5 gxf5+ 35. gxf5 exf5+ 36. ♖xf5 ♖f7 37. ♗g5 (fortunately for Black, the pawn ending is a draw) 37... ♗xg5 38. ♖xg5 ♖e6 39. ♖f4 ♖e7 40. ♖f5 ♖f7 41. e6+ ♖e8 42. ♖f6 ♖f8 43. e7+ ♖e8 44. ♖e6 bxc4 45. bxc4 stalemate.

27. c4 bxc4 28. ♖g2 ♖b7 29. ♖f3 ♖c6
30. ♖e4 ♗h4 31. f5 (31. a3 c3 32. bxc3 c4
33. ♖d4 ♗e7 34. ♗c1 ♖b5 35. ♖e4 ♖c6
36. f5 gxf5+ 37. gxf5 exf5+ 38. ♖xf5 ♖d5
39. e6 c6 40. ♗b2 ♖d6 =) 31... gxf5+ 32. gxf5
exf5+ 33. ♖xf5 a3 34. bxa3 (now Black has
to trade his bishop for the e-pawn to claim a
draw, because the black king can easily reach
the a8-square) 34... c3 35. ♖e4 ♗g3 36. e6 c2
37. a4 ♗e1 38. ♗f4 c4 39. a3 ♗g3 40. ♗c1
♖d6 41. ♖f5 c6 42. a5 ♗f2 43. a6 ♗d4
44. ♗g5 ♗b6 45. a4 ♖c7 46. ♖e5 ♗c5
47. ♗d2 ♖b6 =.

27...c4 28. ♖f3 ♖d7 29. ♖e4

29. ♗c1 c6 30. a3 ♖e8 31. c3 ♖f7 32. ♖e4
♗f8 33. f5 gxf5+ 34. gxf5 ♗e7 35. f6 ♗d8
(35... ♗c5 36. ♗e3 ♗f8 37. ♖f3 ♖g6
38. ♖g4) 36. ♗e3 ♗c7 37. ♗c5 ♗a5
38. ♖d4 ♗d8 39. ♗e7 ♗b6+ 40. ♖e4 ♗a5
=.

29...a3 30. bxa3 ♗xa3 31. f5 gxf5+ 32. gxf5
exf5+ 33. ♖xf5 ♖e7 34. ♗a7 c6

A fortress. The white king cannot penetrate .

35. ♗d4 ♖f7 36. ♗e3 ♖e7 37. ♗g5+ ♖f7
38. ♗h4 ♗b4 39. ♗d8 ♗a3 40. ♗g5 ♗b4
41. e6+ ♖e8

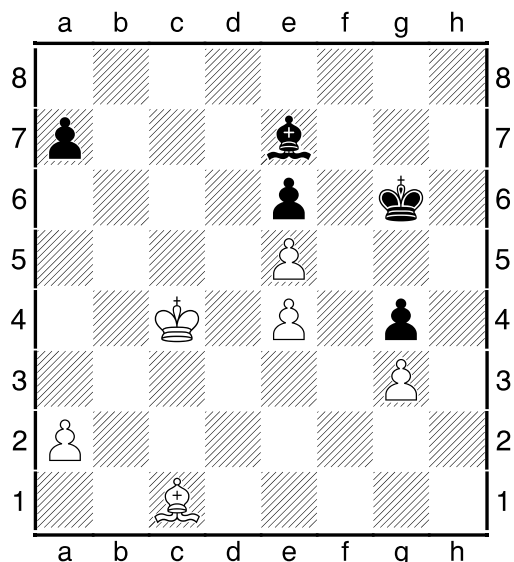
½-½

□ Inarkiev Ernesto

■ Smirnov Artem

Dagomys 2009 ●

In this not quite conventional pawn structure, Black managed to prevent white's king from capturing his a-pawn.

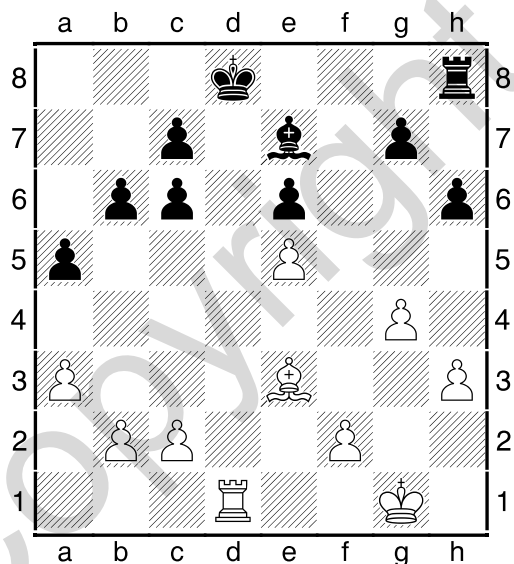


41...a6 42.♙e3 ♔f7 43.♙c5 ♙d8 44.♙d4 ♙e7 45.♙c5 ♙d8 46.♔b4 ♔e8 47.♙d4 ♔d7 48.♔c5 ♙a5 49.♙f2 ♙c7 50.♙e1 ♙d8

Black just keeps White's king from penetrating. White cannot make progress.

51.a4 ♙c7 52.♙c3 ♙d8 53.♙d2
½-½

□ Dominguez Lenier
■ Jonkman Harmen
Lisbon 2000 ○



Now we will take one step closer to the opening position.

23.a4!

White is already prepared to trade rooks, because the pawn structure on the queenside is now favourable for him.

23...h5 24.♔g2 hxg4 25.hxg4 b5 26.b3 b4 27.♙h1 ♙xh1 28.♔xh1 c5 29.♔g2 ♔d7 30.♙f3 ♙c6 31.♙e4 g6 32.f4 ♙h4 33.♙d2 ♙e7 34.c4 ♔d7

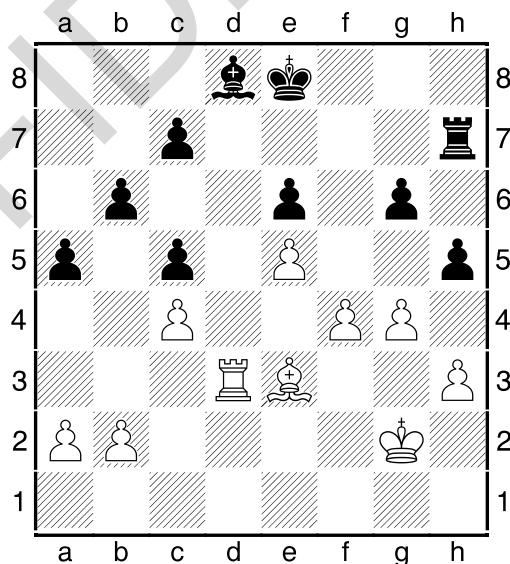
34...bxc3 35.♙xc3 c4 36.bxc4 ♔c5 37.♙xa5 ♔xc4 38.♙xc7 wins for White.

35.f5 gxf5+ 36.gxf5 ♙f8 37.♙e3 c6 38.♙g5

38.f6 also wins by zugzwang: 38...♔e8 39.♙g5 ♔f7 40.♔f4 ♔g6 41.♔g4 ♔f7 (41...♙h6 42.♙xh6 ♔xh6 43.f7 ♔g7 44.♔g5 ♔xf7 45.♔h6 +-) 42.♔h5 +-.

38...♙g7 39.♔f4 ♙f8 40.♔g4 exf5+ 41.♔xf5 ♙g7 42.♙f6 ♙h6 43.♔g6 1-0

□ Palac Mladen
■ Hracek Zbynek
Turin 2006 ●



34...♙e7

Here a draw was agreed. Now we know that was a premature decision. If White succeeds in trading rooks, his position will be winning. He may start with 35.a4 followed by ♙d1 and ♙f2-g3. Finally his king will land on e4 to support the f5 advance.

½-½

Conclusion

We may conclude our analyses by claiming good chances for White to win in the majority of positions. Therefore Black has to avoid, where possible, trading the bishop on e6 in the 'Ruy Lopez - Berlin Variation'.

The Flank Attack ...g5

Alexander Beliavsky

Concept

The concept of an early flank attack with ...g5 in the opening is a rare bird. We will examine it by three examples.

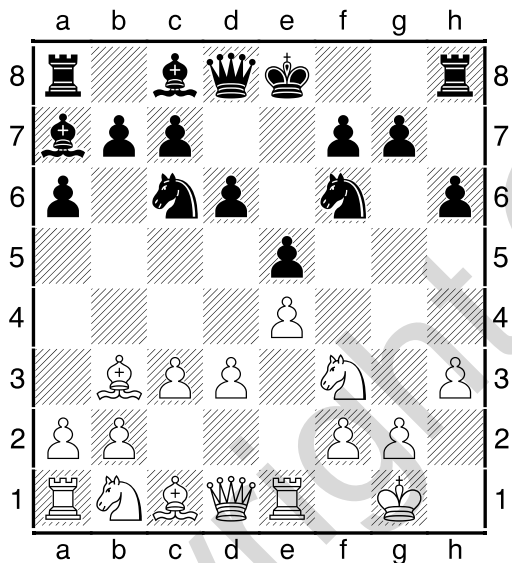
The first was played during the last round of the match 'Experience' versus 'Young Stars' in Amsterdam last year. Peter Heine was in excellent form there and scored the best result of our team.

□ Hou Yifan

■ Nielsen Peter Heine

C54 Amsterdam 2009

1.e4 e5 2.♘f3 ♘c6 3.♙c4 ♙c5 4.c3 ♘f6
5.d3 d6 6.♙b3 a6 7.h3 ♙a7 8.0-0 h6
9.♖e1 (D)



9...g5

I watched the moment when Peter moved his pawn to g5. His intentions are pretty clear: open the g-file for the rook and launch an attack using both bishops, f6-knight, queen and even the other rook after eventually castling long. But what preconditions should be met for such a diversion in the early stages of the game to be successful? First, the central pawn structure should be strong enough to withstand a counterstrike. Second, the black king should have a safe haven and not be an obstacle for his remaining pieces to coordi-

nate with each other. The reason why we rarely witness such a successful attack is that it is not easy to meet both preconditions in the majority of cases.

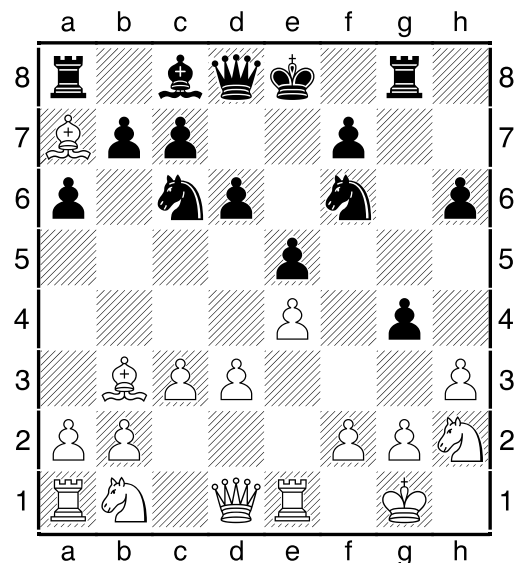
10.♘h2

First question: why not 10.d4?: 10.d4 g4 11.hxg4 ♙xg4 12.♙e3 (maybe even better than the text move is 12.♙d5) 12...exd4 13.cxd4 ♙xf3 14.♖xf3 ♘xd4 15.♙xd4 ♙xd4 16.e5 ♙xe5 17.♘d2 0-0 18.♘c4 ♘d7 19.♘xe5 ♘xe5 20.♖xb7 ♖g5 21.♗e3 and White has solid compensation for the pawn - her chances are not worse. However, the move played is not bad at all.

10...♖g8 11.♙e3 g4

It is not the best choice for Black. Though Black is opening the g-file, he has not enough resources to launch a mating attack. If White succeeds in securing her king, Black will suffer because of the bad pawn structure. Better was 11...♙xe3 12.♖xe3 h5, aiming to take on g4 with a pawn, followed by ...♙d7, ...♖e7 and long castling. Black's chances will be not worse at all. And there is an argument that the strike in the centre, 10.d4, was objectively a better option.

12.♙xa7? (D)



Only this tactical blunder gives Black the

upper hand. 12.hxg4 ♖xg4 13.♖f3 ♖e7 (the endgame is favourable for White: 13...♖f6 14.♙xa7 ♘xa7 15.♘d2 ♘c6 16.♘xg4 ♖xf3 17.♘xf3 ♙xg4 18.♘h2 ♙h3 19.g3 ♙e7 20.♘f3 h5 21.♙h2 ♙g4 22.♙g2 ♖h8 23.♘h4 ♖af8 24.♙d1 and Black will suffer because of his worse pawn structure) 14.♙xa7 ♘xa7 15.♘d2 ♘hx2 16.♙hx2 ♙e6 17.♙xe6 fxe6 18.♖h5+ ♙d7 19.♖e3 and White has the upper hand.

12...gxh3

White probably overlooked this move.

13.g3

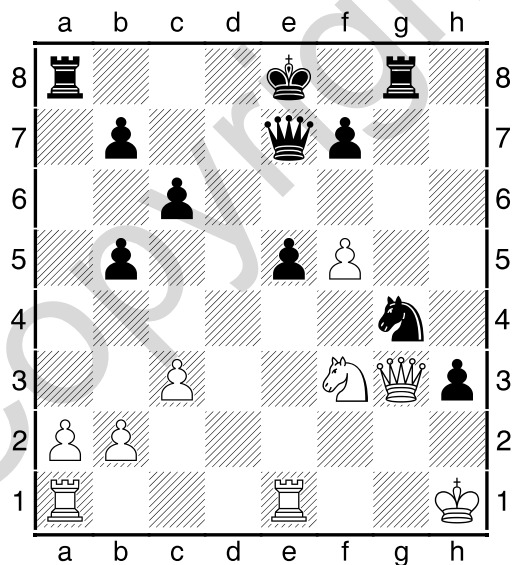
13.♙e3 ♖xg2+ 14.♙h1 ♘g4 15.♘xg4 ♙xg4 16.♖c1 (16.f3 ♖h4 17.fxg4 ♖g3 18.♙g1 ♖h2+ 19.♙xh2 ♖g2 #) 16...♖f6 17.♘d2 0-0-0 18.♙d1 ♖g8 19.♙xg4+ ♖8xg4 20.♖d1 h2 21.f3 ♖g8 22.♖e2 ♖g1+ 23.♙xg1 hxg1♖+ 24.♖xg1 ♖xg1+ 25.♖xg1 ♘d8 26.♖g8 ♙d7 and Black brings his knight to f4 with a big advantage.

13...♘xa7 14.♘d2 h5 15.♙h1 ♖e7 16.♙a4+ c6 17.d4 h4 18.dxe5 dxe5 19.♘c4 hxg3 20.fxg3 ♘b5 21.♙xb5 axb5 22.♘d6+ ♙f8 23.♖d2 ♖g6 24.♘f5 ♙xf5

24...♖d7 25.♖e3 ♘xe4 26.♖xe4 ♖xf5 was stronger.

25.exf5 ♖xg3 26.♖h6+ ♙e8 27.♖h4 ♖g8 28.♘f3 ♘g4 29.♖g3 (D)

29.♖xe7+ ♙xe7 30.♘xe5 ♘f2+ 31.♙h2 ♖g2 #.



29...e4

The endgame after 29...♙f8 30.♘xe5 ♘xe5

31.♖xe5 ♖xe5 32.♖xe5 ♙g7 (32...♖g2 33.f6!) 33.♖e7 ♙f6 34.♖xb7 ♖g2 35.♖b6 ♖d8 36.♖xc6+ ♙g5 37.♖g1 ♖xg1+ 38.♙xg1 ♙f4 is winning for Black.

30.♖xe4 ♖xe4 31.♖e1 ♖xe1+ 32.♖xe1+ ♙d7 33.♖d2+ ♙c7 34.♘g5 ♖ad8 35.♖f4+ ♙c8 36.♖xg4 f6 37.♖e2 ♖xg5 38.♖e6+ ♙c7 39.♖xf6 ♖g2 40.♖e7+ ♙c8 41.♖e1 ♖dd2 42.♖e8+ ♙c7 43.♖e5+ ♙b6 44.♖e3+ ♙a6

Now the black king meets the second precondition - it is in a safe place, while his remaining pieces are ideally coordinated against the white king. The curtain drops.

45.♖xh3 ♖ge2 46.♖f1 ♖f2 47.♖g1 ♖xf5 48.♖e1 ♖ff2 49.♙g1 ♖g2+ 50.♙f1 ♖h2 0-1

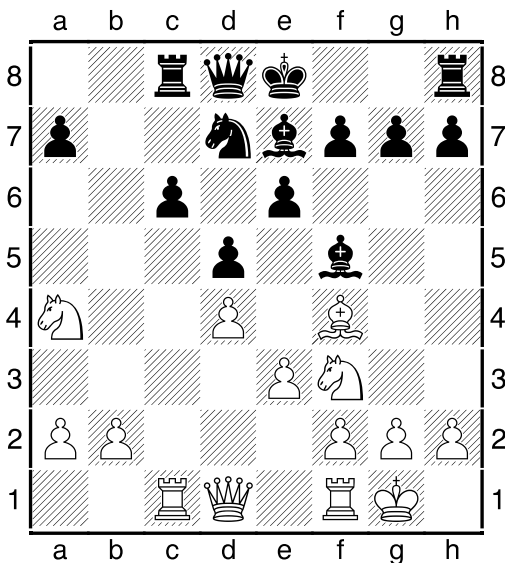
This game reminded me of a game of mine, played 20 years earlier. It started with the most innocent opening you can imagine - the 'Slav Defence Exchange'. I succeeded to win in 20 moves, thanks to this flank attack.

□ Seirawan Yasser

■ Beliavsky Alexander

D14 Brussels 1988

1.d4 d5 2.c4 c6 3.♘c3 ♘f6 4.cxd5 cxd5 5.♙f4 ♘c6 6.e3 ♙f5 7.♘f3 e6 8.♙b5 ♘d7 9.0-0 ♙e7 10.♙xc6 bxc6 11.♖c1 ♖c8 12.♘a4 (D)



White believes that all events will happen on the queenside. Better was 12.♘e5 ♘xe5 13.♙xe5 f6 14.♙g3 c5 =.

12...g5

Black starts pushing his pawns, aiming to open the h-file for the rook, and bring his queen to the kingside, to launch a mating attack. The necessary preconditions, which we discussed in the annotations to the move ...g5 in Hou Yifan-Nielsen, are perfectly met: first, Black has a very solid central pawn structure. White cannot even challenge it, because his knight on a4 does not support the central strike e4. Second, Black plans to bring his king to f7, where it will be placed safely and does not interfere in the coordination of his remaining pieces with the h8-rook.

13. ♖g3 h5 14. h3 g4

14...h4 15. ♖h2 g4 16. ♗e5! (16. hxc4 ♖xc4 17. ♖e2 h3) 16...♗xe5 17. ♖xe5 ♖g8 18. hxc4 ♖xc4 19. f3 ♖h3 20. ♖f2 =.

15. hxc4 hxc4 16. ♗e5

Also 16. ♗h2 ♗f6! 17. ♖e5 (17. ♗c5 ♖xc5 18. dxc5 ♗e4 19. ♗xc4 ♖g5) 17...♖d6 18. ♗c5 ♖xe5 19. dxe5 ♗e4 20. ♗xe4 ♖h4 21. ♗d6+ ♖f8 22. ♖e1 ♖xh2+ 23. ♖f1 ♖b8 24. ♗xf5 exf5 25. ♖d4 ♖h1+ 26. ♖e2 ♖xg2 was favourable for Black.

16...♗xe5 17. ♖xe5

17. dxe5 c5.

17...f6 18. ♖g3 ♖f7

Now Black is ready to bring his queen to the h-file.

19. ♖e1 ♖h5

19...♖g8? 20. ♖f1! and the king escapes to the queenside. Black keeps the option of putting his queen on a6 if the white king goes to e2.

20. ♖d2 (D)

20. ♖f1 ♖a5! 21. ♖e2? ♖b5+ 22. ♖d2 ♖d3 #.

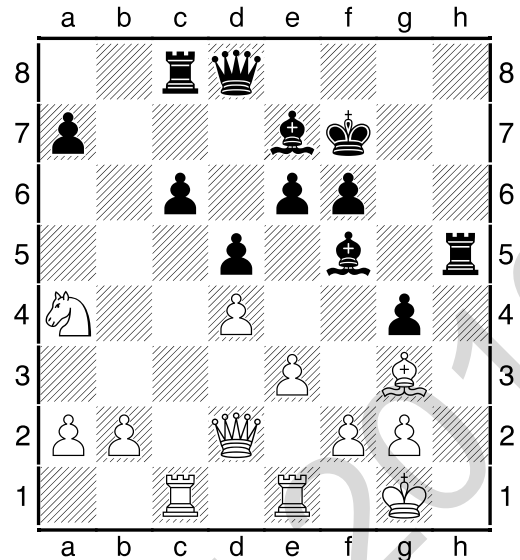
(see next diagram)

20...♖e4! 21. ♖f1

21. ♗c3 ♖h8 22. ♖f1 ♖h1+ 23. ♖e2 ♖xc4 -+.

21...♖f3!

Black cuts the only way for the white king to escape. Mate on h1 is inevitable. The moral advice of these 'experiences': if you castle first, keep the option for the strike in the centre, to avoid surprises with flank attacks.



0-1

We will conclude the survey with a vicious attack, played by the fierce 'Viktor the Terrible'. Notes are based on those of GMs Zoltan Ribli and Igor Stohl.

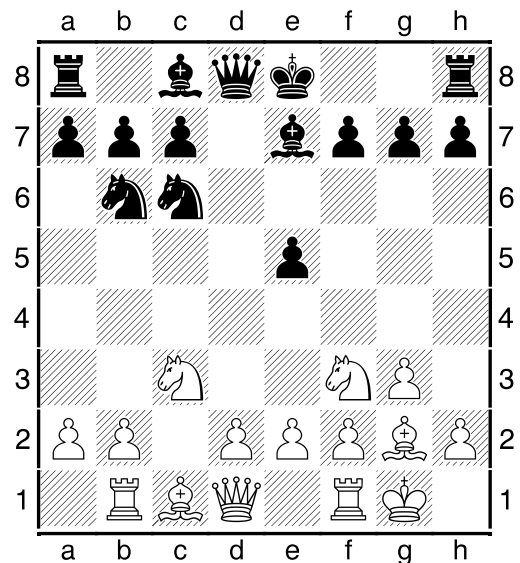
Although the 'preconditions' are not met, still the game is quite interesting.

□ Serper Grigory

■ Korchnoi Viktor

A29 Groningen 1993

1. c4 ♗f6 2. ♗c3 e5 3. ♗f3 ♗c6 4. g3 d5
5. cxd5 ♗xd5 6. ♖g2 ♗b6 7. 0-0 ♖e7
8. ♖b1 (D)



8...g5!? 9. d3

9. d4 exd4 10. ♗b5 ♖f5 11. ♖a1 d3 (11... ♖f6) 12. exd3 a6 13. ♗c3 g4 14. ♗h4! ∞.

9...h5

9...f5!? ; 9...g4 10.♘e1 h5 11.♘c2 h4 12.b4 hxc3 13.fxc3 ♘xb4? 14.♘xb4 ♖d4+ 15.e3 ♖xc3 16.♘d5 ♘xd5 17.♙xd5 ± Hodgson,J-Bareev,E Belgrade 1993.

10.a3

10.e3!? g4 (10...h4 11.d4) 11.♘e1 h4 12.♘c2 ∞.

10...h4 11.b4 hxc3 12.hxc3

12.fxc3 a6!? planning ...♙h3 (12...g4 13.♘e1 ♖d4+? 14.e3 ♖xc3 15.♙b2 +-).

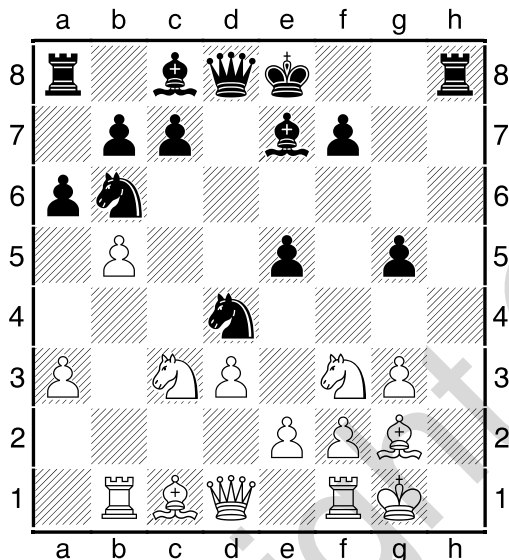
12...a6?!

12...♖d6!? 13.♘b5 ♖h6 14.♘xc7+ ♙f8 15.♘xa8 ♘xa8.

13.b5

13.♘e4 g4 14.♘fd2 f5 15.♘c5 ♖d6 ∞ ; 13.♙e3!?

13...♘d4 (D)



14.♘xd4?

14.♘xe5 ♖d6 15.f4 (15.♘f3 ♖h6) 15...gxf4 16.♘xf7! ♙xf7 17.♙xf4 ♖c5 18.e3 ♘f5 19.♘e4 ♖xa3 20.g4 ±.

14...exd4 15.bxa6?!

15.♘e4 f5 16.♘d2 axb5 ♢ (16...♖d6?! 17.♘f3 g4 18.♘d4! ±).

15...♖xa6 16.♘b5 ♘a4!

16...c6?! 17.♘xd4 planning ♙b2. 17.e3 c6 18.♘xd4 ♘c3 19.♖c2 ♘xb1

20.♖xb1 ♖d6

20...0-0 21.♖b3 ♖b6 ♢.

21.♖b3?

21.♖e1 ♖h6 22.♘f3 ♙xa3 23.♙xa3 ♖xa3 24.♘g5! ♖h2+ (24...♖xg5 25.♖b2)

25.♙f1 ♖a5.

21...♖h6 22.♖e1 c5 23.♘f3

23.♘b5 ♖h2+ 24.♙f1 ♖f6 25.♘c7+ ♙f8 26.♘d5 ♙h3 -+.

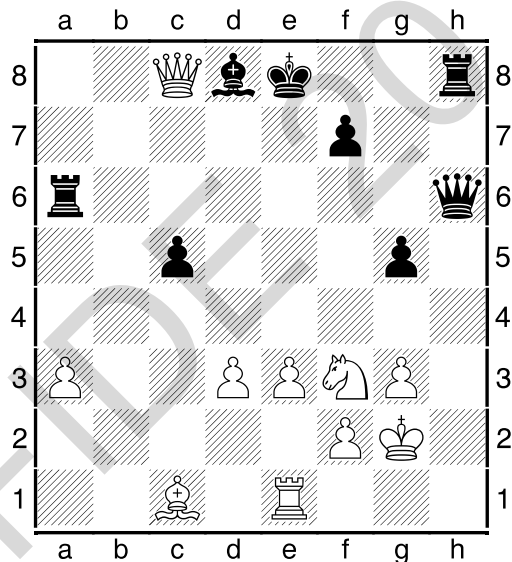
23...♙h3 24.♖xb7

24.♘e5 ♙xg2 25.♖xf7+ ♙d8 26.♙xg2 ♖h3+ 27.♙f3 ♖f6+ -+.

24...♙xg2 25.♖c8+

25.♙xg2? ♖h3+ 26.♙g1 ♖h1 #.

25...♙d8 26.♙xg2 (D)



26...♖e6! -+ 27.♘g1

27.♙f1 ♖h3+ 28.♙e2 ♖xe3+ -+.

27...♖h1+

27...♖h2+! 28.♙f1 ♖f6.

28.♙f1 ♖f6 29.e4

29.♖e2 ♖h2 -+.

29...♖h2 30.♙e2

30.♙e3 ♖fxf2+! (30...♖g2 -+) 31.♙xf2 ♖g2+ 32.♙e2 ♖xf2+ 33.♙d1 ♖d2 #.

30...♖hxf2+ 31.♙d1 ♖d6 32.♙e3 ♖xd3+

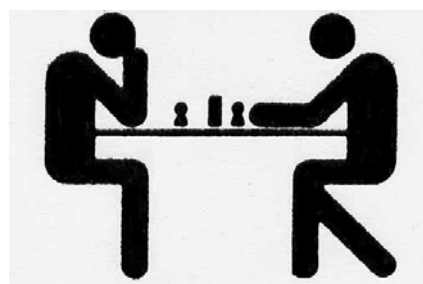
33.♙c1 ♖c3+

33...♖xe3? 34.♖c6+ ♙f8 35.♖xc5+.

34.♙d1 ♖h6

35.♙xf2 (35.♖b8 ♖d3+ 36.♙c1 ♖a6 37.♙xf2 ♖c4+) 35...♖d6+ 36.♙e2 ♖d3 #.

0-1



Learning from the Old Masters

Georg Mohr

Concept

Modern chess players often forget how many things a man can learn from the great old masters.

In Slovenia we also have our own master - Dr. Milan Vidmar is nowadays considered to be the best ever chess player in Slovenia, even though he was not a professional chess player and he simply loved to play chess in his free time.

It was enough that he was one of the top five players in the world for two decades (1910-1930) and that it was thought that he could become World Champion if he would have devoted his life to this game of kings as the other players did.

Milan Vidmar's chess legacy is huge. He described his career in various books. The Slovenian people were learning and will be learning with the help of his book 'Pol Stoletja ob Sahovnici', which is considered to be some kind of a Slovenian chess Bible.

The rest of the world is learning from his book 'Goldene Schachzeiten', the famous German book about (according to Vidmar) the most beautiful period of this game of kings.

Vidmar's influence on many Slovenian chess players was paramount. He influenced Grandmasters, less qualified chess players, amateurs, kibitzers, officials of federal agencies, arbiters and correspondence chess players.

His influence can also be seen on those players that had joined our chess from other countries and of course on those who are no longer among us. His best known students are Grandmasters Stojan Puc, an Olympic winner from 1950, Vasja Pirc, who was also an Olympic winner, the second reserve for the famous tournament AVRO 1938, but throughout the world he is especially known for his opening (Pirc Defence), and Bruno Parma, who was a winner of the World Youth Chess Championship in 1961.

Vidmar taught in two different ways: with the publication of books and also directly. His home in Ljubljana was always open for all chess players and that is where (and also in many coffee houses in Ljubljana) a huge amount of games and variations were played.

Milan Vidmar was an incredibly talented man, perhaps one of the most talented Slovenians. He was a self-taught person; he played Wagner's 'symphonies' on the piano in a way such that all the professional musicians were amazed.

He was a great scientist and he invented the transformer, though he never studied electrical engineering (he had a mechanical engineering degree)! He was a top chess player, who was able to play against World Champions on equal terms, though he was playing just for fun.

He was a writer, one of the most talented among chess players. His text book about mechanical engineering was obligatory for a few years for students all over Europe, his philosophical books are being discovered in Slovenia and in the world only recently and his chess books have been dominant for a long time.

His relatives say that he was above all human, a family man who raised seven children and who always found time for their education. He was also a great friend, who always helped those of his friends who needed help.

The birth of the 'Budapest Gambit'

Vidmar was a player with great practical power and who did not pay attention to the theory. He loved the 'Queen's Gambit' and he played it with both colours. He was especially interested in Pillsbury's structures – the American's mating attacks long served as a foundation of his play.

Later on, he was amazed by Tarrasch and his positional principles. The lack of time to study chess brought him to new problems in the openings.

He was very nervous in the tournament in Berlin due to him being Black against the famous Akiba Rubinstein! The solution was offered to him by his friend from Budapest and later on he made a quick decision.

He used an opening, which he knew for only half an hour, and only in words. He succeeded against the great Akiba and this game nowadays serves as an illustrative example of the opening and it can be found in every text book about this dangerous Gambit.

‘Before my first game against Rubinstein in the tournament in Berlin in 1918 I caught the eye of the Hungarian master Istvan Abonyi. I knew him well from the years that I spent in Budapest and when I played against him often. He was dangerous and skilled in his openings.

When we got to greet each other I asked him which opening I should choose to avoid my opponent’s analysis. *Try the Budapest Gambit*, he said. The Budapest Gambit? I had never heard of this opening before and Abonyi hurriedly told me, without the board and the pieces, about this novelty of the Hungarian masters.

I found the opening dangerous, but I was counting on the fact that Rubinstein did not know anything about this opening. When I was still deciding, the game had started’.

And this is how the ‘Budapest Gambit’ was for the first time played in the arena of great masters. Let’s see the game in question:

□ **Rubinstein Akiba**

■ **Vidmar Milan Sr**

A52 Berlin 1918

1.d4 ♖f6 2.c4 e5

These are the introductory moves of the ‘Budapest Gambit’. The masters of positional play have, for decades, been trying to disprove this gambit, but so far they have not been successful. It is true that they found some good moves for White, but they are still far from their goal.

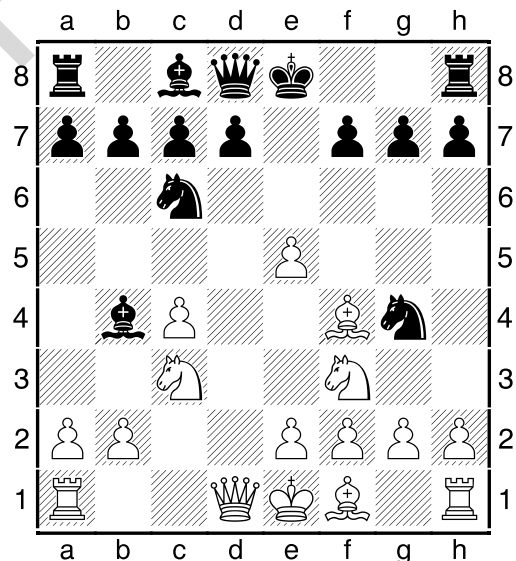
3.dxe5 ♗g4 4.♙f4

White is standing at the crossroads, but the great Akiba did not know that in 1918. Nowadays popular is 4.♗f3, which allows 4...♙c5 5.e3 ♗c6 but White is later on push-

ing Black’s pieces back and is hoping for the initiative. The characteristic variation is 6.♙e2 0–0 7.0–0 ♗gxe5 8.♗xe5 ♗xe5 9.♗c3 ♙e8 10.b3 a5 11.♙b2 ♙a6 with sharp play, when both players are counting on the attack. Black is delaying the development of the light-squared bishop and if he manages to develop it well, normally some serious threats are following. Alexander Alekhine was for a few years in favour of 4.e4 ♗xe5 5.f4 when Black chooses between the positional 5...♗ec6 or the more tactical 5...♗g6. In both cases the moves are leading to complicated positions, which are hard to evaluate and that are difficult to play.

4...♗c6 5.♗f3 ♙b4+ 6.♗c3 (D)

A second significant crossroad. Nowadays the theoreticians are in favour of the move 6.♗bd2, which avoids the majority of complications and which assures White a small advantage with the pair of bishops after 6...♙e7 7.a3 ♗gxe5 8.♗xe5 ♗xe5 9.e3 (9.axb4?? ♗d3 #) 9...♙xd2+ 10.♙xd2.



6...♙e7?!

Abonyi did not have time to explain everything to Vidmar due to the lack of time. Or even he himself did not know that a man needs to take on c3 with 6...♙xc3+ 7.bxc3 and only after that can the hunt against the pawn begin with 7...♙e7. The significant difference was found in practice several years later, but I am sure that some great master was keeping it for a critical moment.

7. ♕d5

The defence of the pawn with the queen is, of course, not a mistake, but a lot more calm would be 7. ♖c1! ♗gxe5 8. ♗xe5 ♗xe5 9. a3 ♘xc3+ 10. ♖xc3, when some similar positions would occur as in the variation 6. ♗bd2 and White surely does not need to defend himself.

7... ♘xc3+! 8. bxc3 ♕a3!?

Vidmar overestimated the trip with the queen, probably under the influence of the wonderful victory that he managed to achieve in this game. Nowadays Black players in most cases use the gambit move immediately: 8... f6 9. exf6 ♗xf6 10. ♕d3 d6 and White chooses between the plans 11. e3 or 11. g3 but Black has nice compensation in both cases.

9. ♖c1 f6!

The characteristic move for the variation.

10. exf6

It is important that we cannot play 10. e6 dxe6 11. ♕h5+ g6 12. ♕xg4 e5 13. ♕h4 exf4 14. ♕xf4 0-0, with full compensation.

10... ♗xf6 11. ♕d2 d6

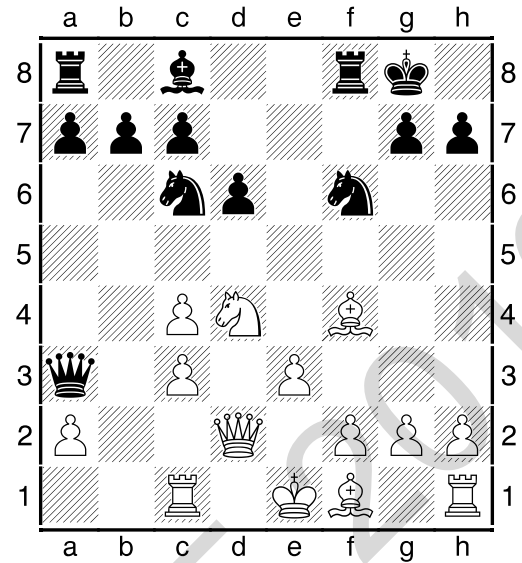
In those years, they were analysing castling immediately, ignoring the threat to the c7-pawn. Vladimir Vukovic, the master from Zagreb, analysed this position very deeply. He was the author of many chess books and also an editor of the magazine 'Sahovski Glasnik'. After 11... 0-0 12. ♘xc7? ♗e4 13. ♕d5+ ♔h8 14. ♖c2 d6 15. e3 ♘f5 Black has a nice initiative. Analysis does not have a big importance if White does not take on c7. Black needed to play ...d6 and the variations are transposing to the variations of the game.

12. ♗d4

Vukovic in his analysis said that White is better after 12. e3, which is not completely true. Black can continue with the positional play, without paying attention to the pawn: 12... ♗e4 13. ♕c2 ♗c5.

Nowadays, check with the queen is thought to be the most dangerous: 12. ♕e3+ ♗e7 13. ♗d4 ♕xa2 14. ♗b5 (or even 14. c5) 14... ♕xc4 15. ♘xd6 ♗fd5 16. ♕e5 ♕xb5 17. ♘xe7 ♘e6 18. e4 ♕b2 19. ♘g5 and White is winning.

12... 0-0 13. e3 (D)



Rubinstein always tried to play logically when entering unknown territory. Vidmar taught us that natural development is less important than time and the initiative, which come with it, and Black is leaning on the ...♗e4 move, which comes with tempo. Due to that it would probably be better to play 13. f3 and later e4, when Black would only have positional compensation and not also tactical possibilities. Vidmar was aware of the opportunity, so let us see how he degraded Rubinstein, who was completely helpless and confused!

13... ♗xd4!

Seemingly a totally illogical move, which in fact already almost decided the game! These kinds of moves are very difficult, because they contradict every strategic principle. But there is a hidden tactic...

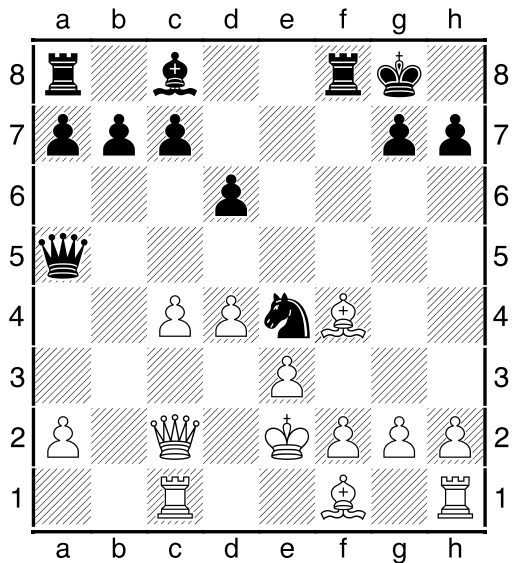
14. cxd4

After taking with the e-pawn, White is to decide between very sad variations: 14. exd4 ♗e4 15. ♕e3 ♖e8 (Black could develop calmly with 15... ♘d7 16. f3 [16. ♘e2 ♖ae8] 16... ♗c5 17. ♕d2 ♖ae8+ 18. ♔f2 ♖xf4 19. ♕xf4 ♕b2+ 20. ♔g3 ♗e6 21. ♕e3 ♗xd4) 16. ♘e2 ♕xa2 17. f3 ♘f5! with a decisive attack.

14... ♗e4 15. ♕c2 ♕a5+ 16. ♔e2 (D)

Rubinstein naturally saw the variation 16. ♔d1 ♘f5 17. ♘d3 ♗xf2+ 18. ♕xf2 ♘xd3, when his king would be badly placed in the centre and most likely he also managed

to calculate the consequences of 17. ♖g1 g5!
 18. f3 ♜ae8 19. fxe4 ♙xe4 20. ♚d2 ♜xd2+
 21. ♙xd2 gxf4 22. exf4 ♜xf4, when Black
 would be better in the endgame. Due to that
 he decided to defend his material advantage.



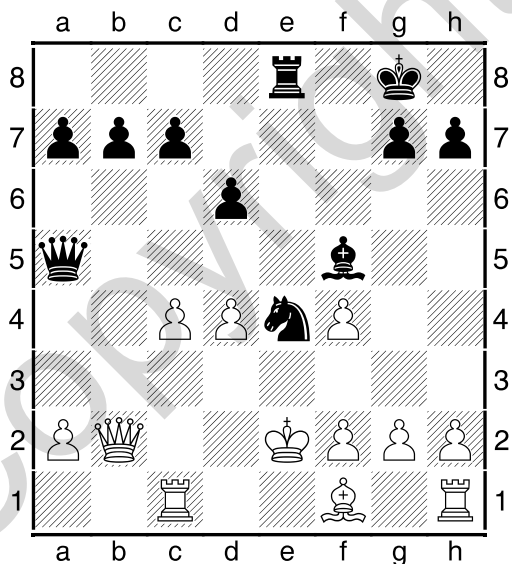
16... ♜xf4!!

Like lightning from a clear blue sky! Vidmar
 evaluated the sacrifice as positional, when its
 foundations are in fact tactical. White's king
 is forced to go on a long trip, where it will be
 killed by Black.

17. exf4 ♙f5

With the simple threat 18... ♘g3.

18. ♚b2 ♜e8 (D)

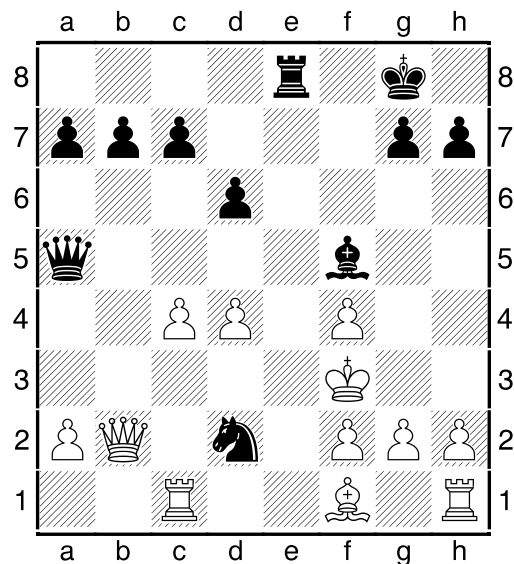


19. ♙f3

In the diagram is an exceptional position,
 from which White could save himself, but
 only with the help of a computer program

from 2010. If we consider the fact that the
 game was played a century earlier, we know
 that it was practically decided. You can
 imagine the psychologically unstable Rubin-
 stein (the First World War had influenced
 him very strongly), how he was suffering
 because of the threat of the knight. Prob-
 ably he did not think about the solutions,
 which includes standing on one spot and he
 evaluated the consequences of the two possi-
 ble moves with the king. On d1 it was not
 good, because after 19. ♙d1 ♘g3! 20. hxc3?
 mate would follow with the rook on e1. So
 he was left with the f3-square. The miracu-
 lous solution was hidden in the move 19.f3!!
 and Black's knight doesn't have a decisive
 discovery. After 19... ♘g3+ 20. ♙f2 ♘xh1+
 21. ♙g1 White would even be better. There-
 fore, going to the c-file was the only one
 possible. After 19... ♘c3+ 20. ♙f2 the
 computer does not come up with anything
 better than 20... ♘a4 21. ♚b5 ♚d2+ 22.
 ♙g3 ♜e6 23. ♚xf5 ♜g6+ 24. ♙h3 ♜h6+
 with perpetual check. Who knows how the
 game would have ended, had Rubinstein
 managed to stay calm.

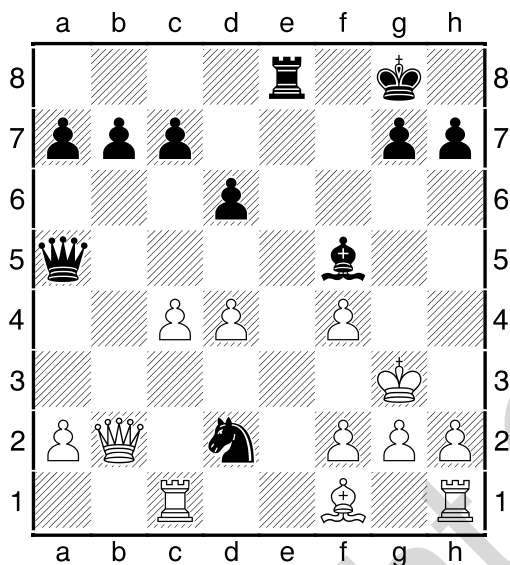
19... ♘d2+ (D)



The move for which Vidmar was criticized.
 He described it like this: 'Naturally I saw
 that the move 19...h5! looks promising. If
 White, with 20.g3, creates for his king a
 hiding place on the g2-square, the attack
 begins: 20... ♘d2+ 21. ♙g2 ♙e4+, with
 which Black wins at least a pawn and an
 exchange:

22. ♔g1 ♖f3+ 23. ♔g2 ♖xd4+ 24. ♔g1 ♖f3+ and if he defends with 20...h3, Black responds 20...h4!. Now 21...♖d2 is threatened. The variation 21. ♖d1 ♖g5+!! 22.fxg5 ♘e4+ 23. ♔e3 (23. ♔g4 ♖f5+ 24. ♔xh4 ♖f4+ 25. ♔h5 [25.g4 ♔f7 26.g6+ ♔xg6] 25...g6+ 26. ♔h6 ♖f8 #) is losing after 23...♘c2+ 24. ♔f3 ♖f5 #. I supposed that my opponent saw all that and that he would try everything to escape from the unpleasant attack and that he would risk trying to escape through the way that it will make it easier for me to catch him'. And true, Vidmar did not risk anything.

20. ♔g3 (D)



20... ♖e4+

Now the message, from the notes given above, is clear. If White would return with his king to f3, there would follow 21...h5 with the known way to victory.

21. ♔h4 ♖e6!

With a threat of mate on h6. Next follows a final execution.

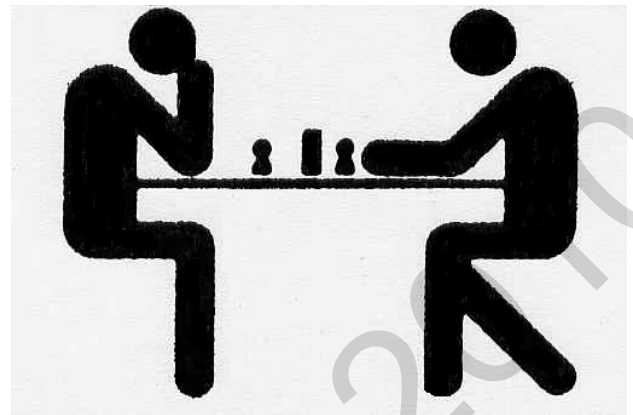
22. ♘e2 ♖h6+ 23. ♘h5 ♖xh5+ 24. ♔xh5 ♘g6+

0-1

Conclusion

Dr. Milan Vidmar was, due to his games with the 'Queen's Gambit', known as an experienced positional player. But the game shown here is sufficient to convince us that there was tactical blood running through his

veins. This seemingly sleepy master was capable of striking hard, when there was the right opportunity.



TRG's Publications

1. TRG Syllabus (2010 - 24x17- 208 pp)
2. List of Recommended Books (2010 <http://trainers.fide.com/recommended-books.html>)
3. Monthly TRG Surveys (2010 - <http://trainers.fide.com/surveys.html>)
3. Yearbook 2010 (2011 - 24x17 - 208 pp)
4. FIDE World Championship (2011 - Electronical Format - February 2011)
5. Syllabus for NI & DI (2011 - 24x17 - 100 pp - September 2011)



Simple Tragedies

Adrian Mikhalchishin

Concept

The transfer into a pawn ending is the most natural way to realize a material advantage or to save a worse position after difficult defence. But there are terribly many mistakes here.

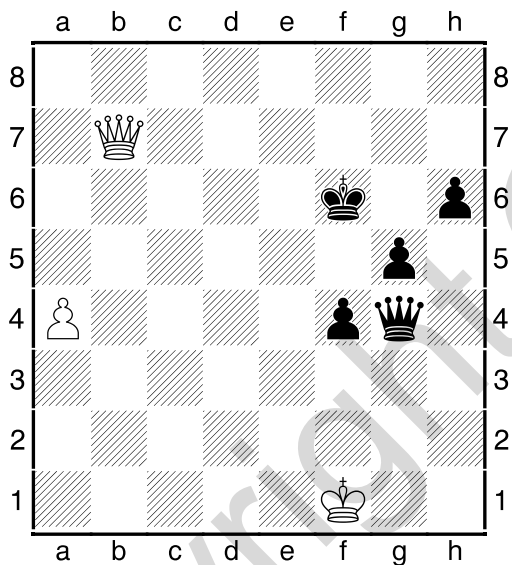
The main reasons are:

1. Even GMs don't have sufficient technical knowledge in pawn endgames.
2. Wrong evaluation of exchanges.
3. Bad knowledge of the special methods in pawn endings.

□ **Papin Vasily**

■ **Nechepurenko Roman**

St Petersburg 2008 ○



Sometimes players try to transfer into a pawn endgame automatically, overlooking the hidden resources.

65. ♖b6+ ♜e6??

Black just think about material advantage, but in queen endings passed pawns are much more important!

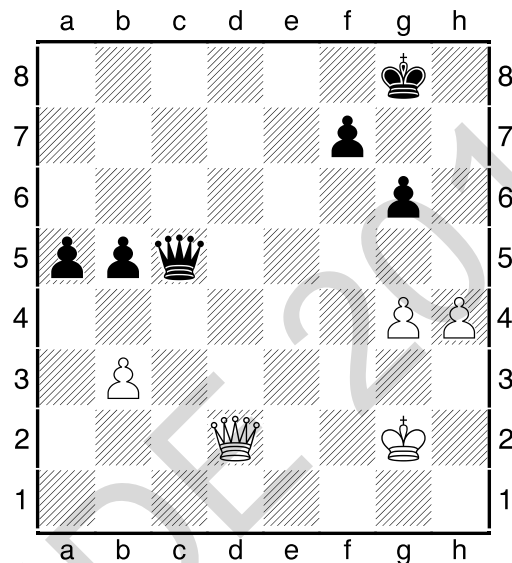
66. a5!

1-0

□ **Bilek Istvan**

■ **Flesch Janos**

Budapest 1953 ●



1... ♜b4??

This move destroys Black's extra pawn advantage, as such doubled pawns are completely useless. On the other side White will be able to create a distant passed pawn, which will deflect the opponent's king.

2. ♜xb4 axb4 3. ♔f3 ♜g7 4. ♔f4 f6 5. ♔e4 ♜f7 6. ♔d5 ♜e7 7. h5!

Decisive action started!

7... f5 8. h6 ♜f6 9. g5+!

The only move as the exchange on f5 led just to a draw.

9... ♜f7 10. ♔c5

White's king will be in the square of the f-pawn after capturing both black pawns.

1-0

□ **Beliaevsky Alexander**

■ **Sveshnikov Evgeny**

Novi Sad 1979 ○

(see next diagram)

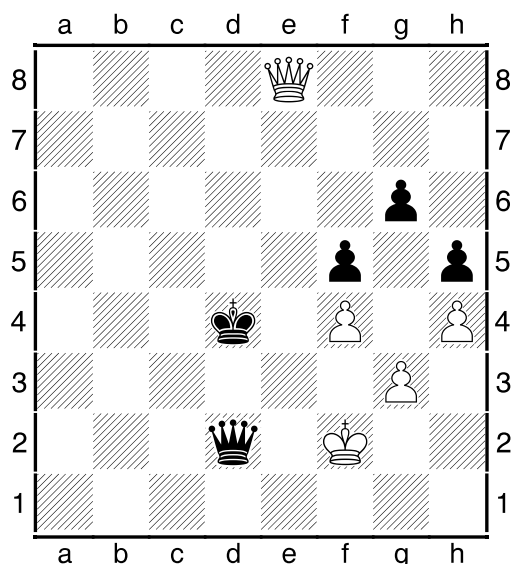
68. ♜e2??

68. ♔f3 was keeping simply the draw.

68... ♜c3! 69. ♜f1 ♜xe2+ 70. ♜xe2 ♜c2 71. ♜e3

71. ♜e1 ♜d3 72. ♜f2 ♜d2 73. ♜f3 ♜e1

74. ♜e3 ♜f1 75. ♜f3 ♜g1 was winning.



71...♔d1 72.♔d4 ♕e2 73.♕e5 ♖f3
74.♖f6 ♗xg3 75.♗xg6 ♔g4!

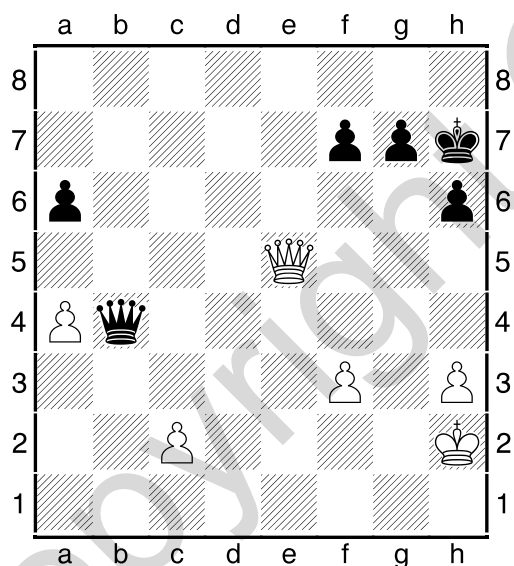
A typical zugzwang manoeuvre - White can't win any of the black pawns.

0-1

□ Al Modiahki Mohamad

■ Barua Dibyendu

Tehran 1998 ○



40.♚e4+?

White decided to transfer into a pawn endgame, considering his passed c-pawn a major asset. But in pawn endings, in many cases the quantity of pawn weaknesses, the so called islands, is much more important. 40.♚f5+ ♔g8 41.♚c8+ ♔h7 42.♚f5+ was necessary to secure the draw.

40...♚xe4 41.fxe4 ♔g6 42.♔g3 ♖f6

43.♔f3

In case of 43.♔f4 g5+ 44.♔g4 ♔e5 45.♔h5 ♗xe4 46.♔xh6 f5 47.♔xg5 f4 was winning.

43...♔e5 44.♔e3 g5 45.c4 ♔d6 46.♔d4 f6 47.a5 h5

White has no chances to fight successfully Black's passed pawn on the kingside.

48.c5+ ♔e6 49.♔e3 ♔d7 50.♔d4 h4 51.e5

51.♔e3 ♔c6 52.♔f3 ♗xc5 53.♔g4 ♔b4

54.♔f5 ♔xa5 55.♔xf6 g4 56.e5 gxh3 57.e6

h2 58.e7 h1♚ 59.e8♚ ♚f1+

led, like in many cases, to a new queen endgame, now with two extra black pawns. Plus Black starts to check, that is another important advantage.

51...fxe5+ 52.♔e4 g4

0-1

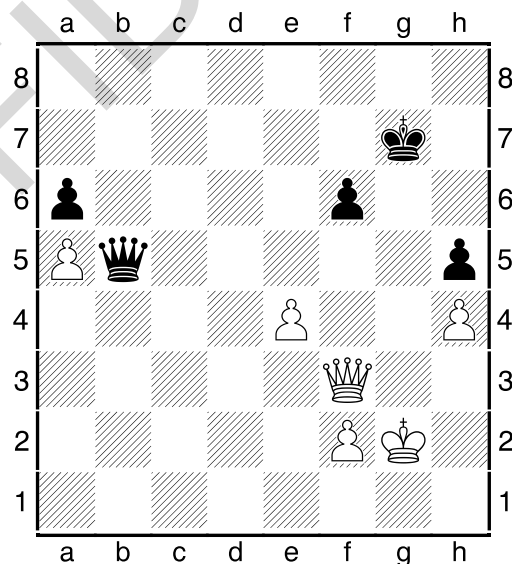
0-1

0-1

□ Beliavsky Alexander

■ Nikolic Predrag

Belgrade 1987 ○



66.e5!?

White's only chance is to create for his opponent a difficult choice – allow the exchange into a pawn ending or face some problems with his king.

66...♚xe5?

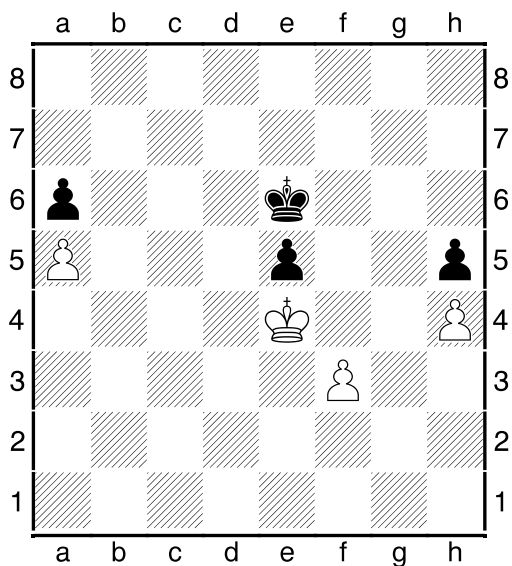
Correct was to keep the queens on the board, as the black queen can help to defend her king easily. But the pawn ending is lost: 66...fxe5 67.♚xh5 ♚xa5 68.♚g5+ ♔h7 69.h5 ♚d5+ 70.♔g3 ♚e6.

67.♚g3+!! ♔f7

Or 67...♚xg3+ 68.♔xg3 ♔f7 69.♔f4 ♔e6

70.♔e4 f5+ 71.♔f4 ♔f6 72.f3 +-.

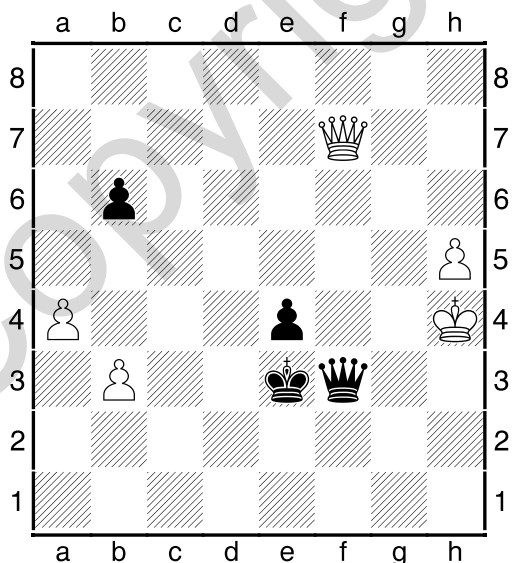
68. ♖xe5 fxe5 69. ♔f3 ♕e7 70. ♔e4 ♕e6
71. f3! (D)



This reserve tempo is important as always. With its help White wins the opposition and later will easily win the pawn on h5, then come to the other side, winning the a5-pawn, as the black king will be too far away. The rest of the game was not that difficult...

71... ♕f6 72. f4 exf4 73. ♔xf4 ♕g6 74. ♔e5 ♕h6 75. ♔f6 ♕h7 76. ♔g5 ♕g7 77. ♔xh5 ♕h7 78. ♔g5 ♕g7 79. ♔f5 ♕h6 80. ♔e5 ♕h5 81. ♔d6 ♕xh4 82. ♔c6 ♕g4 83. ♔b6 ♕f5 84. ♔xa6 ♕e6 85. ♔b7
1-0

□ Pilnik Herman
■ Olafsson Fridrik
Reykjavik 1957 ○



60. ♖c7 ♗f4+??

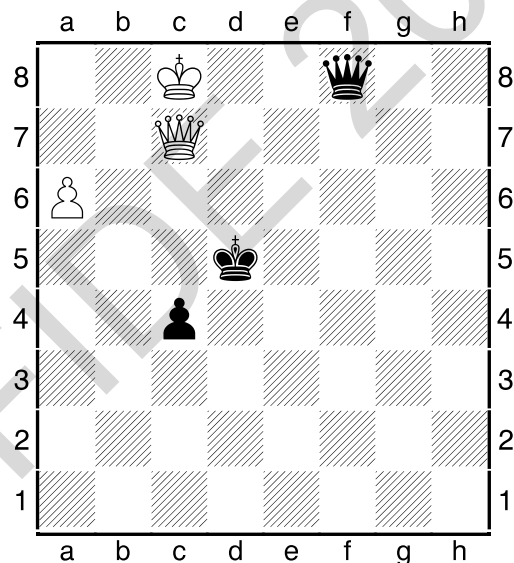
There were a few possibilities for Black to make a draw with perpetual.

61. ♖xf4+ ♕xf4 62. ♔h3! ♕f3 63. h6 e3
64. h7 e2 65. h8 ♖ e1 ♗ ♖f8+

And after the exchange of queens, the ending is easily winning for White with his pawns.

1-0

□ Jirasek Pavel
■ Kaphle S.
Pardubice 2007 ○



The position is drawish, but White dreams about the possibility of exploiting his more advanced pawn. As usually happens, he is losing his way blinded by his emotions and hands the full point to his opponent! Chess is a logical and not an emotional game...

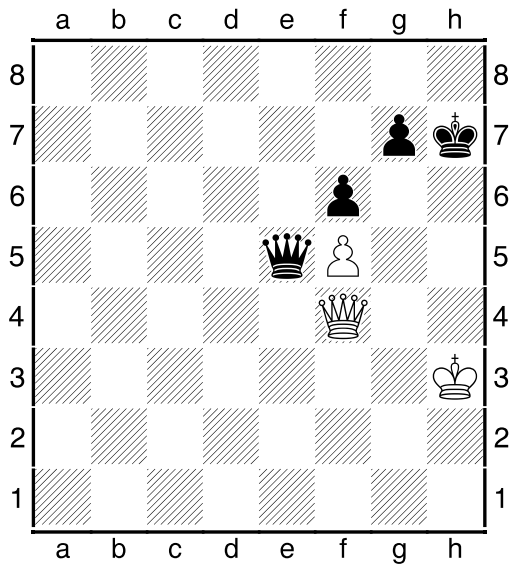
78. ♖d8+??

78. ♔d7? ♗f5+ 79. ♔e7 ♗e6+ 80. ♔f8 ♗xa6 -+ and after 78. ♔b7 ♗b4+ 79. ♔a8 c3 80. ♗b7+ ♗xb7+ 81. axb7 c2 82. b8 ♗c1 ♗ = is a clear draw.

78... ♗xd8+ 79. ♔xd8 ♕c6!

And White realized that it is not possible to stop the enemy pawn: 79... ♕c6 80. ♔c8 ♕b6 81. ♔b8 ♕xa6 -+. White just counted on 79... c3?? 80. a7 c2 81. a8 ♗+ +-.
0-1

□ Beni Alfred
■ Pilnik Herman
Marianske Lazne 1956 ○



A lot of moves are good for an easy draw.

99. ♖xe5

Risky. Two other continuations could reach the draw: 99. ♖g4 and 99. ♖h4+ ♗g8 100. ♖c4+ ♗f8 101. ♖c8+ ♗e7 102. ♖b7+ ♗d6 103. ♖xg7 ♖xf5+ 104. ♖g2.

99... ♗xe5 100. ♖h4 ♗g8 101. ♖h5?

Correct square - wrong timing. Necessary was 101. ♖g4 ♗f8 102. ♖h5 ♗f7 103. ♖g5 ♗e7 104. ♖g6 ♗f8 105. ♖h5 =.

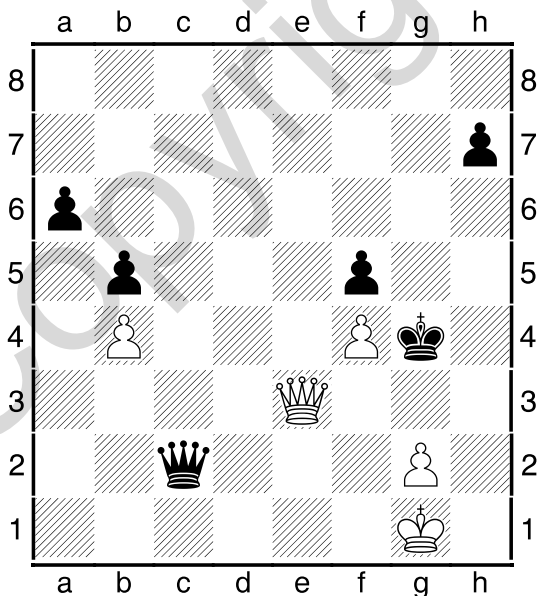
101... ♖f8 102. ♖g4 ♗e7 103. ♖f3 ♗d7 104. ♖g4 ♗d6

0-1

□ **Malakhatko Vadim**

■ **Galinsky Timofey**

Kiev 2000 ●



51... ♙e4

A completely correct way to realize the material advantage – by exchanging queens.

52. ♖xe4 fxe4 53. g3 h5?

With this move Black throws the win away. Correct was to go for a new queen ending, as so often, from one queen endgame to another by way of a pawn ending: 53...a5! 54.bxa5 b4 55.a6 b3 56.a7 b2 57.a8 ♖ b1 ♖+ 58. ♖f2 ♖c2+ 59. ♖e3 (59. ♖f1 ♖d3+ 60. ♖e1 ♖f3 61. ♖a2 ♖e3+ 62. ♖d1 ♖g1+ 63. ♖c2 ♖f2+ 64. ♖b3 ♖xa2+ 65. ♖xa2 e3 -+ ; 59. ♖e1 ♖f3 60. ♖a3+ e3 61. ♖a8+ ♖xg3 62. ♖g8+ ♖h2 -+) 59... ♖d3+ 60. ♖f2 ♖xg3+.

54. ♖f2 e3+?

And this throws the game away - Black could hold easily the draw: 54...h4! 55.gxh4 ♖xf4 56.h5 ♖g5 57. ♖e3 ♖xh5 58. ♖xe4 ♖g5 59. ♖d5 ♖f6 60. ♖c5 ♖e6 61. ♖b6 ♖d7 62. ♖xa6 ♖c7 63. ♖xb5 ♖b7 =.

55. ♖xe3 ♖xg3 56. f5 h4 57. f6 h3 58. f7 h2

59. f8 ♖ h1 ♖ 60. ♖f4+ ♖h3 61. ♖h6+ ♖g2

62. ♖xh1+

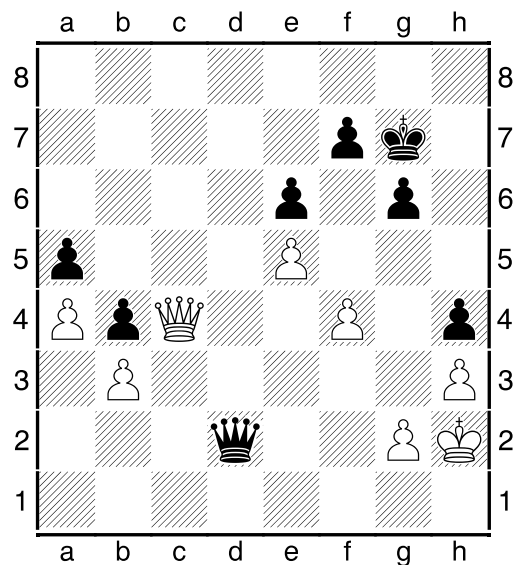
62. ♖g5+ ♖f1 63. ♖f5+ ♖g2 64. ♖g4+ ♖h2 65. ♖f2 +-.

62... ♖xh1 1-0

□ **Mihaljcisin Mihajlo**

■ **Timman Jan**

Banja Luka 1974 ●



38... ♖c3!

A typically advantageous exchange offer - White has to leave the strong position on c4

and Black wins the important pawn on b3.

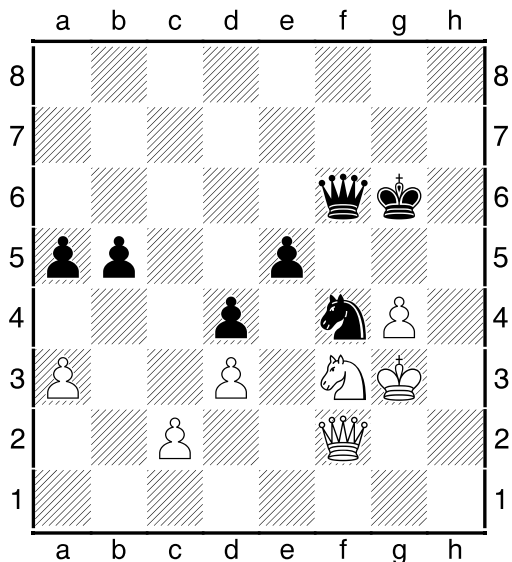
39. ♖b5 ♜xb3 40. ♖xa5 ♜c4!

0-1

□ Borisenko

■ Zvorykina Kira

Soviet Union 1964 ○



Here is a more complicated case with additional knights on the board. The pawn endgame with the extra passed pawn looks to be completely winning for White, but White did not consider such important features of the technique of pawn endings, as breakthrough and zugzwang.

1. ♖xe5+ ♜xe5 2. ♜xf4 ♜xf4+ 3. ♖xf4 a4 4. ♖e4 b4 5. ♖xd4 bxa3 6. ♖c3 ♖g5 7. d4 ♖xg4 8. d5 ♖f5

The white pawn will be stopped, and the white king will be forced to allow the black pawn to go forward, because of zugzwang.

0-1

□ Martinez Porras Ingrid Lorena

■ Milligan Helen

Turin 2006 ●

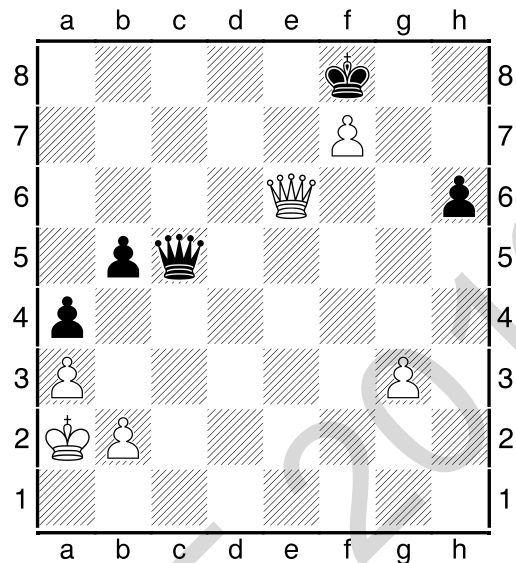
(see next diagram)

61... ♜c4+?

61... ♖g7! was necessary, with decent drawing chances, as the white queen has to control the c4-square, from which the opponent otherwise has a perpetual.

62. ♜xc4 bxc4 63. ♖b1 ♖xf7 64. ♖c2 ♖f6

65. ♖c3 ♖f5 66. ♖xc4 ♖g4 67. b4 axb3



68. ♖xb3 ♖xg3 69. a4 h5 70. a5 h4 71. a6 h3 72. a7 ♖g2 73. a8 ♜+ ♖g1 74. ♜g8+ ♖h1 75. ♖c3?

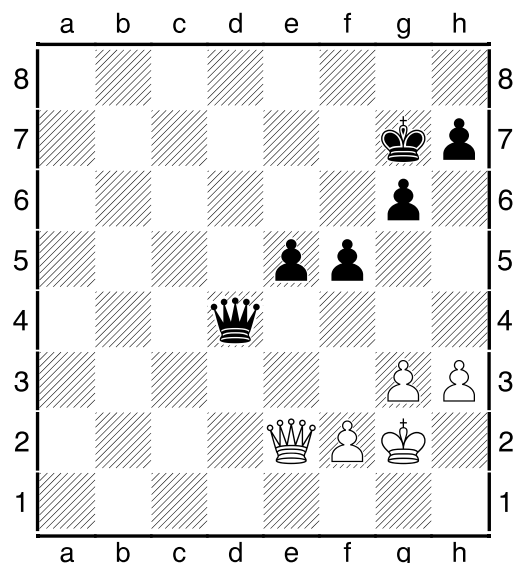
The white king is out of the winning zone. White could win by 75. ♜c4 ♖g2 76. ♜g4+ ♖h2 77. ♖c2 +.

75...h2 76. ♜h7 ♖g1 77. ♜g6+ ♖h1 78. ♜h5 ♖g1 79. ♜g4+ ♖h1 80. ♜e2 ♖g1 81. ♜g4+ ♖h1 82. ♜d1+ ♖g2 83. ♜g4+ ½-½

□ Uhlmann Wolfgang

■ Drimer Dolfi

Leipzig 1960 ●



37...f4

Black did not go into the pawn endgame, as he did not see the manoeuvre at the end of

the variation: 37...♖e4+ 38.♗xe4 fxe4
39.♔f1 ♔f6 40.♔e2 ♔e6 41.♔d2 ♔d5
42.♔e3 h6 43.h4 h5 44.♔e2 ♔d4 45.♔d2
e3+ 46.fxe3+ ♔c4! winning.

38.gxf4 ♗xf4 39.♗c2 e4 40.♗c3+ ♔h6
41.♗c8 ♔h5 42.♗d7 h6 43.♗e6 ♗f5
44.♗b3 ♗g5+ 45.♗g3?!

If 45.♔h2 ♔h4 46.♗c3 ♗f4+ 47.♔g2
♗f3+ 48.♗xf3 exf3+ 49.♔xf3 ♔xh3 is
hopeless for White.

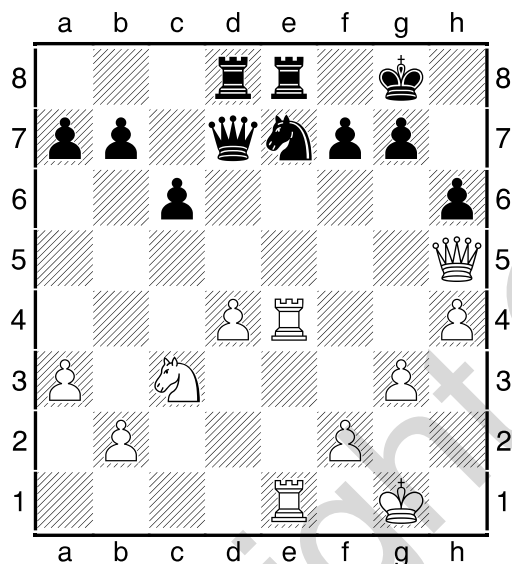
45...♗xg3+ 46.♔xg3 ♔g5 47.f3 e3 48.f4+
♔f5 49.♔f3 e2 50.♔xe2 ♔xf4 51.♔f2 g5
52.♔g2 h5 53.♔f2 h4

0-1

□ Salov Valery

■ Short Nigel

Linares 1992 ●



25...♘d5??

Looks so natural, but the retreat was correct:

25...♘c8! =.

26.♖xe8+!

Not 26.♘xd5? ♖xe4 27.♘f6+ gxf6

28.♖xe4 ♔g7 ∞.

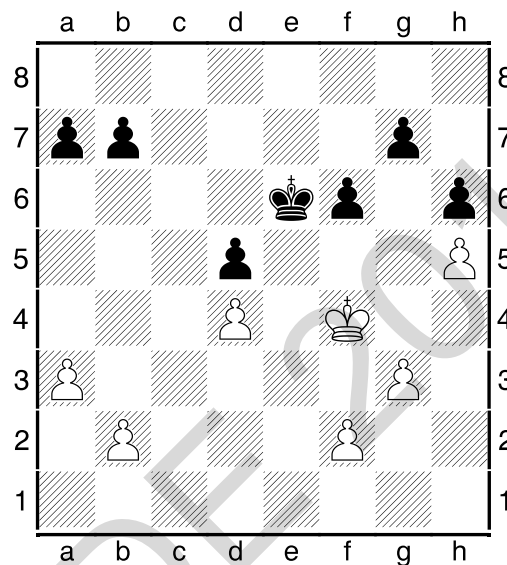
26...♖xe8 27.♖xe8+ ♗xe8 28.♘xd5 ♗e1+
29.♔g2 ♗e4+ 30.♗f3 ♗xd5

It does not help to transpose to the pawn
ending by 30...cxd5 31.♗xe4 dxe4 32.g4
♔h7 (32...g5 33.hxg5 hxg5 34.f3) 33.h5! g6
(33...g5 34.f3) 34.d5 ♔g7 35.g5!.

31.♗xd5 cxd5 32.♔f3 f6 33.h5 ♔f7
34.♔f4 ♔e6 (D)

There is no hope left: 34...g6 35.a4 a5 36.f3

♔g7 37.hxg6 ♔xg6 38.g4 f5 39.♔e5! fxg4
40.fxg4 ♔g5 41.♔xd5 ♔xg4 42.♔e5 h5
43.d5 h4 44.d6 h3 45.d7 h2 46.d8 ♗h1 ♗
47.♗g8+!.



35.g4 a6 36.a4 a5 37.b3 b6 38.f3 ♔e7

Or 38...f5 39.g5.

39.♔f5 ♔f7 40.f4 g6+ 41.hxg6+ ♔g7

42.♔e6 ♔xg6 43.f5+ ♔g5 44.♔f7 ♔xg4

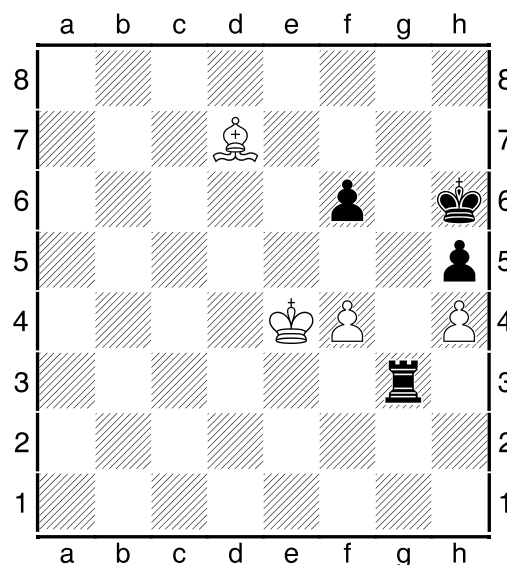
45.♔xf6 h5 46.♔e5

1-0

□ Mikhalchishin Adrian

■ Kaidanov Gregory

Lvov 1987 ●



32...♖g4!

The only way to win this position is to return
the exchange, transferring into a pawn end-
game. Not correct was 32...♖g1 33.♔f3

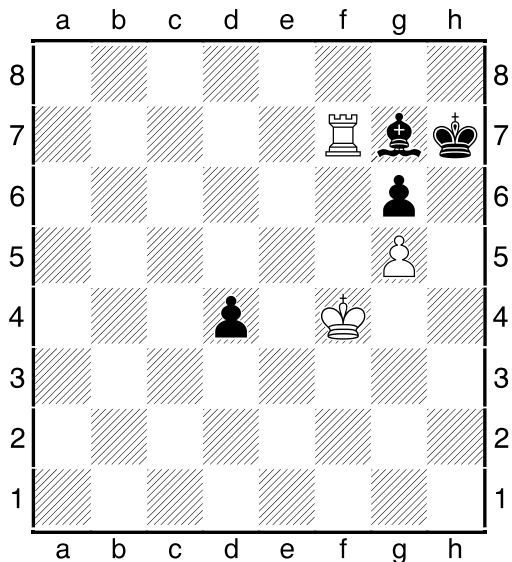
♖h1 34.♔g3 ♕g6 35.♙e8+ and White is still fighting...

33.♔f3 ♖xh4 34.♔g3 ♖h1 35.♙h3
 ♖xh3+ 36.♔xh3 ♕g6
 0-1

□ Kosintseva Nadezhda

■ Lomineishvili Maia

Dresden 2008 ○



But not all are performing it correctly!

69. ♖d7??

69.♔e4 ♕g8 70.♖xg7+! ♔xg7 71.♔xd4
 ♕f7 72.♔d5! (diagonal opposition)
 72...♔e7 73.♔e5 ♕f7 74.♔d6 ♕g7
 75.♔e7 and White outflanks the black king
 and wins the g6-pawn with a theoretically
 winning position.

69...♔g8 70.♔e4 d3! 71.♖xd3 ♙b2

Now we have another famous theoretical
 position - this is a draw!

½-½

□ Ivanchuk Vassily

■ Wang Yue

Sofia 2009 ○

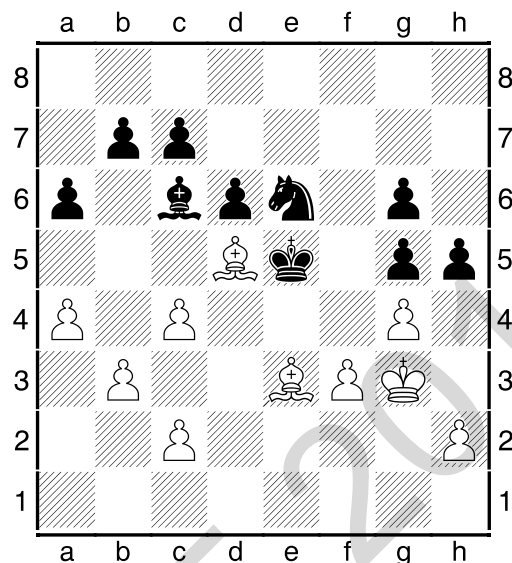
(see next diagram)

44. ♙xg5??

Correct was 44.♙xe6 ♕xe6 45.♙xg5 hxg4
 46.♔xg4 ♙e8 47.♙d8 c6 48.♔g5 although
 it was not enough to win, but White over-
 looked an incredible resource in the pawn
 ending.

44...♙xd5 45.f4+ ♔e4 46.cxd5 ♘xg5

47.fxg5 h4+!!



This pushes White's king out of the game.

48.♔xh4 ♕f3 49.b4 b5 50.a5 ♕g2 51.h3
 ♔h2

Now White is completely locked up and is
 forced to sacrifice pawns, but Black will
 mate his opponent's jailed king.

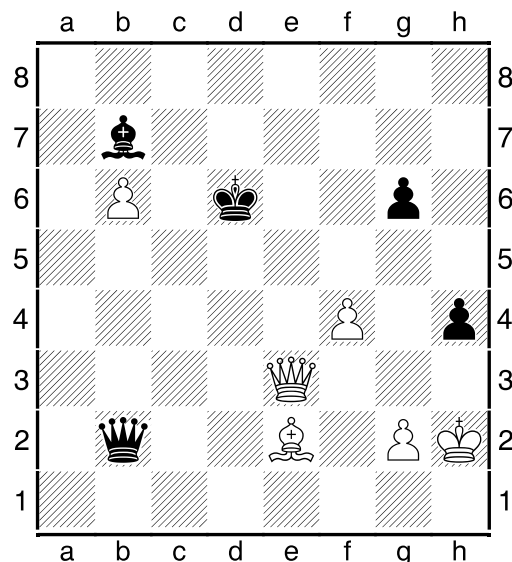
52.c4 bxc4 53.b5 c3 54.bxa6 c2 55.a7 c1♕
 56.a8♖ ♖e1 #

0-1

□ Geller Efim

■ Fischer Robert James

Havana 1965 ○



53.♙f3 ♙xf3 54.♖e5+! ♖xe5 55.fxe5+
 ♔xe5 56.gxf3 ♔d6 57.f4

A well calculated tactical transposition into a
 pawn endgame. 1-0

Opposite-coloured Bishops

Artur Jussupow

Concept

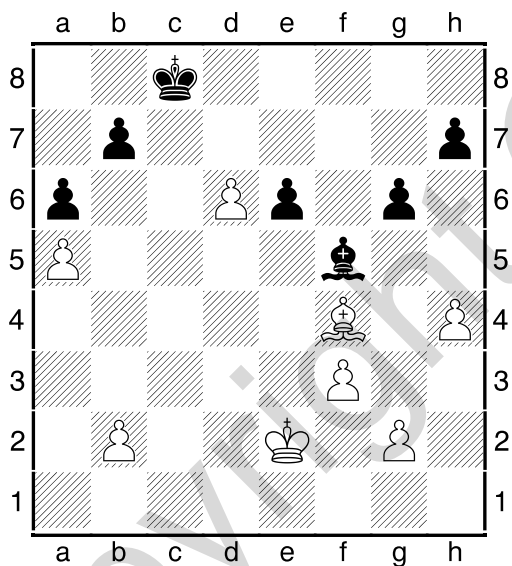
In the 8th game of the FIDE World Championship match in Sofia 2010 between Topalov and Anand, a very interesting endgame with opposite-coloured bishops arose. In a difficult situation, Anand gave up a pawn and went for this ending, hoping that a drawing tendency of this type of endgame would save the day.

This dramatic game was of course already analysed (for example in the article of Jan Timman in 'New In Chess' magazine 4/2010), but it is so instructive, that I would like to come back to it.

□ Topalov Veselin

■ Anand Viswanathan

Sofia 2010 •



In his comments to the game Jan Timman stresses the importance of the right division of the roles between the king and the bishop: 'In the endgames with opposite-coloured bishops, it is often of great importance for the defender to determine exactly which roles the king and bishop are going to play'. I think the picture would be more clear, if we speak instead about the two different types of fortress, which the defender can build. For the less experienced player it would be very use-

ful to refer to the book of Mark Dvoretsky 'Endgame Manual'. According to Dvoretsky, building a fortress is the main theme of opposite-coloured bishop endings: 'The weaker side strives to create one, the stronger side strives to prevent its formation, or (if it already exists) to find a way to break through it'.

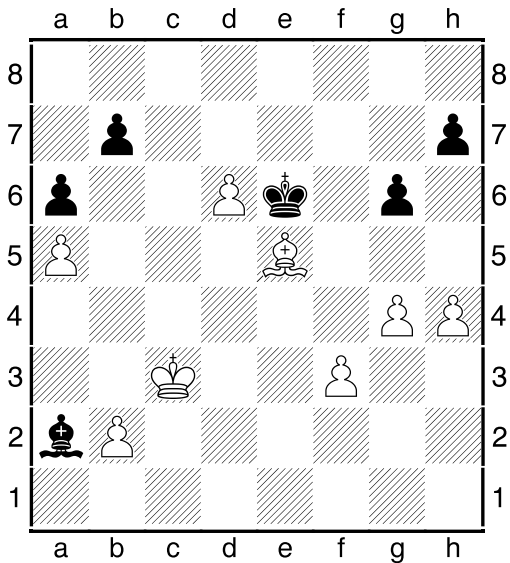
34...♔d7?

At first glance Black is trying to build a fortress of the first type (usually more safe), where the king blockades the opponent's passed pawn and the bishop protects its own pawns. As we know from endgame theory, 'attempts to destroy this fortress are linked to the creation of a second passed pawn' ('Build Up Your Chess', Volume 3). Two factors are very dangerous for Black in this position: the weakness of h7 and the good position of the white pawns on the light squares f3 and g2 (for the active side it is important to leave some pawns on the opposite-coloured squares to avoid a blockade). We will see that the fortress of the first type fails in this position. But since this fortress is not working, it was more precise to start with the regrouping of the bishop to a better position: 34...♖c2! 35.♔e3 ♔d7 =. Black is aiming for a fortress of the second type, with the bishop stopping the passed pawn and the king playing a more active role, defending its pawns and fighting against the opponent's king.

35.♔e3?

As Timman showed, White could have played the more dangerous move 35.♔d2! to control the square c2. White would bring his king to e5 (via c3-d4), winning an important tempo: 35...♔e8 (35...e5 is typical for opposite-coloured bishops endings: the nuances of the position are often more important than the material. But it seems that White can win this position also after the pawn sacrifice: 36.♖xe5 ♔c6 [36...♖e6 37.♔e3 ♖c4 38.♔f4 ♖f1 39.g3 ♖e2 40.♔g5 ♖xf3

41. ♖h6 +- Timman ; 36... ♖e6 37.g4 ♘b1
38. ♖c3 ♘a2 (D)



39.b3! ♘b1 40. ♘g3 {zugzwang} 40... ♖d7
41. ♖d4 ♖e6 42. ♖c5 ♖d7 43. ♖d5 ♘d3
{43... ♘c2 44. ♖e5 ♘d1 is the same}
44. ♖e5 ♘e2 {'pawn in the sights' - it is al-
ways useful to attack the pawns, if they all
move to the dark squares, we may be able to
blockade them} 45. ♖f6 ♘xf3 46.g5 ♘h5
47. ♖g7 ♖e6 48. ♖xh7 ♖d7 49. ♖g7 ♖e6
50. ♘e5 ♖d7 51. ♖f7 ♖d8 52. ♘f6+ ♖d7
53. ♘e7 ♖c8 54. ♖e8 ♘g4 55.h5! +- Tim-
man] 37. ♖e3 ♖d5 38. ♘h2 ♘d7 39. ♖f4
♖xd6 40. ♖g5+ ♖e6 41. ♖h6 ♖f7
42. ♖xh7 ♘b5 43. ♘e5 ♘f1 44.g3 ♘e2
45.f4 +-) 36. ♖c3 ♘b1 37.g4! (37. ♖d4 is
not effective: 37... ♘c2 38. ♖c5 [38. ♖e5
♖f7] 38... ♖d7 39. ♖b6 ♖c8 40.d7+ ♖xd7
41. ♖xb7 ♘d3 =) 37... ♘a2 (37... ♖d7
38. ♖d4 ♘c2 39. ♖e5 ♘d1 40. ♖f6 ♘xf3
41.g5 +-) 38.b3 ♘b1 39. ♖d4 ♘c2 40. ♖e5
♘b3 41. ♖f6 ♘d5 42.g5 (or 42. ♖g7 ♘xf3
43. ♖xh7 ♖f7 44.g5 [44.h5? gxh5 45.g5
♘e4+ 46. ♖h6 h4 47. ♘e5 h3 48. ♘h2 ♘d3
=]) 42... ♘xf3 43. ♖xe6 ♘g4+ 44. ♖f6 ♖d7
45. ♖g7 ♘e2 46. ♖xh7 ♘h5 47. ♖g7 ♖e6
48. ♘g3 ♖d7 49. ♖f7 (zugzwang) and White
wins as in Timman's line. The absence of the
b-pawn doesn't matter.

35... ♘c2!

With this move Anand switches to the sec-
ond fortress. The bishop would stop the d-
pawn and the king can meet the white king

on f7.

36. ♖d4 ♖e8! 37. ♖e5 ♖f7! 38. ♘e3

Or 38. ♘g5 ♘a4 =.

38... ♘a4

Black has successfully built a fortress of the
second type. As Dvoretsky stresses: 'At-
tempts to break down the second defensive
system invariably involve breaking through
to the passed pawn with the king (often after
a preliminary diversionary attack, and 'wid-
ening the beach-head' on the other wing)'.
39. ♖f4

Bringing the king to g5 is the first step in the
attempt to break through.

39... ♘b5

After 39... ♖f6 40. ♘d4+ it is interesting to
investigate 40...e5+ which gives Black's king
the important square e6 ('The nuances of the
position are more important than the mate-
rial'): 41. ♘xe5+ ♖e6 Timman thought that
White wins after 42. ♘c3 (I also don't see
how White wins after 42. ♖e4 ♘b5 43. ♖d4
[43.g4 ♘c6+] 43... ♘f1 44.g4 [44.g3 ♘g2
45.f4 ♘h3] 44... ♘e2 45. ♖e3 ♘d1 46.g5
♘b3 47. ♖d4 ♘d1 48.f4 ♘f3 =) 42... ♖xd6
43. ♖g5 ♖e6 44. ♖h6 ♖f7? (I think that
Black can hold after 44... ♘c2. For example
45. ♘e1 [45. ♖xh7 g5+ 46. ♖h6 gxh4
47. ♖g5 h3 48.gxh3 ♘d1 49.f4 ♘c2 = and
the bishop stops both pawns on the same
diagonal. 45.g3 ♖f7 46. ♖xh7 g5+ 47. ♖h6
gxh4 =] 45... ♘d3 46. ♖xh7 g5+ 47. ♖h6
gxh4 48. ♘xh4 ♘f1 49.g4 [49.g3 ♘e2 50.f4
♖f5 =] 49... ♘e2 50.g5 ♘xf3 51.g6 ♘e4 =)
45. ♖xh7 ♘c6 46. ♖h6 ♘d5 47.h5 gxh5
48. ♖xh5 +-). White king returns to e3 or f2
and White starts to move his passed pawns.
The presence of the pawns on the queenside
(especially the b-pawn) is vital. Black can't
rescue himself by giving up his bishop for
the two pawns and running to the corner a8
to claim the draw because of the wrong
bishop.

40. ♘c5

40. ♖g5 doesn't make a difference: after
40... ♘e8 41. ♖h6 ♖g8 42. ♘d4 ♘d7 43.g4
(43. ♘f6 ♘c6 44.f4 ♘d7 45. ♘g5 ♘c6
46.g4 ♘b5 47.h5 ♘e8 = [47...gxh5
48. ♖xh5 ♖g7 49. ♘d8 ♖f7 50. ♖h6 ♖e8

=] is not an improvement either) 43...♙c6 44.f4 ♘d7 45.♙e5 ♙c6 46.h5 gxh5 47.♙xh5 ♙f7 48.♙h6 Black could draw with 48...♙e4! =.

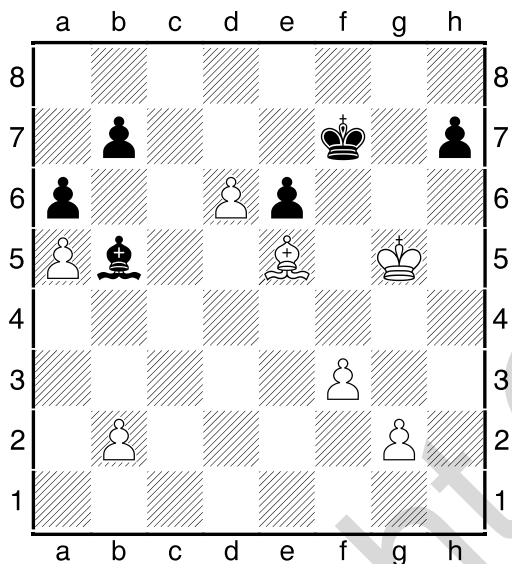
40...♙f6 41.♙d4+ ♙f7

As Timman showed 41...e5+ 42.♙xe5+ ♙e6 43.♙c3 (43.♙e4!?) 43...♙f1 leads to a draw. But there is no need to change the defence system yet.

42.♙g5 ♙c6 43.♙h6 ♙g8 44.h5 ♙e8!

The exchange on g6 would give White nothing.

45.♙g5 ♙f7 46.♙h6 ♙g8 47.♙c5 gxh5 48.♙g5 ♙g7 49.♙d4+ ♙f7 50.♙e5 h4 51.♙xh4 ♙g6 52.♙g4 ♙b5 53.♙f4 ♙f7 54.♙g5 (D)



I was following the game live on the Internet and was very much impressed by the skilful defence of Anand till this point. It seems that he discovered in time how White can break down the second fortress and is going to change the defensive system again! But all of a sudden he makes a huge blunder and ruins all previous efforts.

54...♙c6??

According to Anand he had a blackout and forgot about the idea with ♙g7 (see move 58). Now White wins with a typical breakthrough (see also the supplementary game Euwe,M-Yanofsky,D). To save the game Black should change his defensive system again. After the exchange of g- and h-pawns he can protect his h7 pawn with the bishop.

So it's time to return to generally more safe defence – the first fortress system. After 54...♙e8! 55.g4 ♙d7 56.f4 ♙d3 the only way to play for a win against the black fortress would be to try to organize a second passed pawn. But the pawns are near each other, so Black's defence is not very difficult. 57.f5 exf5 58.gxf5 h6+ 59.♙f6 ♙c2 60.♙h2 ♙d3 61.♙e5 h5 when White's play can be slightly improved with 62.f6 (62.♙f6 h4 63.♙g5 h3 64.f6 ♙e6 65.♙e5. In 'Chess Life' magazine [July 2010] there is a very strange quote of Anand, who thought that this position is lost for Black and gave the following moves: 65...♙b5 66.♙h4?? ♙d7 [66...♙xe5! wins for Black now, while 66...h2 draws easily] 67.♙g3 and here he saw Black in zugzwang. That is extremely strange since any normal move draws for Black. He doesn't even need to go for 67...♙e8 [67...♙f7 = is enough for a draw and at the proper moment Black would exchange pawns with ...h2] with the idea 68.♙xh3? ♙xe5 69.f7 ♙xf7 70.d7 ♙e6+ – +). Let's consider the worst case scenario: Black gives up his bishop for two passed pawns and his h-pawn is still on h4. It can happen after 62...♙g6 63.♙f4 (63.♙d5 ♙f7+ 64.♙c5 h4 65.♙b6 ♙d5 66.f7 ♙xf7 67.♙xb7 ♙c4 is a dead draw) 63...♙e8 (63...♙e6 64.♙g5 ♙f7 is more precise: 65.♙e5 ♙e8 66.♙h6 h4 67.♙g7 h3 = as here the black pawn reaches the h3-square) 64.♙g5 ♙e6 65.♙e5 ♙f7 66.♙h6 h4 67.♙g7 ♙h5 68.f7 ♙xf7 69.d7 ♙xd7 70.♙xf7. It looks like the maximum of what White can achieve in this endgame. But also here Black holds the draw: 70...♙c6 71.♙f6 (71.♙e6 h3 72.♙h2 b6 73.axb6 a5 74.♙f5 [74.♙e5 a4 75.♙d4 a3] 74...a4 75.♙g4 a3 and White has the wrong bishop 76.bxa3 ♙xb6 =) 71...b6 72.axb6 (72.♙g5 bxa5 73.♙xh4 a4 =) 72...a5! 73.♙g5 a4 74.♙xh4 a3 75.b3 ♙xb6 76.♙g4 ♙b5 77.♙c3 a2 78.♙f3 a1 ♙ 79.♙xa1 ♙b4 =.

55.♙h6 ♙g8 56.g4

Black resigned. After 56...♙b5 57.g5 ♙c6 58.♙g7! ♙e8 59.f4 Black is in zugzwang and must allow g6: 59...♙d7 60.g6 hxg6

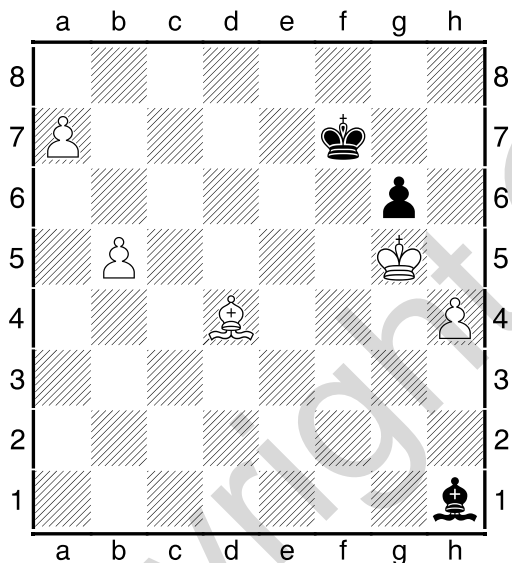
61. ♖xg6 +-. The way to the bishop is free now. Black's king is cut off and can't help in defence. A very interesting and instructive endgame.

1-0

Why did the World Champion fail to find the draw in this ending? I think it was not easy to defend. At the beginning, Black should switch from the first defensive system to the second, to discover how White intends to break through, and then switch back to the first defensive system in time! Anand saw the right idea, but failed to see that it is working!

In the two supplementary positions we will see the same winning idea as in the game in slightly different versions.

□ **Euwe Max**
 ■ **Yanofsky Daniel**
 Groningen 1946 ○



44. ♗f6!

Like 58. ♗g7! in Topalov's game, White cuts the black king off from the queenside in advance.

44... ♗g2

44... ♗e4 45. ♖f4 and ♖e5 +-.

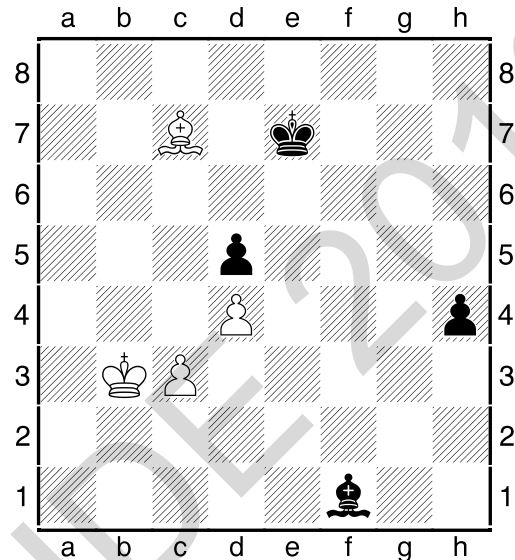
45.h5! gxh5 46. ♗f5

Black resigns. If 46... ♗h1, then 47. ♗h4 ♗g2 48. ♖e5 ♗h1 49. ♖d6 ♖e8 50. ♖c7 +-. Note how well White's bishop is positioned: he restrains the h-pawn and simultaneously deprives the enemy king of the squares e7

and d8 (the one-diagonal principle).

1-0

□ **Ghinda Mihail Viorel**
 ■ **Jussupow Artur**
 Dubai 1986 ●



51... ♗d3!

Cuts the enemy king off from the h-pawn. 51... ♖e6? was wrong because of 52. ♖c2 ♗f5 53. ♖d2 ♖g4 54. ♖e1 ♗c4 55. ♖f2 =.

52. ♗b2

If 52.c4 then 52...dxc4+ 53. ♖c3 ♖e6 54. ♗b8 ♖d5 55. ♗c7 h3 56. ♗e5 ♗f5 and after ... ♗e6 the black king is ready to move towards the h-pawn and his bishop protects its passed pawn and stops the enemy pawn on the same diagonal.

52... ♖e6 53. ♖c1 ♗f5 54. ♖d2 ♖e4 55. ♖e1 ♖f3

And Black wins. This is just an interesting variation of the original game.

0-1



Problems of Calculation

Artur Jussupow

Concept

In this survey I want to return to the World Championship match in Elista between Vladimir Kramnik and Veselin Topalov. Everybody remembers it, because of the controversy around the match and the accusations about the use of computers.

But the following game, and the big mistakes committed therein, just proves that the players were only human. It was interesting to see how the first game would influence Topalov.

Topalov tried so hard to win the first game that, in the end, he blundered and lost it. The general strategy to play many long games against Kramnik seems to be a good one: Kramnik's endurance never was his strong point. But perhaps Topalov was suffering from his lack of experience of world championship matches.

He repeated the same mistake Peter Leko made in Brissago two years ago: he and his team underestimated the pressure of the World Championship match. He should try to put Kramnik under pressure, but at the same time should be much more careful in the first games, in order to be able to adjust himself to the special atmosphere of World Championship match, which demands from players much more energy and concentration than normal games.

In the second game, the story repeated itself in a very dramatic way. Again Topalov was not able to finish the job, first spoiling a winning position and then didn't stop playing for a win, even when the position became dangerous for him too.

That is his style, he is a player without fear. That could be a very strong side, but as the more experienced in matches, Kramnik successfully demonstrated it could be turned into a weakness too.

Kramnik didn't play these two games better than his opponent, but he showed more psychological stability under pressure, although

he also was shaky on the second day.

In my comments, I have used some analysis of Inarkiev, Grischuk, Sakaev, Korotylev, Deviatkin and Svidler published on the Internet. Obviously all commentators were assisted by computer engines.

□ Topalov Veselin

■ Kramnik Vladimir

D19 Elista 2006

1.d4 d5 2.c4 c6

The 'Slav Defence' was hardly a surprise for Topalov, as Kramnik uses it with both colours.

3.♘c3 ♘f6 4.♗f3 dxc4

In the 4th game Kramnik switched to the 'Meran Variation' 4...e6, perhaps he wasn't very satisfied with the course of this game. But in the important 6th game he played 4...dxc4 again and already Topalov chose the other line (6.♗e5)!

5.a4 ♗f5 6.e3

6.♗e5 is another main line.

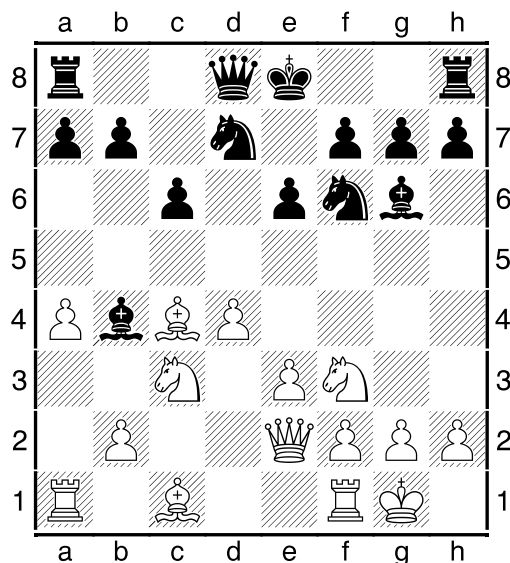
6...e6 7.♗xc4 ♗b4 8.0-0 ♗bd7

After 8...0-0 Black has to think of 9.♗h4.

9.♖e2

That most popular move prepares e4.

9...♗g6 (D)



The same position could be reached after

9...0-0 10.e4 ♖g6.

10.e4!?

The most principled move. White is ready to sacrifice the central pawn. The arising sharp position would certainly suit Topalov's style. That's why Kramnik chooses a very solid continuation.

10...0-0

10... ♗xc3 11.bxc3 ♘xe4 12. ♖a3 ♘.

11. ♗d3

Now White has to protect the e4-pawn.

11... ♗h5

This unpleasant pin forces White sooner or later to change the character of the game by playing e5. 11... ♖e8 or 11... ♗a5 are less popular alternatives.

12.e5

12. ♖f4 is the main alternative. But in modern games mostly 12.e5 is played, while in most lines White later plays e5 and then he doesn't need his bishop on f4.

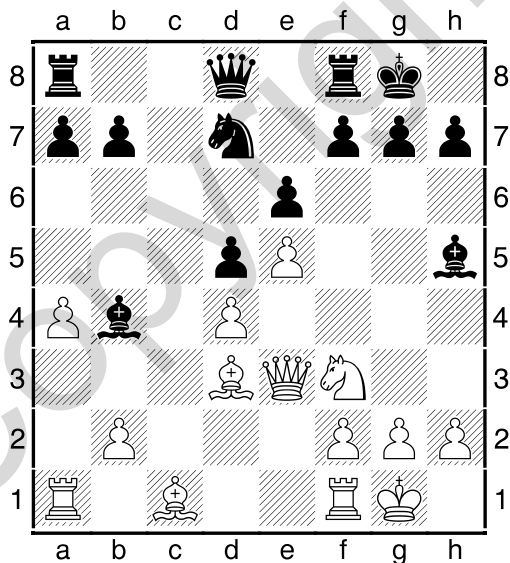
12... ♘d5 13. ♘xd5

13. ♘e4 is another possibility.

13...cxd5

Now the position resembles the 'French Defence' with Black's light-squared bishop nicely developed. Even if the position seems to be rather safe for Black, because of his space advantage White still can put some pressure on his opponent.

14. ♗e3 (D)



This move became popular after the famous game Gligoric,S-Smyslov,V Kiev 1959. It is

certainly logical to unpin the knight f3. We give here some of the most important ideas of this main line of the 'Slav Defence'.

14... ♗g6

14... ♗e7? was played by Smyslov, but after 15. ♘g5 h6 (15... ♗g6 loses to 16. ♗xg6 fxg6 17. ♗h3) 16. ♗h3! g6 17.g4! White got a big advantage, due to the power of his bishops (Gligoric,S-Smyslov,V Kiev 1959) ; 14...h6 15. ♘e1! ♗g6 is solid, but White can build some pressure, as in the game Bacrot,E-Gustafsson,J Germany 2004 (15... ♗xe1 was played by E.Bareev versus V.Kramnik in 1999 and White routinely took on e1, which gave him a rather small edge, but 16. ♗h3!? [16. ♖xe1 ±] was a very interesting option. 15...f5 was played in the important game B.Gelfand-J.Lautier Horgen 1994, where after 16.exf6 [16. ♗g3 and 16.f4 are the alternatives] 16... ♗xf6 17. ♗b5 ♘b8 [better was 17... ♘b6 and if 18.a5 then 18... ♗e8! 19. ♗xe8 ♘c4 20. ♗b3 ♗xe1] 18. ♘d3 a6 19. ♘b4 axb5 20.a5 White got the better pawn structure and a clear advantage) 16. ♗xg6 fxg6 17. ♘c2 ♗a5 (17... ♗e7!? Huebner) 18. ♗d3 ♖h7 19.f4 (19.b4!? ±) 19...a6 ±. 14... ♗e7 is a bit passive. White can play on the queenside after 15. ♗d2 as in Polugaevsky,L-Tan Lian Ann Manila 1976: 15... ♗g6 16. ♖fc1 ♘b8 17. ♗xg6 fxg6 18.b4 a6 19. ♖ab1 ♗d7 20. ♗c3 ♘c6 21.b5 ±.

15. ♘g5 ♖e8

A useful move with the aim of protecting the kingside with ... ♘f8.

16.f4

Topalov tries to attack on the kingside. An interesting idea was tried in the game Schirm,F-Balcerak,Ph Germany 2005: 16. ♗xg6 fxg6 17.a5. After the naive 17... ♗xa5 Black was smashed with 18. ♗f3 ♖e7?! 19. ♘xe6! ♖xe6 20. ♗xd5 +-. 17... ♘f8 18.a6 ♗b6 19. ♗d3 ♖ac8 20.h4 ♖c4 21.axb7 ♗xb7 22. ♗d2 as in Van Wely,L-Timman,J Wolwega 2006, looks like an equal position, although White managed to keep the initiative in the game. 17... ♖c8 could be an improvement.

16... ♗xd3

16... ♖c8 17.g4 f6 (a possible improvement for Black is 17... ♗xd3 18. ♕xd3 ♘f8!? and ...f6) was the game Pelletier, Y-Deviatkin, A Moscow 2005 and here White could try the sharp 18.f5 exf5 19.gxf5 ♘xe5 20. ♕h3. 16... ♘f8 was played in the game Donner, J-Teschner, R Bamberg 1968 and it looks solid: 17.g4 (17.f5!? exf5 18. ♗xf5 f6 19. ♕b3 ∞) 17... ♗xd3 18. ♕xd3 ♖c7 (18... ♖c8!?). But Kramnik chooses to block the kingside.

17. ♕xd3 f5!?

Now it looks like Black has solved most or even all of his problems, but Topalov finds some resources. 17... ♘f8 was not so good here because of 18.f5 ±.

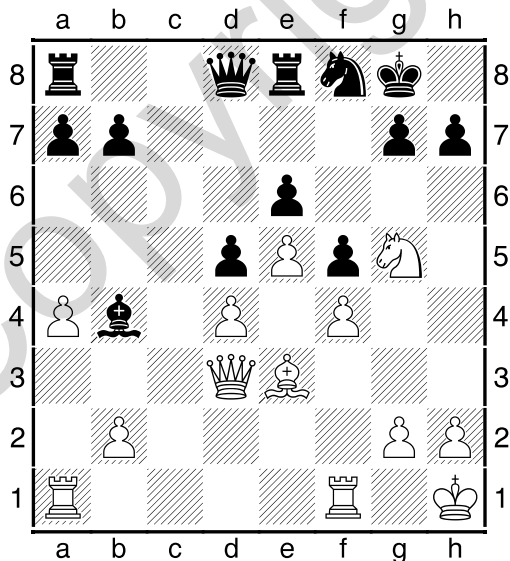
18. ♗e3

A solid developing move which just connects the rooks and improves the coordination of the pieces. If 18. ♕b5 then 18... a5 19. ♕xb7?! h6 20. ♘f3 ♘b6 21. ♕c6 ♘c4 and suddenly the white queen is in danger: 22.b3 ♖c8 23. ♕a6 ♖b8 (23... ♖a8 = is at least a draw) 24.bxc4 ♖b6 with the idea 25. ♕a7 ♖e7 ♣. 18.exf6 ♘xf6 19. ♗d2 ♗xd2 20. ♕xd2 h6 21. ♘f3 ♘e4 looks OK for Black and 18.g4 h6 19. ♘xe6 ♖xe6 20.gxf5 is an entertaining sacrifice, but certainly White prefers to prepare it first.

18... ♘f8

Kramnik consolidates the position on the kingside and waits for the opponent to show his plans.

19. ♖h1!? (D)



White is preparing the opening of lines on the kingside with the thematic advance g4 and therefore empties the g-file.

19... ♖c8?

Kramnik underestimates the danger of the opponent's plan. It is very natural to look for counterplay on the queenside, but it was more prudent to play 19... ♗e7 first to drive the white knight back: 20. ♘f3 ♖c8 =.

20.g4!

White looks for his chances for attack. If 20. ♖g1 then 20... ♗e7 and the knight should retreat: 21. ♘f3 ♕b6 =.

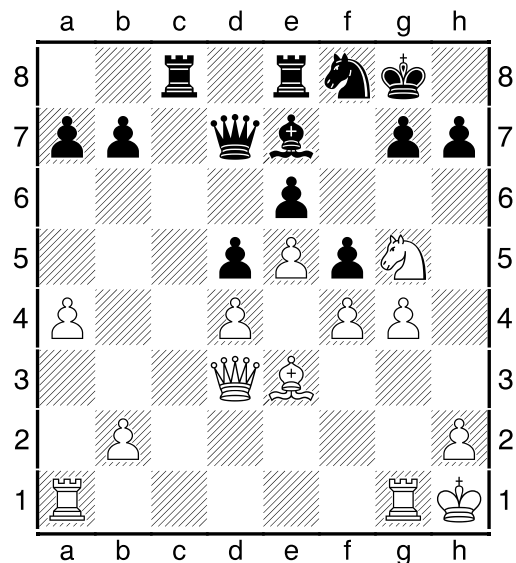
20... ♕d7!

A good defensive move. On 20... fxg4 White plays 21.f5 exf5 (21... ♗e7 22. ♘xe6 ♘xe6 23.fxex6 ± Deviatkin) 22. ♕xf5 (22. ♖xf5 is possible too) 22... ♕d7 23.e6 ♖xe6 24. ♘xe6 ♕xe6 25. ♕xe6+ ♘xe6 26. ♖f5 ±. 20...g6 21.gxf5 exf5 22. ♕b5 is unpleasant: 22... ♕a5 23. ♕xb7 ♖c7 24. ♕b5 ♕xb5 25.axb5 ♖b8 26. ♖fc1 ± and finally 20...h6 21. ♘xe6 ♖xe6 22.gxf5 ♖ec6 23. ♖g1 gives White some good possibilities for attack on the g-file.

21. ♖g1

White keeps his options open on the kingside. White doesn't get much after 21.gxf5 exf5 22. ♖g1 ♗e7 (22... ♖c6 23. ♖g2) 23. ♘f3 ♖c6 24. ♖g2 ♖g6 =.

21... ♗e7 (D)

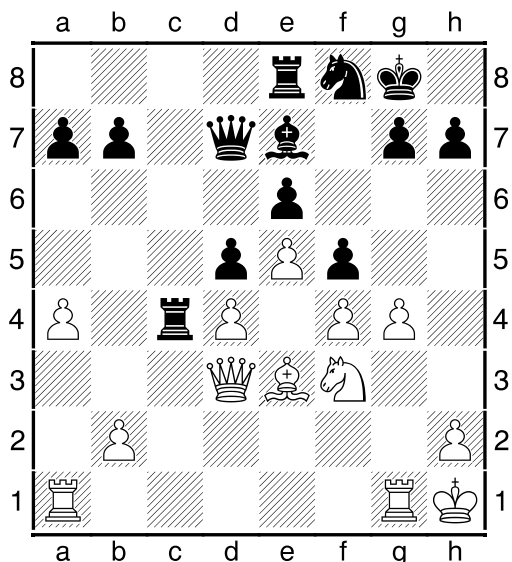


Better late than never! This strong knight should be driven back.

22. ♖f3

22. ♖xe6!? was interesting too. After 22... ♗xe6 (22... fxf4 23. ♖xg7 ♔xg7 24. f5 h5 25. h3) 23. gxf5 ♗a6 White can try 24. ♗d2! (24. ♗xa6 bxa6 25. f6 ♕xf6 26. exf6 ♗xe3 27. ♖xg7+ ♔h8 28. ♖ag1 ♖e6 ∞) 24... ♖ed8 25. ♗g2! ♗h6 26. ♖af1 with the idea ♖f3-g3 or ♖h3. White's attack looks very dangerous.

22... ♖c4 (D)



23. ♖g2!?

Topalov is ready to sacrifice his a4 pawn. Probably he already saw the queen sacrifice here. Another idea was 23. b3 with the following illustrative line: 23... ♖c6 24. gxf5 (24. ♖g2 ♖ec8 25. ♕d2 ♖g6 26. ♖ag1 ♖c2 ∞) 24... exf5 25. ♖g2 ♖ec8 26. ♖ag1 ♔h8 27. ♖xg7 ♖g6 ∞.

23... fxf4

Black starts a very risky operation and perhaps underestimates White's threats on the g-file. But it was hardly possible to see all tactical ideas at this point. He had some alternatives here: 23... ♖ec8!? 24. ♖ag1 ♖g6 25. h4 ♕f8 26. gxf5 exf5 27. h5 ♖e7 ∞ ; 23... ♖g6 (Svidler) 24. h4 ♕f8!?

24. ♖xg4 ♖xa4 25. ♖ag1 g6 (D)

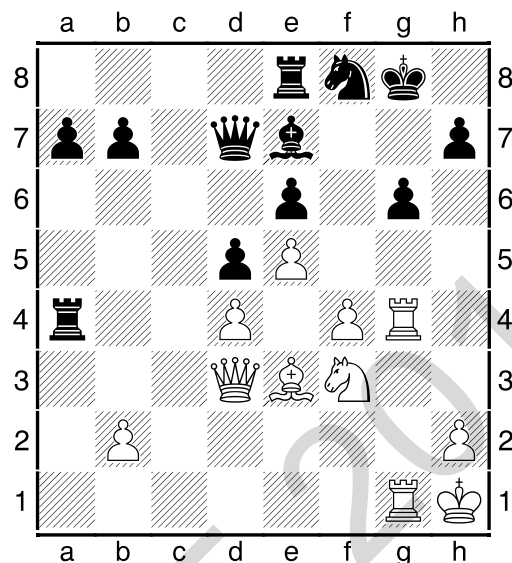
25... ♖g6 26. h4 ♕f8 27. ♖g5 +- Svidler.

(see next diagram)

26. h4!

A typical move. White wants to open the

kingside with h5.



26... ♖b4!

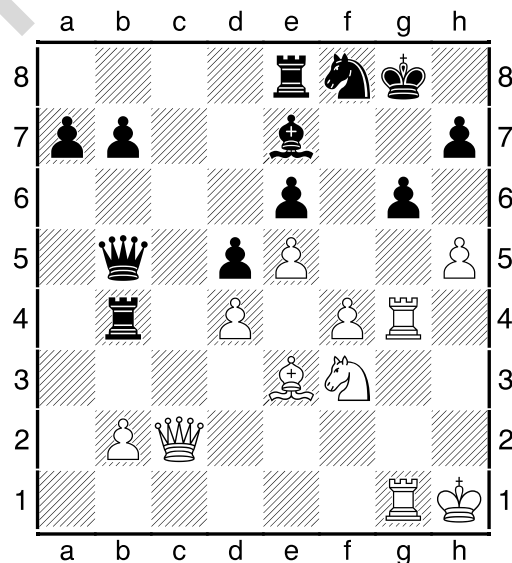
Black starts counterplay on the queenside.

27. h5 ♗b5

It looks like Black should be able to distract White from attacking on g6.

28. ♗c2! (D)

28. ♖xg6+? hxg6 29. ♖xg6+ ♔f7 -+.

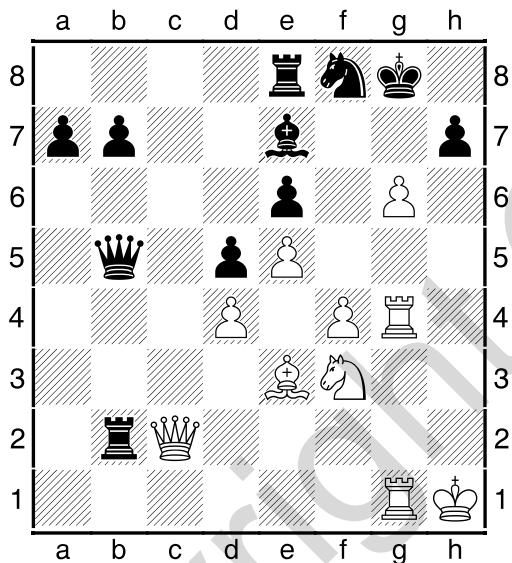


28... ♖xb2

As Kramnik mentioned during the press conference, he started to miss the opponent's resources here. The suggested improvement 28... ♖b3!? (with the idea ... ♗d3) probably doesn't solve all the defensive problems, as the following analyses demonstrate: 29. hxg6 h5 30. ♖4g2!? (30. g7 hxg4 [30... ♖d7 31. ♗g6 +- ; 30... ♖h7 31. ♗g6 +-] 31. gxf8 ♗+ ♔xf8 32. ♗g6 ♗d3! 33. ♗h6+

♔f7 34. ♖xg4 ♖g8 35. ♕h5+ ♔f8
 36. ♕h6± [or 36. ♖xg8+ ♔xg8 37. ♕e8+
 ♔f8 38. ♕xe6+ ♔h8 39. ♕f6+ ♔g8 =)]
 30... ♕d3 (30... ♖xe3 31.g7 ♕d3 [31... ♖h7
 32. ♕g6 ♕d7 33. ♕xh5 +-] 32.gxf8 ♕+
 ♔xf8 33. ♖g8+ ♔f7 34. ♖1g7 #) 31.g7
 ♖d7 (31... ♖h7!? 32. ♕c7 ♕c4 33. ♕xc4
 dxc4 34. ♖e2 ±) 32. ♕xd3 ♖xd3 33. ♖h2
 (33. ♖e2 ♖b6) 33... ♔f7 (33... ♖xe3
 34. ♖xh5 ♔f7 35. ♖h2!! +- [with the idea
 ♖g4-h6] 35... ♖g8 36. ♖g4 ♖xg7 37. ♖xe3
 +-) 34. ♖e2 (34. ♖xh5 ♖g8) 34... ♔g8
 (34... ♖g8 35.f5! exf5 36.e6+ ♔xe6
 37. ♔g5+ +-) 35.f5! (35. ♖g6!? Svidler)
 35... exf5 36. ♖h2 ♖xe3 (now 36... ♔f7 loses
 to 37. ♖xh5 ♖g8 38. ♖xf5+ ♔e6 39. ♖f4
 and ♖g6) 37. ♖xh5 ♔f7 38. ♖xf5+ ♔e6
 (38... ♔g8 39. ♖h5 ♔f7 40. ♖h2! +-)
 39. ♖f4 ± and ♖g6.

29.hxg6!! (D)



This brilliant queen sacrifice needed to be planned in advance.

29...h5!

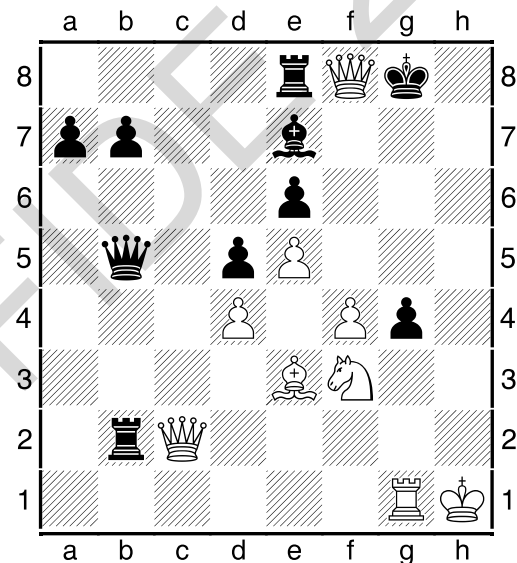
The only move. I think that Kramnik was using the method of eliminations now: it is impossible to calculate the right move, but we can eliminate all bad moves more easily! But if we use this method, it is of vital importance to see all candidate moves and ideas! Kramnik saw the queen sacrifice, but thought that he could play 29... ♖xg6? missing another queen sacrifice: 30. ♕xg6+!! (30. ♖xg6+? ♔h8! 31. ♕d1 hxg6 +-)

30...hxg6 31. ♖xg6+ ♔h7 32. ♖6g3 ♔h4
 (32... ♔f8 33. ♖h3+ ♔h6 34.f5 +-) 33. ♖h3
 +- 29... ♖xc2? loses to 30.gxh7+ ♔xh7
 31. ♖g7+ ♔h8 32. ♖g8+ ♔h7 33. ♖1g7+
 ♔h6 34.f5+ ♔g5 35. ♖xg5 ♕e2 (35... ♕f1+
 36. ♖g1 +- [36. ♖g1+ ♔h7]) 36. ♖5g6+
 ♔h7 37. ♖6g7 #.

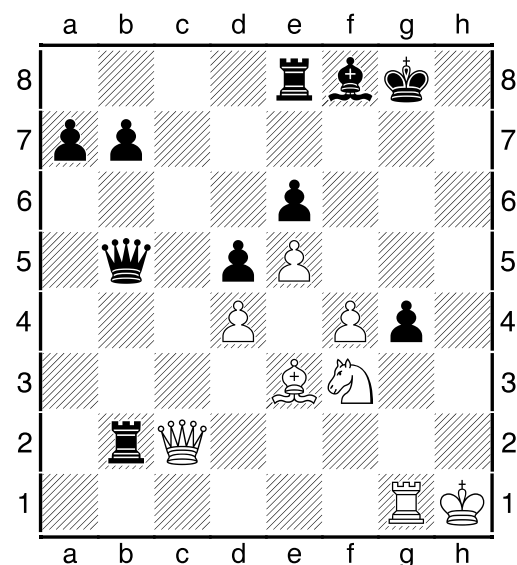
30.g7! hxg4!

30... ♖xc2? is bad because of 31.gxf8 ♕+
 ♔xf8 32. ♖g8+ ♔f7 33. ♖1g7 # and
 30... ♖d7? loses to 31. ♕g6 +- . If 30... ♖h7?
 then 31. ♕g6 hxg4 (31... ♔d8 32. ♕xh5)
 32. ♕xe6+ ♔xg7 33. ♕xg4+ +- .

31.gxf8 ♕+ (D)



31... ♔xf8?? (D)



After some good moves Kramnik collapses under the pressure and misses the only de-

fence here. He missed the idea ... ♘g5 in the line 31... ♔xf8 and eliminated the right move! Maybe, if he had started his calculations with the line 31... ♘xf8 he would have seen that it's not working! He should try 31... ♔xf8! 32. ♖g6 ♕e2 33. ♖xg4 ♘g5!! . A very difficult move which gives Black good chances to hold the position. I quote Svidler here: 34. ♜e1 (34.f5 ♜e7 -+) 34... ♖c2 35.fxg5 (35. ♖xg5 ♜e7 36. ♜c1 ♜h7+ [36... ♖h7+ 37. ♔g1 ±] 37. ♔g1 ♜g7 38. ♜xc2 ♜xc2 ♢ and the passers on the queenside are looking ominous) 35... ♔g7 (35... ♔e7) 36. ♜c1 ♜h8+ 37. ♔g1 ♜b1 38. ♜xb1 ♖xb1+ 39. ♔f2 ♜f8 and if Black somehow gets into an ending, his chances will be quite decent. If finally 31... ♜xf8?? then 32. ♖g6+ ♔h8 33. ♖h5+ ♔g8 34. ♜xg4+ +-.

32. ♖g6+??

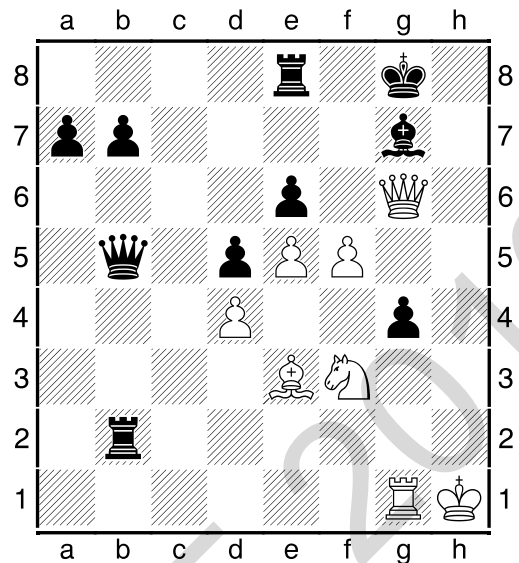
One of the critical moments of the game. In many lines White does go ♖g6, so probably Topalov only thought about this move, missing a rather simple alternative. It is important not to jump to conclusions and to keep an open mind! Two more lessons for us amateurs: 1) always look at the checks, 2) World Champions are also only human. In fact Topalov had more than enough time here. The right approach would be to double check the lines, just to be sure that he doesn't miss a strong candidate move here. Of course you may ask, how he should know that this was a decisive moment of the game? My answer would be that such a great attacking player should guess it! The winning line is quite simple: 32. ♜xg4+! ♘g7 33. ♖c7! (Kramnik missed this move too) 33... ♖f1+ 34. ♘g1 +- . Piece of cake, if you check ♜xg4+ more carefully.

32... ♘g7 33.f5! (D)

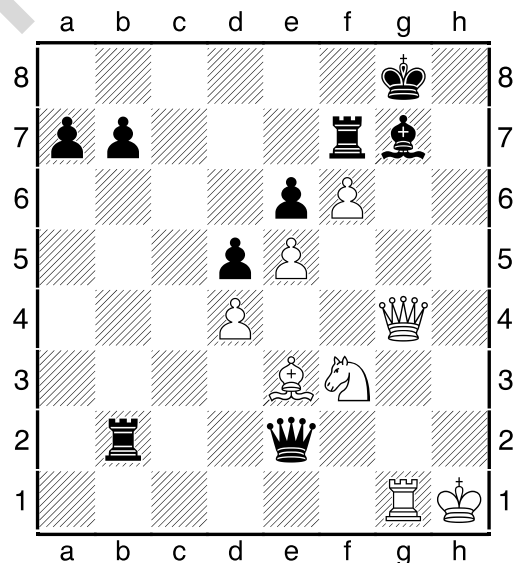
(see next diagram)

Topalov continues his attack. If he wanted he could here or later make an easy draw: 33. ♘g5 ♜e7 34. ♖h7+ ♔f8 35. ♖g6 ♕e2 36. ♘h7±. But such a notorious fighter cannot stop...

33... ♜e7!



Best defence. If 33...exf5 then White gets a winning attack: 34. ♘h6 ♖d7 35. ♘g5 ♜b6 36.e6 ♜exe6 37. ♖h7+ ♔f8 38. ♖h8+ ♔e7 39. ♖xg7+ ♔d8 40. ♘f7+ ♔c8 41. ♜c1+ ♔b8 (41... ♜bc6 42. ♖f8+ ♜e8 43. ♜xc6+ bxc6 44. ♘d6+) 42. ♘f4+ ♔a8 43. ♘d6!! +- . 34.f6! ♖e2! 35. ♖xg4 ♜f7 (D)



36. ♜c1?

Generally the defence is profiting from the exchange of pieces. Here White could win again but with some very difficult moves. I am quoting an excellent analysis by Svidler again: 36. ♖h5! a5 (36... ♖xe3 37. ♘g5 +- ; 36... ♜b3 37. ♜xg7+ ♜xg7 38.fxg7 ♜b1+ 39. ♘g1 ♔xg7 40. ♖g5+ ♔h7 41. ♖e7+ ♔h8 42. ♖f6+ ♔g8 43. ♖xe6+ ♔g7 44. ♖f6+ ♔g8 45.e6 +-) 37. ♜g3! (the diffi-

cult point. White threatens 38.fxg7 ♖xg7 39.♖e8+ ♔h7 40.♗h3#. Black can't defend against it.) 37...♗xe3 38.fxg7 ♖b1+ 39.♔h2 ♗b2+ 40.♔h3 ♗xg7 41.♘g5 ♗f4 42.♖e8+ ♗f8 43.♖xf8+ ♔xf8 44.♘xe6+ ♔f7 45.♘xg7 a4 46.♘f5 +-. Finally we must note 36.♙h6? ♗b3! =.

36...♗c2!

The only move again.

37.♗xc2

37.♗e1 ♗d3 38.♖h5 ♖e4 39.♙h6 ♖h7 40.♗g1 ♗c1! 41.♗xc1 ♖xh6 = most likely leads to a draw.

37...♗d1+

After 37...♗xc2!? White attacks with 38.♘g5.

38.♔g2 ♗xc2+ 39.♔g3

Even this position looks better for White. I give here just very condensed comments; for more information look at Svidler's comments on the Internet.

39...♖e4

According to Svidler, White has good chances to win after 39...♖f5 40.♖xf5 exf5 41.♘g5 ♗c7! 42.♔f4 ♗c3! 43.♙d2 ♗d3 44.♙e1!.

40.♙f4?

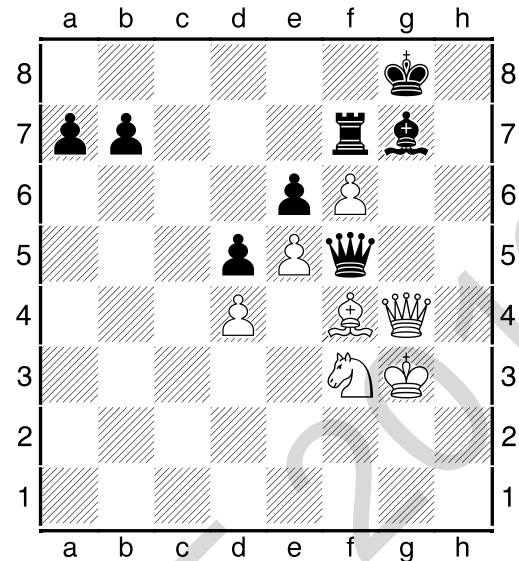
Very strong was 40.♖xe4 dxe4 41.♘g5 and now 41...♗d7 (41...♙f8 42.♘xe6 a5 [42...b5 43.♔f4! +-] 43.♘g5 ± ; 41...♙h6 42.♘xf7 ♙xe3 43.♘d8 a5 44.d5! +- ; 41...♙xf6 42.♘xf7 ♔xf7 43.exf6 ♔xf6 44.♔f4 +-) 42.fxg7 a5 (42...♗xg7 43.♔f4 ±) 43.♘xe6 ±.

40...♖f5 (D)

Reaching the time control. Although White still has the initiative, Black has got some trumps: his pawns can be very strong. Here Topalov starts to lose track. Perhaps it was better for him to look for a draw already. 40...a5!? 41.♘g5 ♖xd4 42.♖xe6 (42.♘xf7 ♖g1+ 43.♔h3 ♖xg4+ 44.♔xg4 ♔xf7 45.fxg7 b5) 42...♖g1+ 43.♔h4 ♖h1+ (43...♖e1+? [Svidler] 44.♔h5! [Jussupow] 44...♖h1+ 45.♔g6 ♖b1+ 46.♖f5 +-) 44.♔g4 ♖d1+ 45.♘f3 ∞.

(see next diagram)

41.♗xf5?



41.♘g5 ♗c7 42.♘xe6 ♗c3+ 43.♔h4 ♖h7+ 44.♔g5 ♙h6+ 45.♔h5+ ♙g7±.

41...exf5 42.♙g5?

The wrong plan. The bishop takes the knight's place. The knight was much more dangerous on g5. Better was 42.♘g5 ♗c7 43.♘e6 (or 43.fxg7 a5 44.e6 ♗xg7 45.♙c1 [45.♔h4!]) 45...b5 46.♔f4) 43...♗c3+ 44.♔h4 ♙xf6+ 45.exf6 ♔f7 46.♘c7 ♗c6 47.♙e5 a5 48.♔g5 a4 49.♘b5 f4 50.♔xf4 ♗a6 ♣.

42...a5 43.♔f4 a4 44.♔xf5 a3 45.♙c1

45.♘d2 a2 46.♘b3 ♗c7 ♣.

45...♙f8!?

A human defence. Only a computer can suggest 45...a2! 46.♙b2 ♙f8 47.e6 ♗c7 48.♘g5 ♙d6 49.♔g6 ♗c6 -+.

46.e6

46.♙xa3 ♙xa3 47.♔e6 b5 48.♔xd5 b4 49.♘d2 ♗d7+ 50.♔c4 ♙b2 -+.

46...♗c7 47.♙xa3

Maybe Topalov missed that 47.e7 ♙xe7 48.fxg7 ♗xe7 49.♙xa3 loses to 49...♗e3 -+.

47...♙xa3 48.♔e5

Because of the strong pawns, White has good practical chances to survive.

48...♗c1

48...♗c3 49.♘g5 ♗g3!? was strong.

49.♘g5

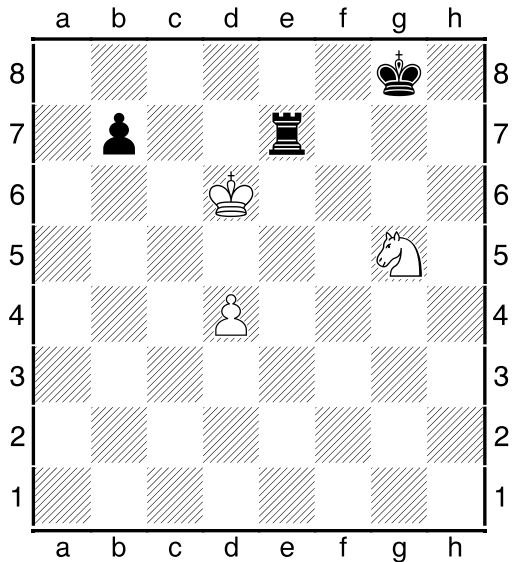
49.♔xd5 ♗f1 50.f7+ ♔g7 -+ should be bad for White.

49... ♖f1

A natural human response. Computers suggest the more complicated 49... ♖g1 50. ♗f7 ♖f1.

50.e7 ♖e1+ 51. ♕xd5 ♗xe7 52.fxe7 ♖xe7 53. ♕d6 (D)

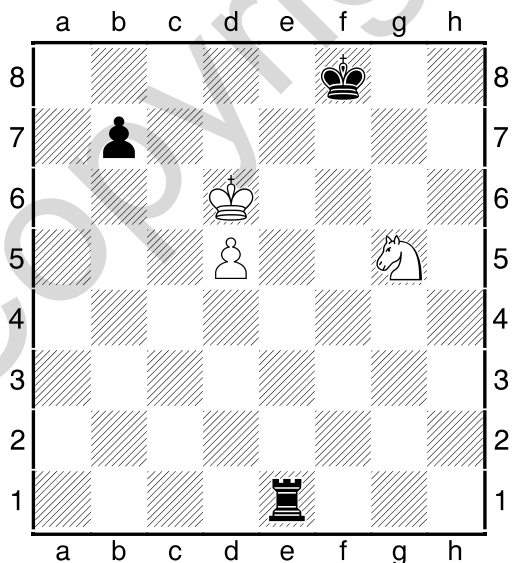
Some commentators used the latest version of the tablebases to prove that this position was winning for Black, but in a difficult way. I will try to explain their conclusions.



53... ♖e1?

The rook was better placed on the third rank to support the b-pawn: 53... ♖e3! 54.d5 ♕f8 55. ♕d7 b5 56. ♗e6+ ♕g8 57.d6 b4 58. ♗c5 ♕f7! 59. ♕c6 ♖c3 60. ♕b5 b3 -+. Compare this position with the final position of the 55. ♕d7! line. Now White could get a draw.

54.d5 ♕f8 (D)



55. ♗e6+?

Misses the draw. Black's king shouldn't be allowed to come near the b-pawn. Correct was 55. ♕d7! b5 56. ♗e6+ ♕g8 (56... ♕f7 57. ♗d8+ ♕f6 58. ♗c6 ♖b1 59. ♕d6 b4 60. ♕c5 =) 57.d6 b4 58. ♗c5 ♕f7 (58... ♖e3 59. ♕c6 ♕f7 60.d7) 59. ♕c6 ♖c1 60. ♕b5 and here Black doesn't have the winning ...b3.

55... ♕e8 56. ♗c7+ ♕d8 57. ♗e6+ ♕c8 58. ♕e7 ♖h1 59. ♗g5

If 59. ♕d6 then 59... ♖d1 -+.

59...b5 60.d6 ♖d1 61. ♗e6 b4 62. ♗c5 ♖e1+ 63. ♕f6 ♖e3

Discovering the third rank! A titanic struggle. The game was so rich in ideas, that we should forgive the players for their mistakes and thank them for their efforts.

0-1



FIDE Trainer's Commission
Information & Resource Centre
trainers.fide.com



A Full Day of Chess

Andrew Martin

Concept

In this survey I hope to give advice about the way to structure a day-long training session. I have conducted hundreds over the years and the suggestions are based on a lot of experience.

My overall aim is twofold. I want the students to come away really feeling that they have strengthened their all-round game. I also want them to enjoy themselves. If you, the coach are well-prepared, you should achieve this every time.

Only basic equipment is needed for a full day session:

1. Sets/Boards/Clocks (preferably digitals).
2. Paper/Pens.
3. Book Prizes (optional, but very popular).

I will suppose the session starts early. Thus the day might be structured as follows:

1. Welcome, introduction and registration (9am).
2. Session One (9.30am -11.30 am).
3. Lunch (11.30am -12.30pm).
4. Session Two (12.30pm-14.15pm).
5. Break.
6. Session Three (14.45pm-17.15pm).

Merit points are awarded for excellent work and results throughout the day by you, the coach. Thus the training is also an internal competition for the members of the group. At the end of the day, you will decide how many students receive the prizes.

Let us begin.

Session One - Position Training

The first session of the day acts as a warm-up and emphasizes the variety of chess. At the board a player can be exposed to a range of situations and the positions must reflect this.

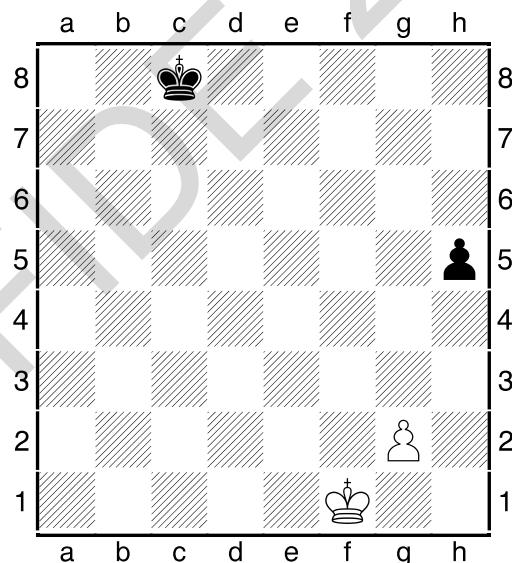
Split the students into small groups of three or four and let them solve the puzzles. They should write answers out in full before declaring them, thus preventing superficial mistakes.

I aim to get through ten puzzles in two hours, which gives ample time for reflection and explanation as well as a short break half-way through.

You can select the positions according to the overall strength of the students.

The following sample session is for players of moderate to good ability of any age.

Example 1 (Moravec 1952) ○ +—



1. ♔f2!

White simply wants to win the h-pawn. However, he must take care. 1. ♔g1? does not work: 1... ♔d7 2. ♔h2 ♔e6 3. ♔h3 ♔f5 4. ♔h4 ♔g6 =.

1...h4!

This is Black's idea. He threatens ...h3, followed by running the king to h8.

2. ♔g1!!

2. ♔f3 h3 3.g4 ♔d7 4. ♔g3 ♔e6 5. ♔xh3 ♔f6 6. ♔h4 ♔g6 draws.

2...h3

2... ♔d7 3. ♔h2 ♔e6 4. ♔h3 ♔f5 (4... ♔f6 5. ♔xh4 +—) 5. ♔xh4 ♔g6 6. ♔g4 +—.

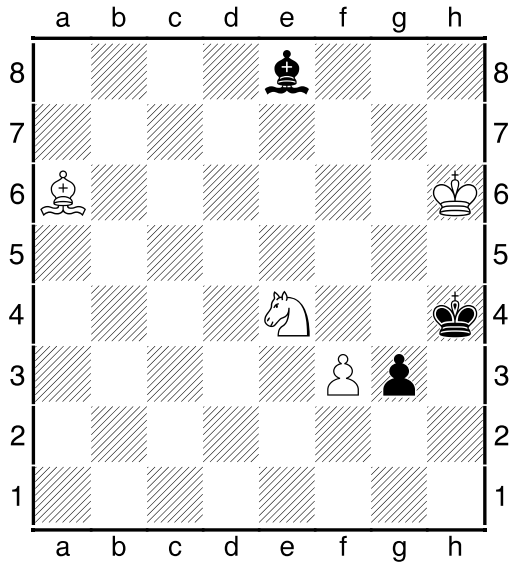
3.g3!

Ensuring the white king can get in front of the pawn.

3... ♔d7 4. ♔h2 ♔e6 5. ♔xh3 ♔f6 6. ♔h4!

6. ♔g4? ♔g6 =. A neat study to begin. **1-0**

Example 2 (Pogosiants 1961) ○ +–



1. ♖f1!

Confining the black king, which will be the winning theme.

1... ♖b5

Black plays for stalemate. Note that 1... ♗d7 loses to 2. ♘g5.

2. ♖g2 ♖f1 3. ♖xf1 g2 4. ♘g3!

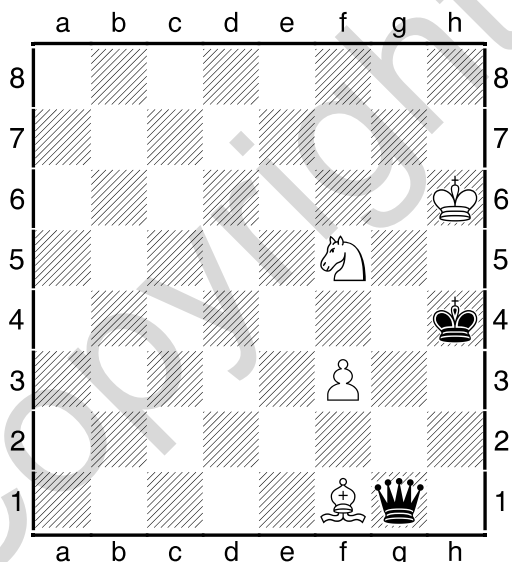
4. ♖xg2 stalemate!

4... g1 ♚

4... ♗xg3 5. ♖xg2 ♗xg2 6. f4 +– ; 4... gxf1 ♚

5. ♘xf1 +–.

5. ♘f5 # (D)

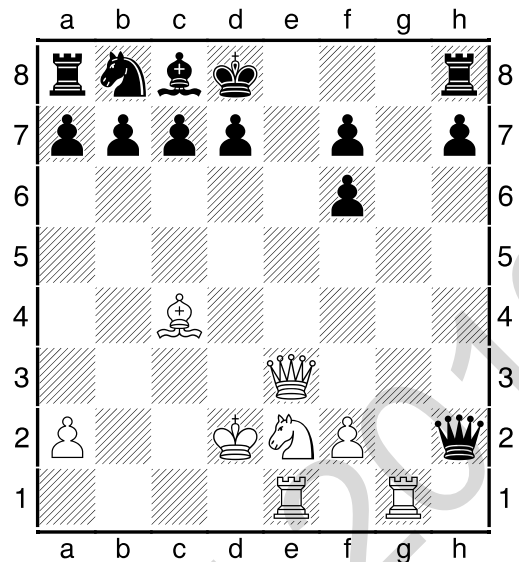


A rather nice finish.

1–0

Example 3 (Perlaska-Grassi 1907) ●

FIDE TRG Yearbook 2010



This position may serve as a gruesome reminder about what can happen to material-grabbers in the opening.

1... ♖e8??

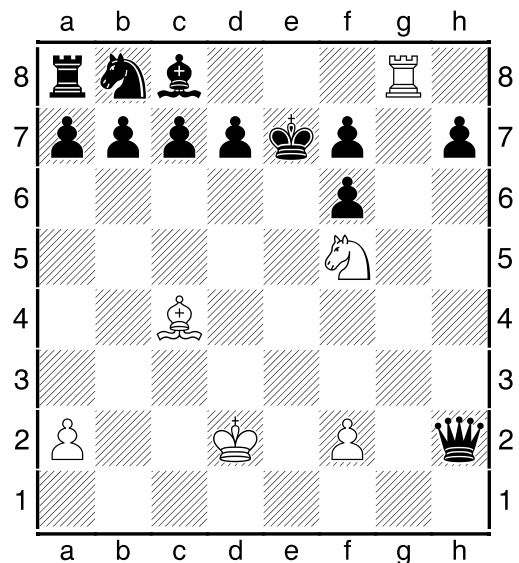
What happened next?

2. ♚xe8+!

Of course!

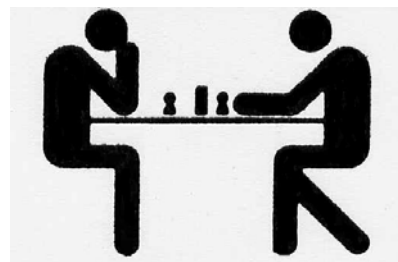
2... ♗xe8 3. ♘d4+ ♗f8 4. ♖e8+ ♗xe8

5. ♖g8+ ♗e7 6. ♘f5 # (D)

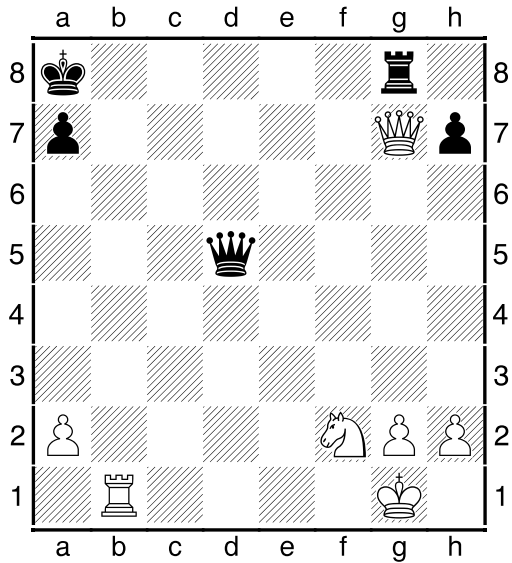


Oh, the pain....

1–0



Example 4 (Ullrich-Spengler Berlin 1948) ○



White to play. What should the result of the game be with best play and why?

1. ♖b5!

The white queen cannot move thanks to mate on g2, but many stop after 1. ♖b5, thinking that the problem is solved. Black's best defence is rarely taken into account.

1... ♜e8! 2. ♜b1

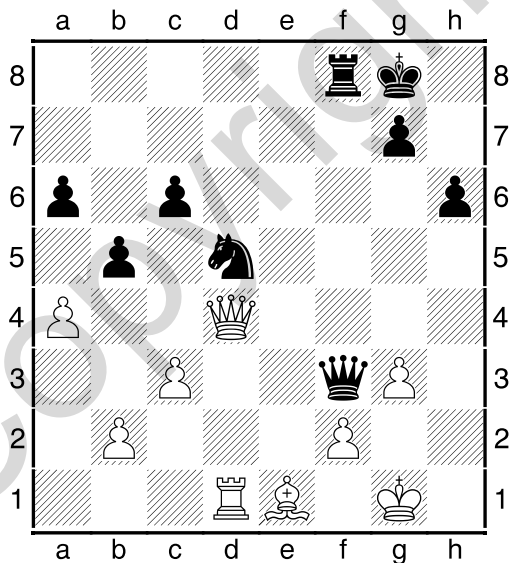
It is odd that 2. ♜b1 is the only move.

2... ♜g8 3. ♜b5

½-½

Example 5 (Leko-Svidler Dortmund 1998)

● -+



Clearly from the 'Marshall Gambit'.

1... ♘e3! 2. fxe3

2... ♜xe3 ♜xd1 -+.

2... ♜e2!

A quiet move to finish. Brute force methods do not achieve the objective: 2... ♜f1+ 3. ♔h2 ♜e2+ 4. ♔h3 ♜f5 5. ♜d8+ ♔h7 6. ♜d3!.

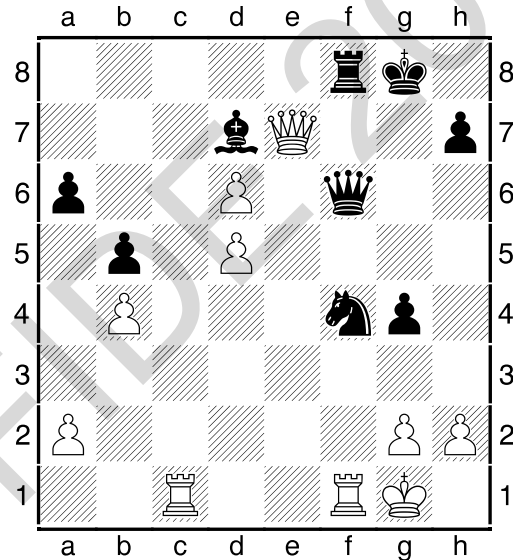
3. ♜f2

3... ♜d2 ♜xd1+.

3... ♜xf2+

0-1

Example 6 (Videki-Mansurov Budapest 1994) ● -+



1... ♘h3+! 2. gxh3 ♜d4+ 3. ♔h1

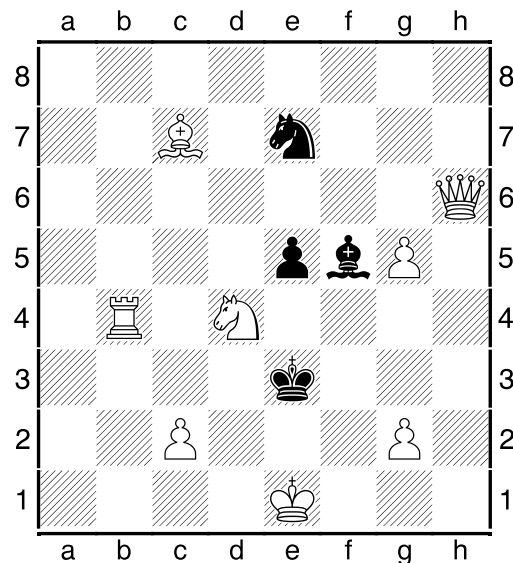
3. ♔g2 gxh3+ 4. ♔g3 ♜g4 #.

3... ♜xd5+ 4. ♔g1 ♜d4+ 5. ♔h1 ♜c6+!

6. ♜xc6 ♜xf1+ 7. ♔g2 ♜g1 #

0-1

Example 7 (Pulitzer 1907) ○ +-



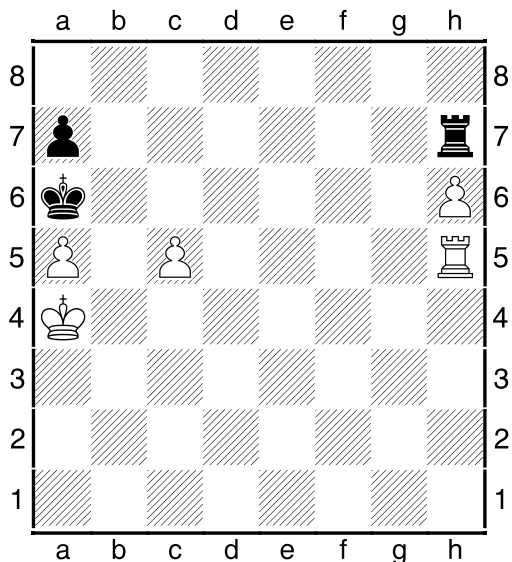
White to play and mate in two.

1. ♖f6!

I think this is quite tough.

1-0

Example 8 ○ +–



White to play and convert his superiority into victory.

1.c6! ♖xh6

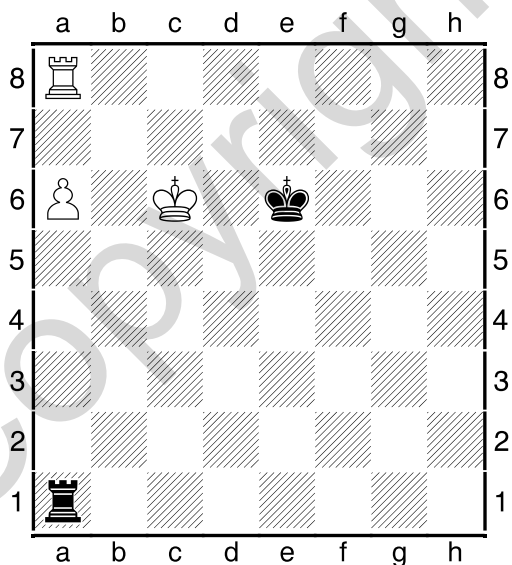
Has White blundered?

2.c7 ♖c6 3. ♖h6!

No! Everything is under control.

1-0

Example 9 (Grigoriev 1936) ●



White threatens 1.a7, winning. Can Black to move, save the position?

1... ♖c1+

I am afraid that he cannot save the game. Black is lost. If he tried 1... ♔f7 with the intention 2.a7? and 2... ♔g7 = White plays instead 2. ♔b7! ♖b1+ 3. ♔a7 ♔e7 4. ♖b8 ♖d1 5. ♔b7 ♖b1+ 6. ♔a8 ♖a1 7.a7 ♔d7 (7... ♔d6 8. ♔b7 ♖b1+ 9. ♔c8 ♖c1+ 10. ♔d8 ♖h1 11. ♖b6+ ♔c5 12. ♖c6+!) 8. ♔b7 ♖b1+ 9. ♔a6 ♖a1+ 10. ♔b6 +–.

2. ♔b5!

2. ♔b7 ♖b1+ 3. ♔a7 ♔d7! 4. ♖b8 ♖c1 5. ♔b7 ♖b1+ 6. ♔a8 ♔c7 =.

2... ♖b1+ 3. ♔c4

3. ♔a4 ♖a1+ 4. ♔b3 ♔f7 5.a7 ♔g7 =.

3... ♖c1+ 4. ♔b3

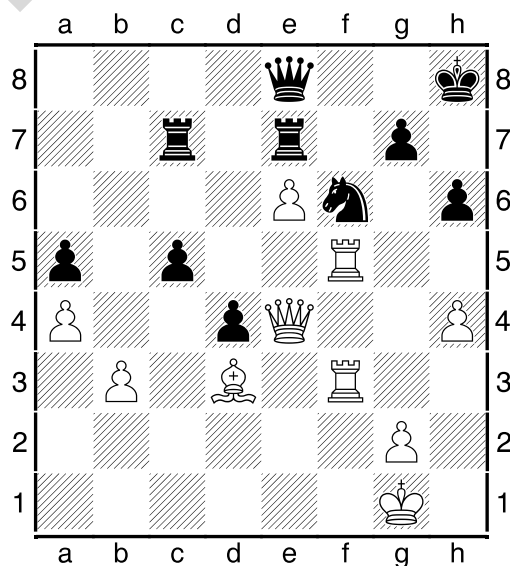
4. ♔d3 ♖d1+ 5. ♔e3 ♖d7 6. ♔e4 (6.a7? ♔d5! =) 6... ♔d6 7.a7 ♖e7+ 8. ♔d4 ♖d7 9. ♔c4 +–.

4... ♖c7 5.a7 ♖e7 6. ♔c4 ♔e5 7. ♔c5

Winning. There is plenty of intricate play to discuss in this example.

1-0

Example 10 (Fischer-Spassky Reykjavik 1972) ○ +–



A famous position from a famous match. White's play was instructive...

1. ♖xf6! gxf6 2. ♖xf6

Demolishing Black's defences.

2... ♔g8

2... ♖h7 3. ♖f4! ♔g8 4. ♔g6 ♖e7 5. ♔xh7+ is the end of the road for Black.

3. ♔c4 ♔h8 4. ♖f4

1-0

Session Two - Tournament

In session two you organize a short blitz tournament for the players. I usually play five-minute chess or if I have digital clocks, five minutes with an increment of three extra seconds added per move.

Players receive ten points for each win, five for a draw and one point for a loss. Players must be encouraged to express themselves fully in these games and to give 100%, whatever their score.

Total points are added to the overall tally for the day.

The playing session is popular and must be structured to last two hours. A break in the middle is again essential.

Session Three - Game Analysis

In an earlier survey, I dealt with the different ways a trainer might present a game to the group. You must choose your preference!

Following the idea that this particular day is for pretty good players, I would present the following game using the 'critical moments' method.

I would go through the game briefly at the demo board without too much explanation and draw the attention of the students to the following moves: W5 - B8 - W10 - W11 - B15 - W16 - B16 - W18 - W21 - W22 - W28.

The students are still in small groups. The groups annotate the game in question concentrating on the critical moments above. They have one hour for this task.

A full discussion then takes place, with students coming out to the demo board to explain themselves. Points are given according to the quality of the answers.

The length of this session would be 2hrs 30 mins including a break.

At the end of the day the overall points are added up and the top three students may receive prizes of some kind. I usually give out chess books.

□ **Ivanchuk Vassily**

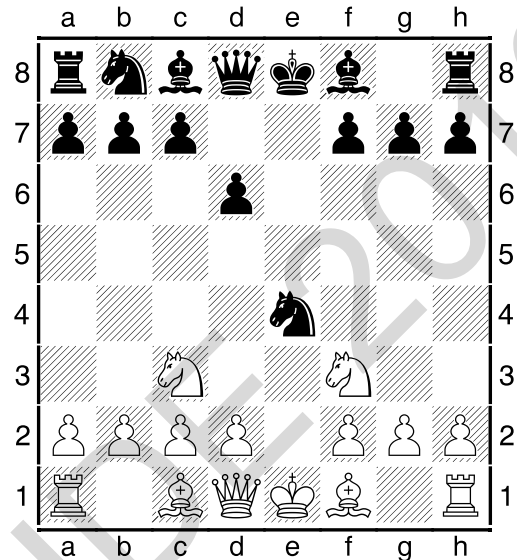
■ **Gelfand Boris**

C42 Nice 2010

There are lessons to be learned from each

and every game we observe or play. We just have to condition ourselves to look for them. The coming game is a bruising encounter, but where did Black go wrong?

1.e4 e5 2.♘f3 ♘f6 3.♗xe5 d6 4.♗f3 ♗xe4 5.♗c3 (D)



This is the favoured way to try to put paid to the 'Petroff' at the moment. It has a contemporary feel to it. White inherits doubled pawns, but at the same time obtains fast development and the straightforward plan of pawnstorming the black king. It's working at all levels and games like the one you are about to witness don't do any harm.

5...♗xc3 6.dxc3 ♙e7 7.♙e3

It's this or 7.♙f4 apparently. Then comes ♙d2 and 0-0-0. Then White charges his h-pawn forward. You'd think Black would have sufficient defensive resources. 7.♙d4!? is a further move which I've only seen once from a recent open tournament played in India. When the queen is attacked she moves across to f4 and then the pawns begin their advance. Maybe this is the way the line will go in future; who knows?

7...0-0

7...♗c6 8.♙d2 0-0 9.0-0-0 ♗e5 10.h4 ♗e8 11.♗xe5 dxe5 12.♙d3 ♙d6 13.♙e4 f5 14.♙d5+ ♙e6 15.♙xe6+ ♗xe6 16.♙d5 ♗c8 17.g4 f4 18.♙xf4 exf4 19.♗he1 ♙f7 20.♗d4 c6 21.♙b3 ♙f6 22.♗xd6 ♗xd6 23.g5+ ♙g6 24.h5+ ♙xg5 25.h6 ♙e8 26.♗g1+ ♙xh6 27.♗h1+ ♙g6 28.♙xb7

♖f8 29. ♜g1+ ♔f6 30. ♜b4 g5 0–1 Caruana,F-Gashimov,V Khanty Mansiysk 2009.

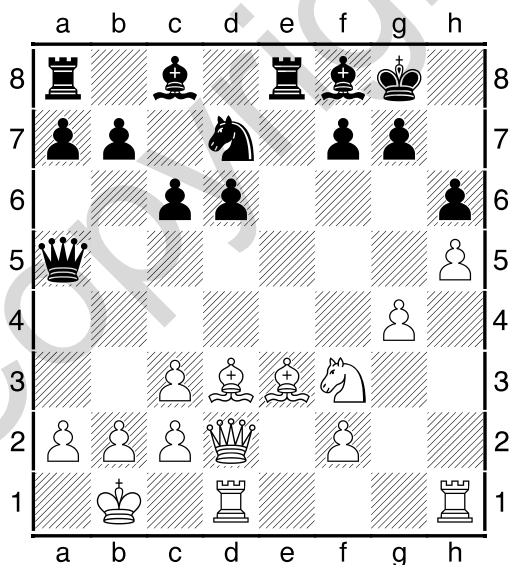
8. ♜d2 ♘d7 9.0–0–0 ♜e8 10.h4

Here comes Vassily and he's not joking.

10...c6 11. ♖b1

11. ♙d3 ♜a5 12. ♖b1 ♘e5 13. ♘xe5 dxe5
 14. ♜e2 ♙e6 15. ♙c4 ♙xc4 16. ♜xc4 ♜ad8
 17. h5 ♜xd1+ 18. ♜xd1 ♜d8 19. ♜d3 a6
 20. ♜g4 ♜c7 21. ♜e4 g6 22. g4 ♜xd3
 23. cxd3 ♜d7 24. ♜xe5 ♜xd3+ 25. ♖c1
 ♜d6 26. ♜e4 ♜e6 27. ♜xe6 fxe6 28. ♖c2
 gxh5 29. gxh5 e5 30. ♖d3 ♖f7 31. ♖e4 ½–½
 Caruana,F-Kramnik,V Wijk aan Zee 2010.
 11. h5 h6 12. ♖b1 ♘f6 13. ♙d3 ♙f8 14.
 ♜dg1 ♘g4 15. ♙f4 ♜f6 16. ♘h2 ♘xh2
 17. ♜xh2 ♙f5 18. ♙xf5 ♜xf5 19. g4 ♜e4
 20. g5 hxg5 21. ♙xg5 ♜e2 22. ♜xe2 ♜xe2
 23. ♙e3 ♜xe3 24. fxe3 ♜e8 25. ♜h3 ♜e6
 26. c4 ♙e7 27. ♜f3 ♜e5 28. ♜gf1 ♜xh5
 29. ♜xf7 ♜e5 30. ♜7f3 ♙f6 31. c3 ♜e4
 32. ♜xf6 gxf6 33. ♜xf6 ♜xe3 34. ♜xd6 ♖f7
 35. ♖c2 ♜e2+ 36. ♖b3 ♖e7 37. ♜d4 c5
 38. ♜d3 b6 39. ♖a3 ♜c2 40. ♜d5 a5
 41. ♜d3 ♜h2 42. b3 ♜c2 43. ♖a4 ♜xa2+
 44. ♖b5 ♜b2 45. ♖xb6 a4 46. ♖xc5 ♜xb3
 47. ♖c6 a3 48. c5 ♖e8 49. ♜h3 a2 50. ♜h8+
 ♖e7 51. ♜a8 ♜b2 52. ♖c7 ♜c2 53. c6 ♜b2
 54. c4 ♜c2 55. ♜a6 ♜b2 56. c5 ♖e6 57. ♜a5
 ♜c2 58. ♖b7 ♜b2+ 59. ♖c8 ♖e7 60. c7
 ♖e8 61. ♜xa2 ♜xa2 62. ♖b7 1–0
 Topalov,V-Gelfand,B Linares 2010.

11... ♜a5 12. h5 h6 13. ♙d3 ♙f8 14. g4 (D)



You can see why they play this line. Before

Black ever fires a shot in anger on the queenside, the white pawns are right on top of him. But still, my instincts tell me Black has to be ok here.

14... ♘f6 15. g5 ♙e6! 16. a3

A necessary timeout.

16... ♘g4?

16... ♜d5! was the correct move order, after which White must pause: 17. c4 (17. ♜e2 ♜a2+ 18. ♖c1 hxg5 19. ♘xg5) 17... ♜xf3 18. gxf6 ♜xf6 19. ♙d4 ♜f3 20. ♜dg1 ♙g4. Obviously White still has a strong attack, but nothing like the game.

17. gxh6 ♜d5 18. ♜e2!

Recovering from the shock of underestimating or not even seeing a move can be very difficult at the board. Gelfand seems dazed by what happens from now on.

18... ♜a2+ 19. ♖c1 ♜a1+ 20. ♖d2 ♜xb2 21. ♜dg1

21. ♘d4! was just as strong, but then we would miss the fireworks.

21... ♙d7?

Or 21... c5 22. ♘g5 ♘xh6 23. ♘xe6 ♜xe6 24. ♜b1 (a slightly surprising change of tack) 24... ♜xa3 25. ♜a1 ♜b2 26. ♜hb1 +–.

22. ♜xg4!! ♙xg4 23. ♘g5 ♙e6

With the breathtaking point 23... ♙xe2 24. h7+ ♖h8 25. ♘xf7 #.

24. ♙d4 ♜a2

24... c5 25. ♜xe6! kills Black with the same combination of h7 and ♘xf7 mate.

25. ♜g1 c5 26. ♙h7+ ♖h8 27. hxg7+ ♙xg7 28. ♘xf7+!

A superb finish to an attacking masterpiece where not even a single move was wasted.

28... ♙xf7 29. ♙xg7+ ♖xh7 30. ♜d3+ ♖g8 31. ♙f6+ ♖f8 32. ♜xd6+

The window of opportunity for the defender is always smaller than that of the attacker.

1–0

Conclusion

I think this training day would extend the students and send them home tired, but happy and satisfied. Thank you for reading this survey.



Ways of Presenting a Game

Andrew Martin

Concept

The purpose of this short article is to discuss ways for a coach to present a game. Every coach will inevitably have to do this in his or her training sessions and there are several effective methods which I have used over the years. The task is not perhaps as straightforward as it seems.

Let me outline the basic methods:

1. The lecture method: Using a demo or smart board the coach talks about a game to the audience.

2. The lecture method plus: This time the audience have chess equipment so that they may play through the game along with the lecturer and ask questions.

3. The 'How Good is your Chess' method: The students are divided into small groups. All groups work with two sets and boards set up with alternate colours, so that the group can see the position from both sides' point of view.

Groups analyse on one set and keep the actual game position on the other. This saves an enormous amount of time reconstructing the position. All students have paper and pens. The coach numbers the students randomly and keeps these numbers known only to himself.

At key moments in the game the coach asks the students to guess the next move. The groups may discuss the position and move the pieces around on the analysis board, but at the end of an allotted time they all have to make a choice and write it down.

A member of the audience is asked to choose a number and that person has to come out to the demo board and explain his chosen move.

Questions may be asked from the floor at this point and after the explanation the coach reviews the other choices and awards merit points for each choice.

Minus points must be given for poor moves. At the end you have a winner!

4. The 'critical moments' method: As above, except that the coach presents the group with a bare game score and asks for commentary on key moments in the game which he or she will supply.

For instance, W5, B16, B21, W24, B24 etc. The students have to work out why the coach has identified these moments as important and a full discussion ensues at the end of an allotted time.

5. The annotation method: The coach simply gives the group a bare game score and tells them to 'annotate' the game. No advice or guidance is given; they have to work out the key moments for themselves, giving commentary and variations. A time for this task is decided upon and strictly adhered to.

Further Discussion

Now that the ways of presenting a game have been suggested, I should say that the method you choose must strongly depend on the overall sophistication of the audience. If you pick the wrong method for a group you will soon see the session flop.

Let me therefore outline what I think is best.

By far the least effective method is the first. If you are not a very good lecturer you run the risk of boring the audience to death. If you are forced to give a commentary or there is no other choice then sometimes you will have to lecture, but the main problem is that there is no *interaction*.

The audience is trapped, you are on an ego trip, and they have to listen to you. Avoid the first method if at all possible.

The second suggestion is slightly better as the audience is now a bit more involved. They have chess sets to play with and can ask questions. Nevertheless it's all about you and very little about them. The skilled teacher knows that the correct way has to be to turn this around. Method two is not recommended either.

Method three is extremely popular, my favourite, works at all levels even among very strong players, establishes competition within the group and is highly entertaining.

The audience is fully involved and delights in coming out to the demo board. Everyone gets the chance to see how the other is thinking.

Time flies when you use this method. To make this session work optimally the coach must:

1. Choose the moves to be predicted carefully beforehand.
2. Make sure the groups are balanced in terms of chess strength.
3. Have a full command of the game under discussion as a huge variety of suggestions inevitably come up.
4. Be able to keep a correct score as the session progresses or to delegate that a member of each group does so for that group.
5. Give out prizes for the winners at the end (top three).

Method four works best with stronger or ambitious students. If the critical moments are selected correctly this is a tough exercise.

The coach has done a lot of the work for the group by choosing points at which the game turned, but it is not easy for the students to analyse those moments and explain them.

The coach will allocate an amount of time for the work according to the capability of the group. The general objective will be to 'push' them and to make it difficult to complete the task within the time frame.

The coach may turn this session into a competition, awarding points for good and bad answers, but this is not compulsory. I think it is a good idea to ask students to come out to the demo board to explain themselves as in number three above. All students will have appropriate writing materials.

Method five is the toughest and should only be used with advanced students. Small groups are best and this exercise may be given to individuals. The coach may supply appropriate books or computer materials to help the students, but apart from that the students are on their own.

After the session, when the game has been fully discussed and analysed, the coach will present each of the students with a full annotation of the game which he himself has made. They should be asked to examine this carefully and critically and to give later feedback. There is plenty of variety to hand.

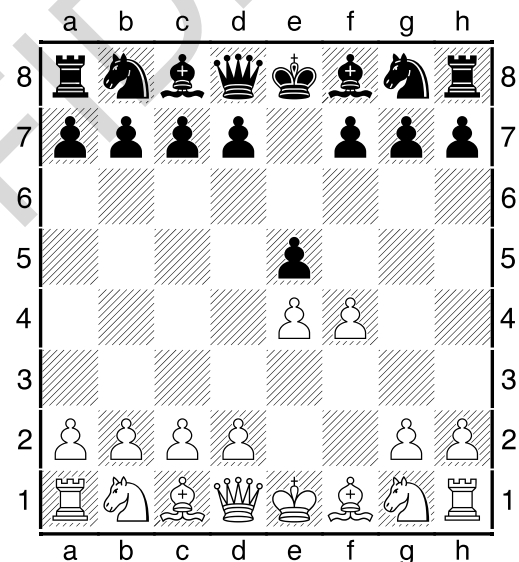
Let us now turn to a sample game and one which has been played recently. I like to keep my games current. A lazy coach could easily go to the Megabase or a book and just photocopy a game for use, but this is short-changing the audience in many ways. You keep your own skills fresh this way.

□ Carlsen Magnus

■ Wang Yue

C36 Medias Bazna 2010

1.e4 e5 2.f4 (D)



Critical moment number one. 'Things weren't going so well in the tournament. I thought I just try it and see how it goes' said Magnus after the game. A lively discussion could ensue here about the 'Kings Gambit'. The opening choice is interesting and obviously came as a complete surprise to Wang Yue.

2...d5

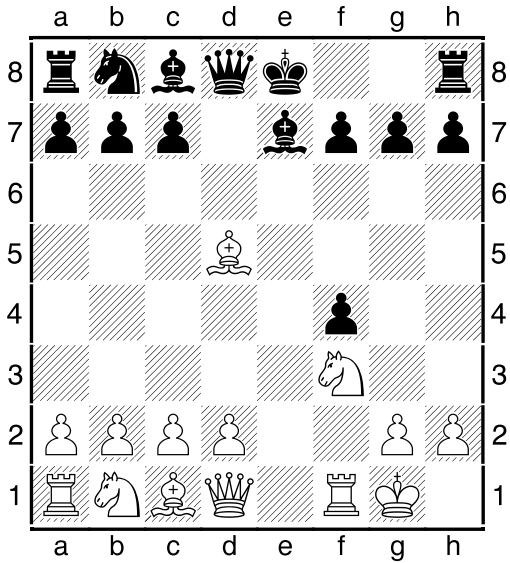
2...exf4 - mention to weaker groups that accepting this particular gambit is the only way to try to refute it.

3.exd5 exf4!?

A transpositional device which changes the game if White intended to play the 'Bishop's Gambit': 1 e4 e5 2 f4 exf4 3 ♖c4 d5, when

White can take with the bishop.

4. ♖f3 ♜f6 5. ♙c4 ♞xd5 6. 0-0 ♚e7
7. ♙xd5 (D)



I rate this as critical moment two. In order to maintain momentum White must cede the bishop-pair. The need to make committal decisions such as this makes the 'King's Gambit' unpopular at the highest level. Yet 7. ♙xd5 is necessary, with the black pieces ready to stream out.

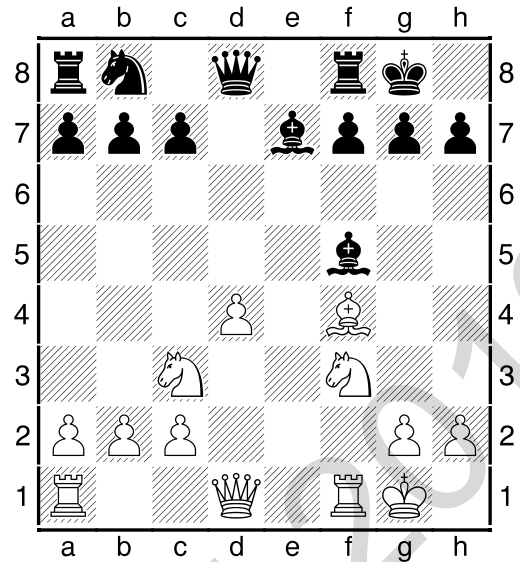
7... ♙xd5 8. ♞c3

8.d4 has also been tried and may provoke 8...g5?! (8...0-0 9. ♙xf4 ♙g4 10. ♞c3 ♙d7 11. ♙d2 ♙xf3 12. ♚xf3 c5 13.d5 ♙d6 14. ♙xd6 ♙xd6 15. ♞e4 ♙b6 16. ♚b3 ♙c7 17. ♞f6+ ♙h8 18. ♚h3 h6 19. ♚xh6+ gxh6 20. ♙xh6 # 1-0 Jensen,M-Rasmussen,J Helsingor 2009) 9. ♞c3 ♙d8 10. ♙e1 0-0 11. ♙e4 f5 12. ♙d3 b6 13. ♙c4+ ♙g7 14. ♚e1 ♙b7 15.d5 ♙c5+ 16. ♙h1 ♙f6 17.b4 ♙a6 18. ♙b3 ♙d6 19. ♙b2 ♙g6 20. ♚e6 1-0 Hague,B-Dilleigh,S West Bromwich 2003. Here are two examples which confirm beyond doubt that the 'King's Gambit' is alive and kicking just below master level.

8... ♙d8 9.d4 0-0 10. ♙xf4 ♙f5 (D)

(see next diagram)

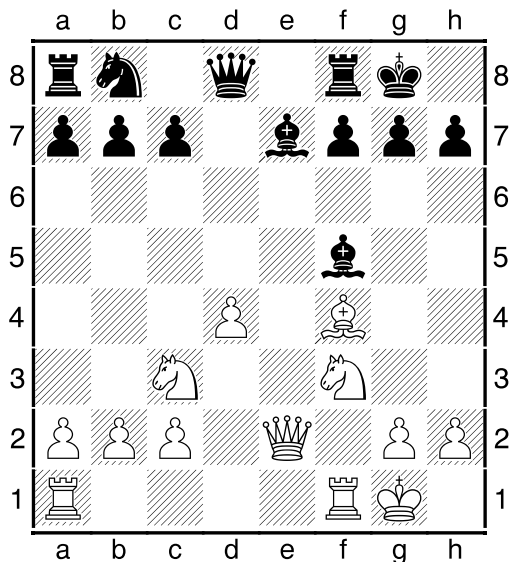
A very natural square for the bishop, but it is unprotected and you do wonder about tactical strikes on the f-file. Here some alternatives could be taken into consideration.



10... ♙f5 is a rare move compared to the alternatives: 10...c6 delays a decision about the best place for the queenside pieces. It is reasonable: 11.d5 (11. ♙d3 ♞a6 12. ♚ae1 ♙e6 13.a3 ♚e8 14. ♞e4 h6 15. ♞e5 f5 16. ♞g3 ♙h4 17. ♞xf5 ♙xf5 18. ♙xf5 ; 11. ♙e1 ♙g4 12. ♚d1 ♞d7 13. ♞e4 ♞f6 14. ♞xf6+ ♙xf6 15.c3 ♙d5 16. ♙g3 ♙h5 17.b3 ♙a5 18. ♙e5 ; 11. ♙d2 ♙f5) 11... ♙f6 (11... ♙b6+ 12. ♙h1 ♙xb2 13. ♙d3 [13. ♙e5 ♞d7] 13... ♙b4 14. ♞g5 g6 15. ♞ge4 f5 16.dxc6 ♞xc6 17. ♙c4+ ♙g7 18. ♚ab1) 12. ♙e5 (12. ♙d3 ♙xc3 [12... ♙b6+ 13. ♙h1 ♙xb2 14. ♞e5] 13. ♙xc3 [13.bxc3 ♙xd5 ; 13. ♞g5 f5 14. ♙xc3 cxd5 15. ♚ad1 h6 16. ♞f3 ♞c6] 13...cxd5 [13... ♙xd5 14. ♚ad1] 14. ♙e5 f6 15. ♙c7 ♙d7 [15... ♙e7 16. ♚ae1] 16. ♙f4 ♞c6) 12... ♙xe5 13. ♞xe5 f6 (13... ♞d7 14. ♞c4 [14. ♞xd7 ♙xd7 15. ♙d4] 14... ♞b6 ; 13... ♙b6+ 14. ♙h1 ♙xb2 15. ♙f3 f6 16.dxc6 bxc6 [16... ♞xc6 17. ♙d5+ ♙h8 18. ♞f7+ ♚xf7 19. ♙xf7] 17. ♚ab1 ♙xc2 18. ♞d5 ♙c5 [18...cxd5 19. ♙xd5+ ; 18... ♞a6 19. ♞e7+ ♙h8 20. ♚bc1] 19. ♞c7 ♙xe5 20. ♞xa8) 14.dxc6 (14. ♞c4 b5 15. ♞e3 b4) 14...fxe5 15. ♚xf8+ (15. ♙xd8 ♚xd8 16.c7 ♚e8 [16... ♚d2 17.cxb8 ♙xb8 18. ♚ae1] 17.cxb8 ♙xb8) 15... ♙xf8 16. ♙d5+ ♙f7 17. ♙d8+ ♙f8 18. ♙d5+ ½-½ Conquest,S-Beliavsky,A Saint Vincent 2000. Meanwhile 10... ♙g4 leads to a position where Black does not

quite make equality: 11.h3 ♘xf3 12.♖xf3 ♘c6 (12...♖xd4+ 13.♔h1 ♘c6 14.♘xc7 ±) 13.♖ad1 ♘d6 14.♘xd6 ♖xd6 15.♘e4 ± ♖g6 16.c3 ♖ad8 17.♘g3 ♖de8 18.♖de1 ♘d8 19.♔h1 ♔h8 20.♘f5 ♖e6 21.d5 ♖f6 22.♖e4 h6 23.♖e7 ♖g8 24.♖e5 ♖h5 25.♖e4 ± Penndorf,D-Borchert,O Ellwangen 2000.

11.♖e2 (D)



The opening is over and the middlegame is about to begin. Therefore this is critical moment three where both players have to use some time to think. The impression is that White can hope for an edge thanks to his lead in development and somewhat better control in the centre, but Black counterbalances this with the bishop-pair.

11...♘d6!?

Vacating the e-file. Maybe he did not like 11...♘c6 12.♖f2! ♖e8 13.♖c4 ♘f6 14.♖d1 When White is solidly better. Another move to consider is 11...c6.

12.♘xd6 ♖xd6 13.♘b5 ♖d8 14.c4 a6

Also possible was 14...c6 15.♘c3 ♘d7 16.♖ae1 ♖e8 17.♖f2 ♘d3 18.♖xe8+ ♖xe8 19.♖e1 ♖f8 20.b3 ♖b4 but Black is still not equal. It is worth detailing why:

- 1) White holds the only open file.
- 2) Black's bishop has nothing to attack.
- 3) e7 and f7 are points which must be permanently guarded.
- 4) White can create a central passed pawn with d5.

Thus with 21.♖d2 ♘g6 22.d5 White is starting to increase his edge.

15.♘c3 ♘d7 16.♖ad1 ♘g6 17.♖f2 ♖e8 18.h3!

Black has to sit and wait, not very pleasant. He is without counterplay, which is the essence of successful defence. It would be worth making this point to any level of student.

So with 18.h3! (critical moment four) White takes squares, improves his position slightly and awaits events. Black has no similar move.

18...♖c8

The move of a man who does not like his position. It is true that after 18...h6 19.♘h4! is strong but maybe 18...♖f6 19.♘d5 ♖d6 20.♘h4 c6 21.♘xg6 fxe6 22.♖f7+ ♔h8 23.♖f4 ♖xf4 24.♘xf4 held chances for a draw in the endgame. However, this position is not nice for Black at all.

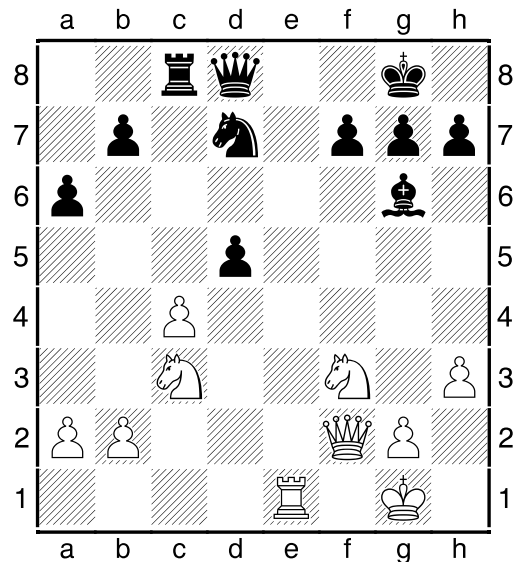
19.♖fe1

Carlsen exchanges off one of Black's only active pieces. This is CM five.

19...♖xe1+ 20.♖xe1 c6 21.d5?!

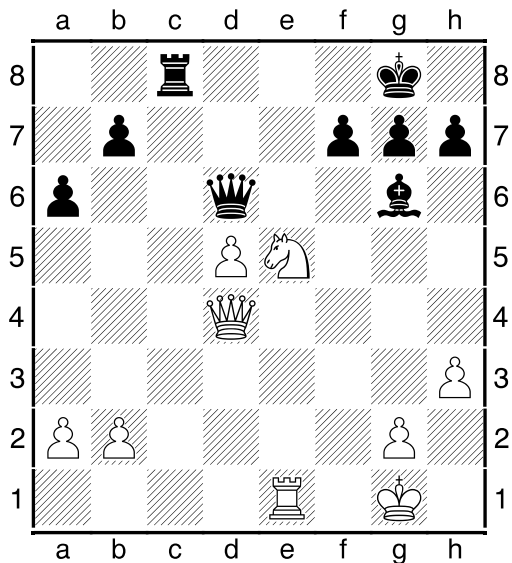
A bit early perhaps. After 21.♖e3 h6 22.a3 White continues the squeeze.

21...♘f6 (D)



CM six It is very odd that he does not take the chance to activate his rook, but I suppose he feels he can take on d5 at any time. Nevertheless 21...cxd5 was well worth consideration: 22.♘xd5! (22.cxd5 ♖f8 23.♖d4 ♖d6) 22...♖xc4 23.♘e7+ ♔f8 (23...♔h8 24.♘g5

♖f8 25.b3! ♜c5 (25...♜c7 26.♖f4 ♜c5
27.♖d6) 26.♖d4) 24.b3 ♜c3 =.
22.♖d4 cxd5 23.♞xd5 ♞xd5 24.cxd5 ♖d6
25.♞e5 (D)



'White's plan is to play at some moment ♞c4 and then advance the d-pawn. If Black prevents it by playing ...b5, then the weakness of the square c6 is unpleasant. Therefore a good defensive plan is needed and Wang Yue fails to find it' (Rogozenko).

25... ♜e8

CM seven. Black could force matters immediately with 25...f6!. Rogozenko's analysis, made immediately after the game, then tends to suggest that the game will be drawn: 26.♞xg6 (26.♞c4? is a blunder in view of 26...♖b4 27.♜c1 b5 and Black wins. 26.♞f3 is also bad: 26...♞f7 27.♜d1 ♜d8 and White loses the d5-pawn) 26...hxc6 27.♜e6 ♖c5 (perhaps 27...♜c1+ 28.♞f2 ♜c2+ 29.♞f3 ♖d7 is also acceptable) 28.♖xc5 ♜xc5 29.d6 ♜d5 and the endgame should be a draw. For instance: 30.♞f2 (or 30.h4 b5 31.♞f2 ♞f7 32.♜e7+ ♞f8 33.♜d7 ♜d2+ 34.♞e3 ♜xg2 35.♜a7 ♞e8) 30...g5 31.♞e3 (31.g4 b5 32.♞e3 ♞f7 33.♜e7+ ♞f8 34.♜d7 g6 35.♞e4 ♜d2) 31...f5 32.♜e7 ♜xd6 33.♜xb7 ♞h7 34.a4 ♞g6 35.a5 f4+ 36.♞e4 ♜e6+ 37.♞f3 (37.♞d3 ♜e3+ 38.♞d4 ♜e2 39.♜b6+ ♞f5) 37...♞f5. 25...♞f5!? recentralizing the bishop was also a candidate move, but not 25... ♖c5 due to 26.♖xc5 ♜xc5 27.d6 ♜d5 28.d7 +-.

26. ♜e3 ♜d8

26...b5 27.♞c4! ♖d8 28.♜xe8+ ♖xe8 29.♞e5 is the kind of position White is aiming for. The black bishop is helpless to prevent the advance of the pawn. It would certainly be worth discussing the overall power of queen and knight vs queen and bishop in the endgame at this time.

27.♞c4 ♖f6 28. ♜e5!

A move which makes it very difficult for Wang to find a decent reply. White has all the options thanks to his passed pawn and superior minor piece. Using 'guess the next move', if anyone found 28.♜e5 then they deserve special praise.

28...h6

CM eight. 28...b5! 29.♞a5 (29.♖e3 h6) 29...h6 was a better defensive try.

29.d6! ♞f5

29...b5 30.d7! ♞h7 31.♞b6 isn't a stone-cold win, but Black is getting increasingly short of good moves: 31...♞f5 32.b3 ♞e6 33.♖d3+ ♖g6 34.♖d6 ♖c2 35.♜e1 ±.

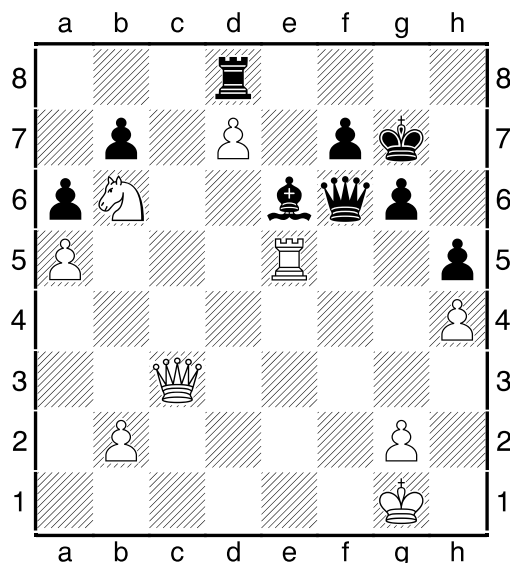
30.♞b6! ♞e6

30...♜xd6 31.♞d5 forces Black to give up the exchange while 30...♖xd6? loses right away due to 31.♜d5.

31.d7 ♞h8 32.a4

The knight is the kingpin, completely restricting Black's movements. Carlsen continues to bear-hug Wang until he runs out of air.

32...g6 33.♖c3 ♞g7 34.a5 h5 35.h4 (D)

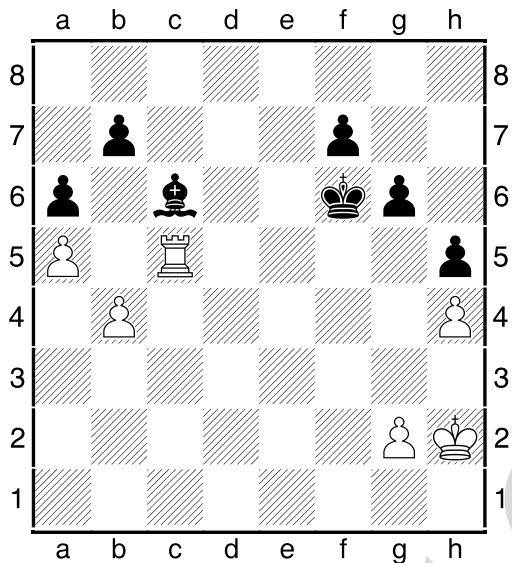


Here the Chinese player decided to give up the exchange and go for a position where he said 'I

think I have chances to draw'.

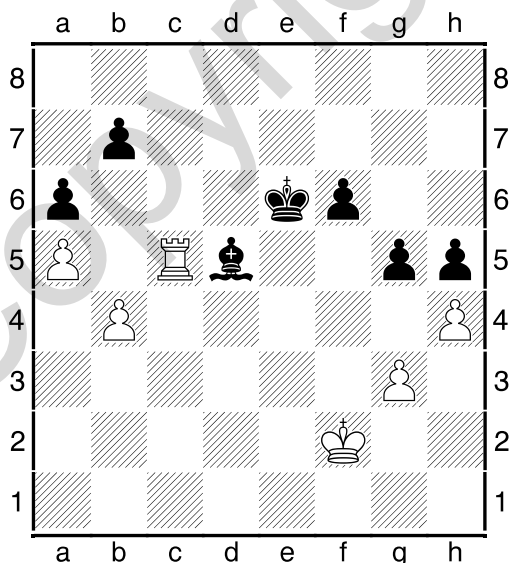
35... ♖xd7

CM Nine. A survey of the alternatives will reveal just how poor the black position has become: 35... ♗xd7? 36. ♖d5 loses the bishop. 35... ♖xh4? 36. ♖xe6+ ; 35... ♔g8 but then 36. ♖c5 (or first 36.g3) 36... ♖xc3 (36... ♖xh4 37. ♖c8) 37. ♖xc3 ♔f8 38. ♖c7 ♔e7 39. ♖xb7 ♗xd7 40. ♖a7 ♔e8 41. ♖xd7 ♖xd7 42. ♖xa6 ♖b7 43. ♖b6 +-.
36. ♖xd7 ♗xd7 37. ♖d4 ♗c6 38.b4 ♗b5 39. ♔h2 ♗a4 40. ♖d5 ♗c6 41. ♖xf6+ ♔xf6 42. ♖c5 (D)



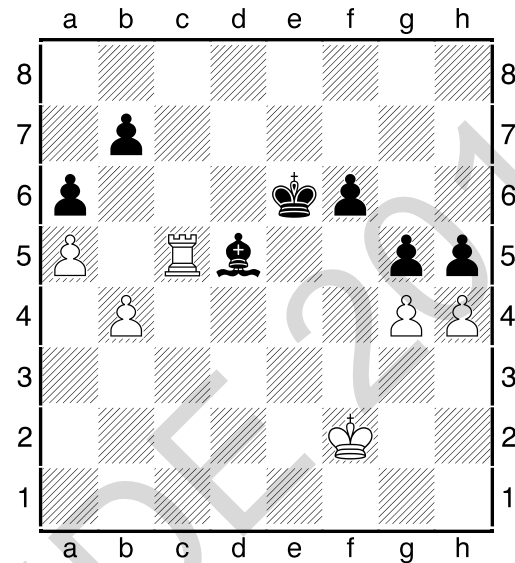
Ask the students to construct a winning plan for White in this position. Mention Black's complete lack of counterplay.

42... ♔e6 43. ♔g3 f6 44. ♔f2 ♗d5 45.g3 g5? (D)



This loses by force, but on the other hand the position must be lost anyway. White eventually trains his king and rook on the b7-pawn and takes it!

46.g4! (D)



CM ten. Creates a passed pawn by force, winning. How often does this happen in the endgame?

46...hxg4 47.h5 ♗e4 48. ♖c7 f5 49.h6 f4 50.h7 g3+ 51. ♔e1 f3 52.h8 ♖ f2+ 53. ♔e2 ♗d3+ 54. ♔e3 1-0

Conclusion

A positional treatment of the 'King's Gambit', which is, of course, the modern way. A summary of the game is in order:

1. Carlsen surprised Wang with his choice of opening.
2. Wang reacted rather passively and was unwilling to challenge White in the sharper variations.
3. Black had very little fun in this game and was defending throughout.
4. Precisely because he was not enjoying playing the position, Wang missed defensive chances on moves 10, 21 and 28.
5. Carlsen showed his ability to create and sustain pressure, which is the key to victory in virtually all competitive games.



Analysis in Depth - Strategy & Tactics

Efstratios Grivas

Concept

A lot of interesting strategical and tactical themes have been presented in the published TRG 'Syllabus'.

In this survey we will see some more interesting games on those same subjects and we will be able to add more valuable knowledge.

So, let's go on with strategy, tactics and a bit of endgame!

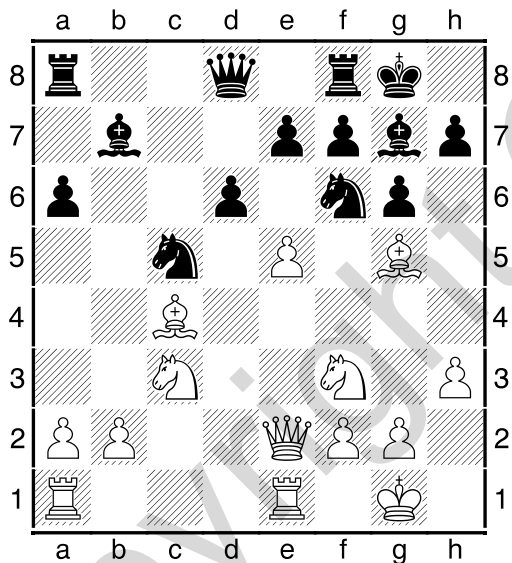
The Exchange Sacrifice

□ Van der Werf Mark

■ Grivas Efstratios

E90 Wijk aan Zee 2008

1.d4 ♘f6 2.c4 g6 3.♘c3 ♙g7 4.e4 d6 5.h3 0-0 6.♙g5 c6 7.♙d3 a6 8.♘f3 b5 9.0-0 ♘bd7 10.♚e1 bxc4 11.♙xc4 c5 12.dxc5 ♘xc5 13.♚e2 ♙b7 14.e5 (D)



14...♘fe4!?

The prelude to an exchange sacrifice. Equal was 14...dxe5 15.♘xe5 ♚b6 16.♚e3 e6 17.♚ad1 ♚ac8.

15.exd6 ♘xg5!

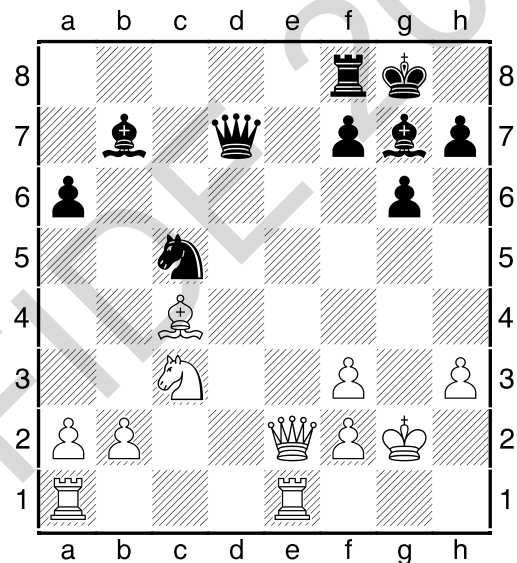
Forced (and good), as 15...♚xd6? 16.♚ad1 ♘xc3 (16...♚b6 17.♙xe7 ♙xc3 18.bxc3 ♘xc3 19.♚e5 +- or 16...♚c7 17.♘d5 ♙xd5 18.♙xd5 ♘xg5 19.♘xg5! ♚ab8 20.♙xf7+ +-) 17.bxc3 ♚c7 18.♚xe7 ♚xe7 19.♙xe7 ♙xf3 20.gxf3 ♚fc8 21.♙d5

♚ab8 22.c4 ± was really bad for Black.

16.dxe7 ♘xf3+ 17.gxf3

White must accept the offer, as otherwise he will face problems: 17.♚xf3? ♙xf3 18.exd8 ♚ ♚axd8 19.gxf3 ♘d3 20.♙xd3 ♚xd3 21.♚e3 ♚d2 ♚.

17...♚d7 18.exf8 ♚+ ♚xf8 19.♙g2 (D)



Black's sacrifice of an exchange and a pawn looks quite OK in view of his compensation:

1. The bishop-pair.
2. The weak king of the opponent.
3. The initiative and active play for his pieces.

19...♚f5

The alternative 19...♙c8!? 20.♚h1 ♚f5 21.♘e4 ♙xb2 22.♚ad1 ♘xe4 23.fxe4 ♚g5+ 24.♙f1 ♚f6 ♚ was also interesting, but not 19...♙xc3? 20.bxc3 ♚f5 21.♚e3 +-.

20.♘e4 ♘e6?

A bad mistake. Black had to go for 20...♙c8! 21.♘xc5 ♚g5+ 22.♙h2 ♚xc5 23.♚ad1 (23.♚g1 ♚h5 [23...♙e5+ 24.♙g2 ♙b8 25.♙xa6 ♙d7 ♚] 24.♚g4 ♙xg4 25.fxg4 ♚e5+ [25...♚g5 ♚] 26.♚xe5 ♙xe5+ 27.♙g2 a5 28.♚b1 ♚d8 =) 23...♚f5 24.♚e4 ♚xh3+ 25.♙g1 ♙xb2 ♚.

21.♙xe6 fxe6

21...♚xe6 22.♘c5 +-.

22. ♖ad1 ± ♙d5 23. ♚e3?

Time trouble badly affects the next stage of the game. Good was 23.b3 ±.

23... ♙xb2

23... ♙h6?! 24. ♚d3! ±.

24. ♖d3 ♙g7?

24...a5 25.a4 ♙g7 ♞ was a must, but not 24... ♙xa2? 25. ♖e2 ♚b5 26. ♖dd2 ♙c1 27. ♘c3 +-.
25. ♖a3! ♚e5?

25... ♖a8 26. ♖a5 ±.

26. ♖xa6 ♚b2 27. ♖e2 ♚b4 28. ♖d2 ♖f7

29. ♖b6?

White missed a clear and quick win:

29. ♘g5! ♖e7 (29... ♙h6 30. ♖xd5 exd5

31. ♖a8+ +-) 30. ♖b6 +-.

29... ♚f8 30. ♚d3 ♙e5 31. ♖e2?!

31. ♖c2! ±.

31... ♚d8?

31... ♖a7! 32. ♖a6 ♖xa6 33. ♚xa6 ♚f4 ♞.

32. ♖b1?!

Bad moves are played by both sides, like a

table-tennis game! 32. ♖xe6! ♖xf3

33. ♖e8+ ♚xe8 34. ♚xd5+ ♚f7 35. ♚xe5

+-.
32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

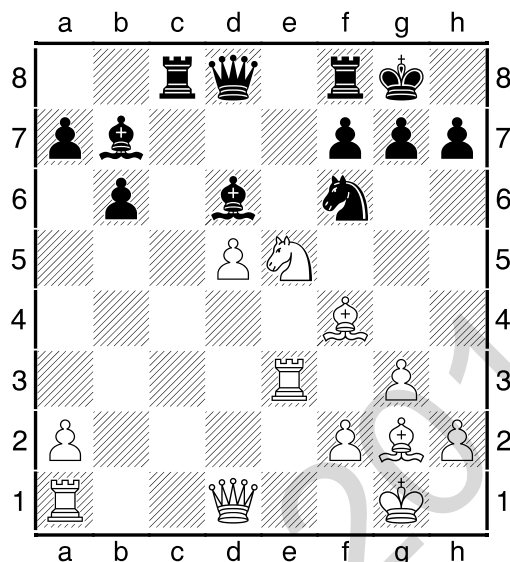
32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4

32... ♚h4 33. ♚e3 h6 34. ♖d1 ♘h7 35.a4



18. ♘c6 ♙xc6 19. ♙xd6

Looks right, since 19.dxc6 ♙xf4 20.gxf4 complicates White's task in most endgames and maybe in less simplified situations too. Especially 20... ♚c7!?

19... ♙a4!?

19... ♚xd6 20.dxc6 ♚c7 21. ♚e2 is also pretty uninviting for Black.

20. ♙xf8!?

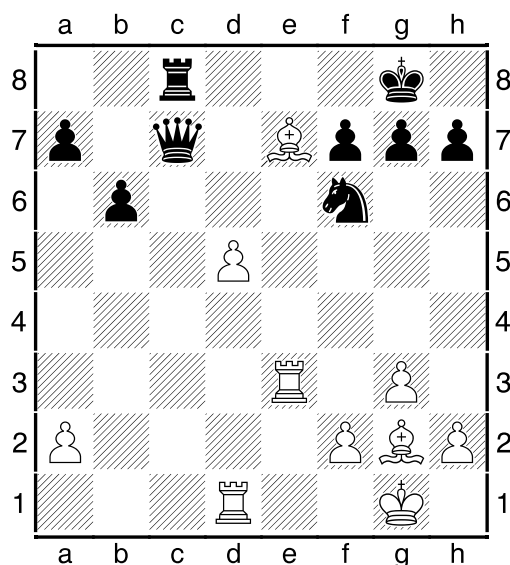
There is a decent option in 20. ♚xa4 ♚xd6 21. ♚xa7 ♘xd5 22. ♙xd5 ♚xd5 23. ♚xb6, when White retains quite good winning chances, but White shows admirable judgement and commendable trust in his choice.

20... ♙xd1 21. ♙e7 ♚c7

21... ♘xd5 22. ♙xd8 (22. ♖xd1? ♚xe7!)

22... ♘xe3 23. ♙g5! ♘xg2 24. ♖xd1 +-.

22. ♖xd1 (D)



The Positional Sacrifice (Queen)

□ Kramnik Vladimir

■ Anand Viswanathan

A30 Las Palmas 1996

1. ♘f3 ♘f6 2.c4 b6 3.g3 ♙b7 4. ♙g2 e6

5.0-0 ♙e7 6. ♘c3 0-0 7. ♖e1 d5 8.cxd5

♘xd5 9.e4 ♘xc3 10.bxc3 c5 11.d4 ♘d7

12. ♙f4 cxd4 13.cxd4 ♘f6 14. ♘e5 ♙b4

15. ♖e3 ♖c8 16.d5 exd5 17.exd5 ♙d6 (D)

Time to take stock. White has a rook and the bishop-pair against queen and knight. His d-pawn is surely strong and the bishop on e7 has real hopes to escort it forward. However, Black does have a knight, which can try and set up some blockade, and there appears to be every chance that the queen will not be left alone to battle against the passed pawn...

22...♘d7?!

Black should be brave and go for the white a2-pawn: 22...♖c2 23.♗ed3 (23.♙f3 ♕xa2 24.♙xf6 gxf6 25.d6 ♖d8 26.d7 ♕a4 27.♖e4 ♕b5 28.♖d5 ♕b1+ 29.♖d1 ♕b5 =) 23...♕xa2 24.♙xf6 gxf6 25.d6 ♖d8 26.d7 ♘.

23.♙h3! h6 24.♙f5!

An interesting move, that does not create any immediate threats, but takes the c2-square under control and disturbs the black king. It's one of those little moves that we love to hate!

24...b5

24...♕b7!? might be a fair alternative, vacating the c-file for the rook.

25.♙b4!

Vacating e7 for the rook, where it will be very actively placed.

25...♖d8 26.♖e7 ♕c4

The main alternative was 26...g6. White can come close to a win in the following spectacular way: 27.♙e6! fxe6 28.dxe6 ♘f8 (28...♕c4 29.♖dxd7 or 28...♕c2 29.♖dxd7 ♕b1+ 30.♙g2 ♕e4+ 31.f3 ♕c2+ 32.♙d2! ♕xd2+ 33.♙h3! ♕xd7 [33...♖xd7 34.exd7 ♙f8 35.♖e8+] 34.♖xd7 ♖e8 35.♖xa7 ♖xe6 36.♙g4 ±) 29.♖xc7 ♖xd1+ 30.♙g2 ♘xe6 31.♖xa7 ±.

27.♖xd7!

Nothing is offered by 27.♖e4 ♕c7.

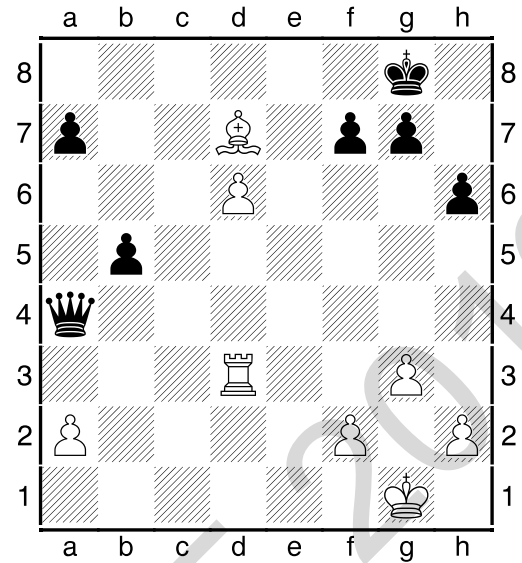
27...♖xd7 28.♙xd7 ♕xb4 29.d6!

This is the critical advance. Again, having been denied the opportunity to stop the passed pawn on the last available dark square before the back rank, the queen's task is quite hopeless.

29...♕a4 30.♖d3?! (D)

Clear-cut and good was the simple and natural 30.♖e1! ♕d4 (30...♕b4 31.♖e8+ ♙h7 32.♙f5+ g6 33.d7 +-) 31.♖e8+ ♙h7 32.♙f5+ g6 33.d7 ♕d1+ 34.♙g2 ♕d5+

35.f3 and White wins.



30...♕e4?!

Black had no chance anyway, as 30...♕xa2 31.♙f5 ♕a5 32.d7 ♕d8 33.♖c3 or 30...♕c4 31.♙f5 ♕c1+ 32.♙g2 ♕c6+ 33.f3 ♕c2+ 34.♙h3 ♕c5 35.♙e4 ♕h5+ 36.♙g2 +- indicates, but he might have tried 30...♙f8!?, where White would have to find 31.♙f5 ♙e8 32.h4! (32.d7+? ♙d8 -) 32...g6 33.♙c8 ♕xa2 34.♖e3+ ♙d8 35.d7 ♙c7 36.♖e8 ♕d2 37.d8♕+ ♕xd8 38.♖xd8 ♙xd8 39.♙a6.

31.♙xb5 ♕e1+ 32.♙g2 ♕e4+ 33.♙g1 ♕e1+ 34.♙g2 ♕e4+ 35.♙f1

Some repetition due to time trouble, but now the correct path is followed.

35...♕h1+ 36.♙e2 ♕e4+ 37.♙f1 ♕h1+ 38.♙e2 ♕e4+ 39.♙d1

This is one of the cases where the safest place for the king is the centre. The checks quickly come to an end.

39...♕g4+

39...♕b4 40.d7 ♕b1+ 41.♙e2 ♕xa2+ 42.♙f3 +- or 39...♕h1+ 40.♙c2 ♕a1 41.d7 ♕xa2+ 42.♙d1 ♕b1+ 43.♙e2 +-.

40.f3 ♕h3 41.d7

And Black resigned due to 41...♕f1+ 42.♙c2 ♕e2+ 43.♖d2!.

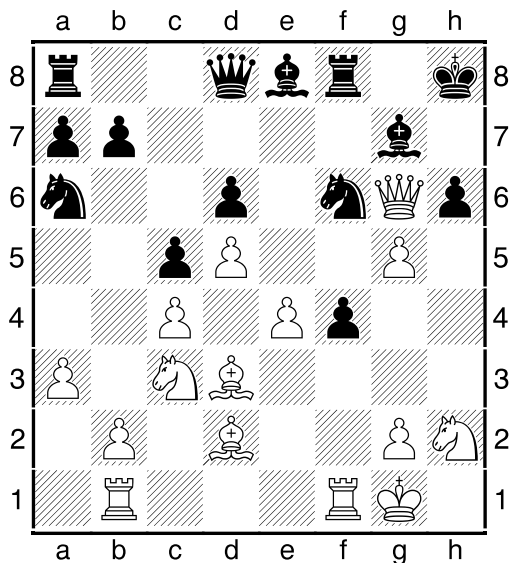
1-0

□ Harikrishna Penteała

■ Ivanisevic Ivan

E90 Kallithea 2008

1.d4 ♘f6 2.c4 e6 3.♘f3 c5 4.d5 d6 5.♘c3 g6 6.h3 ♙g7 7.e4 0-0 8.♙d3 ♘a6 9.0-0 e5 10.♖b1 ♘h8 11.a3 ♘g8 12.♘h2 f5 13.f4 exf4 14.♙xf4 g5 15.♙d2 f4 16.♗h5 h6 17.h4 ♘f6 18.♗g6 ♙d7 19.hxg5 ♙e8 (D)



20. ♗xg7+!?

A spectacular queen sacrifice. Of course, White could also go for 20. ♗f5 ♘h5 21. ♗h3 ♙d4+ 22. ♖f2! ♗xg5 23. ♘e2 with an advantage, but the text move looks quite OK too. White gets just two pieces for his queen, but his army is active and kicking!

20... ♔xg7 21. gxf6+ ♖xf6 22. ♘e2!

Allowing the dark-squared bishop to come on to the long diagonal and simultaneously winning the f4-pawn.

22... ♘b8?

22... ♔g8 was Black's best chance: 23. ♘xf4 ♖f7 24. ♖f3 ∞.

23. ♘xf4?!

Even better was 23. ♘g4! ♘d7 24. ♙c3 ♘e5 25. ♘xe5 dxe5 26. ♙xe5 ♔g8 27. ♘xf4 ♖f7 28. ♘e6 ♗h4 29. ♖be1 ±.

23... ♘d7 24. ♘g4 ♖xf4

Black had no satisfactory alternative to returning some material.

25. ♖xf4 ♘e5 26. ♘xe5 dxe5 27. ♖f5 ♙g6 28. ♖xe5 ♗h4 29. ♙c3

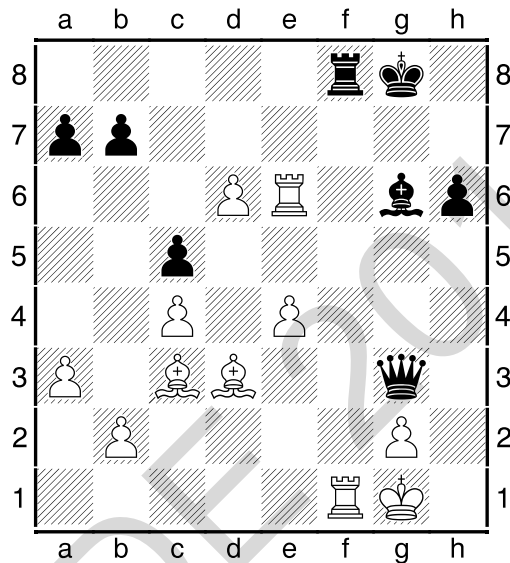
29. ♖f1 ♖f8 30. ♖xf8 ♔xf8 31.d6 ♙e8 32. ♙e2 was even better.

29... ♔g8 30. ♖f1 ♖f8 31.d6?!

Again White had to go for 31. ♖xf8+! ♔xf8 32. ♙e2! ♗f4 33. ♙f3.

31... ♗g3 32. ♖e6? (D)

White is losing his way. 32. ♖xf8+ ♔xf8 33. ♙e2 instead of this blunder, was an obligation!



32... ♖xf1+ 33. ♙xf1 ♗e3+ 34. ♔h2 ♙xe4

Now the fight begins over again.

35. ♖e8+

It was important to include the text move, in order to gain an important tempo (as you can see later in the game).

35... ♔f7 36. ♖e7+ ♔f8 37. ♙g7+ ♔g8 38. ♙e5 ♙c6 39. b4 ♗e1 40. b5 ♙d7!

40... ♗xf1? 41. bxc6 bxc6 42. ♖e8+ ♔f7 43. d7 +-.

41. ♙g3 ♗xf1 42. ♖xd7 ♗f5 43. ♖e7 ♗h5+ 44. ♔g1 ♗d1+ 45. ♖e1 ♗d4+

45... ♗g4 was good for a draw, but the text is also fine.

46. ♔h2 ♗g4 47. ♖e5 b6 48. ♖d5

It should be good for White to have his a-pawn on a6: 48. a4!? ♔f8 49. a5 ♔g8 50. a6, although I do not see how he will break down Black's defence.

48... ♗d7

Not of course 48... ♗xc4? 49. ♖d2 ♗c3 50. ♙f4 ♗f6 51. g3 +-.

49. ♙f4 ♗g4 50. ♙g3 ♗d7 51. ♖d3 ♗f5 52. ♖f3 ♗g4 53. ♖f4 ♗d1?

A losing move. 53... ♗e6 was equal.

54. ♖h4?

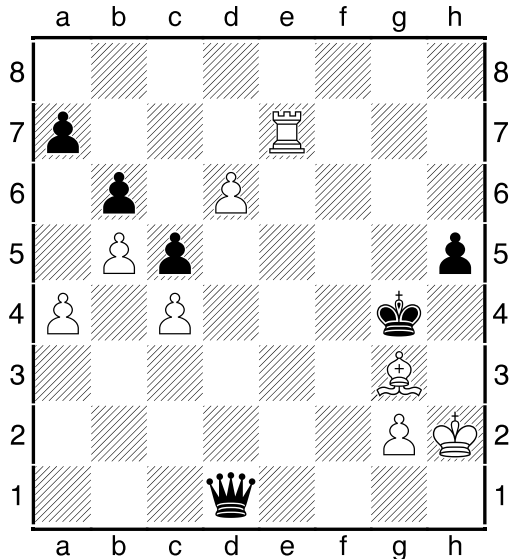
But White did not notice the difference! 54. ♖f5! was winning.

54... ♔h7 55. ♙f4 h5 56. ♙g3 ♔g6 57. ♖e4

♔f5 58. ♖f4+

58. ♖e5+!? ♔g4 59. ♖e7.

58... ♔g5 59.a4 ♔g6 60. ♖e4 ♔f5 61. ♖h4
♔g5 62. ♖h3 ♔f5 63. ♖h4 ♔g5 64. ♖f4
♔g6 65. ♖e4 ♔f5 66. ♖e5+ ♔g4 67. ♖e7
(D)



67... ♖d3?

Black had to give up his h-pawn: 67...h4!
68. ♖e4+ ♔f5 69. ♖f4+ ♔g5 70. ♖xh4
♔g6, in order to clear his queen's path for
perpetual check (... ♖h5-d1) when needed.

68. ♖e5 ♔f5 69.d7 ♖xc4 70. ♖g3!

70.d8 ♖? ♖h4+ 71. ♔g1 ♖e1±.

70... ♖d3 71. ♖c7 ♖c4 72.d8 ♖

1-0

The Positional Sacrifice (Pawn)

□ Korchnoi Viktor

■ Borisenko Georgy

D28 Moscow 1961

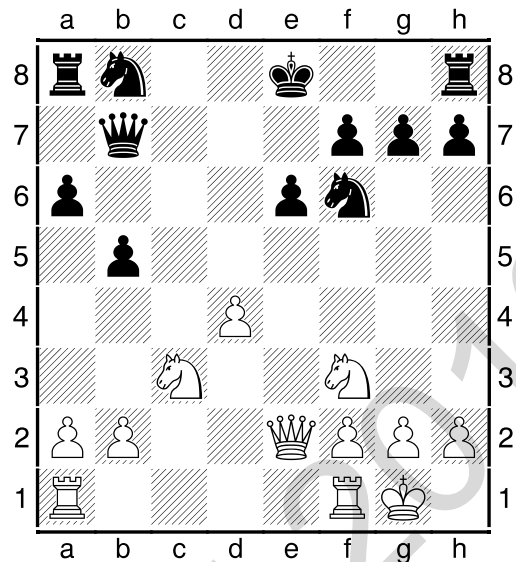
1.d4 d5 2.c4 dxc4 3. ♘f3 ♘f6 4.e3 e6
5. ♖xc4 c5 6.0-0 a6 7. ♖e2 b5 8. ♖d3 cxd4
9.exd4 ♖e7 10. ♘c3 ♖b7 11. ♖g5 ♘d5
12. ♖xe7 ♖xe7 13. ♖e4 ♘f6 14. ♖xb7
♖xb7 (D)

(see next diagram)

Black has fallen back in development, as he
needs at least two more moves to complete it
(...0-0 and ... ♘bd7/c6).

15.d5!

Only like that! This central strike is going to
give White many tempi and the initiative.



15... ♘xd5 16. ♘xd5 ♖xd5 17. ♖fd1 ♖b7
18. ♘g5! 0-0

There was no alternative: 18... ♘d7
19. ♘xe6! fxe6 20. ♖xe6+ ♔d8 21. ♖e1
♖c8 22. ♖e7+ ♔c7 23. ♖ad1 +-. But now,
the absence of a defensive piece from the
kingside (like the b8-knight) will be obvious.

19. ♖d3! g6 20. ♖h3

After 20. ♖ac1 ♘c6 21. ♖h3 h5 22. ♘xe6
♖fe8 23. ♘f4 ♖ad8 24. ♘d5 ♖d6 Black
might hold.

20...h5 21.g4!

Looks risky, but White does not have much
choice, as ... ♘d7-f6 is coming. So, in a way
it is an 'obligatory' good move!

21... ♖e7 22. ♖g2!

The hidden point of White's previous move.

22... ♘c6

Although Black might not get enough for the
exchange sacrificed, he should strongly con-
sider it: 22... ♖xg5 23. ♖xa8 ♖xg4+
24. ♖g2 (24. ♔h1 ♖b4 25.b3 ♘d7)
24... ♖e2 25.b3.

23.gxh5 ♖ad8

Returning material in order to slow down the
opponent's initiative is nearly always the best
choice for the defender. 23...gxh5?
24. ♘xe6+ +-.
24. ♔h1 ♖f6?!

Losing an important tempo. 24... ♘e5

25. ♖g3 ± was necessary.

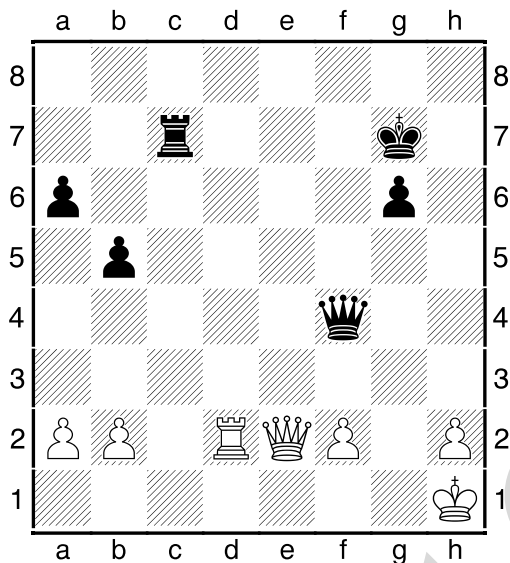
25.hxg6 fxg6

25... ♖xg6? 26. ♖xc6 ♖xg5 27. ♖g1.

26. ♖xc6 ♜xg5 27. ♜xe6+ ♔g7 28. ♜ac1?!

White should have played 28. ♜d7+ ♜xd7 (28... ♔h6? 29. ♜g1 ♜f5 30. ♜e3+ g5 31. ♜xd8 ♜xd8 32. h4 +-) 29. ♜xd7+ ♔h6 30. ♜h3+ ♜h5 31. ♜e3+ ♜g5 32. ♜xg5+ ♔xg5 when Black has a decent chance to save the draw, but he will have to fight for it! **28... ♜xd1+ 29. ♜xd1 ♜f7?!**

Playable was 29... ♜xf2! 30. ♜d7+ ♔f8, when White has nothing better than 31. ♜d6+ ♔e8 32. ♜e6+ ♔f8 =. **30. ♜e2 ♜f4 31. ♜d2 ♜c7 (D)**



32. ♜e3!?

Exchanging queens (under favourable circumstances) is White's only chance to improve his position, as his king is rather weak.

32... ♜xe3 33. fxe3 ♔f6 34. ♔g2 ♔e5 35. ♔f3 ♜f7+ 36. ♔g4 ♜f1 37. ♜g2 ♔f6?! 37... ♜f5! is a much better chance.

38. h4 b4 39. ♜c2 a5 40. b3 ♜g1+ 41. ♔f3 ♜h1 42. ♜c6+ ♔g7 43. ♜a6 ♜h3+ 44. ♔e4 ♜xh4+ 45. ♔d3 ♜h5 46. e4 ♔f7 47. ♔d4 ♜b5 48. e5 g5 49. ♜f6+ ♔e7 50. ♜g6 ♜b8 51. ♔c5 ♜c8+ 52. ♔b5 ♜c2 53. ♔xa5 ♜xa2+ 54. ♔xb4 ♜g2 55. ♔c5 g4 56. b4 g3 57. b5 ♜c2+ 58. ♔b6 g2 59. e6 ♔d6 60. ♔a6 ♜a2+ 61. ♔b7 ♜b2 62. b6 ♔e7 63. ♔c7 ♜c2+ 64. ♔b8 ♜a2?

A blunder. Black has defended excellently and now could have crowned his efforts by 64... ♔d6 65. b7 ♜f2, when he would achieve a draw.

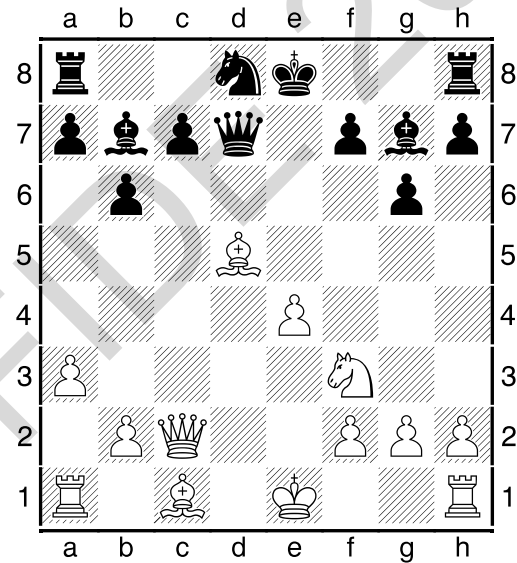
65. b7 ♜b2 66. ♔c7 ♜c2+ 67. ♔b6 ♜b2+ 68. ♔c6 ♜c2+ 69. ♔d5 ♜d2+ 69... ♜b2 70. ♜xg2 ♜xb7 71. ♜g7+. 70. ♔c4 ♜d8 71. ♔c5 1-0

□ **Kramnik Vladimir**

■ **Korchnoi Viktor**

E12 Monte Carlo 1994

1. ♖f3 ♖f6 2. c4 e6 3. d4 b6 4. a3 ♜b7 5. ♖c3 d5 6. cxd5 ♖xd5 7. e3 g6 8. ♖xd5 ♜xd5 9. ♜c2 ♜g7 10. ♜c4 ♜d7 11. e4 ♖c6 12. d5 exd5 13. ♜xd5 ♖d8 (D)



14.0-0!?

A positional pawn sacrifice, aiming to exploit Black's uncoordinated pieces.

14... ♜xd5 15. exd5 ♜xd5

Black is practically forced to accept the offer, as otherwise his pieces will be rather badly placed (especially the d8-knight).

16. ♜d1 ♜b7 17. ♜a4+! b5 18. ♜h4

White's compensation is good and his activity on the kingside important. Black's extra c-pawn cannot be considered a force in this particular phase of the game.

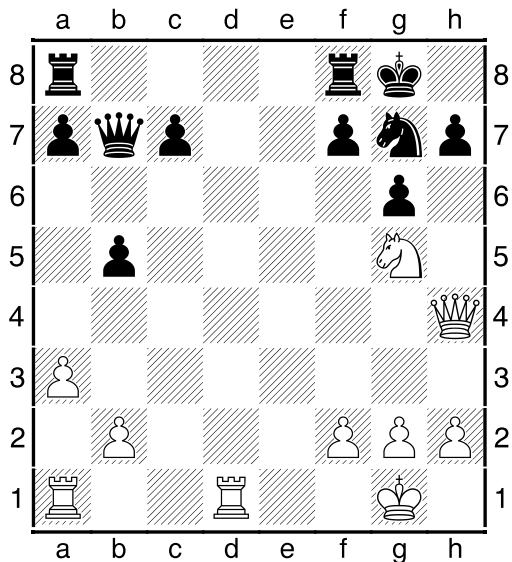
18... ♖e6 19. ♜h6 0-0 20. ♜xg7 ♖xg7

After 20... ♔xg7?! 21. ♖e5! the double threat of 22. ♖d7 and 22. ♖g4 is very unpleasant; the squares h6 and f6 are very vulnerable.

21. ♖g5 (D)

(see next diagram)

21...h5?



A fatal mistake, leaving the f6-square without proper protection. Black should have chosen instead 21...♘h5! 22.♖ac1 (22.♖d7 ♜c6 23.♖ad1 ♖ae8! or 22.g4 ♘f6 23.♖d4! ♜c6 [23...♖fe8?! 24.♖f4 ♜c6 25.♘xf7!] 24.♖f4 h5!) 22...♖ae8 23.b4 ♞.

22.♘e4! ♘e8?!

22...♘f5 23.♘f6+ ♔h8 24.♜g5 ♖ad8 25.♘d7 ♖fe8 26.♜f6+ ♔g8 27.♜c3! ± was also not satisfactory, but Black should have tried 22...♘e6 23.♘f6+ ♔g7 24.♘d7 ♖fd8 25.♜f6+ ♔g8 26.♘e5 c5 27.♘xg6 fxg6 28.♜xe6+ ♔h7 29.♖d6 ±.

23.♘c5 ♜c8 24.♘d7 ♘d6 25.♘f6+!?

Of course 25.♘xf8 would be enough, but White is playing for mate!

25...♔g7 26.♖d5!

Threatening 27.♘xh5+ and 27.♖xh5 simultaneously.

26...♖h8

26...♜e6 27.♘xh5+ ♔g8 28.♖ad1 a6 29.h3 +.

27.♜d4

Centralisation carries the day!

27...♔h6 28.g4

28.♘xh5 was also good: 28...♘f5 29.♜f4+ ♔h7 30.♖d7 +.

28...♜e6

28...hxg4 29.♘xg4+ ♔h7 30.♘f6+ ♔h6 31.♖d1 +.

29.g5+

Black resigned due to 29...♔g7 30.♘xh5+.

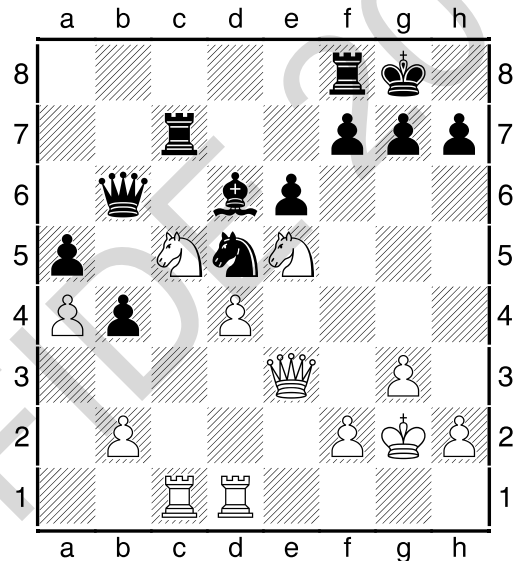
1-0

□ Grivas Efstratios

■ Shavtvaladze Nikoloz

D30 Kallithea 2008

1.d4 ♘f6 2.c4 e6 3.♘f3 d5 4.g3 dxc4 5.♜a4+ c6 6.♜xc4 b5 7.♜b3 ♘b7 8.♘g2 a6 9.0-0 ♘bd7 10.♖d1 c5 11.♘g5 ♜b6 12.♘xf6 ♘xf6 13.♘bd2 ♘d5 14.♜c2 cxd4 15.♘b3 ♘e4 16.♜c1 d3 17.exd3 ♘d5 18.d4 ♘d6 19.♘c5 0-0 20.♜e3 a5 21.a3 b4 22.a4 ♖ac8 23.♖ac1 ♖c7 24.♘e5 ♘xg2 25.♔xg2 ♘d5 (D)



26.♜e4!?

The invitation to a pawn sacrifice.

26...f5!?

Maybe Black should not accept it and play instead 26...♘xc5 27.dxc5 ♖xc5 28.♘d7! (28.♖xc5? ♜xc5 29.♘d7 ♜c6 30.♘xf8 ♘e3+ 31.♔f3 ♜xe4+ 32.♔xe4 ♘xd1 -) 28...♖xc1 29.♖xc1 ♘f6 (29...♜b7? 30.♘xf8 ♘e3+ 31.♔f3 +-) 30.♜xh7+ ♔xh7 31.♘xb6 ± or 26...♘e5 27.♜xe5 ♖fc8 28.♖d2 ±.

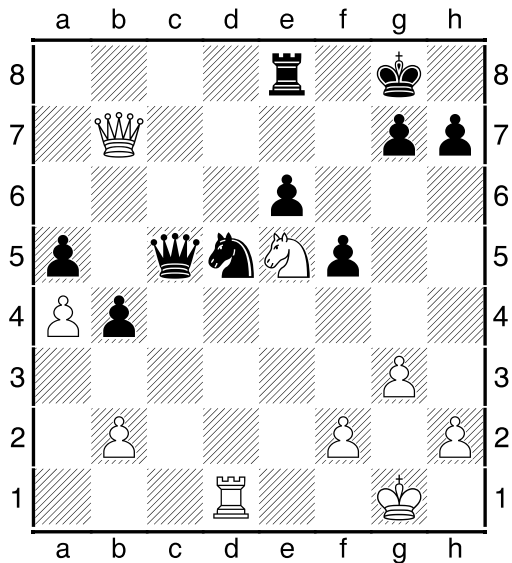
27.♜e2! ♘xc5 28.dxc5 ♖xc5 29.♔g1! oo/=

Not of course 29.♖xc5? ♜xc5 30.♜a6 ♘e3+ -+ or 29.♘d7? ♜c6 -+. White's compensation lies in his better placed pieces (especially the e5-knight) and the weak black king, as well as the weak black pawns on a5 and e6.

29...♖d8 30.♖xc5

30.♘d7? was attractive, but it could not satisfy White after the correct reply 30...♘f4!!

(30... ♖xd7? 31. ♗xc5 ♕xc5 32. ♖xe6+ ♗f7
 33. ♗xd5 ±) 31.gxf4 ♗xd7 ♠.
 30... ♖xc5 31. ♖a6 ♗e8 32. ♖b7 (D)



32... ♖e7?!

Black had to find a difficult series of moves, starting with 32... ♗h8! 33. ♖f7 ♗c7! (33... ♖f8 34. ♖xf8+ ♗xf8 35. ♗c1 ±) 34. ♗e1! ♗d8 35. ♗g2 oo/=.

33. ♖b5 ♗c8 34. ♖xa5

Now the material balance is restored and White holds the advantage, as his a-pawn is passed and stronger than the black e6-pawn.

34... ♖d6

Black could think of 34... ♖b7 35.b3 h6 36. ♗c4 ♗a8 37. ♖c5 ±.

35. ♗e1 h6

Or 35... ♗f6 36. ♖a7 ±.

36. ♖b5 ♗f6 37. ♖b7 ♗f8?

A serious mistake. Black had to go for 37... ♗c7 38. ♖b8+ ♗h7 39. ♗c4 ♖c5 40.b3 ♗e4 41. ♗e3 ±.

38. ♖c6!

The ending is much better for White due to his strong passed a-pawn and the mobility of his pieces.

38... ♖xc6 39. ♗xc6 ♗a8 40.b3 ♗e4

41. ♗e3 ♗c5 42. ♗xb4! ♗b8 43. ♗c6 ♗b6

43... ♗xb3 44. ♗xb3 ♗xb3 45.a5 ♗c5

46. ♗b8 ♗a4 47. ♗d7 ♗c3 48.a6 ♗b5

49. ♗e5 +–.

44. ♗a5 ♗d6 45. ♗c3 ♗e4 46. ♗c2 ♗d3

47. ♗f1 ♗c3 48. ♗c4 g5 49. ♗d2 +–

Exchanging when pawn up is nearly always

welcome!

49... ♗xd2 50. ♗xd2 ♗f7 51. ♗c4 ♗e7
 52. ♗e1
 1–0

Good Bishop vs Bad Knight

□ Alekhine Alexander

■ Junge Klaus

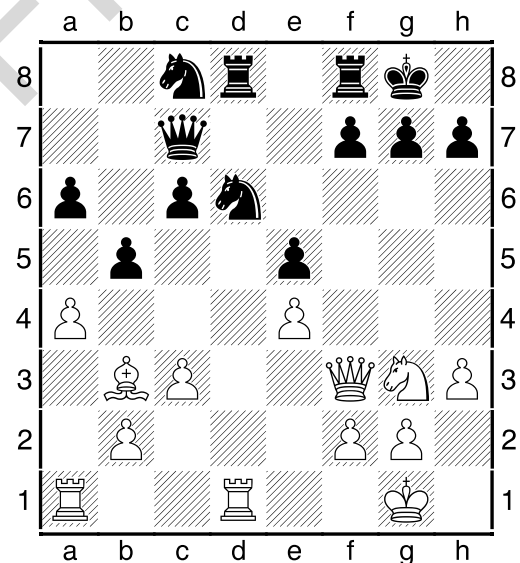
C86 Krakow 1942

1.e4 e5 2. ♗f3 ♗c6 3. ♗b5 a6 4. ♗a4 ♗f6
 5.0–0 ♗e7 6. ♖e2 b5 7. ♗b3 0–0 8.c3 d5
 9.d3 dxe4 10.dxe4 ♗g4 11.h3 ♗h5 12. ♗g5
 ♗e8 13. ♗xe7 ♗xf3 14. ♖xf3 ♗xe7
 15. ♗d1 ♗d6 16. ♗d2 c6 17. ♗f1 ♖c7
 18.a4 ♗ad8 19. ♗g3 ♗ec8 (D)

White's bishop is a better and stronger piece than Black's knight. Still, of course, there is a long way to go. White has to combine activity on the a- and d-files with a kingside attack.

20.axb5 axb5 21. ♗f5! ♗b6

After 21... ♗xf5 22.exf5 the threat is 23.f6.



22. ♖e3

22. ♗xd6 ♗xd6 23. ♗xd6 ♖xd6 24. ♗a7 ♗c4 25. ♗xc4 bxc4 26. ♖e2 was also fine, as White will win the c-pawn.

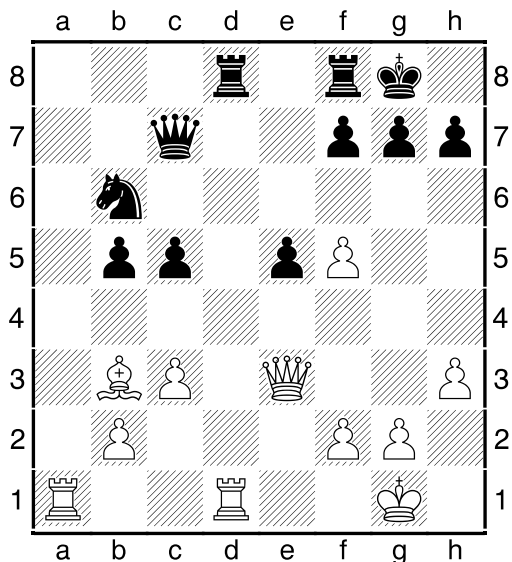
22... ♗xf5

Bad was 22... ♗bc4? 23. ♗xc4 ♗xc4 24. ♗xd8 ♗xd8 25. ♖c5! ♗xb2 26. ♗a7 +– but Black had to go for 22...c5!? 23. ♖g5 ♗xf5 24.exf5 h6 (24... ♗d7? 25. ♗xd7 ♗xd7 26.f6 g6 27. ♖h6 +–) 25. ♖g3 ♗xd1+ 26. ♗xd1 ♖e7 27. ♖e3!, although White still

stands better.

23.exf5 c5?! (D)

23...♘d5 was Black's last chance: 24.♙c5!
 (24.♙xd5 cxd5 [24...♖xd5?! 25.♗xd5 cxd5
 26.♖a7 ♗d6 27.♖b7 ♖b8 28.♙a7 ♖xb7
 29.♙xb7 g6 30.fxg6 hxg6 31.♙xb5 d4
 32.♙d3 ±] 25.♖a7 ♗d6 26.♙e2 ±)
 24...♙d6 25.♙xd6 ♖xd6 26.♖a7 ±.



24.f6! gxf6 25.♙h6?!

More accurate was 25.♙c2! ♖fe8 26.♙h6
 e4 27.♖e1 +–.

25...f5?!

Black had to put up a defence with 25...e4!
 26.♙xf6 ♘c4 27.♙g5+ ♔h8 28.♖xd8
 ♖xd8 29.♙f5 ±.

26.♙xf7+! ♙xf7

26...♖xf7 27.♙g5+ ♔h8 28.♖xd8+ +– or
 26...♔xf7 27.♙xh7+ ♔f6 28.♙xc7 +– or,
 finally, 26...♔h8 27.♙f6 #.

27.♖xd8 ♘a4

Unfortunately the alternative 27...♖xd8
 loses the house: 28.♙g5+ ♔f8 29.♙xd8+
 ♔g7 30.♙xb6.

28.b3

Black resigned due to 28...♘xc3 29.♖aa8.

1–0

Evaluation of the Position

King Security

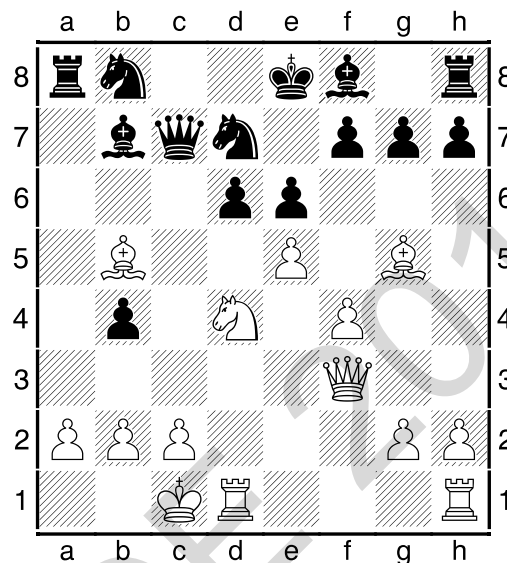
□ Georgiev Krum

■ Kasparov Garry

B96 Valetta 1980

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6

5.♘c3 a6 6.♙g5 e6 7.f4 ♗c7 8.♙f3 b5
 9.0–0–0 b4 10.e5 ♙b7 11.♘cb5 axb5
 12.♙xb5+ ♘fd7 (D)



A difficult position to assess has arisen. Usually, the one who wins is the player who has done his homework!

13.♘xe6!

Best. The immediate 13.♙h3? would be bad:
 13...b3! 14.axb3 (14.♙xb3 ♙d5 ♢) 14...dxe5
 15.♘xe6 ♖a1+ 16.♔d2 ♖xd1+ 17.♖xd1
 ♙d6+ –+.

13...fxe6 14.♙h3 ♔f7

What else? If 14...♙d5 then 15.♖xd5! ♔f7
 16.exd6 ♙xd6 17.♖e1! +–.

15.f5!

A pawn storm is under way!

15...♙e4

There is no decent alternative for Black:
 15...♘xe5 16.fxe6+ ♔g8 (16...♔g6 17.♙g3
 +–) 17.e7 ♙xe7 18.♙e6+ ♘f7 19.♙xe7 +–
 or 15...b3 16.fxe6+ ♔g8 17.♙xb3 ♘c5
 18.♙c4 d5 19.♖xd5 +– or, finally, 15...♙d5
 16.fxe6+ ♙xe6 17.♖hf1+ ♘f6 18.♙e8+!
 ♔xe8 19.♙xe6+ ♙e7 20.♙c8+ ♙d8
 21.♙b7 +–.

16.fxe6+ ♔g8

Or 16...♔g6 17.♙d3 ♘xe5 18.♙xe4+
 ♔xg5 19.♖hf1 +–.

17.♙b3!

This was actually the novelty of the game.
 17.♙d3 ♙xd3 18.♖xd3 ♘xe5 19.e7 ♙xe7
 20.♙e6+ ♔f8 21.♙xe7+ ♙xe7 22.♖f1+
 ♔e8 23.♙c8+ ½–½ was seen in Yeo,M-

Banks, T London 1979.

17... ♖xc2

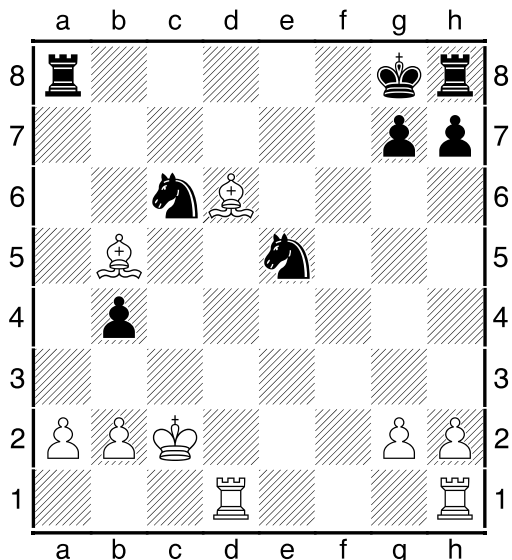
Or 17... ♖c5 18. ♖c4 d5 19. ♖xd5 +-.
18. ♖xc2

18. ♖xc2

18. ♖c4 +- was also fine.

18... ♖xc2+ 19. ♖xc2 ♖xe5 20. e7 ♖xe7

21. ♖xe7 ♖bc6 22. ♖xd6 (D)



The complications are over and White has emerged with an extra pawn and the bishop-pair vs the knight-pair; in other words, he has obtained a won position.

22... ♖a5 23. ♖d5 ♖xb5 24. ♖xb5 ♖d4+
25. ♖b1 ♖xb5 26. ♖xe5

Further piece exchanges are helpful to the side with extra material.

26... ♖f7 27. ♖c1 ♖e6 28. ♖c5 ♖d6
29. ♖c2 ♖f8 30. ♖d4 ♖f1 31. ♖e5+ ♖d7
32. ♖c5 ♖c6 33. ♖xb4

A second pawn to the good! The rest was hardly difficult:

33... ♖f2+ 34. ♖c1 ♖b7

34... ♖xg2 35. ♖e6 +-.
35. ♖g5 g6 36. a3 ♖e2 37. ♖b1 ♖f2

38. ♖a2 ♖d8 39. ♖c5+ ♖b7
39... ♖d7 40. ♖d5+ ♖c8 41. ♖d2 +-.
40. ♖d5 ♖c6 41. ♖c3 ♖xg2 42. ♖d7+ ♖b6

43. ♖xh7 ♖b5 44. ♖b3 ♖g4 45. ♖d7 ♖h4

46. ♖d2 ♖h3 47. ♖g2 ♖d4+ 48. ♖a2 ♖f5

49. ♖e5 ♖e3 50. ♖b8 ♖e6

50... ♖e8 51. ♖g4! ♖xb8? 52. ♖b4+.

51. ♖g4 ♖e7 52. ♖g3 ♖c6 53. a4+ ♖c5

54. ♖a3 ♖f6 55. b3 ♖d5 56. ♖g5+ ♖e4

57. ♖c5 ♖e6 58. a5 ♖d3 59. b4 ♖d4

60. ♖e5! ♖f3 61. ♖b2 ♖d2

61... ♖xh2 62. b5 +-.
62. ♖c3+ ♖e2 63. ♖a4

1-0

1-0

□ Seirawan Yasser

■ Beliavsky Alexander

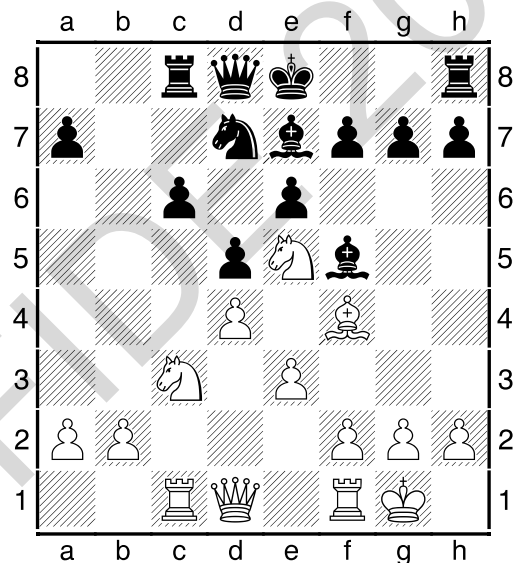
D14 Brussels 1988

1. d4 d5 2. c4 c6 3. ♖c3 ♖f6 4. cxd5 cxd5

5. ♖f4 ♖c6 6. e3 ♖f5 7. ♖f3 e6 8. ♖b5 ♖d7

9. 0-0 ♖e7 10. ♖xc6 bxc6 11. ♖c1 ♖c8

12. ♖a4? (D)



This is the real culprit. In such apparently quiet positions it is very easy to fixate upon structural battles - such as the thematic tussle for the c5-square here - and overlook other, more pressing factors. In fact, a much safer move was 12. ♖e5! which would itself have some impact upon control of the c5-square and certainly suffice for White to hold the balance: 12... ♖xe5 13. ♖xe5 f6 14. ♖g3 c5 =.

12...g5!

A much more aggressive (and correct) continuation than the solid 12...0-0?! 13. ♖e5 ♖xe5 14. ♖xe5 ♖a5 15. a3 ♖b5 ∞ Gruettner, R-Coates, K West Bromwich 2003.

13. ♖g3 h5 14. h3

The main alternative is 14. ♖c5 ♖xc5 15. dxc5 h4 16. ♖d6 (16. ♖e5 f6 17. ♖d6 h3 ♢ Kalkhof, S-Schneider, H Bonn Roettgen 1999) 16...h3 ♢ Astrom, R-Svensson, B Sweden 1998.

14...g4

The text move seems to be more accurate than 14...h4 15.♙h2 g4 16.♘e5! (16.hxg4 ♙xg4 17.♚e2 h3 ♞) 16...♘xe5 17.♙xe5 ♚g8 18.hxg4 ♙xg4 19.f3 ♙f5 20.♚h1 ♞.

15.hxg4?!

15.♘e5 ♘xe5 16.♙xe5 f6 transposes to the game.

15...hxg4?!

Black had an even better recapture at his disposal: 15...♙xg4! 16.♘c3 h4 17.♙f4 h3 18.♚e1 c5 –+.

16.♘e5

16.♘h2?! ♘f6! (16...♙h4 17.♙f4 ♙g5 18.♙g3) 17.♘c5 ♙xc5 18.dxc5 ♘e4 19.♘g4 ♚g5 –+.

16...♘xe5 17.♙xe5

17.dxe5 c5 ♞ promises a slow 'death' due to the superior centre and the bishop-pair.

17...f6 18.♙g3 ♚f7!

Black's forces must connect and cooperate! Wrong is 18...♙d6?! 19.f4 gxf3 20.♚xf3 ♙e4 21.♚g4 ♚f7 22.♘c5 ∞ Solaesa Navalpotro, L-Abreu Delgado, A Madrid 2002. A 'correct' handling of an attack 'demands' the involvement of as many pieces as possible.

19.♚e1?!

White was obliged to go for 19.f3 gxf3 20.♚xf3 ♙d3 21.♚fe1 ♙e4 22.♚f4 ♚h5 ♞.

19...♚h5!

Accurate, as 19...♚g8?! would allow the white king to escape: 20.♚f1! ♙b4 21.♘c3 ♚g6 22.♚e2.

20.♚d2

Now White cannot continue with 20.♚f1 due to 20...♚a5! 21.♚e2? ♚b5+ 22.♚d2 ♚d3 #.

20...♙e4! 21.♚f1

Or 21.♘c3 ♚h8 22.♚f1 ♚h1+ 23.♚e2 ♙xg2 –+.

21...♙f3!

And, as mate follows, White resigned.

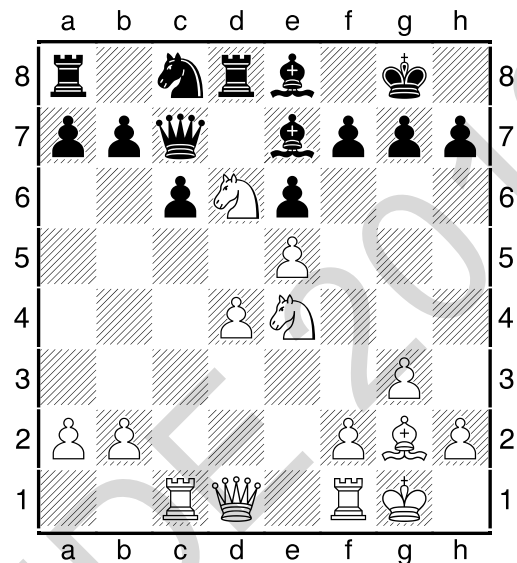
0–1

□ Sasikiran Krishnan

■ Barua Dibyendu

D52 Kelamabakkam 2000

1.d4 d5 2.c4 e6 3.♘c3 ♘f6 4.♙g5 c6 5.e3 ♘bd7 6.♘f3 ♚a5 7.♘d2 dxc4 8.♙xf6 ♘xf6 9.♘xc4 ♚c7 10.♚c1 ♙e7 11.g3 0–0 12.♙g2 ♚d8 13.0–0 ♙d7 14.e4 ♙e8 15.e5 ♘d5 16.♘e4 ♘b6 17.♘cd6 ♘c8 (D)



18.♘xe8!

White has a genuine space advantage, but his outpost on d6 cannot be maintained. The solution is impressive. At first glance, it appears that, in what follows, d4 might be the most vulnerable spot for either side. In fact, the opposite-coloured bishops live up to their reputation. They favour the attacker, and in particular a direct attack on the king. An excellent assessment from the talented player of the white pieces.

18...♚xe8 19.♚g4 ♚d8 20.♚fd1 ♘b6 21.h4

21.♘f6+ ♚h8 22.♘h5 g6 23.♘f6 ♘d7 24.♘e4 was also good.

21...h6 22.♚c3

22.♘f6+ ♚h8 23.♘h5 looks again like a better try. But anyway, as Black cannot exchange any pieces or alter the pawn structure, he cannot change his fate...

22...♘d5 23.♚f3 ♙f8 24.♙f1!

The bishop will be placed on the important b1-h7 diagonal, helping the attack.

24...c5

Black cannot stay put anymore.

25.♚c1 b6 26.♙d3 ♚ac8 27.a3 ♚b7 28.♚e1?!

The alternative was 28.dxc5 bxc5 (28...♙xc5

29. ♖f6+ ♜xf6 30. exf6 ♙f8 31. ♖d1 ±
 29. b3 ± (29... ♗xb3? 30. ♘g5! +-) and it
 should have been preferred.

28... cxd4 29. ♘f6+ ♘xf6

Not 29... ♙h8? 30. ♘xd5 ♖xd5 (30... exd5
 31. e6 +-) 31. ♗e4 g6 32. h5 +-.

30. exf6 ♗d5 31. ♙e4 ♗d6?

A bad move. Black had to go for 31... h5!
 32. ♗f4 ♗d7 33. fxg7 ♙xg7 34. ♙d3 ♞.

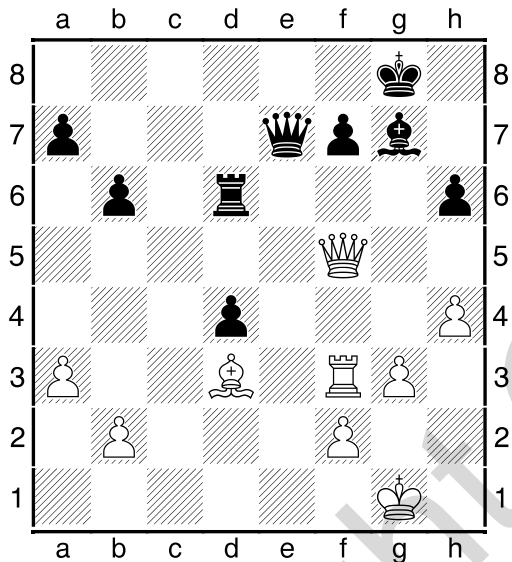
32. fxg7 ♙xg7 33. ♙h7+! ♘f8

33... ♙xh7 34. ♖xf7 ♖g8 35. ♖xe6 was cur-
 tains: 35... ♗d5 36. ♗g6+ ♙h8 37. ♗xh6+
 ♙xh6 38. ♖xh6 #.

34. ♖xe6 ♗d5 35. ♙g6 ♖c7 36. ♖e1 ♘g8

37. ♙e4 ♗c5 38. ♙d3 ♖e7 39. ♖xe7 ♗xe7

40. ♗f5 ♖d6 (D)



White's position is certainly preferable, as the
 opposite-coloured bishops assure him of a
 long-term advantage thanks to his attack,
 with minimal risk. Actually, Black might
 have been happier being a pawn down (miss-
 ing his d4-pawn)!

41. ♖f4

41. ♗h7+ ♙f8 42. ♙c4 ♖f6 43. ♖xf6 ♗xf6
 44. ♗e4 a5 45. ♗a8+ ♙e7 46. ♗b8 ± was
 also fine for White.

41... ♗e6 42. ♗h5 ♗d5 43. ♖f5 ♗e6

44. ♗f3 ♖c6 45. ♙e4 ♖c7 46. ♙g2 ♗e8

47. ♙d5 ♖e7 48. ♙c4 ♗d7 49. b3 ♗e8

50. g4!

The g-pawn joins the attack, threatening the
 lethal g5, making White's h-pawn passed.

50... d3

Desperation. 50... ♙e5 was also losing: 51. g5
 hxg5 52. ♖xg5+ ♙f8 53. h5 +-.

51. ♙xd3 ♖e5 52. ♖f4

While examining this game, the feeling that
 White was not in the 'mood' to calculate any
 concrete variations at all comes into consid-
 eration. Here 52. ♖xf7 ♗xf7 53. ♙c4 ♖e6
 54. ♗a8+ ♙f8 55. ♗c8 +- was equally good.

52... b5 53. a4 a6 54. ♗b7 ♗e6 55. axb5 axb5

56. ♙xb5 ♗d5+ 57. ♗xd5 ♖xd5 58. ♙c4

Black gave up a second pawn in order to
 exchange queens, but of course there is no
 way out. The end was smooth:

58... ♖d7 59. g5 hxg5 60. hxg5 ♙f8 61. ♖f5

♖a7 62. f4 ♙e8 63. ♙f3 ♙c3 64. ♙g4 ♙b4

65. ♖e5+ ♙f8 66. ♖b5 ♙d6 67. ♖b6 ♖d7

68. f5 ♙c7 69. ♖b7 ♙e7 70. f6+ ♙d8

71. ♙f5 ♙c8 72. ♖xc7+ ♖xc7 73. ♙xf7

Black resigned, as the white pawns are un-
 stoppable after 73... ♖xf7 74. g6.

1-0

□ Bauer Christian

■ Korchnoi Viktor

E08 Enghien les Bains 2003

1. ♘f3 d5 2. d4 ♘f6 3. c4 e6 4. g3 ♙b4+

5. ♙d2 ♙e7 6. ♙g2 0-0 7. 0-0 c6 8. ♗c2

♘bd7 9. ♖d1 b6 10. ♙f4 ♙b7 11. ♘c3

dxc4 12. ♘d2 ♘d5 13. ♘xc4 ♘xf4 14. gxf4

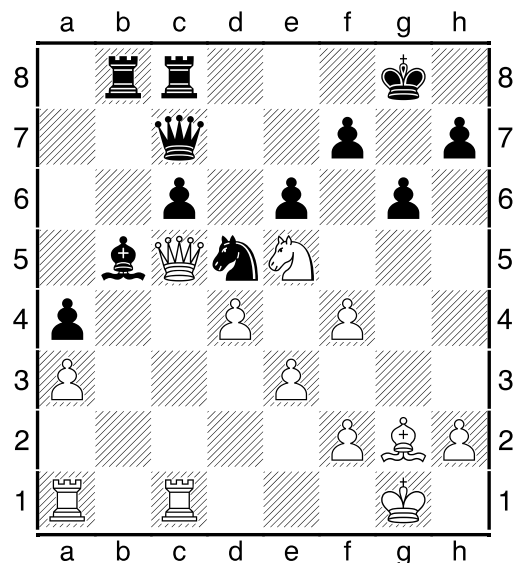
g6 15. ♖ac1 ♖c8 16. e3 ♘f6 17. a3 ♘d5

18. b4 a5 19. bxa5 bxa5 20. ♗b3 ♙a6

21. ♘e5 ♗d6 22. ♖a1 ♖b8 23. ♗c2 ♖fc8

24. ♘e4 ♗c7 25. ♖dc1 ♙b5 26. ♘c5 ♙xc5

27. ♗xc5 a4 (D)



White holds the advantage. His domination of the dark squares is obvious and his pressure down the c-file strong. Moreover, one must add to the above White's more active bishop (all black pawns are placed on squares the colour of their bishop). Plans on the queenside should be sought. But maybe not, as Black's pieces are ready to defend on this side of the board.... However, this means that the black king's position is rather weak, without any defensive piece!

28.f5!

A very strong move, yielding White a very dangerous attack.

28...gxf5

28...♖b7 29.fxe6 fxe6 30.♙h3 ♔e7
31.♚xe7 ♖xe7 32.♖c5 ±.

29.♙xd5!

Eliminating the best eventual defensive black piece and simultaneously clearing the g-file.

29...exd5 30.♙h1 f6?

The text move leads to a spectacular mate. Black had to play 30...♙h8 (30...♙e2 31.♚c2! ±) and accept a much worse ending of good knight vs bad bishop after 31.♖g1 (31.♚d6 ♚xd6 32.♘xf7+ ♙g7 33.♘xd6 ♖f8 34.♘b5 cxb5 35.♖c5 ±) 31...♖f8 32.♖g5! f6 33.♖xf5 ♖be8 (33...♚c8 34.♚e7 ♖b7 [34...♚xf5 35.♖g1 +- or 34...♚e8 35.♚xe8 ♖bxe8 36.♘d7 ♙d3 37.♖f4 ♖f7 38.♘e5 ±] 35.♚d6 +-) 34.♖f4 (34.♖g1 ♚d8 [34...♚c8? 35.♚a7 +-] 35.♘g4 ♖g8 ±) 34...♖g8 35.♚d6! (35.♖xf6? ♖xe5 36.dxe5 ♚g7 +-) 35...♚xd6 36.♘f7+ ♙g7 37.♘xd6 ♖e6 38.♖g4+ ♙f8 39.♖xg8+ ♙xg8 40.♖g1+ ♙f8 41.♘b7 ±.

31.♖g1+ ♙h8 32.♚d6!!

An impressive queen sacrifice that wins immediately. Black resigned in view of inevitable mate: 32...♚xd6 (32...fxe5 33.♚f6+) 33.♘f7#.

1-0

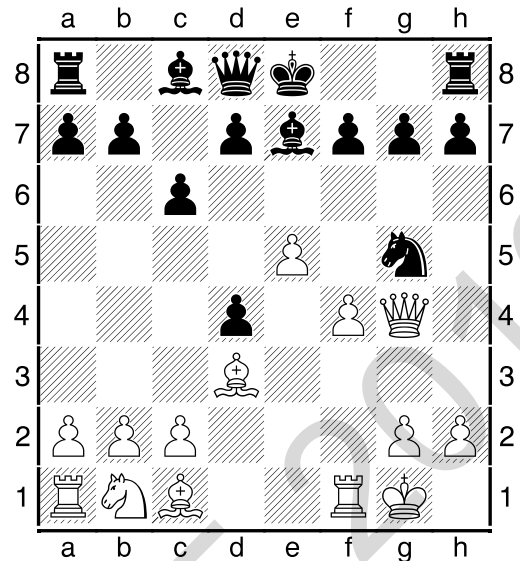
□ **Haznedaroglu Kivanc**

■ **Erturan Yakup**

C65 Ankara 2007

1.e4 e5 2.♘f3 ♘c6 3.♙b5 ♘f6 4.0-0 ♙e7
5.d4 ♘xd4 6.♘xd4 exd4 7.e5 ♘e4 8.♚g4

♘g5 9.f4 c6 10.♙d3 (D)



10...h5

Black gets into a dangerous position. With 10...d5! 11.♚g3 ♘e6 12.f5 ♙h4 13.♚g4 h5 he would achieve a complicated battle.

11.♚g3 h4 12.♚f2 ♘e6 13.f5 ♘c5 14.f6! gxf6 15.exf6 ♙d6 16.♙f4

16.♖e1+ ♘e6 or 16.♚xd4 ♚c7 17.♙f4 ♘xf4 18.♖xf4 ♘e6 19.♖e4 d5 20.♖e3 h3 ∞ did not pose any problems for Black.

16...♙xf4 17.♚xf4 d6

After 17...♘e6?! 18.♚d6 ♖h5 19.♘d2 ♖d5 20.♚b4 White's pressure is annoying.

18.♘d2 ♙d7

18...♘e6 19.♖ae1 ♙d7 20.♙f5 ♙c7 21.♙xe6 ♙xe6 22.♘b3 ± was a decent alternative line for Black. The black king faces no real problems in the centre, as his c- and d-pawns offer sufficient protection.

19.♚xd4 ♙c7 20.♘c4 ♙e6 21.♖ae1 ♚f8?

Black loses his way. With 21...h3 22.g3 ♘xd3 23.cxd3 ♚d7 he could achieve an unclear position. Now he should be in trouble.

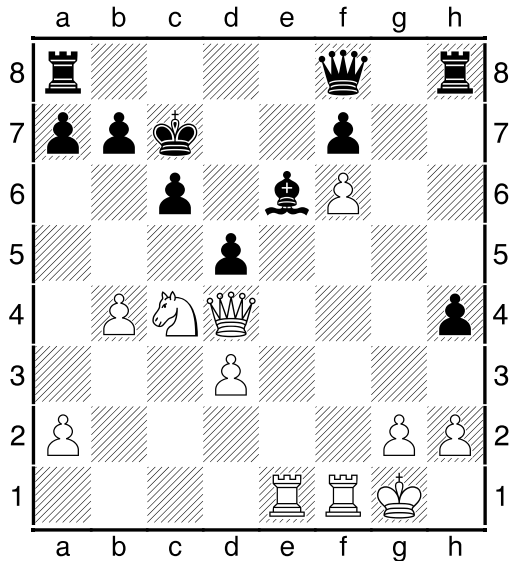
22.b4?

White returns the favour! With 22.♙f5! a5 23.♙xe6 ♘xe6 (23...fxe6 24.♖f5! exf5 (24...b5 25.♘xd6 ♚xd6 26.♚xc5 +-) 25.♖e7+ ♚xe7 26.fxe7 +-) 24.♚b6+ he could have achieved a huge advantage.

22...♘xd3 23.cxd3 d5? (D)

An oversight. Black had to go for 23...h3 24.g3 ♖h5 25.a4 ♖d5 ∞ and fight in an un-

clear position.



24. ♖f4+!

Opening up the critical h2-b8 diagonal cannot have been advisable.

24... ♔d7

24... ♔d8 25. ♘d6 b6 26. b5 c5 27. ♘xf7+! +- .

25. ♜xe6!?

Spectacular, but the natural 25. ♘e5+ ♔c8 26. ♘g6 fxg6 27. ♜xe6 was curtains.

25... fxe6

25... ♔xe6 26. ♖f5 #.

26. ♘e5+ ♔c7 27. ♘g6+! ♖d6 28. f7! ♖xf4

29. ♜xf4 ♜hf8 30. g4!

The white g-pawn provides the solution. The white f- and g-pawns are unstoppable.

30... ♔d7

Or 30... hxg3 and after 31. hxg3 ♔d6 32. g4 e5 33. ♜f6+ +- Black is lost as well! There is nothing he can do anymore for his helpless position.

31. g5 ♘d6

31... e5 32. ♘xf8+ ♜xf8 33. ♜f1 +- as g6-g7 is coming.

32. ♘xf8 ♜xf8 33. g6

1-0

Pawn Islands

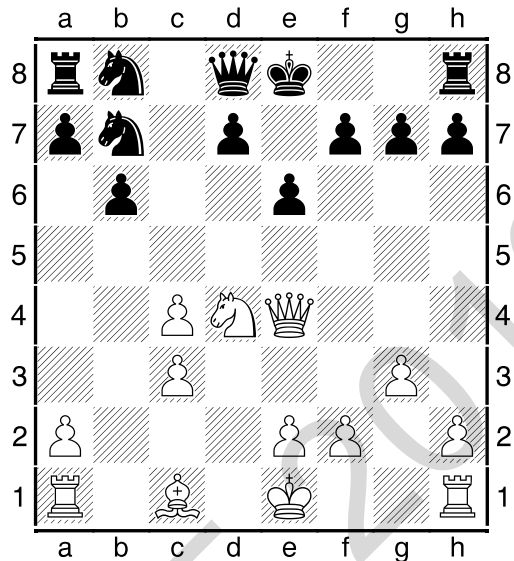
□ Potapov Alexander

■ Pigusov Evgeny

E20 Elista 2001

1. d4 ♘f6 2. c4 e6 3. ♘c3 ♘b4 4. g3 c5
5. ♘f3 cxd4 6. ♘xd4 ♘e4 7. ♖d3 ♘xc3+
8. bxc3 ♘c5 9. ♖e3 b6 10. ♘g2 ♘b7

11. ♘xb7 ♘xb7 12. ♖e4 (D)



12... ♘c6!

A nice positional pawn sacrifice. White would be fine after 12... d5?! 13. cxd5 ♖xd5 14. ♖xd5 exd5 15. ♘b5 ±.

13. ♘xc6

The main alternative is to decline the pawn offer with 13. ♘a3 ♜c8 (13... ♘d4 14. cxd4 d5 15. ♖g4 g5 16. cxd5 ♖xd5 ∞ Cifuentes Parada, R-Bosch, J Netherlands 1996) 14. 0-0 ♘c5 15. ♘xc5 bxc5 16. ♘f5 0-0 17. ♘d6 ♜b8 = Van Wely, L-Adams, M Frankfurt 2000.

13... dxc6 14. ♖xc6+

What else? One might think that White has no right to be overjoyed at the outcome of the opening, but can at least point to the fact that he has closed the c-file, which gives his c-pawns a fighting chance! Alas, the alternative 14. ♘a3 is not that joyful: 14... ♖c7 15. 0-0 c5 16. ♜ad1 0-0 ♞ Zvjaginsev, V-Yuferov, S Moscow 1989.

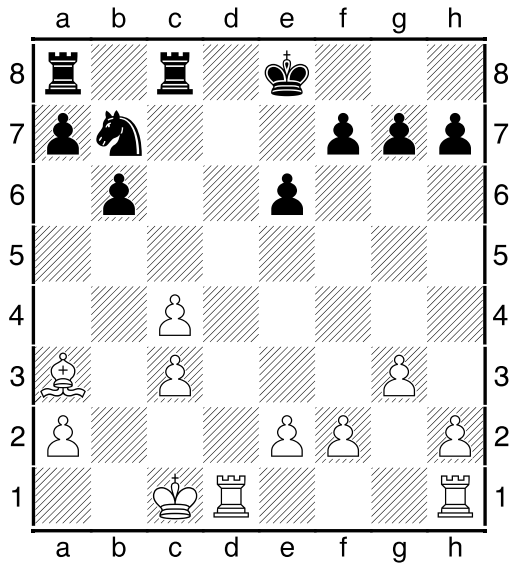
14... ♖d7 15. ♖xd7+?!

With hindsight, preferable seems 15. ♖b5 ♘d6 16. ♖xd7+ ♔xd7 17. c5 bxc5 18. ♘f4 ♘c4 19. 0-0-0+ ♔c6 20. ♔c2 ♜hd8 = Haba, Z-Manik, M Teplice 2007. In such positions the pawn-weaker side is obliged to maintain the queens on the board.

15... ♔xd7 16. ♘a3 ♜hc8 17. 0-0-0+

17. ♜d1+ ♔e8 18. ♜d4 ♜c7 19. ♔d2 ♜ac8 20. ♜b1 ♜xc4 21. ♜xc4 ♜xc4 22. ♜b4 ♜c7 ♞ Nepveu, M-Zelcic, R Oberwart 2001.

17...♔e8 (D)



Black's temporary pawn sacrifice has yielded him a quite nice position, as White's pawn structure is demolished (three pawn islands, weak pawns on a2, c3 and c4), giving Black a concrete plan to follow.

18. ♖d4 ♜c7 19. ♖hd1

Or 19. ♕c2 ♜ac8 20. c5 ♞xc5 21. ♙xc5 ♜xc5 22. ♖d3 ♜a5 (22... ♖c4 23. ♖hd1 ♜8c7 24. ♕b3 b5 25. ♖e3 ♕e7 26. ♕b2 a6 ♞ Blagojevic, D-Serper, G Pula 1990) 23. ♕b3 ♜e5 24. e3 ♜b5+ 25. ♕c2 ♜h5 26. h4 ♜f5 27. f4 ♜a5 ♞ Arun Prasad, S-Ghaem Maghami, E Cebu City 2007.

19... ♜ac8 20. ♕c2

Other games continued with 20. ♖h4 h6 21. ♖dd4 f6 (21... ♞a5 22. c5 b5 23. ♙b4 ♞c6 24. ♖d2 a5 25. ♙a3 ♞e5 ∞ Vasilev, M-Bratanov, J Dupnica 1998) 22. ♖he4 ♕f7 23. f4 ♞a5 24. c5 f5 25. ♖e3 b5 26. ♖ed3 ♞c4 27. ♙b2 a6 ♞ Potapov, A-Babula, V Pardubice 2003.

20... ♞a5?!

Too optimistic. The natural 20... ♖xc4 21. ♖xc4 ♖xc4 22. ♖d4 ♜c7 ♞ was what Black should have opted for.

21. c5 b5 22. ♙b4 ♞b7 23. a4?!

23. c4! was the correct way for White: 23... bxc4 24. ♖g4 f5 25. ♖h4 h6 26. g4 ± Potapov, A-Dezelin, M Agios Kyrikos 2001.

23... bxa4 24. c6 ♜xc6 25. ♖d7 ♜8c7 26. ♖xc7 ♖xc7

Now the position is about equal (the extra

black pawn on a4 is irrelevant), but White overdid it and, as a result, he even lost the game!

27. ♖d4 ♜c6 28. ♙a3 ♜a6 29. ♕d3?!

A small slip but not yet critical. White should have played 29. ♖c4 ♕d7 30. ♖d4+ ♕c7 31. ♖c4±.

29... ♞d8 30. f4 h5 31. ♖b4 ♕d7 32. ♖b5 g6 33. c4 ♜b6! 34. ♙c5 ♖xb5 35. cxb5 ♞b7! 36. ♙xa7 ♞d6 37. ♙d4?!

But this is too much. White was obliged to try 37. b6 ♕c8 38. ♕c3 ♞b5+ 39. ♕b4 a3 40. ♕b3 ♕b7 41. e3 ♞d6 ♞. Although his position is not attractive he could defend.

37... ♞xb5 38. ♙e5 ♕c6 39. ♕c4 a3 40. ♕b4 a2 41. ♕c4 ♞d6+ 42. ♕b3 ♕d5 43. ♕xa2 ♞f5 44. ♕b3 ♞e3 45. ♕c3 ♕e4 46. ♙d4 h4 47. ♙a7 h3 48. ♙c5 f6 49. ♙d4 g5 50. ffg5 ffg5 51. ♙a7 ♞f1 52. ♙g1 ♞xh2! 53. ♙xh2 ♕e3 54. g4 ♕xe2 55. ♕d4 ♕f3

0-1

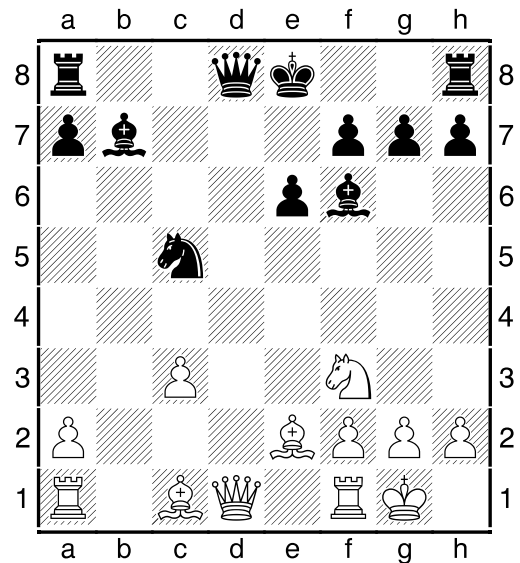
Open Files and Diagonals

□ Kramnik Vladimir

■ Topalov Veselin

D47 Elista 2006

1. d4 d5 2. c4 c6 3. ♞f3 ♞f6 4. ♞c3 e6 5. e3 ♞bd7 6. ♙d3 dxc4 7. ♙xc4 b5 8. ♙e2 ♙b7 9. 0-0 ♙e7 10. e4 b4 11. e5 bxc3 12. exf6 ♙xf6 13. bxc3 c5 14. dxc5 ♞xc5 (D)



15. ♙b5+?!

The critical test is 15. ♙a3 (not blocking the b-file), when Black would face problems

completing his development without making any positional concessions: 15...♖c7 (15...♖xd1?! 16.♖fxd1 ♖c8 17.♖ab1 ± or 15...♖a5 16.♙b4 ♖c7 17.♖b1 ± or, finally, 15...♙e7 16.♙b5+ ♔f8 17.♘e5 ±) 16.♖b1 ♖d8 (16...♖c8? 17.♙xc5 ♙xf3 18.♙b5+ ♙c6 19.♖a4 ±) 17.♖c1 0-0 18.♖e3 ♙xf3 (18...♙e7? 19.♙xc5 ♙xc5 20.♖xb7 +-) 19.♙xf3 ± with active play for White.

15...♙f8

Abstractly speaking, White's lead in development looks like adequate compensation for Black's better structure, but Black's play seems easier nonetheless.

16.♖xd8+

16.♙a3 ♖c7! 17.♖b1 ♔g8 18.♖e2 ♖c8 19.♖e3 ♘e4 is fine for Black.

16...♖xd8 17.♙a3 ♖c8 18.♘d4

18.♖fd1 ♔g8 19.♙b4 h5 20.♖ac1 ♔h7 is about equal, but White can face some problems with his weak queenside pawns in the long run.

18...♙e7 19.♖fd1 a6?!

A turning point for the FIDE World Championship (this was the last rapid game of the mini-match tie break with the score equal on 1.5-1.5). Black misses the chance to underline the unfortunate placement of White's pieces by means of 19...♘e4! 20.♙b2 ♘xc3 21.♖dc1 ♘xb5 22.♘xb5 a5! (22...a6 23.♘a7 ♖a8 24.♘c6) 23.♘a7 ♖a8 24.♘c6 ♙f6 ♞.

20.♙f1

Now the b-file is opened and the a6-pawn has been turned into a target.

20...♘a4

20...♘e4!? 21.♖ab1 ♙d5 was the main alternative.

21.♖ab1 ♙e4 22.♖b3 ♙xa3 23.♖xa3 ♘c5 24.♘b3!

Finally, White has managed to stabilize the position very slightly in his favour. Black's lack of coordination starts making itself felt.

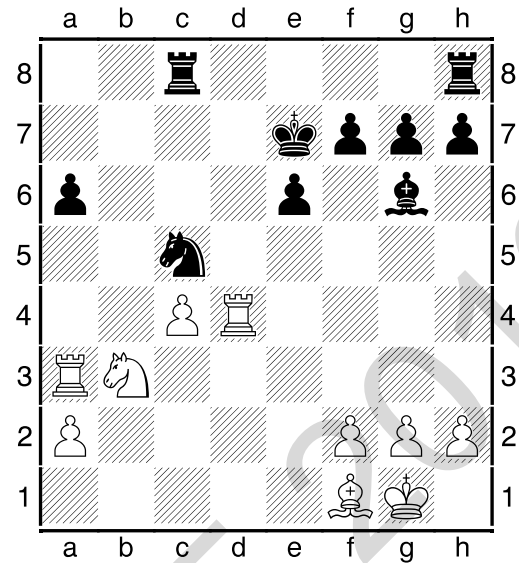
24...♙e7 25.♖d4 ♙g6

25...♘xb3 26.axb3 ♙b7 27.b4 ±.

26.c4 (D)

A draw would occur after 26.♘xc5 ♖xc5 27.♙xa6 ♖a8 28.g3 e5 29.♖b4 ♙d3 30.♖b6 ♙xa6 31.♖axa6 ♖xa6 32.♖xa6

♖xc3.



26...♖c6?

Black was obliged to play 26...♘xb3 27.axb3 ♖c6, when he would be close to equality.

27.♘xc5 ♖xc5 28.♖xa6

And White won the vulnerable a6-pawn.

28...♖b8 29.♖d1!

A very good move - rooks belong behind passed pawns!

29...♖b2 30.♖a7+ ♔f6 31.♖a1! ♖f5 32.f3 ♖e5

Planning ...♖e3-c3-c2 or even ...♙b1.

33.♖a3!

Preventing both threats and stabilizing the situation in White's favour.

33...♖c2

Even worse was 33...♙b1? 34.♖b3! ♖xb3 35.axb3 +- or 33...♖d2?! 34.♖b3 ♖a5 35.a4 ♙c2 36.♖c3! ± ♖xa4? 37.♖xc2 +- but maybe Black had to try 33...♙c2 34.♖c3 ♔e7 (34...♖c5 35.a4 ±) 35.c5 ♔d7 with some chances to save the game.

34.♖b3 ♖a5 35.a4 ♔e7 36.♖b5 ♖a7 37.a5 ♔d6 38.a6 ♔c7 39.c5 ♖c3 40.♖aa5!

With the idea to liberate the b5-rook from its defensive duties on c5.

40...♖c1 41.♖b3 ♔c6 42.♖b6+ ♔c7 43.♔f2 ♖c2+ 44.♔e3

White has made obvious progress over the past ten moves, but still faces some technical difficulties converting his advantage in a win.

44... ♖xc5?

The last of a surprisingly long series of mistakes in this match. As frequently happens, the player who commits the last-but-one error emerges as the glorious winner.

45. ♖b7+

Black resigned due to 45... ♖xb7 46. ♖xc5+ ♔b6 47. axb7 and after thirteen long years, the chess world had one sole Champion.

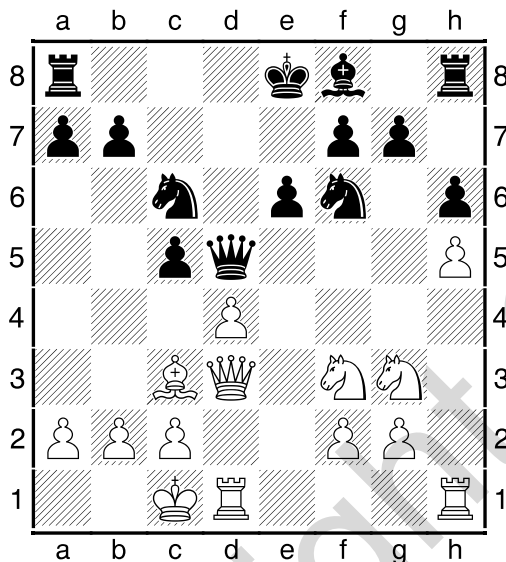
1–0

□ Kononenko Dmitry

■ Orzech Dominik

B19 Pardubice 2007

1.e4 c6 2.d4 d5 3.♘c3 dxe4 4.♘xe4 ♕f5
5.♘g3 ♕g6 6.h4 h6 7.♘f3 ♘f6 8.h5 ♕h7
9.♕d3 ♕xd3 10.♖xd3 e6 11.♕d2 c5
12.0–0–0 ♘c6 13.♕c3 ♖d5 (D)



14.dxc5

An interesting line.

14... ♖xd3 15.cxd3!?

Although this does not lead to an advantage, the whole idea of using this pawn to attack the black pawn structure is appealing. 15. ♖xd3 had previously been the automatic choice, but in that case the plan of ♕xf6 and ♘e4 does feel distinctly limited.

15... ♕xc5

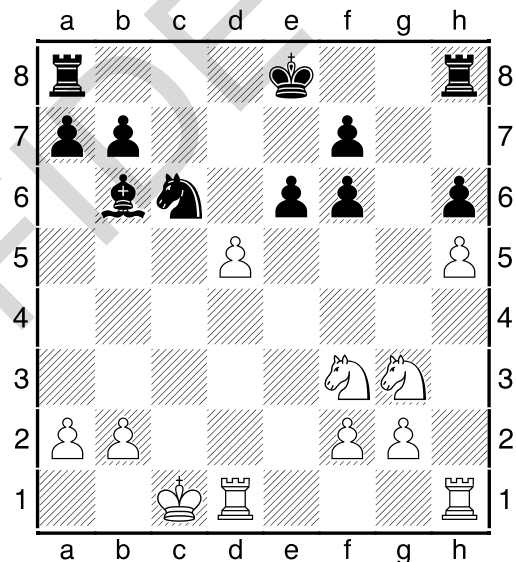
Since the fact that the exchange on f6 had not been executed might have put White off this idea before, it is worth just checking that the exchange cannot be avoided. In fact, 15... ♘g4?! also abandons the d5-square,

therefore does nothing about White's intended advance in the centre, and looks decidedly risky: 16. ♖hf1 ♕xc5 17.d4 ♕b6 18.d5! ♕xf2 19. ♖xf2! (19. ♘e4!? ♕e3+ 20. ♔b1 exd5 21. ♘d6+ ♔d7 22. ♖xd5) 19... ♘xf2 20. ♖d2 exd5 21. ♖xf2 and White has no material deficit and excellent minor pieces.

16. ♕xf6 gxf6 17.d4 ♕b6!

The main alternative is 17... ♕d6?! 18. ♘e4 ♕f4+ (18... ♔e7 19.d5 ±) 19. ♔b1 f5 20. ♘c3! (20. ♘c5 0–0–0 = Esenov,A-Borg,A Dresden 2008) 20... 0–0–0 21.d5 ±. Black has to be accurate in order to keep the balance.

18.d5 (D)



White's idea, which started with his 14th move, is revealed. 18. ♘e4!? is worth analysing.

18... ♘e7!

The best response. 18... exd5? acquiesces to a structural disaster without a fight: 19. ♖xd5 ♕xf2 20. ♘e4 ♕e3+ 21. ♔b1 0–0 22. ♘xf6+ ♔g7 23. ♘g4 ♖ae8 24. ♖d7 ♕b6 25. ♘h4! ♘d4 26. ♘g6 ♖e4 27. ♘xf8 ♖xg4 28. ♘g6 ♖g5 29.g4 ♔f6 30. ♖f1+ ♔e6 31. ♖xf7 ♖xg4 32. ♖fe7+ ♔f6 33. ♖f7+ ♔g5 34. ♖d5+ 1–0 Watson,W-Lalic,B Great Britain 2002, while 18... ♘b4?! 19.dxe6 fxe6 20. ♖he1 e5 21. ♘e4 also gives White too much pressure.

19.dxe6 fxe6 20. ♘e4 ♘d5 21. ♘d4

21.g4 0–0–0 22. ♘h4 ♖hg8 23.f3 ♖gf8 =.

21...♙xd4 22.♖xd4 ♔e7 23.g4 ♖ac8+
24.♔d2 ♖c6 25.♖c1 ♖hc8

White's idea did not succeed in offering an advantage, but only because Black knew what he had to do.

½-½

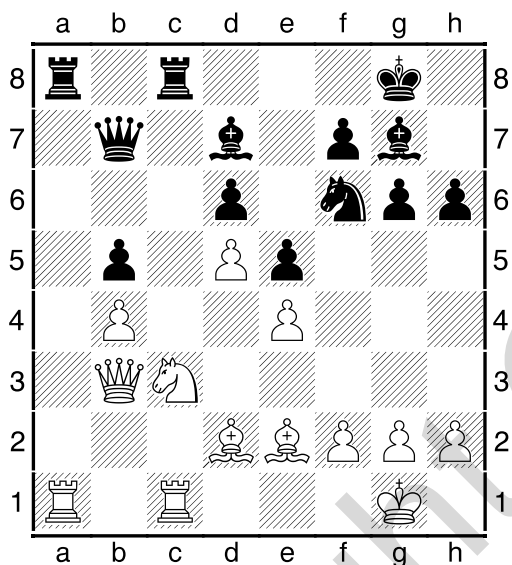
Weak Squares

□ Gurevich Mikhail

■ Balashov Yuri

E94 Germany 1994

1.c4 e5 2.♘c3 d6 3.♗f3 ♗f6 4.d4 ♘bd7
5.e4 g6 6.♙e2 ♙g7 7.0-0 0-0 8.♖c2 c6
9.d5 a6 10.♙g5 h6 11.♙d2 ♖c7 12.b4
cxd5 13.cxd5 ♗b6 14.♖b3 ♙d7 15.
♖fc1 ♖fc8 16.a4 ♗c4 17.♙e1 b5 18.axb5
axb5 19.♗d2 ♗xd2 20.♙xd2 ♖b7 (D)



White has emerged with an advantage, which is provided by his spatial superiority and his somewhat better placed pieces.

21. ♖a5!

And the second step is to land on his strong outpost on the open a-file. This is a typical and well-known method.

21...♗e8?!

After the obvious 21...♖xa5 22.bxa5 ♖a8 (22...b4 23.♖b1 ♖b8 24.a6 ♖c7 25.♙d3 +- or 22...♖a7 23.♖a3 b4 24.♖xb4 ♖d4 25.♖xd4 exd4 26.♗b5 ±) 23.♖b4 Black will lose his b-pawn, but maybe his best chance rested on 21...h5!? 22.♖ca1 ♔h7 23.h3 ♙h6 24.♙xh6 ♔xh6 25.♗xb5 ♙xb5 26.♙xb5 ♔g7 ±.

22.♗xb5! ♖xc1+

There is no defence any more: 22...♖xa5 23.bxa5 ♖b8 24.♖b1 ♖a6 (24...♗c7 25.♗d4 +-) 25.♗c3 ♖xb3 26.♙xa6 +-.

23.♙xc1 ♖xa5 24.bxa5 ♗c7 25.♗d4! ♖a7

25...♖xb3 26.♗xb3 +- or 25...♖a8 26.♖b6! ♗xd5 27.exd5 exd4 28.a6 ♖xd5 29.a7 (29.♖d8+ ♙f8 30.♖xd7 d3 31.♙f1 d2 32.♙xd2 ♖xd2 33.a7 +-) 29...♙c6 30.♙f3 ♖e6 31.♙d2 d5 32.♖b8+ +- was curtains anyway.

26.♖b6! ♖xb6 27.axb6 exd4 28.b7! 1-0

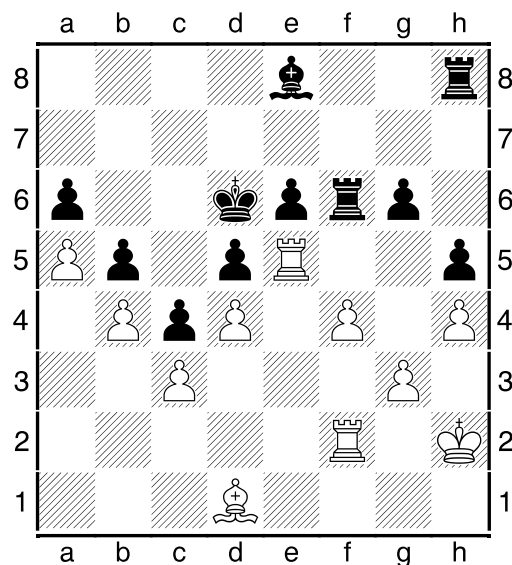
Good and Bad Pieces

□ Shirov Alexei

■ Short Nigel

C18 Sarajevo 2000

1.e4 e6 2.d4 d5 3.♗c3 ♙b4 4.e5 c5 5.a3
♙xc3+ 6.bxc3 ♖c7 7.♖g4 f5 8.exf6 ♗xf6
9.♖g3 ♖e7 10.♙f4 ♗h5 11.♖g4 ♗xf4
12.♖xf4 c4 13.♗f3 ♗c6 14.g3 ♖f6
15.♖e3 0-0 16.♙g2 ♙d7 17.0-0 ♖ae8 18.
♖ae1 b6 19.♖d2 ♖e7 20.♗e5 ♗xe5
21.♖xe5 ♖ef7 22.f4 ♖h6 23.h4 ♖f5
24.♖e3 ♖g6 25.♔h2 ♖5f6 26.♖fe1 ♖e8
27.♖1e2 ♖f7 28.♖e1 ♔f8 29.♙h3 h5
30.♖e5 g6 31.♖b1 ♔g7 32.♖b4 ♖f8
33.a4 ♖xb4 34.cxb4 a6 35.c3 ♔f7 36.♖a2
♔e7 37.♙g2 ♔d6 38.♙f3 ♖ef8 39.♙d1
♙e8 40.♖f2 ♖h8 41.a5 b5 (D)



Now White does not have to take care of any weak queenside pawns any more and can fully concentrate on the kingside. His rooks

appear more active and his bishop is obviously a much better piece than its counterpart; it is of great importance that all Black's pawns are fixed on light squares. Still, this is not an easy position to handle and some accurate breakthroughs will be necessary.

42.g4

The beginning of an active and natural plan.

42...hxc4 43.♔g3 ♖ff8 44.♔xc4 ♕f7 45.♔g5

It is easy to see that White has made big progress, but Black still has chances for a successful defence.

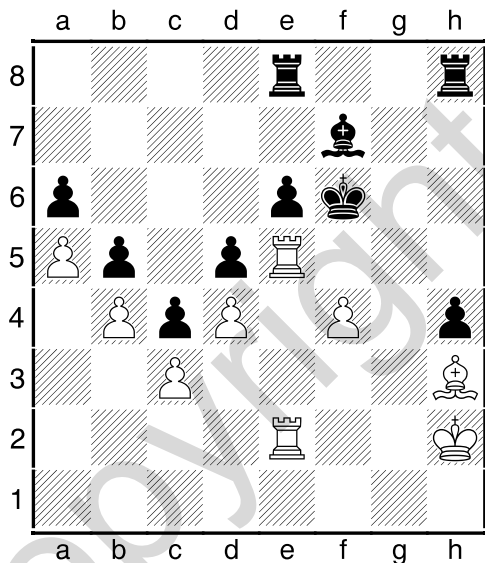
45...♔e7 46.♕f3 ♖fg8 47.♖fe2 ♖h5+! 48.♔g4

The rook is untouchable: 48.♕xh5? gxh5+ 49.♔h6 ♔f6 50.♔h7 ♖g7+ 51.♔h8 ♖g8±. **48...♔f6 49.♔g3 ♖hh8 50.♕g4 ♖e8 51.h5!**

A very nice breakthrough. White uses the greater activity of his pieces to the maximum.

51...gxf5 52.♕h3 h4+ 53.♔h2 (D)

Now White is ready to proceed with the f5 advance.



53...♖e7?!

Black should seek salvation in activating his rooks: 53...♖hg8 54.f5 exf5 55.♖xf5+ ♔g7 56.♖g2+ ♔f8 57.♖gf2 ♖g7! (57...♔e7 58.♖f6 ±) 58.♖f6 ♔g8 59.♖xa6 ♖e3. Unfortunately for him, this might be not enough after 60.♖af6 ♖xc3 61.♖xf7! (61.a6? ♖a3 62.♕g2 [62.♖xf7 ♖xf7 63.♕e6 ♖xa6

64.♕xf7+ ♔g7 65.♕xd5 ♖d6 66.♖f5 c3 67.♕b3 ♖xd4 68.♖xb5 ♖d2+ 69.♔h3 c2 70.♕xc2 ♖xc2 =] 62...♕g6 63.♕xd5+ ♔h7 64.♖g2 ♕d3 =) 61...♖xh3+ (61...♖xf7 62.♕e6 ♖b3 63.♖xf7 ♔h8 64.a6 +-) 62.♔xh3 ♖xf7 63.♖xf7 ♔xf7 64.a6 c3 65.a7 c2 66.a8 ♖c1 ♖ 67.♖xd5+ ♔g7 68.♔xh4 ±, but nevertheless it was his best try.

54.f5 ♖he8 55.♖g2! ♕g8

Or 55...exf5 56.♖xf5+ ♔e6 57.♖g7 +-.

56.♖g6+ ♔f7 57.♖gx6 ♔f8

57...♖xe6 58.fxe6+ ♔f6 59.♖xd5 ♕xe6 60.♖d6 ♔f7 61.♕xe6+ ♖xe6 62.♖xe6 ♔xe6 63.♔h3 +-.

58.♖xe7 ♖xe7 59.♖xe7 ♔xe7 60.f6+!

Black resigned, as after 60...♔xf6 61.♕c8 White wins with the help of his future passed a-pawn.

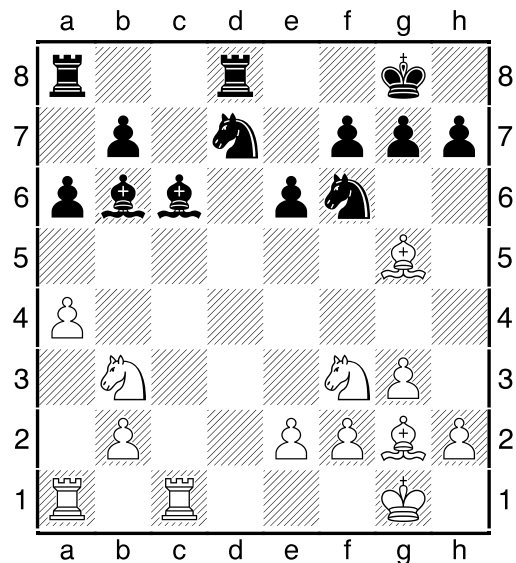
1-0

□ **Kramnik Vladimir**

■ **Gelfand Boris**

E05 Astana 2001

1.d4 ♘f6 2.♘f3 e6 3.g3 d5 4.♕g2 ♕e7 5.c4 0-0 6.0-0 dxc4 7.♖c2 a6 8.a4 ♕d7 9.♖xc4 ♕c6 10.♕g5 ♕d5 11.♖c2 ♕e4 12.♖d1 c5 13.dxc5 ♕xc5 14.♖xd8 ♖xd8 15.♘bd2 ♕c6 16.♘b3 ♘bd7 17.♖fc1 ♕b6 (D)



18.♘fd2

This exchange of the Catalan (or reversed Grunfeld, if you like!) bishop serves to

weaken Black's b-pawn. This is usually true when it has advanced to b5, but remains to some extent the case here too, when it is still at home.

18...♙xg2 19.♖xg2 ♜dc8 20.♙xf6!

Another typical Catalan liquidation. Stuff about exchanging a piece which cannot attack b7 and a6 for one that could have defended them might sound a bit trivial, but it is not without validity. At this moment the immediate route to c5 is very much part of the issue.

20...♞xf6

Or 20...gxf6 21.♞e4 ±.

21.♞c4 ♙c7 22.♞c5

Finally the white knights have occupied good squares on the queenside, where the final battle will take place.

22...♜ab8!

Good defence, as alternatives like 22...b5?! 23.axb5 axb5 24.♜xa8 ♜xa8 25.♞a3 b4 26.♞c2 ± or 22...b6? 23.♞xa6!! ♜xa6 24.♞d6 ♙xd6 (24...♜d8 25.♜xc7 ♜xd6 26.♜c8+ +- or 24...♜aa8 25.♞xc8 ♜xc8 26.♜c6 ±) 25.♜xc8+ ♙f8 26.♜d1 h5 27.♜dd8 ♞h7 28.♜a8 ♜xa8 29.♜xa8 ♞f6 30.b4 ♞d5 31.a5 +- show.

23.b4 ♖f8 24.♜ab1 ♖e7

24...b5?! 25.♞xa6!? bxc4 26.♞xb8 ♙xb8 27.b5 ±.

25.b5 ♙d8!

Black must be accurate: 25...axb5?! 26.♜xb5 b6 27.♞a6 ♜a8 28.♞xb6 ♙xb6 29.♜xc8 ♜xc8 30.♜xb6 ±.

26.♞d3 axb5 27.♜xb5

Finally White has achieved a small advantage, mostly due to his better minor pieces and Black's weakness on b7.

27...b6

27...♞d7!? 28.a5 ♜c7 was another way to defend.

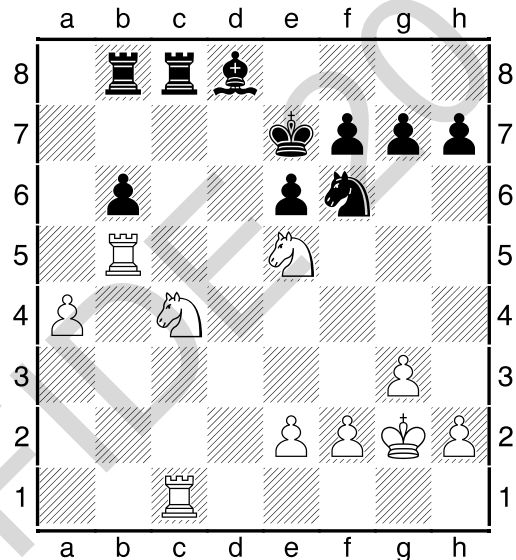
28.♞de5 (D)

(see next diagram)

28...♖f8?

White makes a serious mistake and the punishment will be severe. In the endgame with a pawn less, Black's chances for survival are

not great. 28...♞e4?! looks like Black's best, but after 29.♜b4! ♞c5 30.♞a5 ♜a8 31.♞ac6+ ♖e8 32.♞xd8 ♜xd8 33.♜xb6 ♞xa4 34.♜b7 f6 35.♞d3 ♜d7 36.♜cc7 White holds a considerable (short-term) advantage, due to the badly placed a4-knight. Actually, Black had to go for 28...♞d7! 29.♜d1! ♞xe5 30.♞xe5 f6 31.♞d7 ♜b7 32.♞xb6 ♙xb6 33.♜db1 ♜c2 34.a5 ♜xe2 35.♜xb6 ♜c7 36.♜b7 ±.



29.♞xb6!

A nice trick to cash in!

29...♜xc1

Or 29...♙xb6 30.♜xb6 ♜xb6 31.♜xc8+ ♖e7 32.♜a8 ±.

30.♞bd7+ ♞xd7

30...♖e8 31.♞xb8 ♙c7 32.♞ec6 ♞d7 33.a5 ±.

31.♞xd7+ ♖e8 32.♞xb8

White won a pawn and slowly but steadily he cashed the full point:

32...♜c8 33.♞a6 ♜c2

33...♜a8 34.♞c5± ♙e7 35.a5 ♙xc5 36.♜xc5 ±.

34.e3 ♜a2 35.♞c5 ♙c7

35...♙e7? 36.♜b8+ ♙d8 37.♞b7 +-.

36.♜b7 ♖d8

36...♙d6 37.♞e4 ♙e7 38.♜a7 ±.

37.♜b4 ♖e7

37...♙d6 38.♞b7+ ♖c7 39.♞xd6 ♖xd6 40.♜b7 ♜xa4 41.♜xf7 ♜g4 42.f4 +-.

38.♞e4 f5 39.♜b7 ♜c2

39...fxe4 40.♜xc7+ ♖f6 41.♜c4 (41.♜a7

±) 41...♔f5 42.h3 ± or 39...♔d7? 40.♖c3
 ♜c2 41.♗b5 +-.
40.♗g5 h6 41.♗f3 ♕f6 42.♗d4 ♜c4
43.♗b5
 43.♗b3 ±.
43...♞e5
 43...♞d8 44.♜f7+ ♕g6 45.♜a7 +-.
44.f4
 44.a5 ±.
44...♞c3
 44...♜c2+ 45.♕f3 ♞a1 46.h3 ±.
45.♜f7+!

White is right to exchange rooks. With the minor pieces remaining on the board, the process of converting the advantage will be much easier. Knowledge helps with converting advantages into full points; sometimes it even saves half points!

45...♕xf7
 45...♕g6 46.♜c7 +-.
46.♗d6+ ♕e7 47.♗xc4 ♕d7 48.♕f3 ♕c6
49.e4 ♕c5 50.♗e5 fxe4+
 50...♕b4 51.♗c6+ ♕xa4 52.e5 ♕b5
 53.♗d8 +- or 50...♞xe5 51.fxe5 fxe4+
 52.♕xe4 ♕c4 53.a5 ♕b5 54.♕d4 +-.
51.♕xe4 ♕b4 52.♗c6+ ♕xa4 53.♗d4
♕b4
 53...♞xd4 54.♕xd4 +-.
54.♗xe6 ♕c4
 54...♕b5 55.♕f5 ♕c6 56.♕g6 +-.
55.g4 ♞f6 56.h3 ♞b2
 56...♕b5 57.♕d5 +- or 56...g6 57.g5 hxg5
 58.fxg5 ♞e7 59.h4 +-.
57.h4 ♞c3 58.f5 ♞b2 59.♗xg7!
 59.g5 +- was also enough.
59...♞xg7 60.g5
 1-0

Activity of Bishops and Knights

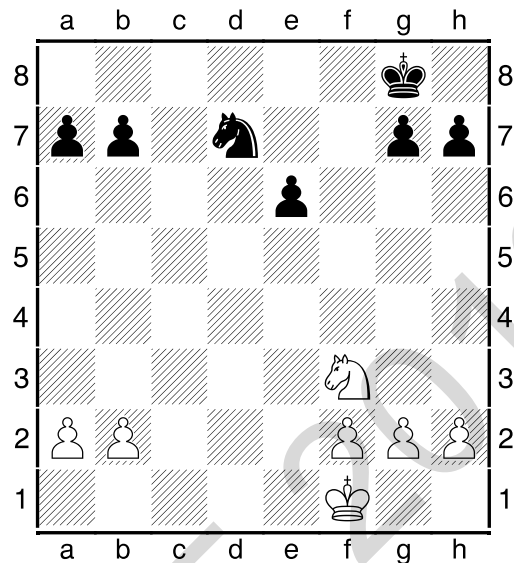
□ Timman Jan

■ Ree Hans

D40 Amsterdam 1984

1.d4 ♗f6 2.c4 e6 3.♗f3 d5 4.♗c3 ♞e7
 5.♞g5 0-0 6.e3 ♗bd7 7.♞d3 c5 8.0-0
 cxd4 9.exd4 dxc4 10.♞xc4 ♗b6 11.♞b3
 ♗fd5 12.♞xe7 ♜xe7 13.♜e1 ♜d8 14.♜c1
 ♗xc3 15.♜xc3 ♞d7 16.d5 ♜d6 17.dxe6
 ♞xe6 18.♜xd6 ♜xd6 19.♞xe6 ♜xe6
 20.♜xe6 fxe6 21.♜c7 ♜d8 22.♕f1 ♜d7

23. ♜xd7 ♗xd7 (D)



In a knight ending, pawn weaknesses are more significant than in any other type of endgame. Black has only one weak link in his position, the isolated e-pawn, but White's advantage is already large.

24. ♗g5!

White wishes to draw the weak pawn closer to his king. Black's defence would have been easier after the alternative 24.♗d4?! e5 (24...♕f7? 25.♗b5 a6 26.♗d6+) 25.♗b5 a6 26.♗d6 b6 27.♕e2 ♕f8.

24...♗c5?!

Compulsory is 24...e5 25.♕e2 h6 26.♗e4 b6 27.♕d3 ♕f7 28.♕c4 ♕e6 29.♕b5 ♗b8, when White retains the advantage, but with no guarantee of victory.

25.b4 ♗a6

The pawn ending resulting from 25...h6? 26.bxc5 hxg5 27.♕e2 ♕f7 28.♕d3 (28.♕f3 ♕f6 29.♕g4 ♕g6 30.f3 e5 31.h3 ♕f6 =) 28...e5 (28...♕e7 29.♕e4 ♕d7 30.♕e5 ♕e7 [30...♕c6 31.♕xe6 ♕xc5 32.♕f7 b5 33.♕xg7 a5 34.h4 +-]) 31.h3 ♕d7 32.g3 ♕e7 33.f4 gxf4 34.♕xf4 ♕f6 35.h4 e5+ 36.♕e4 ♕e6 37.g4) 29.♕c4 ♕e6 30.g4 is won for White, as Black will soon end up in zugzwang.

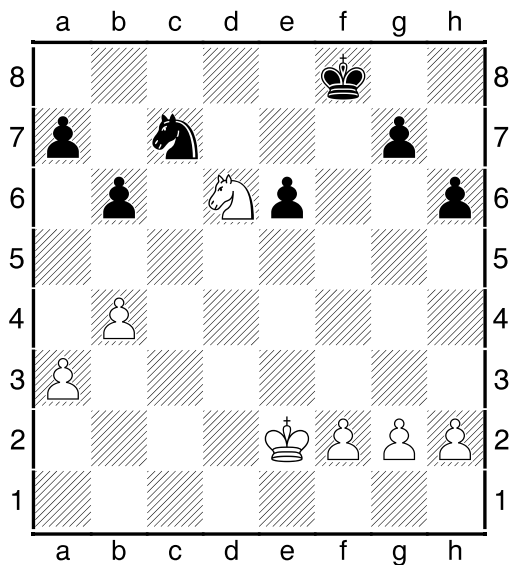
26.a3 ♗c7 27.♕e2 h6

No help is provided by 27...♗b5? 28.a4! ♗c3+ 29.♕d3 ♗xa4 30.♗xe6 ♗b2+ (30...b6 31.♕c2 a5 32.♕b3) 31.♕d4 b6 32.b5, and the black a-pawn will be lost.

28. ♖e4 ♗f8

28...b6 29. ♖d6 a6 is another option.

29. ♖d6 b6 (D)



30. ♖d3

White proceeds with accuracy. The outwardly attractive 30. ♖c8 a5 (30... ♖b5? 31. a4 ♖c3+ 32. ♖d3 ♖xa4 33. ♖xa7 ♖b2+ 34. ♖d4 and the black b-pawn is doomed) 31. ♖d3 (31. ♖xb6 axb4 32. axb4 ♖a6 33. b5 ♖c7) 31...axb4 32. axb4 b5! (32... ♖d5? 33. ♖c4) 33. ♖d4 ♖a6! would not bring any benefits.

30...a6 31. ♖c4 ♖d5

Black has managed to set up a decent defence. White is still better though, thanks to his central control. 31...b5 32. ♖e5 ♖e7 33. ♖d4 ♖d6 34. ♖d3 ±.

32. ♖d4 ♖e7 33. g3 ♖d7?!

Interesting is 33...g5 (to prevent 34.f4), but on the other hand every pawn move is weakening. Still, Black should have tried it.

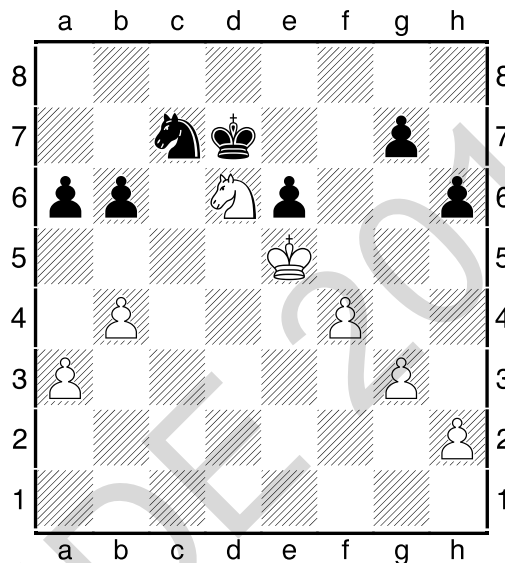
34. f4 ♖c6 35. ♖e5 ♖c7

The active 35... ♖b5 36. ♖d6+! (36. ♖b2? ♖xb4! 37. axb4 ♖xb4 38. ♖xe6 a5 39. ♖f7 b5 [39...a4? 40. ♖xa4!]) 40. ♖xg7 a4 41. ♖d3+ ♖c3 42. ♖c1 ♖b2 43. f5 ♖xc1 44. f6 a3 45. f7 a2 46. f8 ♖ a1 ♖+ 47. ♖xh6 ♖e5 =) 36... ♖a4 37. f5 ♖xa3 38. fxe6 ♖e7 39. ♖f5 ♖c8 40. ♖d5 g6 41. ♖c6 gxf5 42. ♖d7 also loses.

36. ♖d6 ♖d7 (D)

Or 36...a5 37. g4! axb4 38. axb4 ♖d5 39. b5+ ♖c5 40. h4 +-.

Now the main question is how White should proceed; how can he convert his indisputable advantage into something that everybody can understand and appreciate: the full point on the scoresheet!



37. f5!

A seemingly illogical move, relieving Black of his basic organic weakness. However, control of the central squares and better piece placement will prove to be more significant factors.

37...exf5 38. ♖xf5 ♖e8 39. g4! ♖f6 40. h3

White also wins with 40. ♖xh6! ♖c6 41. g5! ♖d7+ 42. ♖e6!.

40...h5

Passive defence with 40... ♖e8 is no help: 41. a4 ♖c6 42. ♖e6 ♖c7+ 43. ♖f7.

41. g5 ♖h7 42. h4 ♖f8

Or 42...g6 43. ♖e3 and the white pieces will penetrate.

43. ♖xg7 ♖g6+ 44. ♖f6 ♖xh4 45. ♖xh5 ♖c6 46. ♖g3 ♖d5

46... ♖b5 47. ♖f5 ♖g2 48. ♖e5! +-.

47. a4!

Black is in zugzwang and his king must leave the d5-square. Inferior is 47. ♖f5? ♖g2! 48. g6 ♖f4 49. g7 ♖h5+ 50. ♖f7 ♖xg7 51. ♖xg7 ♖c4 =.

47...b5 48. a5 ♖c4 49. ♖f5 ♖g2 50. ♖e5!

Centralization to the end! Black is unable to stop the white g-pawn.

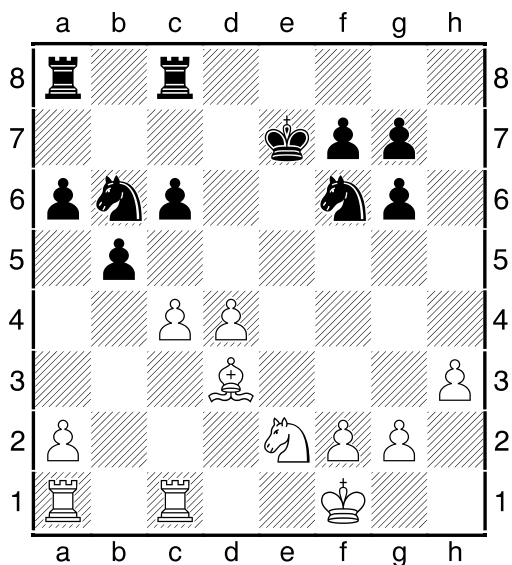
1-0

□ Nikolic Predrag

■ Short Nigel

D10 Moscow 1994

1.d4 d5 2.c4 c6 3.♘c3 ♘f6 4.e3 a6 5.♖c2
b5 6.b3 ♙g4 7. ♘ge2 ♘bd7 8.h3 ♙h5
9.♘f4 ♙g6 10.♘xg6 hxg6 11.♙b2 e6
12.♙d3 ♙e7 13.♘e2 ♖a5+ 14.♙c3 ♙b4
15.0-0 ♙xc3 16.♖xc3 ♖xc3 17.♘xc3 ♙e7
18.♖fc1 ♖hc8 19.♘e2 dxc4 20.bxc4 e5
21.♙f1 exd4 22.exd4 ♘b6 (D)



White holds a tiny advantage due to his somewhat better minor piece and somewhat more active pawn structure. But it seems that Black can easily hold...

23.♘g1!?

Heading for f3, where the knight would easily jump to e5 when needed.

23...bxc4

The alternative is 23...c5! 24.♘f3!
(24.cxb5?! c4 25.♙e2 axb5 ♖ or 24.dxc5
♖xc5 25.cxb5 ♖xc1+ 26.♖xc1 axb5 =)
24...bxc4 (24...cxd4 25.♖e1+ ♙d6 26.cxb5
axb5 27.♘xd4 ±) 25.♙xc4 ♘xc4 (25...cxd4
26.♙b3 ±) 26.♖xc4 cxd4 27.♖e1+ ♙f8
28.♖xd4 ♖c2 and Black is very near to full
equality.

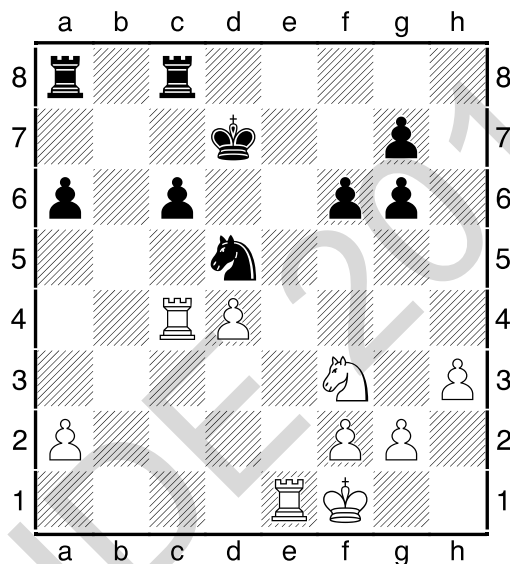
24.♙xc4 ♘xc4

Black did not like to suffer in the endgame
after 24...c5 25.dxc5 ♖xc5 26.♙b3
(26.♖e1+?! ♙f8 27.♙b3 a5 =) 26...♖xc1+
27.♖xc1 ♖c8 28.♖xc8 ♘xc8 29.♘f3 and
this is quite understandable, as the white
bishop is a powerful weapon.

25.♖xc4 ♘d5 26.♘f3 f6

Black should not create any further weaknesses in general, but he also couldn't allow a white knight on e5. He could have opted for 26...♖c7!? ± as an alternative defence.

27.♖e1+ ♙d7 (D)



28.♘d2!

Now the white knight is heading for c5, from where it will be able to attack various important spots in Black's camp, such as a6 and e6. Although the black knight seems to be very strongly placed in the centre, it is actually doing nothing serious, as it attacks no important point in White's camp. So, the black knight is doing an illusionary job! If you add to the above the more active white rooks and White's somewhat better pawn structure, it will be easily understood why White holds a nice advantage.

28...♘c7

28...♖ab8 29.♘b3 ♙d6 30.♘c5 ± was also possible.

29.♘b3 ♖ab8

After 29...♘e6 30.♖c3 and ♖ce3, White stands better.

30.♖c3 ♖e8

Black must be on the alert: 30...♘d5?
31.♘c5+ ♙d6 32.♖e6+ ♙c7 33.♘xa6+ ±.

31.♖ec1 ♖b6 32.h4

Now it is White's time to be on the alert:
32.♖g3 g5 33.h4? ♖h8! 34.hxg5 ♖xb3! -+.
Winning a pawn does not always guarantee a win:
32.♘c5+ ♙d8 33.♘a4 ♖b4 34.♖xc6

♖xa4 35. ♖xc7 ♖xa2 36. ♖c8+ ♔d7
37. ♖1c7+ ♔d6 38. ♖xe8 ♔xc7 39. ♖e7+
♔d6 40. ♖xg7 g5 =. With the text move
White fixes Black's weakness on g6.

32... ♖h8

32... ♖d5 33. ♖g3! ♖e7 34. ♖g4 ± still
keeps White's pressure alive.

33.g3 ♖d5 34. ♖3c2 ♖e8

34... ♖b4?! 35. ♖c5+ ♔d8 36. ♖b2 ± or
34... ♖hb8?! 35. ♔g2 ±.

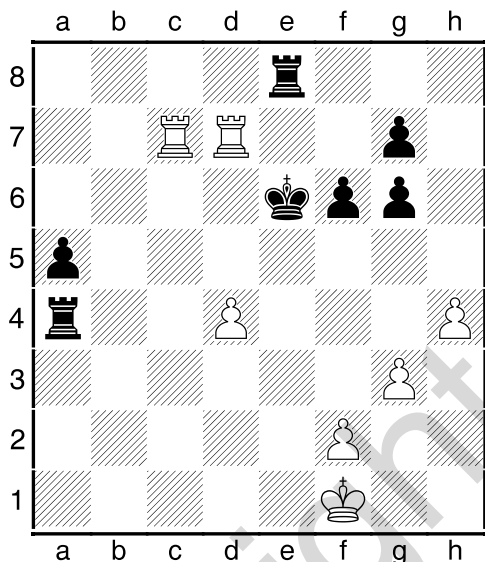
35. ♖c5+ ♔d8

35... ♔d6?! 36. ♖a4 ♖b4 37. ♖xc6+ ±.

**36.a3! a5 37. ♖a4 ♖b3 38. ♖xc6 ♖xa3 39.
♖6c5**

Black can defend after 39. ♖c5?! ♔e7!
40. ♖b1 ♔f7 ∞.

**39... ♔e7 40. ♖xd5 ♖xa4 41. ♖c7+ ♔e6
42. ♖dd7 (D)**



White has achieved the best out of his position, but of course Black can still defend. This is easier said than done though, as very accurate handling (and suffering) is essential.

42... ♔f5

A serious option was 42... ♖g8, but White can still stay on top with accurate play: 43.g4! g5 44.h5! (44. ♖e7+ ♔d5 45. ♖cd7+ [45.hxg5 fxg5 46. ♖xg7 ♖xg7 47. ♖xg7 ♔e4! ∞] 45... ♔c4 46.hxg5 fxg5 47. ♖xg7 ♖xg7 48. ♖xg7 ♖a1+ 49. ♔g2 a4 50. ♖xg5 a3 51. ♖a5 ♔b3! [51...a2? 52.g5 ♔b3 53.g6 ♖c1 54.f4 a1 ♖ 55. ♖xa1 ♖xa1 56.f5 ♖a8 57.f6 ♖g8 58.g7 ♔c4 59. ♔f3 ♔d5 60.f7 +-] 52.g5 ♖d1 53.g6 ♖xd4 54. ♔f3 ♖d6

55.g7 ♖g6 56. ♖a7 a2 57. ♔e4 ♖xg7 =)
44...g6 45.h6 ♖b4 46.h7 ♖h8 47. ♖g7 ♔d5
48. ♖a7 +- . Black could take into account
the immediate 42...g5!?, but White can prove
an advantage: 43.h5! (43.hxg5?! fxg5
44. ♖xg7 ♖xd4 45. ♖xg5 ♖a8 ∞) 43... ♖h8
44.g4 ♖b4 45. ♖xg7 ♖xd4 46. ♖ge7+ ♔d5
47. ♖ed7+ ♔e4 48.f3+ ♔d3 49. ♖xd4+
♔xd4 50. ♖a7 ±.

43. ♖c5+ ♔e4

Or 43... ♔e6? 44. ♖xg7 ♖xd4 45. ♖xa5
♖g4 46. ♔g2 +-.

44. ♖xg7 ♔xd4 45. ♖c1 ♖f8?!

45... ♖a2? 46. ♖d7+ ♔e5 47. ♖e1+ +- was
easy, but Black had to opt for 45...g5!
46.hxg5 fxg5 47. ♖xg5 ♖a2, when he could
find counterplay based on his active king and
rooks, as well as his passed a-pawn.

46. ♖xg6 ♔e5 47. ♖g7 f5 48. ♔g2 ♖a2

48...f4 49.g4 f3+ 50. ♔g3 +- or 48... ♖d4
49. ♖c5+ ♖d5 50. ♖xd5+ ♔xd5 51. ♖a7 +-
was curtains anyway.

49. ♖d7! a4

Or 49... ♔e6 50. ♖a7 ♔d5 51. ♖d1+ ♔c5
52.h5 +-.

50. ♖e1+ ♔f6 51. ♖de7 ♔g6?!

51... ♖f7 52. ♖7e6+ ♔g7 53. ♖a6 ♔h7
54. ♖ee6 +-.

52. ♖1e6+ ♖f6 53.h5+

Black resigned due to 53... ♔g5 54. ♖g7+
♔h6 55. ♖xf6+ ♔xg7 56. ♖xf5 +-.

1-0

□ **Marshall Frank**

■ **Wolf Heinrich**

D40 Nuremberg 1906

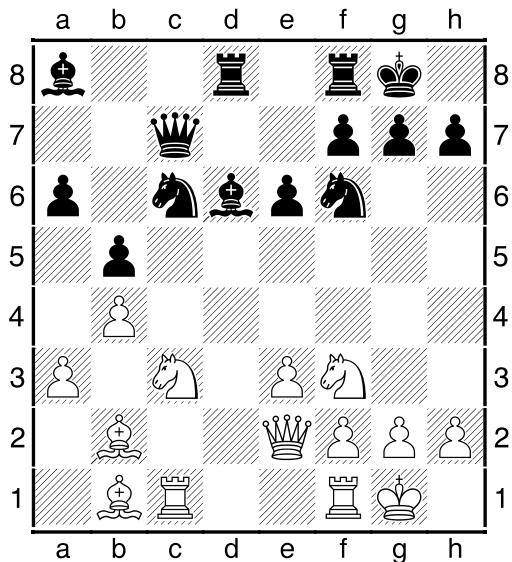
**1.d4 d5 2.c4 dxc4 3. ♖f3 ♖f6 4. ♖c3 a6
5.e3 e6 6. ♖xc4 c5 7. 0-0 ♖c6 8.a3 ♖c7
9. ♖e2 b5 10. ♖a2 ♖b7 11.dxc5 ♖xc5
12.b4 ♖d6 13. ♖b2 0-0 14. ♖ac1 ♖ad8
15. ♖b1 ♖a8 (D)**

(see next diagram)

Black's previous move makes no sense at all
and White took the opportunity to launch a
kingside initiative.

16. ♖e4! ♖d5?!

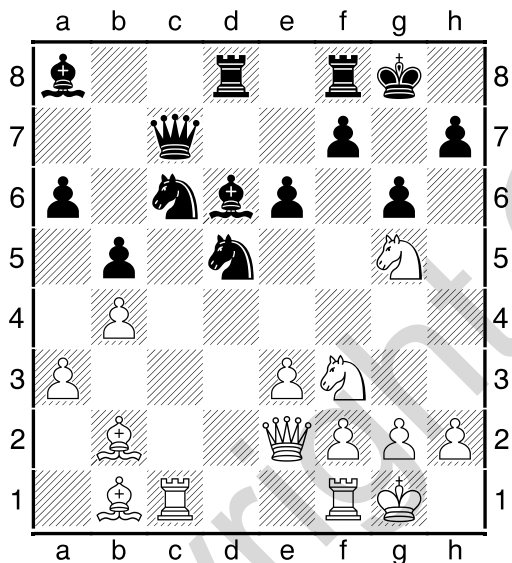
Black had to 'accept' a difficult position with
16... ♖xe4 17. ♖xe4 h6 18. ♖fd1.



17. ♖g5

White goes for a kingside assault, although the positional 17. ♘xd6 ♙xd6 18. ♘g5 h6 19. ♘e4 ♙e7 20. ♘c5 would also be fine.

17...g6 (D)



18. ♘xh7!

Destroying Black's defence.

18... ♔xh7 19. ♘g5+

The active white knights are delivering decisive blows.

19... ♔g8 20. ♙h5!

The final detail! The queen is untouchable because of mate, and Black's defence collapses.

20... f6 21. ♕xg6 ♖d7 22. ♘xe6! ♖h7

Or 22... ♙b8 23. ♘xf8 ♕xf8 24. ♖fd1 +.

23. ♕xh7+

23. ♙g4! was even stronger!

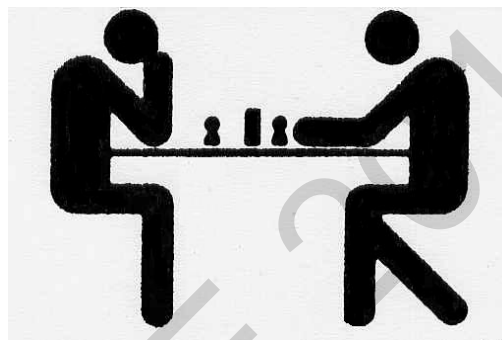
23... ♙xh7 24. ♙xh7+ ♔xh7 25. ♘xf8+ ♕xf8 26. ♖fd1

White's material advantage is evident and the end was:

26... ♘ce7 27. e4 ♘b6 28. ♖c7 ♔g8

29. ♕xf6 ♘g6 30. ♖d8

1-0



FIDE Trainer's Commission
Information & Resource Centre
trainers.fide.com

Bishop Endings

Efstratios Grivas

Concept

Bishop endings are very rich in possibilities, similarly to knight endings. Their main characteristic is the possible sacrifice of the bishop for the opponent's last pawn, as then the game ends in a draw; this is in contradistinction to queen or rook endings.

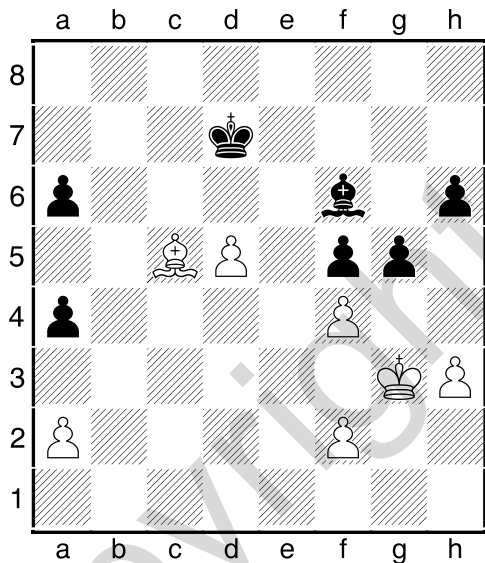
In this survey we will examine some strategical bishop endings, rich in possibilities and ideas.

Many of these examples have been taken from my endgame book 'Practical Endgame Play - Mastering the Basics' (Everyman 2008).

□ Grivas Efstratios

■ Georgiev Kiril

Plovdiv 1982 ○



The ending is favourable for White, as he is effectively a pawn up, due to the doubled black a-pawns. When this game took place, the adjournment system was still employed and the games were adjourned after the 40th move; this allowed the possibility of carefully analysing the adjourned position at home. This was the last game of the Junior section of the 14th Balkaniad. My team needed a victory in this game in order to win the gold medals, a fact that made the ad-

journed position particularly significant.

41. ♖f8

In principle the black pawns must be weakened, but 41.fxg5! hxg5 (41... ♖xg5 42. ♖e3 ♖d8 43. ♔f4) 42.f4 ♖d8 43.fxg5 ♖xg5 44.h4 giving White two passed pawns, seems stronger.

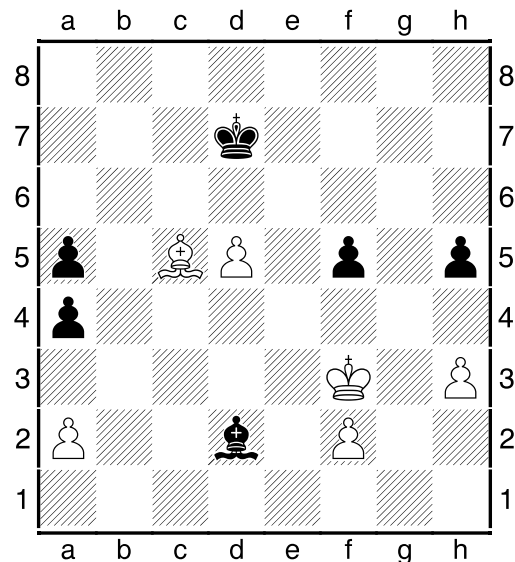
41...h5 42.fxg5 ♖xg5 43. ♖c5 a5

Black does not have many alternatives. His bishop must prevent the advance of the white king via h4, while the f5- and h5-pawns will be lost if they advance. King moves also fail to bring the desired result: 43... ♔d8 44. ♖e3! or 43... ♔c7 44. ♖e3 ♖e7 (44... ♖xe3 45.fxe3 ♔d6 46. ♔f4 with a win) 45. ♔f4 ♔d6 46. ♔xf5 ♔xd5 47. ♖g5 ♖c5 48.f4 a3 49. ♔g6 ♔c4 50.f5 ♔c3 51. ♖d8 ♔b2 52.f6 ♔xa2 53. ♖e7.

44. ♔f3!

White could of course go again for 44. ♖e3 ♖e7 45. ♔f4 ♔d6 46. ♔xf5 ♔xd5 47. ♖g5 ♖c5 48.f4. However, with 43...a5 Black has weakened the b5-square, which the white king rushes to exploit.

44... ♖d2! (D)



45.a3!

Avoiding yet another trap set by Black. The careless 45. ♔e2? ♖b4! would have allowed Black to draw.

45...♙c1 46.♚e2 ♜f4 47.♚d3 ♚c7
48.♚c4 ♚b7 49.♚b5!

The black pawns now fall. The end was:

49...♙d2!? 50.♙b6! ♙c1 51.d6 ♙xa3
52.d7 ♙e7 53.d8♙ ♙xd8 54.♙xd8 ♚c8
55.♙xa5 ♚d7 56.♚c5! ♚e6 57.f4

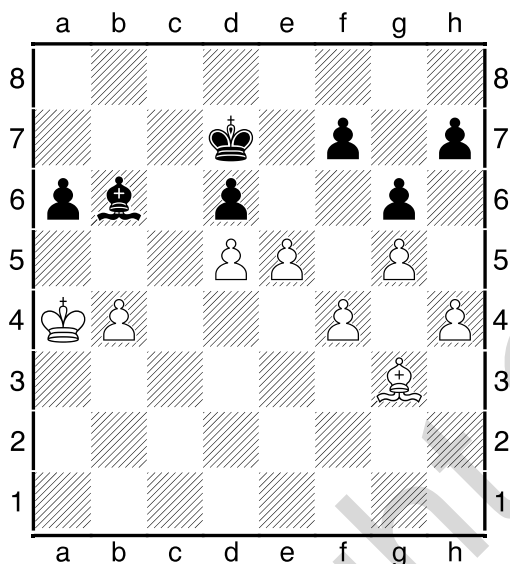
And Black resigned, giving the Greek junior team the golden medal of the 14th Balkaniad (1982). From 1971 until 1994, when the Balkaniads ceased to be held, this remained the only one for the Greek National Junior Squad.

1-0

□ Rustemov Alexander

■ Wedberg Tom

Stockholm 2001 ○



White has an extra pawn but his structure is not very helpful, as almost all of his pawns are placed on the same colour squares as his bishop, while his king seems unable to invade the queenside under favourable circumstances. However, White is able to improve his position with the use of the zugzwang method, so much that he even wins the game!

73.♙e1 ♚c7

After 73...♙e3 a typical line is 74.♚a5 ♙xf4 75.exd6 ♚xd6 76.♚xa6 ♚xd5 77.b5 ♚e6 78.b6 f6 79.b7 fxc5 80.hxc5 ♚f5 81.♚b5 ♙h2 82.♙d2 ♙b8 83.♚c6 ♚g4 84.♙b4 ♚xc5 85.♙d6 ♙a7 86.♚b5 ♚f5 87.♚a6.

74.♙d2! ♚d7 75.♙c3 ♙e3

Black's alternative options do not save him either: 75...♙c7 76.♙d4! or 75...♚e7 76.b5! axb5 77.♚xb5 ♙e3 78.♚c6! ♙xf4 79.exd6+ ♙xd6 80.♙f6+ or, finally, 75...♚c7 76.e6 fxe6 77.dxe6 ♚d8 78.♙f6+ ♚e8 79.f5! gxf5 80.h5 ♙e3 81.h6 and 82.g6, and White wins.

76.♚a5 ♙xf4 77.e6+

77.exd6 also seems enough, according to a line given above.

77...fxe6 78.♚xa6 exd5

78...e5 79.b5 ♙e3 80.b6 is easier.

79.b5 ♙e3 80.b6 ♙c5

80...d4 81.♙d2!

81.♙a5!

Of course not 81.b7? ♚c7 with a draw!

81...♚c8 82.♚a7 d4 83.♚a8!

And Black is forced to surrender his bishop.

83...♙xb6 84.♙xb6 d3 85.♙a5! ♚d7

86.♚b7 ♚e6 87.♚c6 ♚e5 88.♙c3+ ♚e6

89.♙e1 d5 90.♙c3 d4 91.♙d2 ♚f5

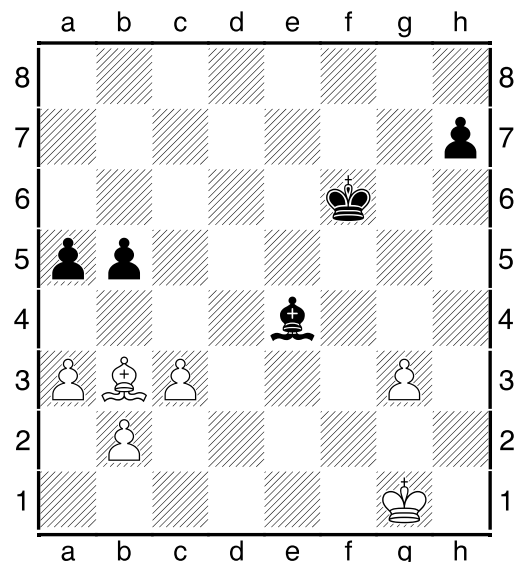
92.♚d5 ♚g4 93.♚xd4 ♚xh4 94.♚xd3

1-0

□ De Firmian Nick

■ Fishbein Alexander

Philadelphia 1997 ●



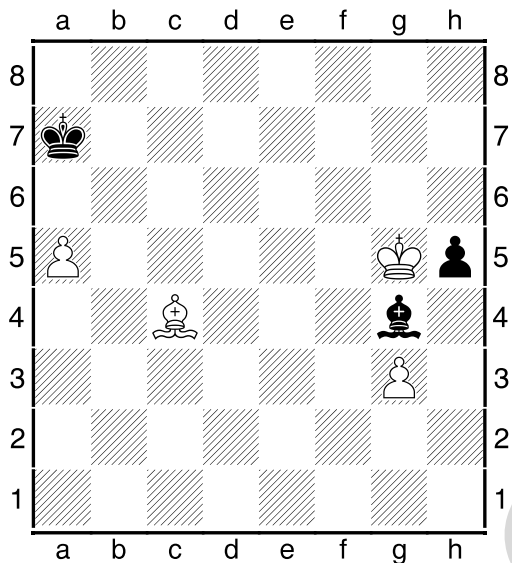
White is a healthy pawn up and he just needs to demonstrate some technique in converting his advantage into the full point.

34...a4

In general, placing the pawns on the same square colour as his bishop cannot be the right policy for Black. But in fact there is no

danger, as White will be obliged to exchange them.

35. ♖g8 ♕e5 36. ♖f2 h6 37. ♖e3 ♜d5
 38. ♜h7 ♜c4 39. ♖f3 ♜e6 40. ♜d3 ♜d7
 41. ♖e3 ♜c6 42. c4! bxc4 43. ♜xc4 ♖f5
 43... ♜e8 44. b4 axb3 45. ♜xb3 ♜d7 46. a4
 ♕d6 47. ♖d4 ♕c6 48. ♖c4 ♖b6 49. ♖b4
 ♜g4 50. a5+ ♕a7 51. ♜c4 ♜f3 52. ♖c5 and
 White wins, as his king will head for the
 black h-pawn. A typical variation can be:
 52... ♜g4 53. ♖d6 ♜f3 54. ♖e5 ♜g4
 55. ♖f6 ♜f3 56. ♖g6 h5 57. ♖g5 ♜g4 (D)



58. ♖f4! (58. ♜f7? ♕a6 59. ♜xh5 ♜d7
 60. ♜g6 ♕xa5 61. ♖f4 ♖b4 62. ♜f5 ♜c6
 63. g4 ♕c3 64. g5 ♜e8 65. ♖e5 ♕d2 66. ♖f6
 ♕e3 67. ♜e6 ♖f4 =) 58... ♜d1 59. ♖e3
 ♜g4 60. ♜e2 ♜e6 61. ♖f4 ♜f7 62. ♖g5
 ♖b7 63. ♖h6! ♕a7 64. ♜xh5.

44. ♜e2 ♖e5 45. ♖d3

This is a second winning method for White, heading for the queenside and exchanging the black a-pawn for the white g-pawn.

45... ♜b7 46. ♖c3 ♖e4 47. ♜d1 ♖e3
 48. ♖b4 ♖f2 49. ♜xa4 ♜c8

49... ♖xg3 50. ♜d1 +-.

50. ♜e8 ♖xg3 51. ♖c5 ♜b7

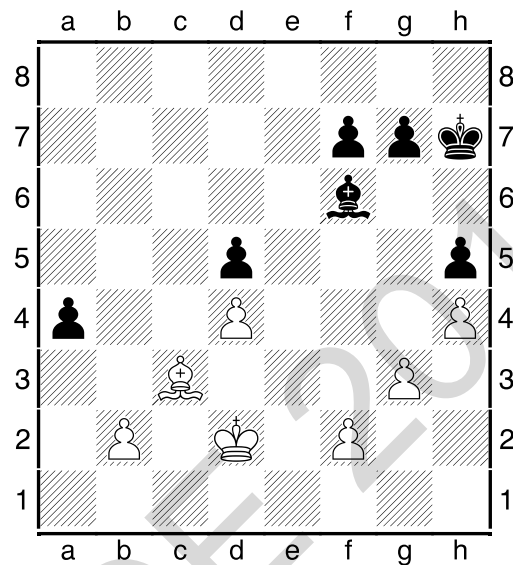
There is no hope for Black, not even with the more 'stubborn' 51... ♜g4 52. a4 h5 53. ♜xh5 ♜xh5 54. b4 ♖f4 55. ♖d6 ♜d1 56. a5 ♜e2 57. ♖c6 ♜f3+ 58. ♖b6 ♖e5 59. b5 (59. a6? ♖d6 60. b5 ♜e2 =) 59... ♖d6 60. ♖a7 +-.

52. b4 ♜f3 53. b5 h5 54. ♜xh5 ♜xh5 55. b6 ♜f3 56. a4 ♖f4 57. ♖d6 1-0

□ Milos Gilberto

■ Morozevich Alexander

New Delhi 2000 ○



Black has the advantage in view of his better bishop, but White can defend.

43. ♖e3?

An important mistake. White is 'obliged' to rid himself of one weakness, and for this reason he should continue with 43. ♖c2! ♖g6 (43... g5 44. hxg5 ♜xg5 45. b3 axb3+ 46. ♖xb3 ♖g6 47. ♜e1 =) 44. b3 axb3+ 45. ♖xb3 ♜d8 (45... ♖f5 46. f3 g5 47. hxg5 ♜xg5 48. ♜e1! ♖e6 49. ♖c3 f5 50. f4 ♜f6 51. ♖d3) 46. ♖c2 ♖f5 47. f3 f6 48. ♖d3 ♜c7 49. ♜e1 g5 50. ♖e3 gxh4 51. gxh4 ♜f4+ 52. ♖f2 retaining a slightly inferior but fully defensible position.

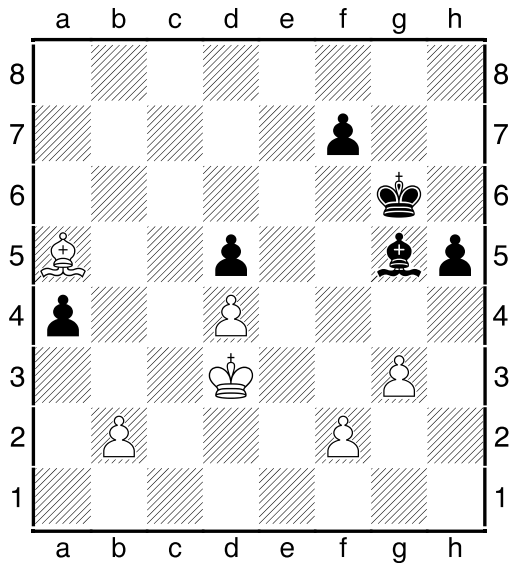
43... g5 44. hxg5 ♜xg5+ 45. ♖d3

Even with the alternative 45. f4 White will not be able to defend after 45... ♜h6 46. ♖f3 ♖g6 47. g4 hxg4+ 48. ♖xg4 f5+ 49. ♖f3, when Black would have to find the line 49... ♖h5 50. ♖g3 ♜g7 51. ♖h3 ♜f6 52. ♖g3 ♜e7 53. ♜d2 ♜h4+ 54. ♖f3 (54. ♖h3 ♜f2 55. ♜c3 ♜e3 56. ♖g3 ♜c1! 57. ♖f3 ♖h4 58. ♜e1+ ♖h3 59. ♜c3 ♖h2 +-) 54... ♜f6 55. ♜c3 ♖h4 56. ♜e1+ ♖h3 57. ♜f2 ♜h4 58. ♜e3 ♖h2 59. ♜d2 ♖g1 60. ♜b4 ♖f1 61. ♜a5 ♜e1 62. ♜b6 ♜c3!. It is worth noting that in all lines the weakness of the white b-pawn is of decisive effect.

45... ♖g6 46. ♜a5 (D)

46. ♜d2 ♜xd2! 47. ♖xd2 ♖f5 48. f3

(48.♔e3 ♕g4 49.♔e2 f6!) 48...♔g5
49.♔e3 f5 leads to a pawn ending that is
won for Black.



46...f5 47.♔c3

No salvation with 47.♔c7 f4! 48.gxf4 ♔e7
49.♔e2 ♕f5 50.♔f3 ♔b4! 51.♔g3 ♔c3!.

47...f4

Black can also win with 47...h4 48.gxh4
♔xh4 49.♔b4 ♔xf2 50.♔c5 f4 51.♔xd5
♕f5 52.♔c4 f3! 53.♔c3 ♔e3 54.♔e1 ♔c1
55.♔b5 ♔xb2 56.♔xa4 ♔xd4! 57.♔b3
♕g4 58.♔c4 ♔e5 59.♔d3 ♔g3 60.♔c3
♕h3 61.♔d4 ♕g2 62.♔c5 ♔f2 63.♔e7
♔b6 64.♔h4 ♔c7.

48.♔b4 ffg3

48...♔f5! 49.♔xa4 ♕e4 50.♔b5 ♕xd4
51.♔c6 ♕e4 52.b4 ffg3 53.ffg3 ♔d2 wins
more easily.

49.ffg3 ♔c1 50.♔a3

50.♔xa4 ♔xb2 51.♔b6 ♕f5 52.♔b3 ♔a1
53.♔a2 ♔c3 54.♔b3 ♔e1.

50...♔f5 51.♔d8 ♕e4 52.♔e7 (D)

(see next diagram)

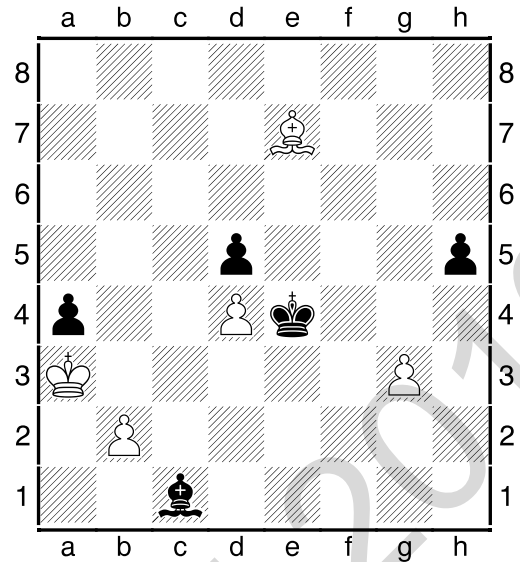
52...♔d3!

52...♔xd4?! 53.♔xa4 ♔xb2? 54.♔f6+ ♕e3
55.♔xb2 ♕f3 56.♔e5 ♕g4 =.

53.♔d8 ♕c2 54.♔xa4 ♔xb2 55.♔b5 ♕d3

56.♔c5 ♕e4 57.♔f6 ♔a3+ 58.♔c6 ♔b4!

Black is now winning, as he can threaten
both white pawns simultaneously and force
the obligation to move on White (zugzwang).



59.♔g7

Or 59.♔e5 ♔c3 60.♔c5 ♔d2 61.♔c6 ♔e3
62.♔c5 ♔f2.

59...♔c3 60.♔c5 ♔e1 61.♔e5 ♔f2!

62.♔d6 ♔xd4 63.♔f4 ♔f2 64.♔e6 d4

64...♔xg3 65.♔xg3 d4 is another win.

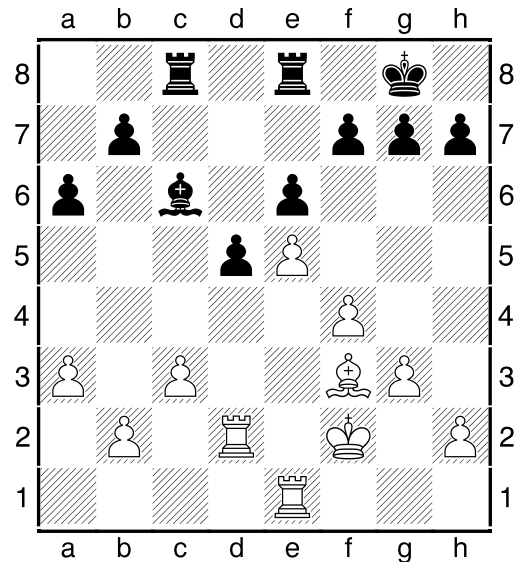
65.♔f6 h4

0-1

□ Grivas Efstratios

■ Adamidis Ilias

Athens 1980 ○



White's superiority is significant and is based
on his better bishop. If we were to remove
the two bishops from the board, we would
have a balanced position. White's plan for
exploiting his advantage is as follows: cen-
tralization of the king, an initial breakthrough

on the kingside and, eventually, a breakthrough on the queenside. The exchange of one pair of rooks is welcome (so as to pressurize Black's weaknesses more efficiently), as is the creation of new weaknesses in Black's pawn structure.

31. ♖e3 ♜f8 32. ♙e2 ♚c7 33.g4! g6 34.g5?!

Too hurried. White could have first improve his position with ♖d4, h4, ♙d3, and only later choose which pawn break to opt for (h5 or f5).

34...b5?

Without any reason Black creates further weaknesses on his queenside (a6- and b5-pawns). The reader may wonder, quite naturally, how the advance of a pawn that is protected by a fellow pawn and bishop can be considered weakening. The answer lies in that White now obtains the possibility of the pawn lever a2-a4 or b3 and c4, increasing the dynamic potential of the white pieces.

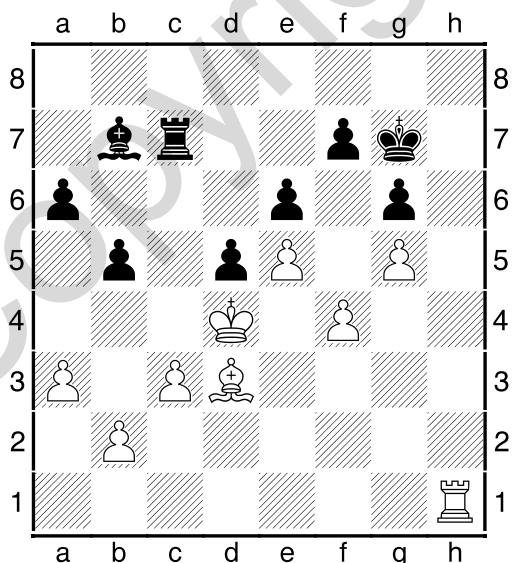
35.h4 ♙b7 36.♖d4 ♚ec8 37.h5 ♜g7 38.hxg6

Alternatively, White could continue with 38. ♚h1, intending ♙d3 and ♚dh2, with a decisive advantage.

38...hxg6 39. ♚h1 ♚h8 40. ♚xh8 ♜xh8 41. ♙d3 ♜g7 42. ♚h2 ♙c8

Black cannot exchange the remaining pair of rooks. After 42... ♚c8 43. ♚h1 ♚h8 44. ♚xh8 ♜xh8 45. ♖c5 the invasion of the white king is decisive.

43. ♚h1 ♙b7 (D)



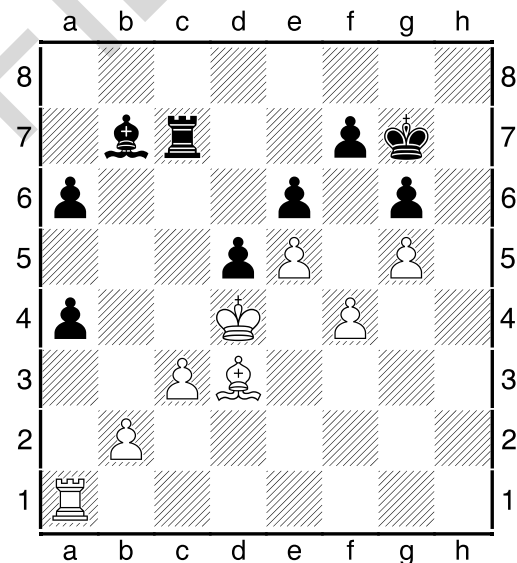
44.a4?

White thought that with this breakthrough, he would further weaken Black's pawn structure and that it would either offer White new targets, or allow the penetration of the white rook into Black's lines. But it was more precise to go on with 44. ♚a1 ♙c6 45. ♖c5 ♙d7+ 46. ♖b6 ♚c6+ 47. ♖b7 ♜f8 48. ♚h1 (48.a4 bxa4 49. ♙xa6 ♜e7 50. ♙b5 ♚c5 51. ♙xd7 ♜xd7 52. ♚xa4 ♚b5+) 48... ♜g7 49. ♚c1 ♜f8 50.b3 ♜e7 51.c4 bxc4 52.bxc4 ♚c5 53. ♖b6 ♚c6+ 54. ♖a5 ♙c8 55. ♚c2 with a decisive advantage.

44...bxa4

White wins after 44... ♙c6? 45. ♖c5! (45.axb5? ♙xb5 46. ♚a1 ♙xd3 47. ♖xd3 ♚c4 48. ♖e3 ♚c6 49. ♚a4 ♚b6!) 45...bxa4 46. ♖b6 ♚c8 47. ♙xa6 ♚a8 48. ♚a1 ♙e8 49. ♙b7 ♚d8 50. ♚d1!, intending ♚d4 and c4.

45. ♚a1 (D)



45...♜f8?

After 45... ♙c6 46. ♙xa6 ♚a7 47. ♙d3 ♚b7 48. ♖c5 ♙d7 49. ♚a2 ♚b3 50. ♖d6 ♙e8 there is probably no way for White to win, as Black has found enough counterplay against the white b2-pawn.

46. ♚xa4 ♚c6 47. ♚b4 ♙c8 48. ♚b8 ♜e7 49.b4!

All the white pieces occupy excellent positions. After White puts in motion the last step of his plan, the invasion of his king, Black's position will collapse.

49... ♖c7 50. ♖b6 ♖a7

More stubborn is 50... ♔d8 51.c4 dxc4 52. ♙xc4 ♖d7+ 53. ♙c5 ♖c7+ 54. ♖c6 ♙d7 55. ♖xc7+ ♙xc7 although White wins with a nice zugzwang manoeuvre: 56. ♙d3 ♙b7 57. ♙f1 ♙c8 58. ♙c4 ♙b7 59.f5!! exf5 (59...gxf5 60. ♙xe6) 60. ♙xf7 f4 61. ♙xg6 f3 62. ♙d3.

51. ♙c5 a5

51... ♖c7+ 52. ♖c6.

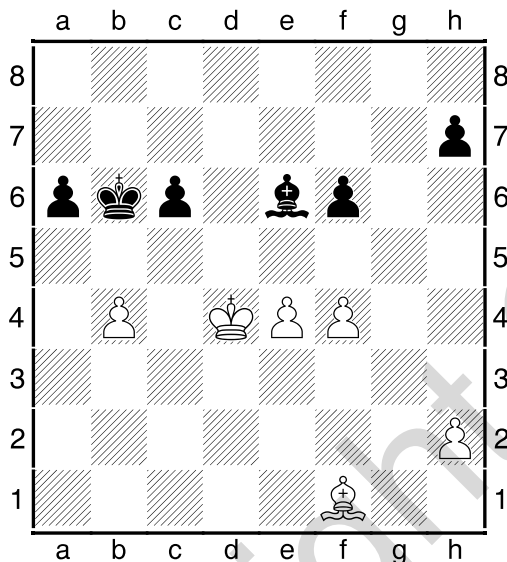
52. ♖b8! ♙d7 53. ♙b6 ♖c7 54. ♙b5+ ♙d8 55.bxa5 ♖xc3 56.a6 d4 57.a7 d3 58.a8 ♙d2 59. ♙a1

1-0

□ Eliskases Erich

■ Capablanca Jose Raul

Semmering 1937 ○



White is clearly better, as he can create a central passed pawn, while the b4-pawn immobilizes two of Black's (a6 and c6). One hurdle to White's ambitions is the reduced material.

38. ♙c4! ♙g4 39.e5 fxe5+ 40.fxe5 h6 41.h4 ♙h5 42.e6 ♙e8 43. ♙d3

By playing 43.e7!, followed by ♙e5-f6 and ♙f7, White would win rather quickly.

43... ♙c7 44. ♙c5 ♙h5 45. ♙h7?

A serious mistake. After the natural 45. ♙xa6 White would retain a winning advantage.

45... ♙g4!

The only acceptable move, as both 45... ♙e8? 46. ♙g8! and 47. ♙f7, and 45... ♙f3?

46. ♙g6! would lose.

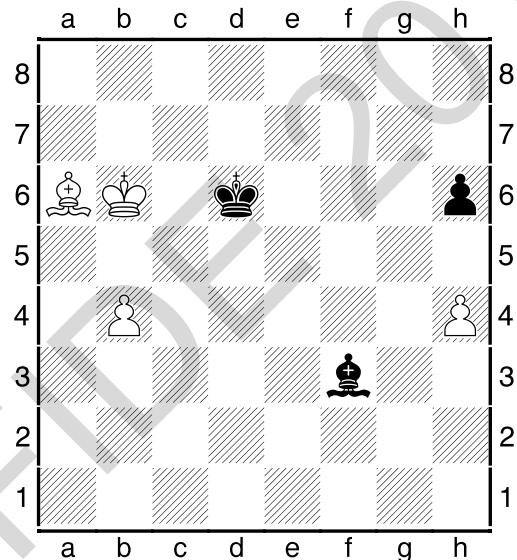
46.e7

White had no choice, as 46. ♙g8 ♙f3! 47. ♙f7 ♙d5! doesn't trouble Black.

46... ♙d7 47. ♙e4!

The only worthwhile attempt. Only a draw results from 47. ♙d3 ♙f3 48. ♙xa6 ♙xe7 49. ♙b7 ♙d7 50.b5 cxb5 51. ♙xf3 ♙e7.

47... ♙xe7 48. ♙xc6 ♙e2 49. ♙b7 ♙d7 50. ♙b6 ♙d6 51. ♙xa6 ♙f3 (D)



White won a pawn, but the position remains difficult. If Black succeeds in exchanging his bishop for the white b-pawn, a draw will be on the cards, due to the 'wrong' promotion square of White's h-pawn.

52. ♙a5!

52.b5? ♙e2! again leads to a draw.

52... ♙c6 53. ♙b5 ♙f3 54. ♙d3 ♙c6

55. ♙c2 ♙c7 56. ♙a4! ♙f3

As the pawn ending resulting from 56... ♙xa4 57. ♙xa4 h5 (57... ♙b6 58.h5!) 58. ♙a5 is lost, the white b-pawn is able to advance.

57.b5 ♙b7 58.b6 ♙e2 59. ♙c2! ♙f3 60. ♙d3 ♙g2 61. ♙a6+ ♙c6?

Black chooses the wrong move and, as a consequence, loses the game. The correct 61... ♙b8! 62. ♙b5 ♙f1+ 63. ♙a5 ♙g2 64. ♙b4! ♙b7 65. ♙xb7 (65. ♙c4 ♙f3 66. ♙c5 ♙b7! ; 65. ♙b5 h5! 66. ♙a5 ♙xa6 67. ♙xa6 ♙a8) 65... ♙xb7 66. ♙b5 h5! holds the draw.

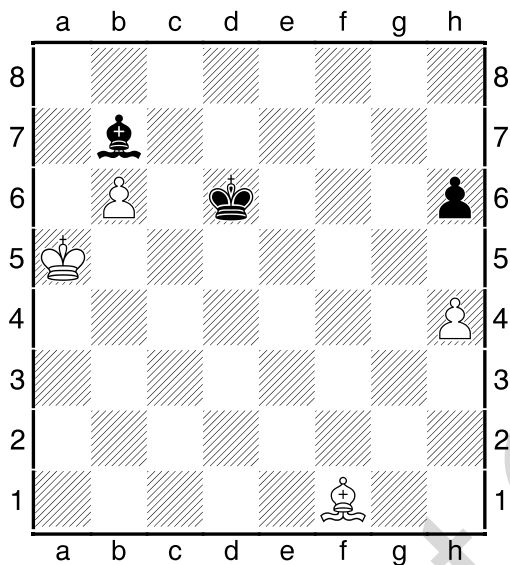
62. ♙c8 ♙f1

Otherwise White will play 63.♔a6 and ♔a7, winning easily. Black has difficult problems to solve.

63. ♖g4 ♗d3

Good moves are harder and harder to come by. 63... ♖g2 64.♔a6 ♔c5 65.♔a7 ♔b5 66.♖c8 ♔a5 67.♗b7 ♗f1 68.♗f3 ♖a6 69.♗e2 ♖c8 70.h5 ♔b4 71.♗a6 or 63... ♔b7 64.♗f3+ ♔b8 65.♔b4 ♖a6 66.♔c5 ♖b7 (66... ♖c8 67.♔d6 ♖b7 68.♗xb7 ♔xb7 69.♔e6!) 67.♗xb7 ♔xb7 68.h5! do not help Black.

64. ♗f3+ ♔d6 65. ♖b7 ♗e2 66. ♖a6 ♗f3 67. ♗f1 ♖b7 (D)



68. ♗h3! ♔e7

Or 68... ♔c5 69.♖g4 ♔c4 (69... ♔d6 70.♔b5!) 70.♗e2+ ♔c5 71.♗a6 ♗f3 (71... ♔c6 72.♗xb7+ ♔xb7 73.h5!) 72.♖c8 and 73.♔a6.

69. ♔b5 ♔d6 70. ♖g4 ♔e7 71. ♔c5 ♖g2 72. ♖c8 ♔d8?!

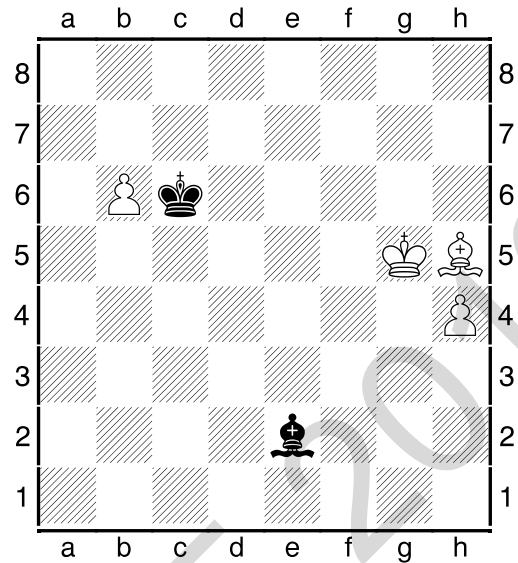
72... ♗f3 would give White more chances to go wrong. Still, White wins with 73.♗a6 ♔d7 74.♗c4 ♔c8 75.♗d5! ♗e2 (75... ♗xd5 76.♔xd5 h5 77.♔c6! ♔b8 78.b7) 76.♔d6! ♔b8 77.♔e7 heading for the black h-pawn.

73. ♖a6 ♗f3 74. ♔d6 ♖g2 75. ♖c4 ♔c8 76. ♗d5 ♗f1

Or 76... ♗xd5 77.♔xd5 ♔b7 78.♔e6 ♔xb6 79.♔f6 ♔c7 80.♔g6 ♔d7 81.♔xh6 ♔e7 82.♔g7.

77. ♔e6 ♗e2 78. ♔f6 ♔d7 79. ♔g6 h5

80. ♔g5 ♔d6 81. ♗f7 ♔c6 82. ♗xh5 (D)

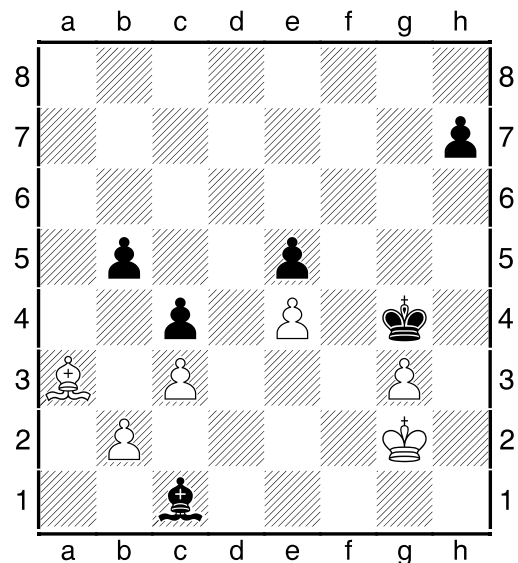


And Black resigned in view of 82... ♖c4 83.♗e8+ ♔xb6 84.h5 ♔c7 85.h6 ♗g8 (85... ♗d3 86.♗g6) 86.♔g6 ♔d8 87.♗f7. **1-0**

□ **Wedberg Tom**

■ **Chiburdanidze Maia**

Haninge 1988 ●



Despite the relatively simplified position, Black has a clear edge. The bad distribution of White's pawns forces his bishop into passivity, as it is burdened with their protection. If Black succeeds in penetrating with his king, White's defences will collapse.

43...h6!

The black h-pawn is the primary factor in this position. With its moves (...h6 now and

...h5 later) it repeatedly puts White in zugzwang, forcing him to concede more and more space to his opponent. The position is practically a pawn ending, as the two bishops are, for the moment, caught in a deadlock.

44. ♖f2 ♕h3 45. ♖f3 h5!

Thanks to this final zugzwang Black gains the opposition!

46. ♖f2 ♕h2?

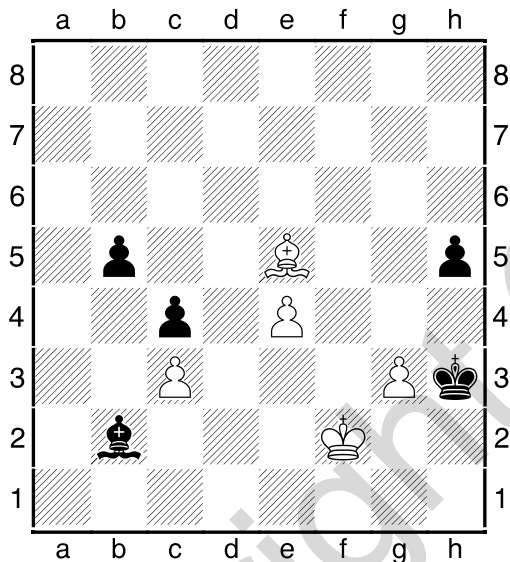
And Black throws the victory away, a victory that could have been achieved with 46... ♖g4! 47. ♖g2 h4! 48. gxh4 ♕f4!. Naturally, neither of the players had seen White's hidden possibility on the 49th move.

47. ♜d6!

Compulsory, as after 47. ♖f3? ♕h3 48. ♖f2 ♕g4 Black is back on the right rack.

47... ♜xb2 48. ♜xe5 ♕h3 (D)

48...b4? 49.g4+! is foolish.



49. ♖e3?

The only - but excellent - move is 49. ♜d6!! ♖g4 (49... ♜xc3 50.e5 ♜d4+ 51. ♖e2 => 50. ♜b4 ♜c1 51. ♜d6 with equality!

49...b4! 50. ♖d2 b3!

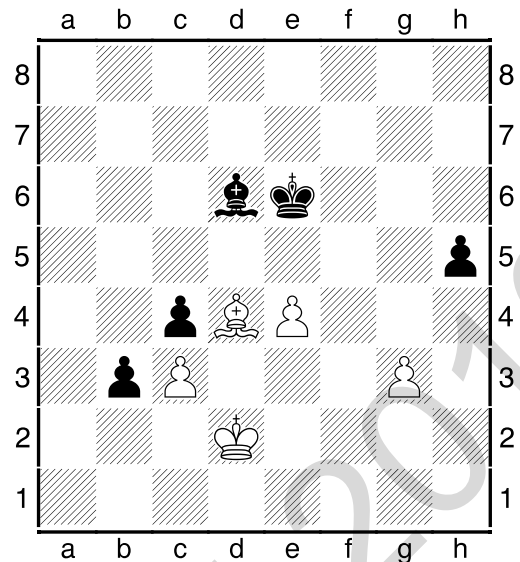
The passed black b-pawn is now powerful and decides the game.

51. ♜d6 ♖g4!

The last detail. Black aims to immobilize White's only source of counterplay, the e-pawn.

52. ♜b4 ♖g5 53. ♜e7+ ♖g6 54. ♜c5 ♖f6

55. ♜d4+ ♖e6 56. ♖d1 ♜a3 57. ♖d2 ♜d6 (D)



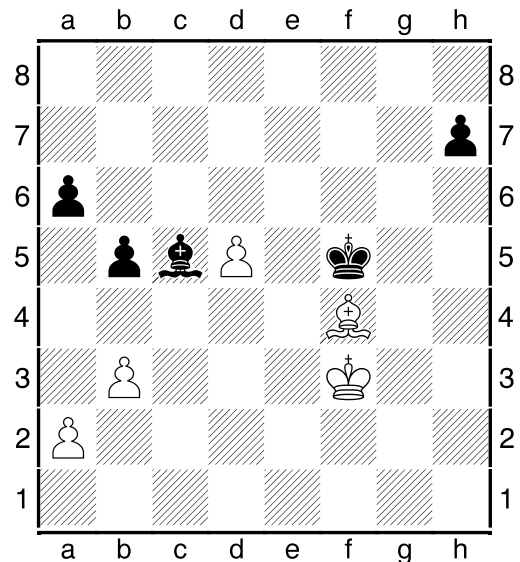
White resigned in view of 58. ♜f2 ♖e5. The most significant factor in this ending was the placement of the black pawn on h7. Had it already advanced to h6 or h5 the result should have been a draw!

0-1

□ **Short Nigel**

■ **Van der Wiel John**

Rotterdam 1989 ●



Material is equal, but the outside passed black h-pawn is clearly more valuable than the central white one.

46... ♜d4! 47.d6

Forced. 47. ♜b8 ♜e5 48.d6 ♖e6 49.d7 ♜f6! or 47.a4 ♜e5 48.axb5 axb5 49. ♜d2 ♜d6 50. ♜c3 h5 would leave White no hope.

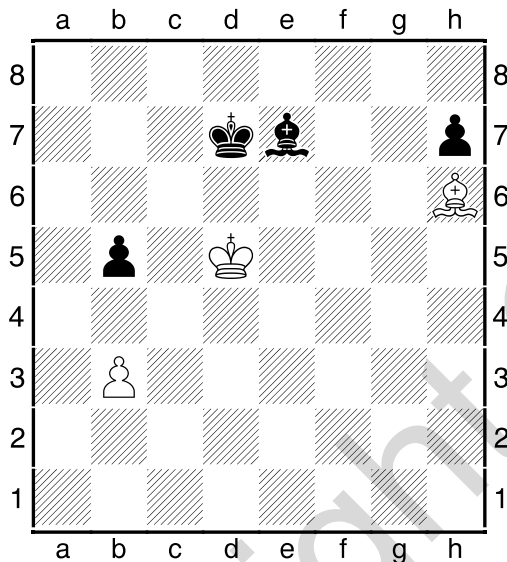
47... ♜c5?

Black makes his task harder, when he could have secured victory with the simple 47...♔e6 48.♔g4 (48.a4 b4 ; 48.♔e4 ♕c5 49.d7 ♔xd7 50.♔d5 [50.♔f5 ♔c6] 50...♕f8) 48...♕c5 49.♔g5 ♕xd6 50.♕d2 ♔e5 (50...♕f8).

48.d7 ♕b6 49.a4! ♕d8?

49...b4? 50.♕d6 a5? 51.♕e7 is surely undesirable, but 49...bxa4! 50.bxa4 h5 51.♕g3 ♕d8 52.♕e1 ♔e6 53.♔e4 ♔xd7 54.♔d5 (54.♔f5 ♔c6 55.♕d2 ♔c5 56.♕e1 ♔c4 57.♔f4 ♔b3 58.a5 ♔c4 59.♔e4 ♔b5 60.♔f5 ♕xa5 61.♕h4 ♕b6 62.♔g6 [62.♕e1 ♕c5] 62...a5 63.♔xh5 a4 64.♔g4 a3 65.♕f6 ♔c4) 54...h4 55.♔e4 h3 56.♔f3 ♕c7 would have brought victory.

50.axb5 axb5 51.♕h6 ♔e6 52.♔e4 ♔xd7 53.♔d5 ♕e7 (D)



54.♔e5?

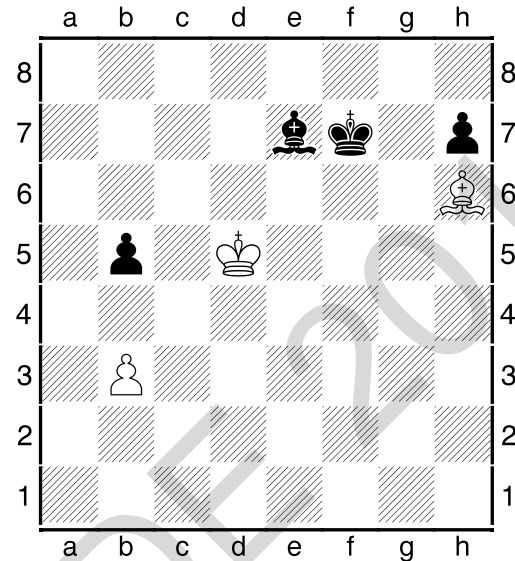
In turn, White 'refuses' the draw. This could have been achieved without voluntarily removing the king: 54.♕f4 h5 55.♕g3 ♕f8 56.♕h4 ♔c7 57.♕g3+ ♔b6 58.♕f2+ ♔a5 59.♕e1+ ♕b4 60.♕h4 ♕d2 61.♔c6.

54...♕d8?

A series of mistakes occurs, which shows the practical difficulty of this particular ending. The natural 54...♔c6 55.♔e6 ♕d6 56.♔f6 (56.♕e3 h5) 56...♔c5 57.♕d2 (57.♔g7 ♔b4 58.♔xh7 ♔xb3 59.♕d2 [59.♔g6 ♔c2] 59...♔c4! 60.♔g6 ♕e5 61.♔f5 ♕c3 62.♕c1 b4 63.♔e4 ♕g7!) 57...♔d4 58.♕e1! (58.♔e6 ♕g3) 58...♕f4!

(58...♔d3? 59.♔e6!) once again brings victory.

55.♔d5 ♔d7 56.♔e5? ♔e8? 57.♔d5 ♔f7!? (D)



58.♔c6?

The last mistake. After 58.b4! ♕xb4 (58...♔g6 59.♕d2 h5 60.♕e1 ♔f5 61.♔c6 ♔g4 62.♔xb5 with a draw) 59.♔c6 ♔g6 (59...♕f8 60.♔xb5) 60.♕e3! (60.♔xb5? ♔xh6 loses) 60...♔f5 (60...♕e1 61.♔xb5 h5 62.♔c4 h4 63.♔d3 h3 64.♕f4 ♔f5 65.♔e2!) 61.♔xb5 ♔e4 62.♕h6 ♕d6 63.♔c4 ♕f4 64.♕f8 ♕g5 (64...h5 65.♕e7) 65.♕b4! h5 66.♕e1 the game would end in a draw.

58...b4 59.♔d5 ♔g6 60.♕d2 ♔f5! 61.♔d4
Or 61.♕h6 ♕g5 62.♕f8 h5 63.♕xb4 h4 64.♕c5 h3 65.♕g1 ♔f4 66.♕h2+ ♔f3 -+.
61...♔g4 62.♔d3 ♔f3 63.♕h6 ♕d6 64.♔d4

Or 64.♔c4 ♕f4 65.♕f8 h5 66.♕e7 ♕d2.

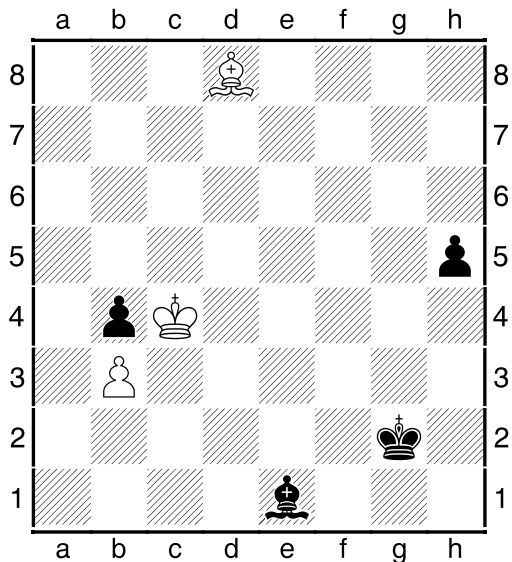
64...♕f4 65.♕f8 h5 66.♕e7 ♕g3 67.♔c5
67.♔c4 ♕e1 68.♕d8 ♔g3! (68...♔g2 69.♕e7!) 69.♔d3 ♔g2! 70.♕e7 (70.♔c4 ♔h3! ; 70.♔e2 ♕g3!) 70...h4 would not affect the result of the game either.

67...♕e1 68.♔d4 ♔g2!

68...♔g4 69.♔d3 is not clear.

69.♕d8 (D)

White also loses after 69.♔c5 ♔g3 or 69.♕f6 ♔g3 70.♔d3 h4 71.♔e2 ♕c3 72.♕e7 h3. Now Black finishes-off the game in style!



69...♔h3!

An excellent idea. The threat is 70...h4.

70.♔d3 ♕h4!

By transferring the bishop to e7 Black clinches the desired result.

71.♕a5

Or 71.♕b6 ♕e7 72.♕f2 ♔g2 73.♕e1 h4.

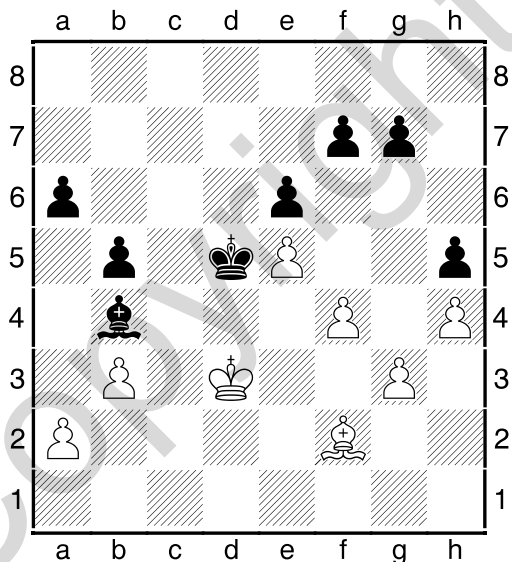
71...♕e7 72.♔e2 ♔g2

0-1

□ Sveshnikov Evgeny

■ Kasparov Garry

Minsk 1979 ●



Black has the more active king and bishop, as well as the better pawn structure, since all the enemy pawns on the kingside are fixed on the colour of White's bishop.

33...g6?

This looks logical at first sight, however it is a serious positional error, which should have cost Black the win. 33...♕a5! 34.♔e2 (34.a3 is the main alternative; Black can play for a win by combining the possible breaks ...f6 and ...a5) 34...♔e4 35.♕c5 f6! 36.exf6 gxf6. Black will continue by placing his bishop on c7 (or, if White plays 37.♕d6, then on b6), his king on f5 and then will play ...e5 with a great and probably decisive advantage.

34.♔e2 ♕c5 35.♕xc5?

A blunder. White had to avoid the bishops' exchange with 35.♕e1! ♔e4 (35...b4 36.♔f3! [36.♕d2? ♔e4 37.♕e1 a5 38.♕d2 ♕d4 39.♕e1 {39.♕c1 ♕c3 40.♕e3 ♕e1!} 39...♕e3] 36...♕f8 37.♕f2 =>) 36.♕a5 and Black has no way to improve his position.

35...♔xc5 36.♔d3 ♔b4 37.♔c2 ♔a3 38.♔b1 a5!

Now Black wins the pawn ending; an instructive one!

39.♔a1 a4 40.bxa4 ♔xa4 41.♔b1

The alternative is 41.♔b2 b4 42.♔c2 ♔a3 43.♔b1 b3.

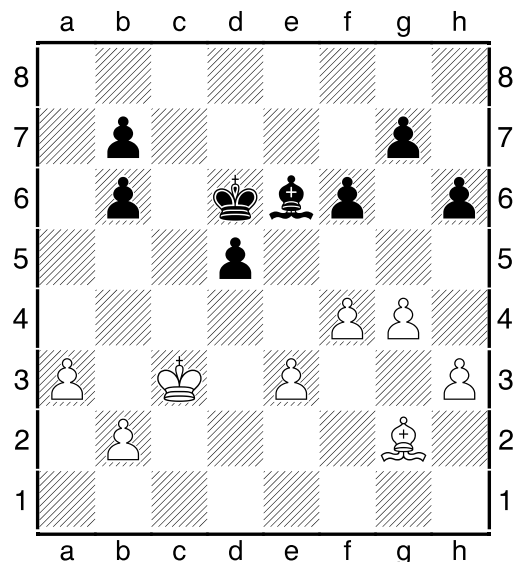
41...♔a3 42.♔a1 b4 43.♔b1 b3

0-1

□ Wojtkiewicz Aleksander

■ Khalifman Alexander

Rakvere 1993 ○



30.a4!

The routine 30.♔d4? would allow Black to set up a fortress with 30...b5! (followed by

...b6) 31.♖f1 ♗d7 32.♔c3 ♕c5 33.b4+ ♕d6, as White cannot create a zugzwang because the bishop is unable to attack both pawns.

30...g5

30...♗d7! was more stubborn but White still wins: 31.b3 (31.♕d4? ♗xa4 32.♗xd5 ♖c6 33.e4 g5 34.e5+ fxe5+ 35.fxe5+ ♕e7 =) 31...♕c5 (31...b5 32.a5 ♕c5 33.b4+ ♕d6 34.♕d4 +-) 32.♗f3! (32.b4+? ♕d6) 32...g5 33.b4+ ♕d6 34.♗d1! ♗e8 35.♕d4 +-.

31.♕d4 ♗f7 32.♗f3 ♗e6 33.f5! ♗f7 34.b4 ♗e8 35.b5!

White has utilized his pawns for maximum restriction of the enemy bishop. Now he will bring his bishop to b3 and play e4.

35...♗f7 36.♗d1 ♗g8 37.♗b3 ♗f7 38.e4 ♗g8 39.♗a2 ♗f7 40.♗xd5 ♗xd5 41.exd5 ♕c7

White has won the isolated d-pawn, but still has to win the pawn ending.

42.♕c3!

Planning ♕b4 and a5.

42...♕d6 43.♕c4 ♕e5

An active try, as the passive 43...♕c7 also loses: 44.♕b4 ♕d6 45.a5 ♕xd5 (45...♕c7 46.a6 +- or 45...bxa5+ 46.♕xa5 ♕xd5 47.♕b6 ♕c4 48.♕xb7 ♕xb5 49.♕c7 ♕c5 50.♕d7 ♕d5 51.♕e7 ♕e5 52.♕f7 +-) 46.a6 bxa6 47.bxa6 ♕c6 48.♕a4 b5+ 49.♕a5 +-.

44.a5! bxa5 45.♕c5 a4

45...b6+ 46.♕xb6 a4 47.♕c6 a3 48.b6 a2 49.b7 a1 ♖ 50.b8 ♖+ +-.

46.d6 b6+ 47.♕c6 a3 48.d7 a2 49.d8 ♖ a1 ♖ 50.♖d6+

Also winning was 50.♖xb6 ♕f4 51.♖f2+ ♕e4 52.♖c2+ ♕f3 53.b6 +-. The queen ending is easily won for White.

50...♕e4 51.♕xb6 ♕f3 52.♕b7 ♕g2

53.♖d3 ♖c1 54.b6 ♖c5 55.♖b3 ♕h2

56.♖f3 ♖d4 57.♖c6! ♕xh3 58.♕c8 ♖b4

59.b7 ♖f8+ 60.♕d7 ♕xg4

60...♖f7+ 61.♕d6 ♖f8+ 62.♕e6 +-.

61.♖c8

1-0



FIDE TRG Awards

Year 2008

Medal

Botvinnik Mikhail (Men Trainer)

Petrosian Arshak (ARM)

Furman Symeon (Women Trainer)

Ye Jiangchuan (CHN)

Euwe Max (Juniors Trainer)

Mikhalchishin Adrian (SLO)

Boleslavsky Isaac (Author)

Jussupow Artur (GER)

Petrosian Tigran (Special Achiev.)

Lputian Smbat (ARM)

Year 2009

Medal

Botvinnik Mikhail (Men Trainer)

Azmaiparashvili Zurab (GEO)

Furman Symeon (Women Trainer)

Ye Jiangchuan (CHN)

Euwe Max (Juniors Trainer)

Mikhalchishin Adrian (SLO)

Boleslavsky Isaac (Author)

Grivas Efstratios (GRE)

Petrosian Tigran (Special Achiev.)

Nikitin Aleksandr (RUS)

Hall of Fame 2008-2009

Boleslavsky Issac (URS)

Bondarevsky Igor (URS)

Botvinnik Mikhail (URS)

Bykhovsky Anatoly (RUS)

Furman Sumeon (URS)

Geller Efim (URS)

Gurgenidze Bukhuti (GEO)

Nikitin Aleksandr (RUS)

A Very Bad Game

Miguel Illescas

Concept

Pawn advance in front of the king: active or weak? A classical attack with pawn storm and piece sacrifice.

This was my first encounter with Alexander Morozevich. At that time, he was a promising young Grandmaster, 19 years old, but when preparing for this game I noticed that my opponent, although in his youth, already had some clear patterns to his play.

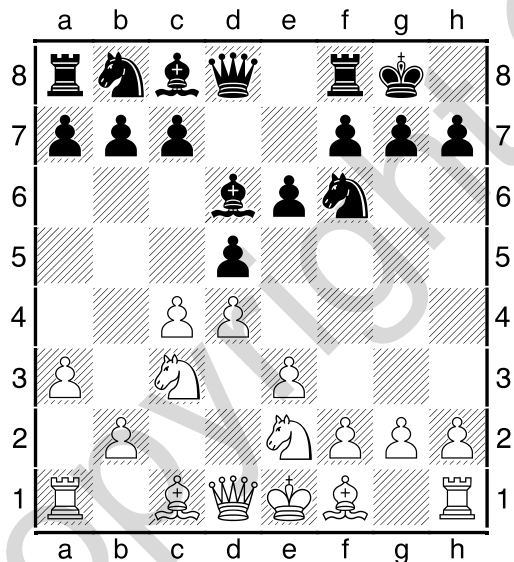
Specifically, I was amazed to see in how many games he played the bayonet attack, and he did so with both colours. This seemingly unimportant observation became crucial later in the game.

□ Illescas Cordoba Miguel

■ Morozevich Alexander

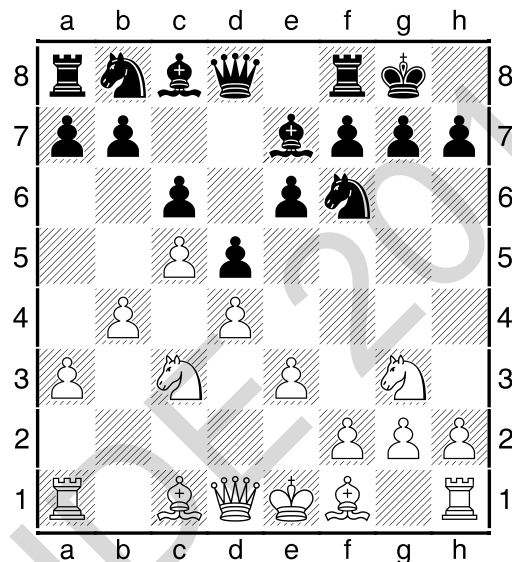
E46 Madrid 1996

1.d4 ♘f6 2.c4 e6 3.♘c3 ♖b4 4.e3 0-0
5.♘ge2 d5 6.a3 ♗d6! (D)



Maybe Morozevich prepared this variation in advance since I had a previous game: 6... ♗e7 7.cxd5 exd5 8.b4 c6 9.♘g3 ♗e8 10.♗d3 ♘bd7 11.0-0 ♘b6 12.♖b1 ♗e6 13.a4 and White was slightly better in Illescas,M-Slobodjan,R Pamplona 1995. I was taken by surprise and reacted in a principled way.

7.c5 ♗e7 8.b4 c6 9.♘g3! (D)



I was hesitating where to play the knight. At this point, I still didn't realise how important this decision was going to be! Some years later, a few strong players tried to bring the knight to the centre: 9.♘f4 b6 (9... ♘bd7 10.♘d3 a5 11.♖b1 axb4 12.axb4 b6 13.♗e2 bxc5 14.bxc5 e5 15.0-0 ♗c7 16.♘b4 ♗e8 17.♗d2 exd4 18.exd4 ♗b7 19.g3 ♘f8 20.♗f4 and White was slightly better in Gurevich,M-Anand,V Bastia 2004) 10.♘d3 (10.♗e2 a5 11.♖b1 axb4 12.axb4 ♗a6 13.0-0 ♘bd7 14.♗xa6 ♖xa6 15.♗b2 ♗c7 16.♘d3 ♖fa8 = Epishin,V-Kasparov,G Moscow 2004) 10...a5 11.♗d2 ♘bd7 12.♗e2 ♗c7 13.0-0 axb4 14.axb4 ♗a6 15.♗c2 ♗c4 16.f4 ♗b7 17.♖ae1 ♖a3 18.f5 Aronian,L-Jakovenko,D Warsaw 2005. 9...b6 10.♗d2!?

The text move is less committal than the ambitious 10.f4 played by an unrated player in 1979... That game continued: 10... ♘e8 11.♗d3 f5 12.0-0 ½-½ Kasparov,G-Kurajica,B Banja Luka 1979.

10...bxc5

Probably 10... ♗a6 was good enough to play for equality, but soon it will become clear that Black wants more.

11.bxc5 e5!?

The standard break in the centre, that Black doesn't need to prepare in this particular situation.

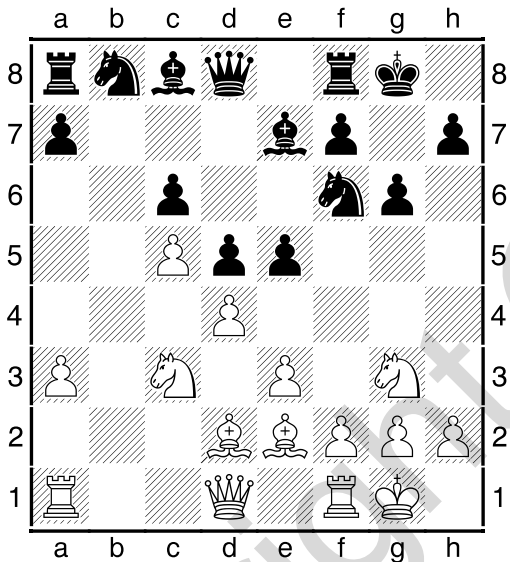
12.♙e2

I was not impressed and with this quiet, developing move, decided to pay no attention to the striking break. Maybe this happened to irritate the young Morozevich? The truth is that he played very aggressively in the next moves. After 12.dxe5 ♞g4 Black gets the pawn back with some initiative.

12...g6!?

Provocative, but not bad. The control of f5 is important, specially if Black wants to develop with ...♞bd7. Here, I finally understood that my knight on g3 was like a red cape to my young and belligerent opponent...

13.0-0 (D)



Now it was interesting to play 13.dxe5!? ♞fd7 14.f4 but I wanted to play the precise music to bring my opponent onto the dance-floor with his favourite dance step. While he was thinking, I was wondering if he would dare to launch his favourite bayonet attack...

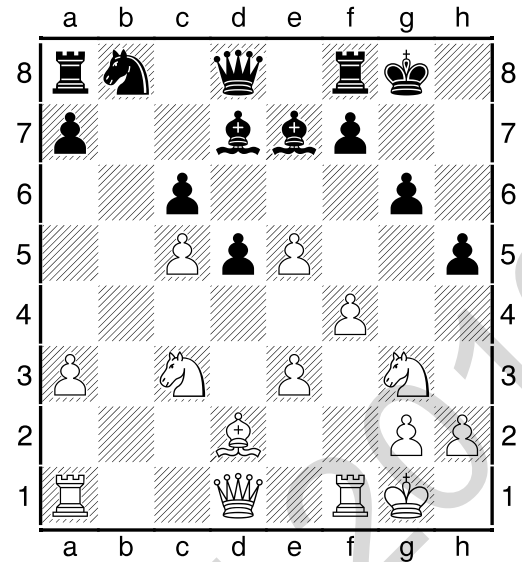
13...h5?

Yes! I was amazed and happy at the same time. This move may be very active but it is seriously weakening the black king's protective shield. Of course 13...♞bd7 or even 13...e4 are more natural and solid.

14.dxe5! ♞g4 15.♙xg4! ♙xg4 16.f3 ♙d7

After 16...♙e6, 17.f4! is even stronger.

17.f4! (D)



Here we go! During the game I was sure that White had to attack bravely on the kingside, to refute the reckless play by my opponent.

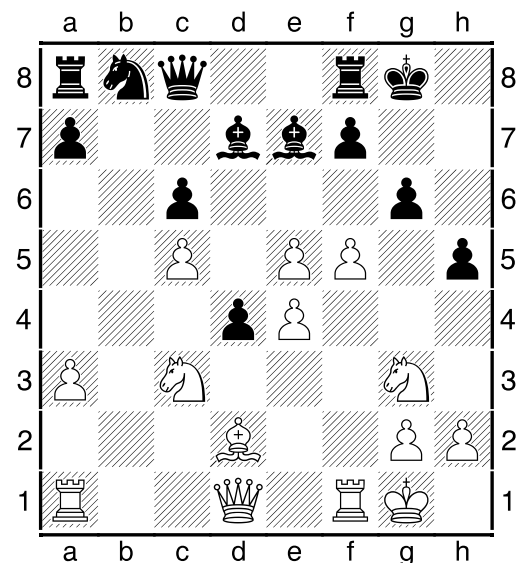
17...♙c8

It is not easy to find a good idea for Black. After 17...♞a6 or 17...♙xc5 18.♞xh5! follows. And after 17...h4!? 18.♞ge2 ♞a6 19.♞d4! ♞xc5 20.f5 White is going to attack anyway.

18.e4 d4?

It was necessary to disturb White's queen by means of 18...♙g4 when the game becomes more unclear, although I still believe in White's attacking prospects.

19.f5! (D)



This move is good because it cuts the board in a way that Black's pieces will not be allowed to help his king. White's attack is go-

ing to prove decisive. A clear mistake would be 19. ♖xh5? ♙g4.

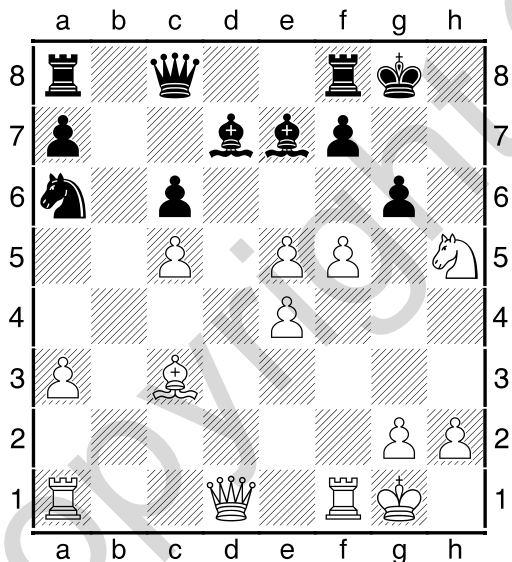
19...dxc3 20. ♙xc3

I remember I felt very confident at this point. White is attacking with four pieces and three pawns, while Black's defences are quite limited.

20...♞a6

Trying to develop as if nothing is happening on the kingside. But something is going on... Anyway, subsequent analysis proved that the attack should be winning. It was too late for 20...h4 since after 21. ♞h5! the white queen enters through g4. The best practical chance was possibly 20...♞d8 with the idea of ...♙xc5 and ...♞g5, bringing the queen to the defence. But after 21.fxg6! (of course not 21.♞f3? ♙xc5+ 22.♙h1 ♞g5 and Black defends. Also wrong would be 21.♞xh5? ♙xf5! as Black can try to exchange queens. After 22.♞c1 ♙g5! 23.♞f6+? is a mistake due to 23...♞xf6!) 21...fxg6 22.♞b3+ ♙h7 23.♞f7+ ♙h6 24.♙d2+! g5 (24...♙g5 25.♙xg5+ ♙xg5 26.♞e3+) 25.♞af1 White's attack is a killer.

21. ♞xh5! (D)



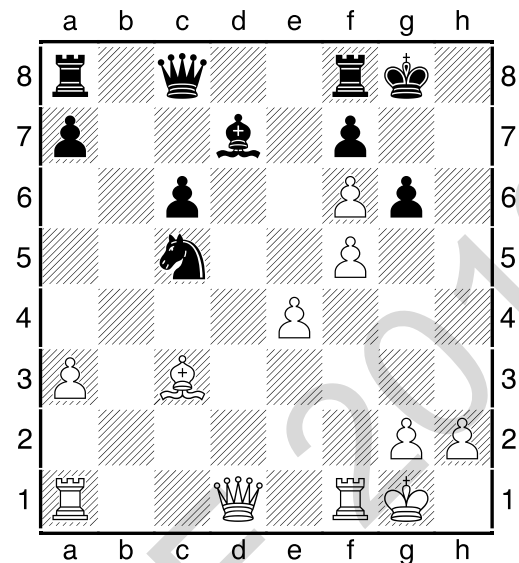
This move destroys Black's castle and in fact wins the game.

21...♞xc5

There was no defence. If 21...gxh5 22.♞xh5 and the two extra pieces are useless, while the black king is naked under attack. After 21...gxh5 22.♞f6+ ♙xf6 23.exf6 the threat

♞h5 is fully decisive.

22. ♞f6+! ♙xf6 23.exf6 (D)



This was the idea. Black's king is isolated and he cannot prevent the invasion of the white queen.

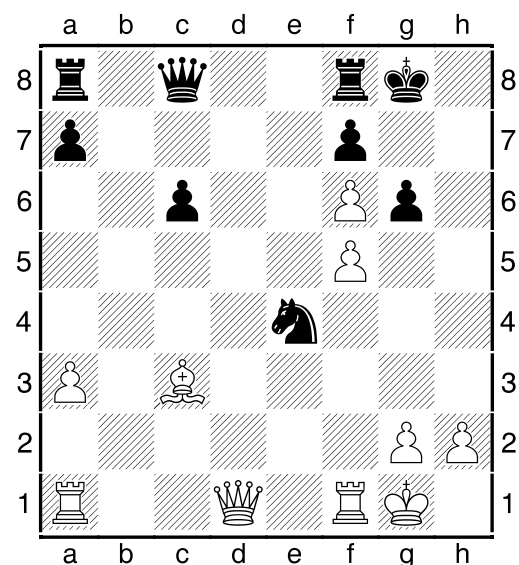
23...♙xf5

Despair, but what to do? After the natural 23...♞xe4 24.♞c1! g5 25.♞e1 ♙xf5 26.♞xe4 ♙xe4 27.♞xg5+ ♙g6 28.♞h6 Black is mated

24.exf5

There is no hurry any more. White is a pawn up and Black's castle is in ruins: the game is over. Not so accurate is 24.♞c1 ♙g4 since after 25.♞h6? Black defends with 25...♞e6.

24...♞e4 (D)



25. ♞c1! g5

25...♙h7 26. ♞f4 winning.

26. ♔d1

An elegant one-two to penetrate with the queen.

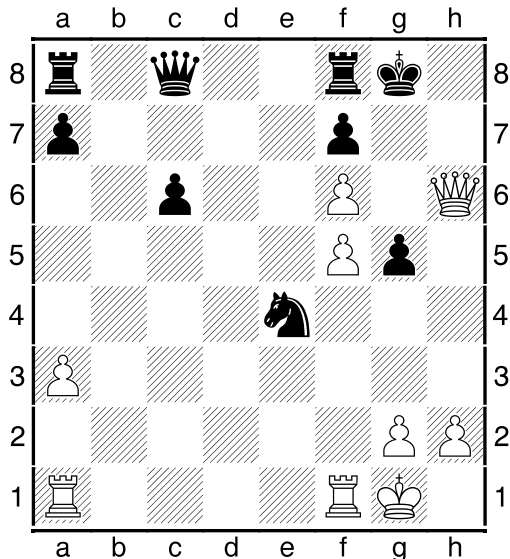
26... ♖xc3

After 26... ♖d8 27. ♕g4 ♖d3 28. ♖ae1 Black is unable to defend properly.

27. ♕h5

There is no way to avoid mate in a few moves.

27... ♖e4 28. ♕h6 (D)



28... ♖xf6 29. ♕xg5+ ♔h7 30. ♖f3

Mate follows, so Black resigned.

1-0

Post-Mortem

After the game, I asked my opponent if he would like to join me in the analysis room, to which he replied: 'No thanks, it was a very bad game!' Bad for him, and good for me! His answer made me understand that this young Russian Grandmaster had a strong character, and with his natural talent, he would surely soon be among the elite.

I was not wrong, and Morozevich took his revenge for this game by beating me twice in Pamplona in 1998 and 2006. But those were very bad games...



Seminars' List 2010

Certified Trainers

1	Cyprus - Agia Napa	
P	16.01.2010-19.01.2010	23
L	E. Grivas	
2	Turkey - Antalya	
P	26.01.2010-30.01.2010	8
L	E. Grivas - A. Mikhalchishin	
3	Libya - Tripoli	
P	15.02.2010-20.02.2010	41
L	U. Boensch - E. Grivas	
4	Singapore - Singapore	
P	16.03.2010-20.03.2010	4
L	J. Petronic	
5	United States of America - Atlanta	
P	07.05.2010-09.05.2010	12
L	A. Chernin - M. Khodarkovsky	
6	Greece - Kallithea	
P	27.06.2010-01.07.2010	18
L	E. Grivas	
7	South Africa - Johannesburg	
P	26.07.2010-29.07.2010	29
L	E. Grivas	
8	Georgia - Batumi	
P	21.09.2010-28.09.2010	4
L	V. Grabinsky - M. Gurevich - G. Khomeriki	
9	Russia - Khnaty Mansiysk	
P	24.09.2010-26.09.2010	33
L	U. Boensch - E. Grivas - M. Khodarkovsky - A. Mikhalchishin	
10	Greece - Porto Carras	
P	22.10.2010-28.10.2010	22
L	E. Grivas - A. Mikhalchishin	
11	Croatia - Rijeka	
P	08.11.2010-10.11.2010	14
L	A. Mikhalchishin - G. Mohr	
12	Colombia - Cali	
P	10.11.2010-14.11.2010	45
L	M. Fierro - A. Zapata	
13	Singapore - Singapore	
P	26.12.2010-30.12.2010	9
L	E. Gloria - J. Petronic	
1	Direct Approval	
P	01.01.2010-31.12.2010	66
L	TRG Council	
T	Total Seminars	13
	Total Certified Trainers	328

Practical Endgames

Miguel Illescas

Concept

Central control and piece coordination in the endgame. Delicate play: when one little mistake may be enough to lose!

We all know how important it is to fight for the centre in the opening and the middle-game. But the importance of central control in the endgame is not so obvious.

In this game I was the lucky protagonist of an exciting battle with a very respected player - Ulf Andersson.

The Swedish grandmaster was always very strong in endgames, which makes me particularly proud of this game.

After a quiet opening, we soon entered a queenless middlegame where Andersson started to press, but in the next few moves the position became equal.

Andersson was later a bit over-optimistic and as a result he got slightly the worse of things around move 30, where we reached a very interesting endgame.

White got a distant pawn but Black was very active in the centre, enjoying good coordination. As usually happens in chess, dynamic factors proved to be more important, and slowly but steadily I managed to increase the advantage.

□ Andersson Ulf

■ Illescas Cordoba Miguel

E02 Pamplona 1998

1. ♖f3 d5 2. d4 ♘f6 3. c4 e6 4. g3 dxc4
5. ♚a4+ (D)

(see next diagram)

This solid move never appeared like a real threat for Black. Of course after 5. ♚g2 White has to be ready to play a pawn down if Black chooses 5...a6.

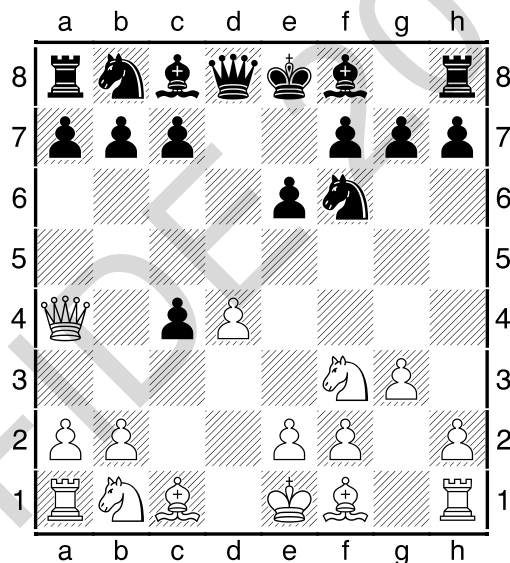
5... ♙d7

Very popular is also 5... ♞bd7.

6. ♚xc4 ♙c6 7. ♚g2

There is no time for 7. ♞c3 since after

7... ♙xf3 8. exf3 ♞c6 Black will establish firm control of d5. The classic game Szabo,L-Korchnoi,V, Palma de Mallorca 1969, continued 9. ♙e3 ♙e7 10. ♚g2 0-0 11. 0-0 and now Black could have equalised with 11... ♞b4 12. f4 c6.



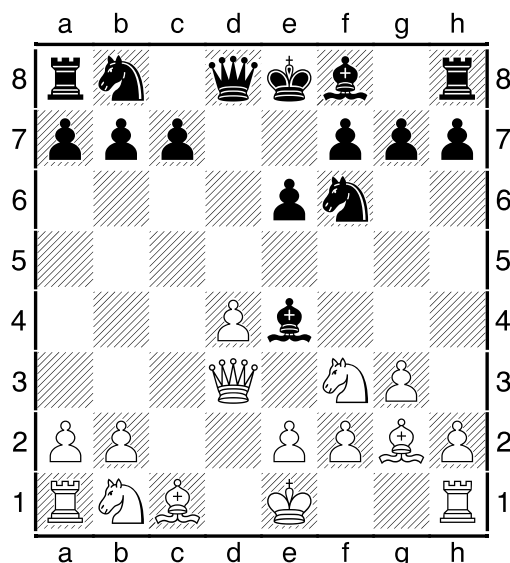
7... ♙d5

The bishop must leave the way open for the ...c5 break.

8. ♚d3

8. ♚a4+!? ♙d7 9. ♚d1 Korchnoi,V-Petrosian,T Moscow 1971.

8... ♙e4! (D)

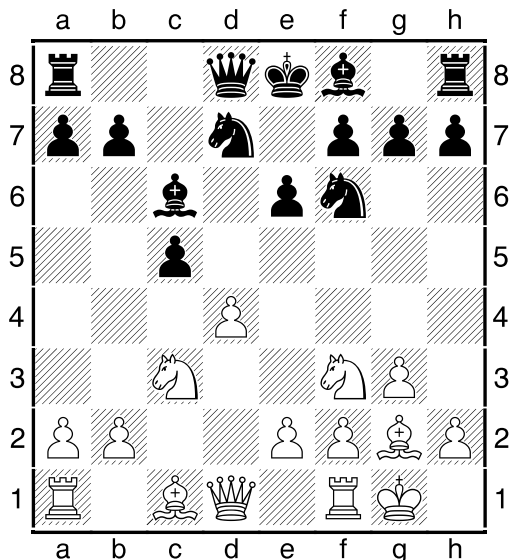


This is an important intermediate move. After 8...c5 9. ♖c3 ♙c6 10. 0-0 ♘bd7 11. ♚d1 ± White has a comfortable edge as in Alekhine, A-Rabar, B Munich 1942.

9. ♚d1

There is not a good square for the queen.

9...c5 10. ♖c3 ♙c6 11. 0-0 ♘bd7 (D)



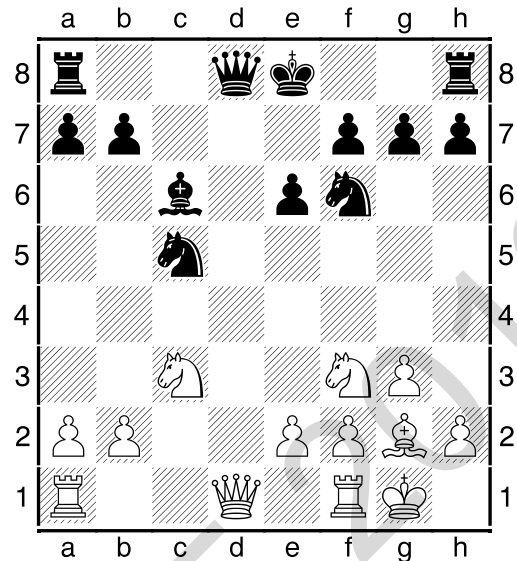
12. ♙e3

It seems that the position is pretty equal, as shown by the following examples. In a previous game my opponent made a quick draw after 12. ♙g5 h6 13. ♙xf6 ♘xf6 = 1/2-1/2 Andersson, U-Krasenkow, M Polanica Zdroj 1997. 12. ♙f4 cxd4 13. ♚xd4 ♙c5 14. ♚d3 0-0 = Huebner, R-Lutz, C Germany 1992. 12. ♚d3!? cxd4 13. ♘xd4 ♙xg2 14. ♙xg2 ♙e7 15. ♚d1 0-0 16. ♚b5 ♚c8 17. ♙f4 a6 18. ♚d3 and White was slightly better in Petrovs, V-Kotov, A Moscow 1940. 12. ♚e1 cxd4 13. ♘xd4 ♙xg2 14. ♙xg2 ♙b4 15. ♙d2 0-0 16. a3 ♙a5 = Golombek, H-Gobert, J Amsterdam 1954. 12. b3 ♙e7 13. ♙b2 0-0 14. ♚c1 ♚c8 15. ♚c2 ♚a5 = Keres, P-Arulaid, A Tallinn 1969.

12... ♙e7 13. dxc5

The move in the game is very much in Andersson's style. There were some illustrious examples in this position, such as the following one: 13. ♚c1 cxd4 14. ♚xd4 0-0 15. ♚fd1 ♚a5 16. ♘g5 ♙xg2 17. ♙xg2 ♚fd8 18. ♚c4 ♘e5 19. ♚b5 ♚xb5 20. ♘xb5 ♚xd1 21. ♚xd1 ♘d5 22. ♙c1 a6 23. ♘d4 ♚d8 = Georgiev, K-Portisch, L Dubai 1986.

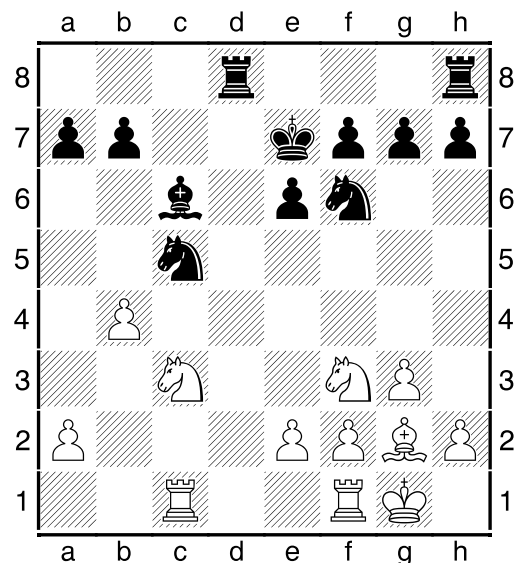
13... ♙xc5 14. ♙xc5 ♘xc5 (D)



15. ♚xd8+

I still remember the situation after my opponent played this move. I was thinking that the game was basically over, and would calmly head for a draw from this boring symmetrical position, but for Andersson the battle was about to start! He looked so happy that I felt intimidated, and after some few moves I started to feel uncomfortable with my position. The move in the game was a novelty. The only precedent was a short draw played in France some years ago: 15. b4 ♘ce4 16. ♘xe4 ♙xe4 17. ♚a4+ ♙c6 18. b5 ♙d5 19. ♚fd1 0-0 20. ♘e1 1/2-1/2 Bricard, E-Prie, E Chambery 1994.

15... ♚xd8 16. ♚ac1 ♙e7 17. b4! (D)



A good move which gives White some space

advantage on the queenside.

17...♘cd7

Black must be careful with the jumps of the f3 knight. After 17...♘ce4? 18.♘e5 ♘xc3 19.♘xc6+ bxc6 20.♙xc3 White gets a nice advantage.

18.♙c2!?

This quiet move made me understand that my opponent was not joking: he was trying to squeeze a minimal advantage and he knew well what he was doing. I got a bit nervous and my answer was not accurate. Strategically harmless was 18.b5 ♕xf3 19.♕xf3 b6 =. More interesting, but still innocuous, was 18.a4 ♙c8 19.a5 ♙hd8 =.

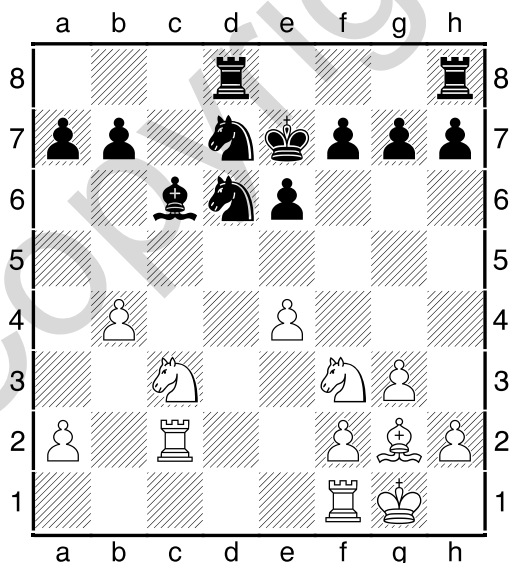
18...♘e8?!

I don't like this move. Not such a bad idea for the f6-knight, but try asking the h8-rook! I wanted to arrange my rooks on the open files, but after 18...♙c8?! 19.♙fc1 White's pressure over c8 is annoying. I didn't think about 18...♕xf3!? 19.♕xf3 ♘e5 which looks close to equality. After 20.♕g2 (20.♕xb7 ♙b8 =) 20...♙d7 21.♙fc1 ♙hd8 22.h3 g5= Black is doing fine. 18...♙b8 19.♙fc1 ♙hd8 = was, however, not difficult to find.

19.e4!

Putting Black's last move under serious doubt. The c6-bishop is left without escape and ♘d4 starts to be a threat. After 19.♙fc1 ♘d6 = Black seems to be OK.

19...♘d6 (D)



20.♙d1!?

Luckily for me, White was hesitating and decided to put the rook into play before starting further action. 20.♘d4! was the natural continuation. I was planning to play 20...♙c8 (20...♘e5 doesn't work in view of 21.f4 ♘dc4 22.♘d5+! exd5 23.♘f5+) but 21.a4! would be strong. With such a quiet move White keeps the initiative. It is not easy to play with Black. I was only counting on 21.b5? ♕xb5 22.♘cxb5 ♙xc2 where Black is more than OK, for example: 23.♘xd6 ♙d2 24.♘6b5 ♕6 25.♘f3 ♙xa2.

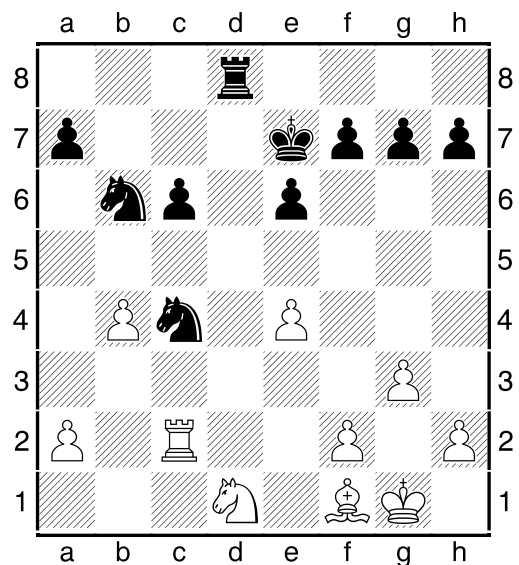
20...♘b6!

Now I will have time to coordinate my forces. Of course 20...♕xe4? 21.♘xe4 ♘xe4 22.♙c7 was bad, but it was possible to take with the knight. After 20...♘xe4 21.♘xe4 ♕xe4 22.♙c7 ♕d5! 23.♙dc1 White has compensation, but Black should hold.

21.♘d4 ♘dc4 22.♘xc6+?!

Amazingly, this move seems to liquidate the slightest White advantage. Black will enjoy nice play on the d-file while Black's king is for the moment more active than his counterpart. The weakness on c6 will be irrelevant, since White will have no time to attack it. It was better to keep the pressure with 22.a4! although Black is very close to equalising.

22...bxc6 23.♕f1 ♙xd1 24.♘xd1 ♙d8 (D)



With this move Black is just in time to develop and can fairly claim full equality. But

my opponent was still under the impression of the last few moves and he kept playing as if White would still have an edge.

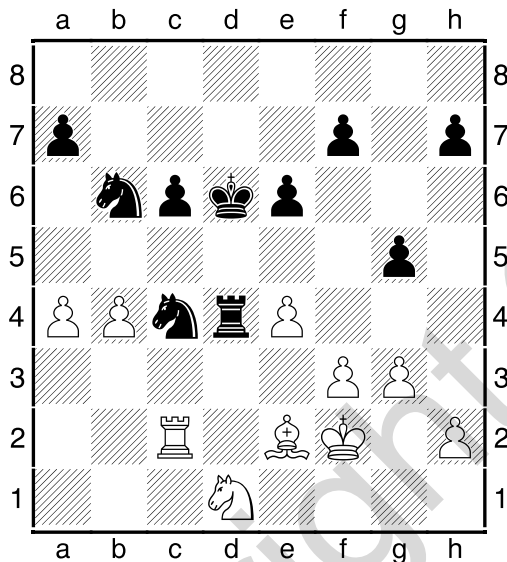
25. ♖e2?!

The bishop is not better than the black knights. The line 25. ♖b2 ♘xb2 26. ♖xb2 ♗d4 27. f3 ♔d6 proves what we were stating in the previous comments. Black has the initiative and c6 is not weak at all. It was the right moment to look for simplification. After 25. ♖xc4 ♘xc4 (25... ♖xd1+ 26. ♖f1 ♔d6 27. f4 =) 26. ♖xc4 ♗xd1+ 27. ♔g2 ♖a1 28. ♖xc6 ♖xa2 = it would be time to shake hands.

25... ♖d4 26. f3 ♔d6 27. ♖f2 g5

A typical way to restrict White's pawn chain. Black wants to make e5 available for his pieces, king and knights.

28. a4?! (D)



Andersson still seems to be playing for a win, but this 'active' pawn advance will bring White only trouble. 28. ♖b2 = was wiser, trying to exchange pieces.

28... a5!

Logical and strong. The a4-pawn is stopped.

29. ♖xc4

Time to start thinking about how to make a draw. After 29. bxa5 ♘xa5 White's bishop looks rather clumsy.

29... ♘xc4 30. bxa5 ♘xa5

The a4-pawn becomes a target, kind of isolated from his own army. Still, Black will need to do a lot of work before the pawn can be taken.

31. ♘c3

31. ♘b2 looks very passive: 31... c5 32. ♔e3 ♖b4 and White's pieces feel uncomfortable.

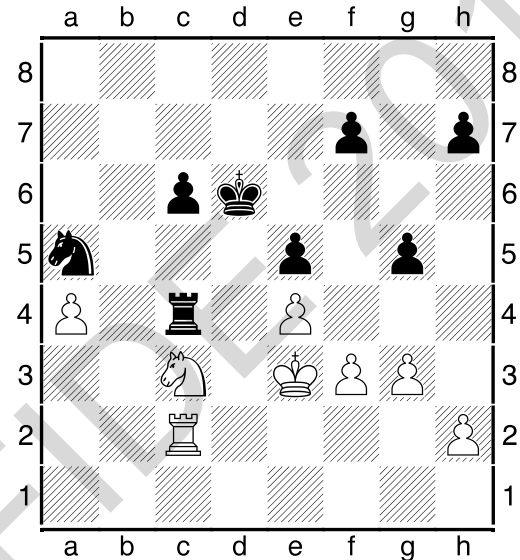
31... ♖c4

Now the knight is pinned.

32. ♔e3

After 32. f4 gxf4 33. gxf4 e5 34. f5 ♔c5 Black is better.

32... e5! (D)

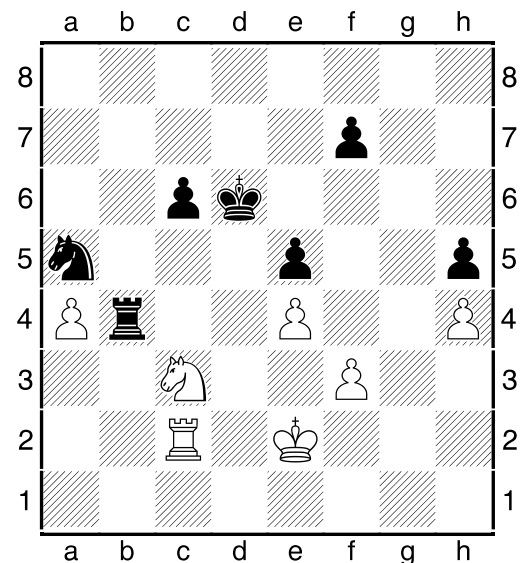


Stronger than 32... ♔c5 33. e5! ♔b4 34. ♔d3 ♔b3 35. ♖c1 = and White manages to hold.

33. h4

No time for 33. f4 gxf4+ 34. gxf4 exf4+ 35. ♔xf4 ♘b3 and White tries to coordinate.

33... gxf4 34. gxf4 h5 35. ♔d3 ♖d4+ 36. ♔e2 ♖c4 37. ♔d3 ♖d4+ 38. ♔e2 ♖b4! (D)



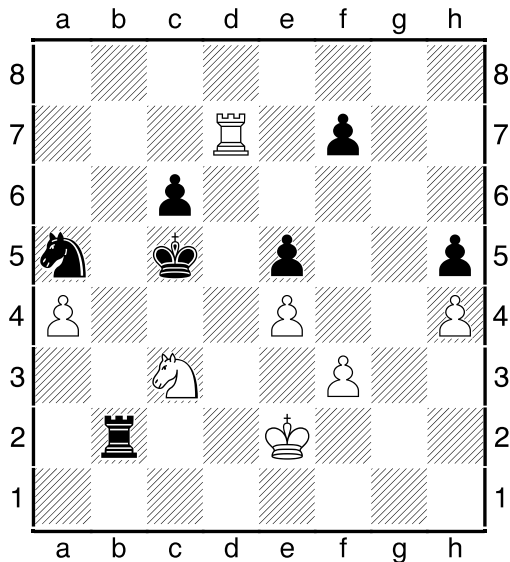
39. ♖d2+

After some thought I found this move which allows me to keep pressing. Now 39.♔d3?! allows 39...♞b3 and the black knight becomes very dangerous.

39...♔c5 40.♞d7

Looking for some active play. The passive 40.♞c2!? was not appealing, since after 40...♞c4 41.♔d3 ♞b3 Black continues to make progress.

40...♞b2+ (D)



41.♔d1?

Maybe this is the decisive mistake. White's king will become very vulnerable, cut off on the first rank. Of course 41.♔d3?? ♞c4 is losing for White, but 41.♞d2! was still giving some hopes for the defence, since 41...♞xd2+ 42.♔xd2 ♔b4 43.♞e2! and the weak h5-pawn will give White enough counterplay.

41...♞h2! 42.♞xf7 ♞xh4 43.♞e2

With the idea of simplifying the position with f4.

43...♞h1+ 44.♔c2 ♞c4 45.♞h7

White will be tied up after this move. Maybe White should stick to 45.f4!? when Black is better but it's not so easy. It was not advisable to try to activate the knight because after 45.♞c1 h4 46.♞b3+ ♔b6! Black's h-pawn becomes too dangerous.

45...♞h2 46.♔d1

46.♔d3 looks better, but after 46...♞b2+ 47.♔e3 ♔c4! Black is threatening mate in one! So White has to play 48.f4, but after

48...♞d1+ 49.♔f3 ♞f2+ the game is over.

46...♞h1+ 47.♔c2 ♞h2 48.♔d1 ♞b2+ 49.♔e1

After 49.♔d2 ♞xa4 White is unable to create counterplay by playing f4.

49...♞d3+!

The knight returns to the stronghold on d3. Correctly, I estimated that I would lose the initiative if I take the pawn. After 49...♞xa4 50.f4 White gets some counterplay. It is also possible to play 50.♞g3 h4 51.♞f1!

50.♔d1 ♞b2+ 51.♔e1 ♞d3+ 52.♔d1 h4!

Finally I decided to advance the h-pawn and keep the good coordination between my pieces.

53.a5 ♔b5

Only now does it become clear that White is in real trouble.

54.♞d7

The knight on d3 is too annoying and must be destabilized. After 54.♞h6 h3 55.a6 ♔xa6 56.♞xc6+ ♔b5 57.♞h6 ♞g2! it's possible to feel the strength of the black knight on d3.

54...♞f2+ 55.♔e1 ♔xa5

Twenty five moves later after the a-pawn was blocked, finally it falls under Black's pressure. Black is now a pawn up, but his pieces need to coordinate better.

56.♔f1 h3 57.♞d2?!

The endgame will be lost after this passive move. After 57.♞g1? ♞h1! 58.♞e7 ♞g3+ 59.♔e1 ♞h1 60.♔f2 h2 Black wins. Probably the best defence was 57.♞g3! After 57...♞g2 58.♞f5 h2 59.♔xg2 h1♙+ 60.♔xf2 White has some hopes to build a fortress.

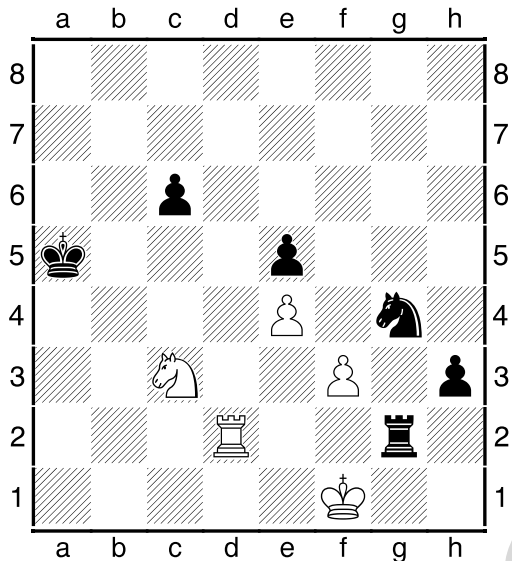
57...♞g2

Now the threat of ...♞h1-g3 becomes real. In the game I saw 57...♞d1!? with the idea of ...♞h1, but I thought there was no need for artificial moves. In fact Black is winning faster than in the game. For example: 58.♞xd1 ♞h1+ 59.♞g1 h2 60.♔g2 ♞xg1+ 61.♞xg1 hxg1♙+ 62.♔xg1 c5 63.f4 exf4 64.e5 ♔b6 and the black king is inside the square of the pawn. Of course it was a bad mistake to rush with 57...♞h1?? 58.♔g1!

58.♞c3

This is an ugly square for the knight, but the alternatives were not helpful. After 58. ♖g3 ♗xg3 59. ♖xf2 c5 the rook endgame is very simple. If 58. ♖g1 there follows 58...h2! 59. ♖xg2 h1 ♔+ 60. ♖xf2 ♔h2+ and Black wins heavy material. The active 58. ♗d6 allows Black to continue with the simple 58...c5 59. ♗d5 ♖b4 60. ♗xe5 ♖d3. And if 58. ♗c2 ♖d1 59. ♗xc6 ♖e3+ 60. ♖e1 h2 – +.

58... ♖g4! (D)



An effective finesse. I was considering the obvious 58...h2 59. ♖xg2 h1 ♔+ 60. ♖xf2 where I thought Black has good chances to win, while White may try to set up a fortress. But I understood that the text move was clearly stronger: the game goes into a knight endgame where the extra outside h-pawn is decisive. If 58... ♖b4? 59. ♖a2+! (59. ♗xf2? ♗xf2+ 60. ♖xf2 ♖xc3 61. f4 exf4 62. e5 ♖d3 63. e6 h2 64. ♖g2 f3+ 65. ♖xh2 f2 66. e7 f1 ♔ 67. e8 ♔ ♔e2+ –+) 59... ♖a3 60. ♗xf2! ♗xf2+ 61. ♖xf2 ♖xa2 and 62. f4! =.

59. ♗xg2

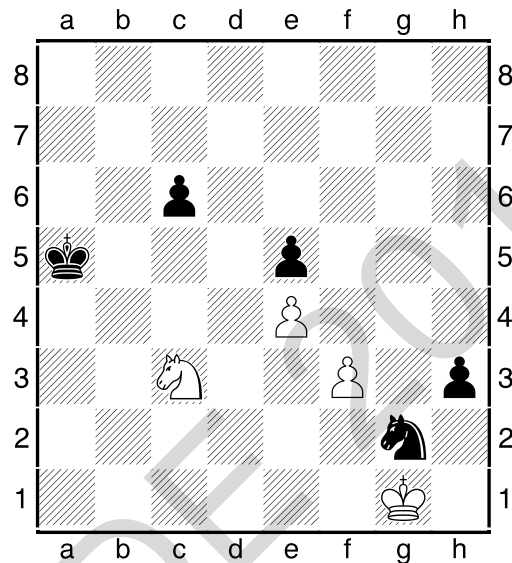
There is no choice. After 59. ♗d3 ♖h2+! 60. ♖e1 ♖xf3+ 61. ♗xf3 h2 Black wins.

59... ♖e3+ 60. ♖g1 ♖xg2! (D)

(see next diagram)

After this precise move Black's advantage becomes clearly decisive. White will need to spare a lot of tempi to deal with the h-pawn,

while Black can make progress on the queen-side. Completely wrong would be 60...hxg2? since after 61. ♖e2 ♖b4 62. ♖f2 = White would be in time to organize the defence.



61. ♖d1

If 61. ♖h2 simply 61... ♖f4.

61... ♖b4 62. ♖f2 ♖f4

An important move. Black regroupes and starts to restrict the opponent's knight activity.

63. ♖g4 ♖d3!

The simplest way. By protecting the pawn on e5, White is deprived of any counterplay.

64. ♖h2 c5

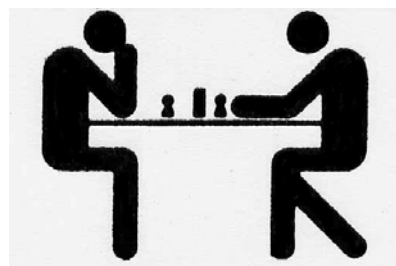
The c-pawn starts its triumphant march.

65. ♖xh3 c4 66. ♖e3 c3 67. ♖g4 ♖b3 68. ♖f5 ♖b2!

With the idea of ... ♖c4 and the c-pawn will promote. There is nothing White can do to prevent it. A bad mistake would be 68...c2? 69. ♖xc2 ♖xc2 70. f4! exf4 71. ♖g4! and White is making a draw after 71... ♖d2 (71... ♖c3 72. e5 =) 72. ♖f3! =.

69. ♖xe5 ♖c4+ 70. ♖d4 ♖xe3 71. ♖xe3 c2 72. ♖d2 ♖b2

0–1



Queenless King Hunt

Jovan Petronic

Concept

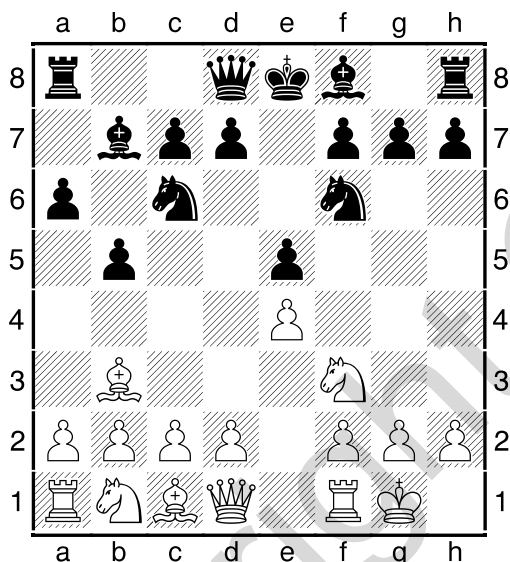
A queenless king hunt is not something you come across daily, especially in the opening phase. But it's an existing concept, which one should be fully aware of, and prepared to face (or to avoid!).

It requires good judgement and concrete calculation. These two main assets should be worked out beforehand, in order that the trainee will be well-prepared.

Here is the main example:

Main Example (C78)

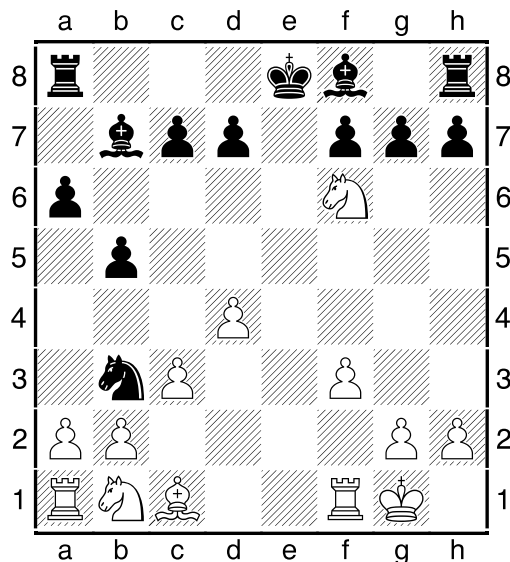
1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6
5.0-0 b5 6.♙b3 ♙b7 (D)



The 'Archangelsk Defence' remains a popular main line alternative for Black. This position was possibly reached for the first time (in the electronically recorded history of chess) in the game played between two chess masters of the past - Carl Schlechter and Mikhail Chigorin, in Berlin 1897, after a transposition of moves. Black had then played the nowadays considered as inaccurate 4...b5, followed by 5...♙b7. As in most main line systems of play, the middlegame positions arising from this point onwards prove to be highly entertaining, instructive, and requiring imagination and fighting spirit. If wishing to

play successfully on a high level, one would of course need to go through volumes of existing theoretical opening articles, such as Chess Informant's legendary C78 monograph by GMs Alexander Beliavsky and Adrian Mikhachishin. A number of leading Grandmasters worldwide continue to practice the 'Archangelsk'. Leading chess trainers offer it as training material for their students, with the accent on the opening variations, and the middlegames arising from them. What follows is a remarkable, unique, and, most importantly, enjoyable middlegame checkmating exercise, which I have successfully used many times in chess training sessions with players (and trainers) of various national and FIDE rating, and FIDE title levels, inclusive of GMs.

7.c3 ♘xe4 8.d4! ♘a5 9.♘xe5 ♘xb3
10.♙xb3 ♙f6 11.f3! ♘c5 12.♘g4! ♘xb3!
13.♘xf6+ (D)



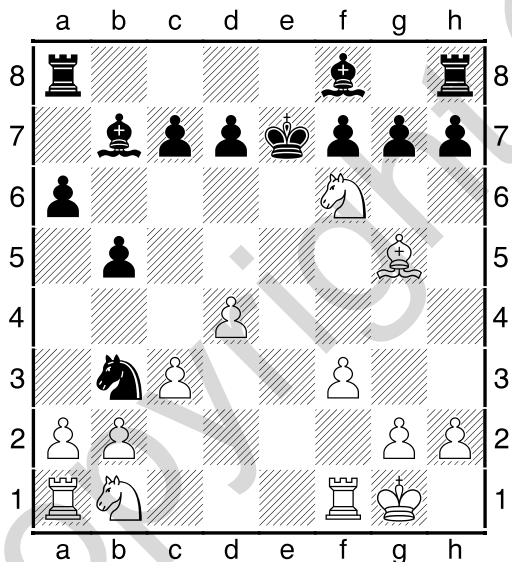
With the material presently being relatively equal, Black has a choice of two candidate moves, the obvious 13...gxf6, and the less obvious 13...♙e7 (attempting to avoid damage to his pawn structure, retaining the potential advantage of Black's bishop-pair), with 13...♙d8 not, of course, being a candidate move worth considering. The present

position features a first recommended classical training one ('How should Black proceed?'), with the trainer researching (and documenting!) details of talent and potential among trainees who have not seen or analysed this position before, as well as being one inside a checklist, when training with higher level players.

13...♔e7!

13...gxf6 was played at least five times in the period 1970-1992, with the most valuable ones being played between GMs Viswanathan Anand (2525) and Adrian Mikhalchishin (2475), 0-1 (42) played in Moscow 1989, followed by GMs Patrick G. Wolff (2520) and Mikhail Tal (2565), in San Francisco (USA) 1991, which White won in 55 moves. Wolff - Tal was also featured in Chess Informant 52/335 (1991), analysed by White, who, in his annotations, gave 13...♔e7 an exclamation mark, followed by an obvious continuation: 14. axb3 ♕xf6 with equality. Games played, analysed, and published previously did not mention the possibility of 13...♔e7.

14.♙g5!! (D)



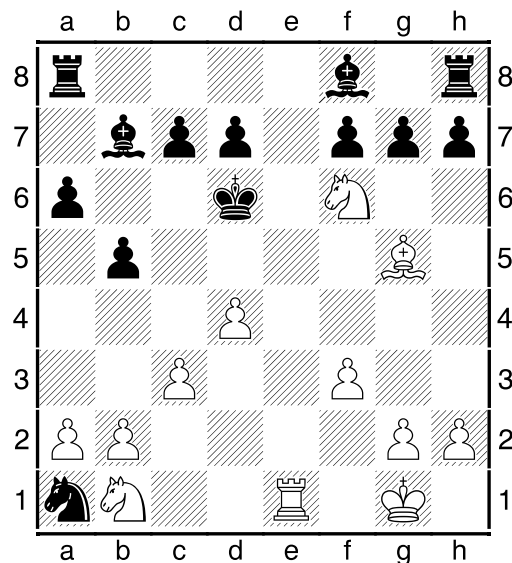
The diagram has a notable history. Back in 1991, during the Yugoslavian national Olympiad men's team group training, I offered the diagram as an analysis position, with a requirement to four GMs to check if White has winning chances in the case of Black accepting the rook sacrifice. The 'Archangelsk' was then very popular and, being

National Coach, I was tasked by the players to find new ideas, and ways for White to improve on existing theory from White's side. One of the potential novelties I had then compiled, led to the position with 14.♙g5, which I classified as an idea pending further research. After a relatively short analysis, it was, however, concluded, to my initial disappointment, that the attempt was interesting, but fails to produce a winning position, with us quickly switching to other middlegame positions of analysis value. GM Wolff briefly analysed this move too (!), and awarded it a question mark, with the following analysis published: 14...♖xa1 15.♚e1+ ♔d6 16.♙f4+ ♕c6 17.d5+ ♕c5! -+ but not 17...♗b6? 18.♘xd7+ ♕a5 [18...♗a7 19.♙e3+ +-] 19.♙xc7+ ♕a4 20.♘b6+ ♕a5 21.♘c4+ ♕a4 22.b3+ ♘xb3 23.♘b2 #. You will notice the similarities between Wolff's analysis and conclusions, and the ones we had made, during team training, both having been made independently, but far away in geographical distance. In my analysis, further you will find an improvement over White's 20.♘b6+.

14...♖xa1?

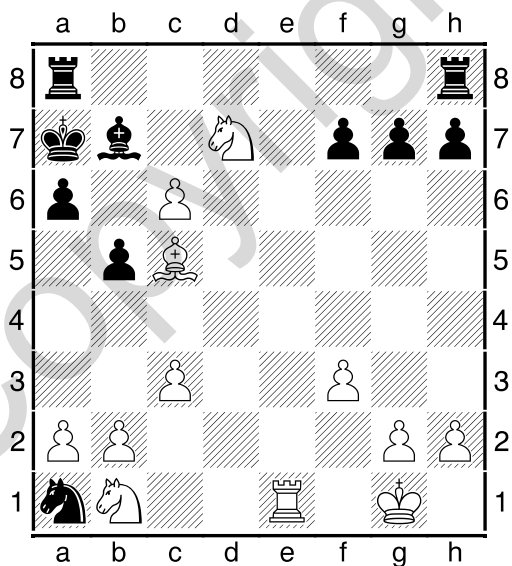
14...gxf6 15.♚e1+! ♔d6! (15...♔d8? 16.♙xf6+ ♙e7 [16...♕c8 17.♚e8 #] 17.♙xe7+ +-) 16.♙f4+ ♕d5 17.axb3 ±. 14...♘xd4!? is worth considering: 15.cxd4 gxf6 16.♚e1+ ♔d6 17.♙xf6 ♚g8 ∞.

15.♚e1+! ♔d6? (D)



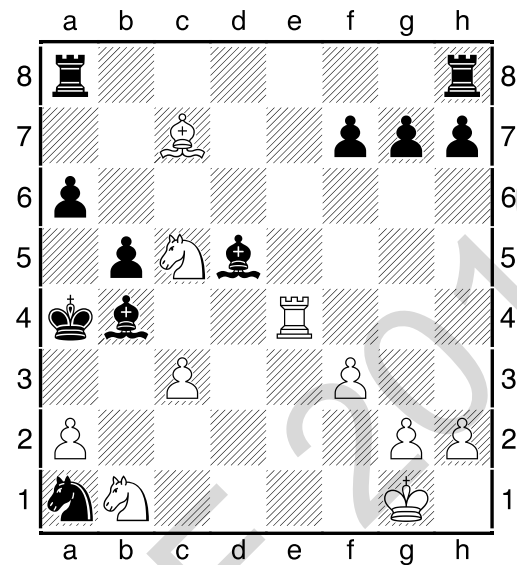
We have now reached the starting position of the main exercise, in which extensive analysis proves that White is winning by force, with a checkmate in 12 to follow, assuming best play by both White and Black. The vast number of different checkmating positions arising from this queenless middlegame will amaze all those spending analysis or training time on it. The trainer's task here is to request the student to find all existing and unique fastest checkmates, in the end proving White's mate in 12, in a restricted amount of time, up to one hour maximum, depending on the current playing level of the student. Within group training, points are to be given according to the number of unique checkmates found. Student's names can then be documented inside the solutions template below, at the end of each checkmate found, ultimately creating a database worthy of further research. The exercise should be done over a chess board, and the variations written out by hand. Moving the pieces may be allowed for levels below the FM title or below 2300 FIDE-rating. 15...♔d8? of course leads to a picturesque mate in one: 16.♖e8 #. 15...♙e4 is Black's best try and not a part of the intended exercise. Solution:

16.♙f4+! ♔c6 17.d5+! ♔c5!
 17...♔b6 18.♘xd7+! ♔a5! (18...♔a7?
 19.♙e3+! c5! [19...♙c5? 20.♙xc5 #]
 20.dxc6+! ♙c5 21.♙xc5 # (D))



19.b4+! (19.♙xc7+! ♔a4 20.b4! ♙xb4!
 [20...♙xd5? 21.♘b6 # ; 20...♙c5+?

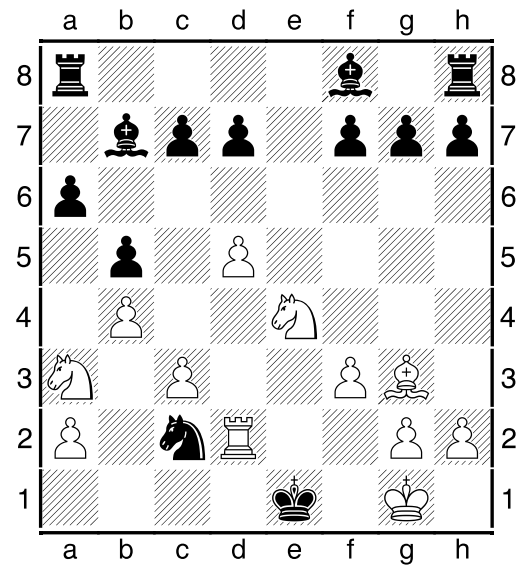
21.♘xc5 #] 21.♖e4! a5 [21...♙xd5
 22.♖xb4 # {22.♘c5# (D)}]



22.♘b6 # [22.♘c5#]) 19...♔a4!
 (19...♙xb4!) 20.♙xc7! ♙xb4! (20...♙xd5
 21.♘b6 #) 21.♖e4 ♙xd5 (21...a5 22.♘b6 #
 [22.♘c5 #]) 22.♖xb4 # (22.♘c5 #).

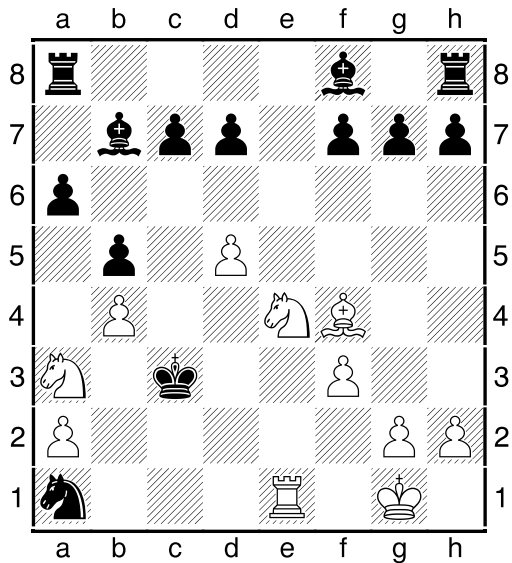
18.b4+! ♔c4!
 18...♔b6? 19.♘xd7+! ♔a7 20.♙e3+! c5!
 (20...♙c5 21.♙xc5 #) 21.dxc6+! ♙c5
 22.♙xc5#.

19.♘a3+! ♔xc3!
 19...♔d3? 20.♘e4! leads to an another set of
 amazing unique checkmating positions, with
 best play assumed, as usual. Black has two
 good defences, which both ultimately fail:
 20...♙c5+! (20...♘c2! 21.♖d1+! ♔e2
 22.♖d2+! ♔e1 23.♘xc2 # or 23.♙g3# (D))



21. ♔f1! ♖b3! (21... ♗xd5? 22. ♖d1 # ; 21... ♗xb4 22. ♖e3 # [22. ♖d1 #!]) 22. axb3! (22. ♖d1+! ♖d2+ 23. ♖xd2 #) 22... ♗e3 (22... ♗xd5 23. ♖d1 #) 23. ♖xe3 #.

20. ♖e4+! (D)



Following up on what had gone before, it came as a shock when, very soon afterwards, GM Larry Christiansen published (as a sideline in Chess Informant's game 53/330) the following analysis: 20... ♔xb4 (20... ♔d3 21. ♖d1+ ♔e2 22. ♖d2+ ♔e1 23. ♗g3 # we again have a slight improvement on our training exercise, and over 22. ♖d2+ - 22. ♖c3 #!) 21. ♖b1+! ♔xa3 (21... ♔a5 22. ♗xc7+ ♔a4 23. ♖c3+ ♔xa3 24. ♗f4 +-) 22. ♖c3 and ♗e1 #. Kudos to GM Christiansen!

20... ♔xb4!

20... ♔b2? 21. ♖b1+! ♔xa3 (21... ♔xa2 22. ♖c3+! ♔xa3 23. ♗c1 #) ; 20... ♔d3? 21. ♖d1+! ♔e2 22. ♖c3 #.

21. ♖b1+! ♔a5!

21... ♔xa3? 22. ♖c3! ♗c5+! 23. ♔h1! (or 23. ♔f1! +-) 23... ♗e3! (23... b4? 24. ♗c1 # ; 23... ♖b3? 24. ♖xb3 # (D))

(see next diagram)

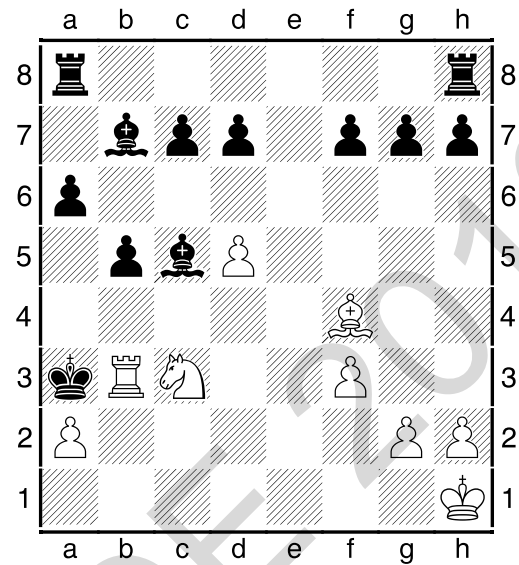
24. ♗xe3! ♖he8 (24... ♖b3 25. ♖xb3 #) 25. ♗c1 # ; 21... ♖b3? 22. ♖xb3+! ♔a5 (22... ♔a4 23. ♖c3+! ♔a5 24. ♗xc7 #) 23. ♗xc7+! ♔a4 24. ♖c3 #.

22. ♗xc7+! ♔a4 23. ♖c3+! ♔xa3 24. ♗f4! ♗c5+!

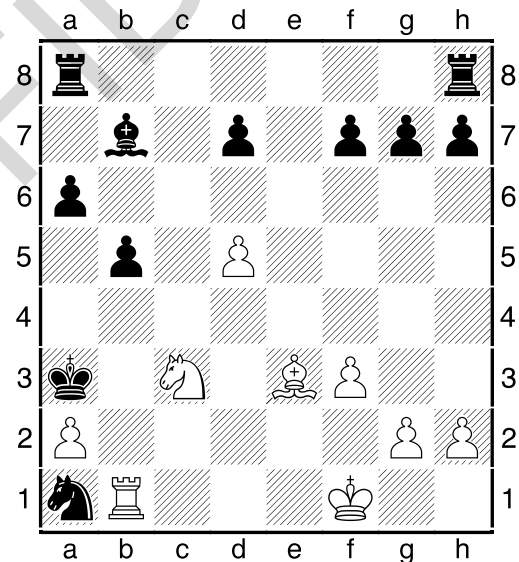
24... ♗xd5 25. ♗c1 # ; 24... ♖b3 25. ♖xb3 #.

25. ♔f1! ♗e3!

25... ♗xd5 26. ♗c1 # ; 25... ♖b3 26. ♖xb3 #.



26. ♗xe3! (D)



26... ♖b3

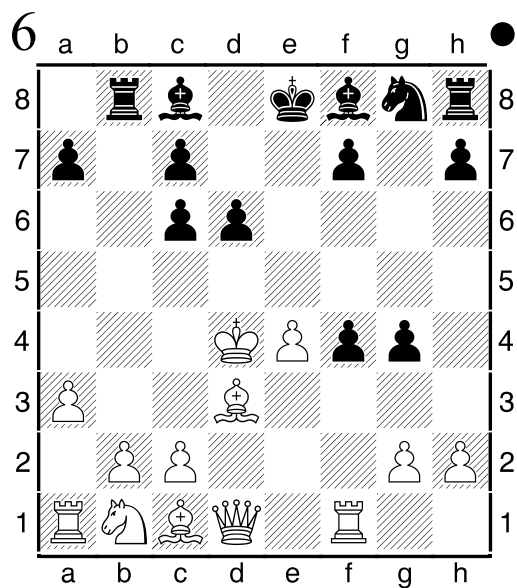
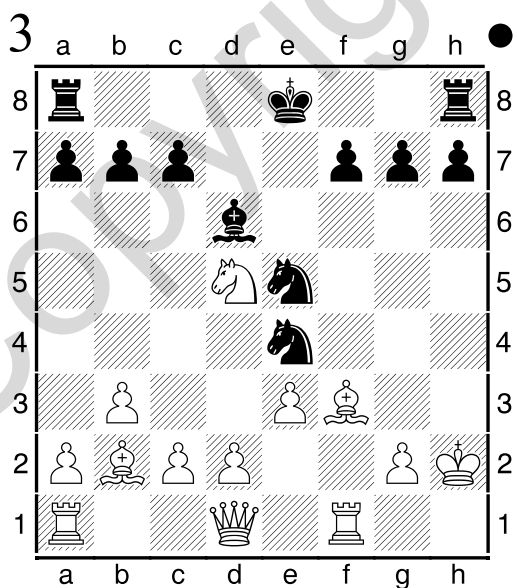
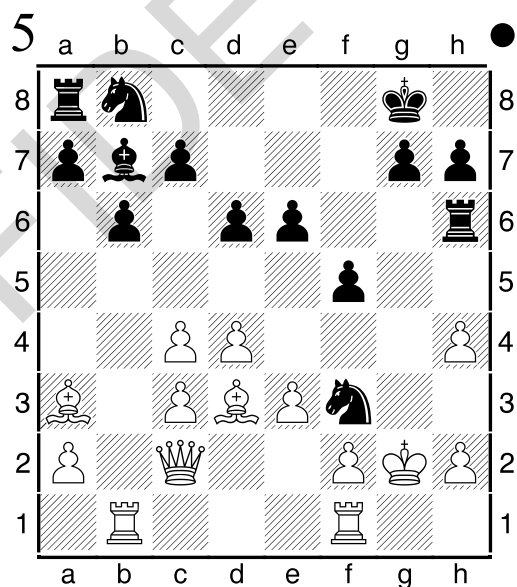
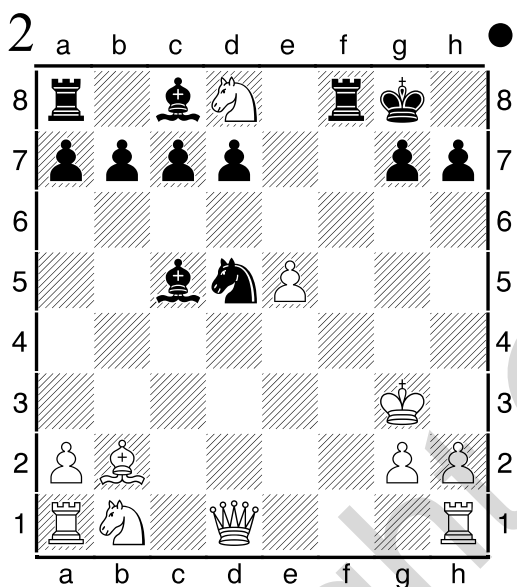
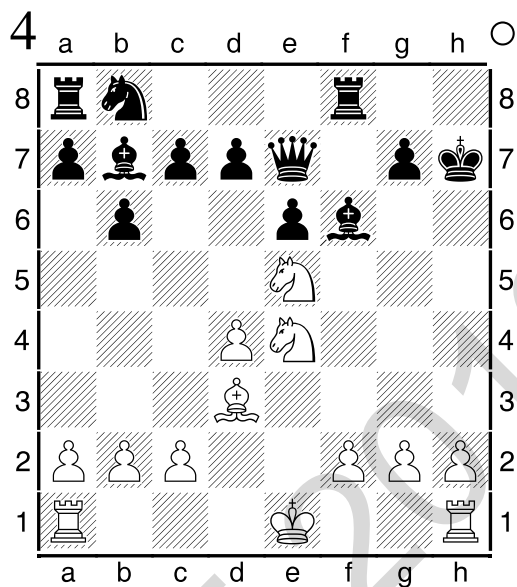
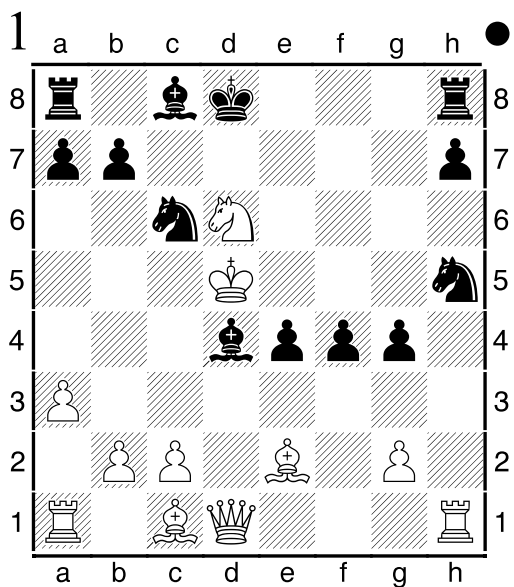
The greedy black knight concludes mating!

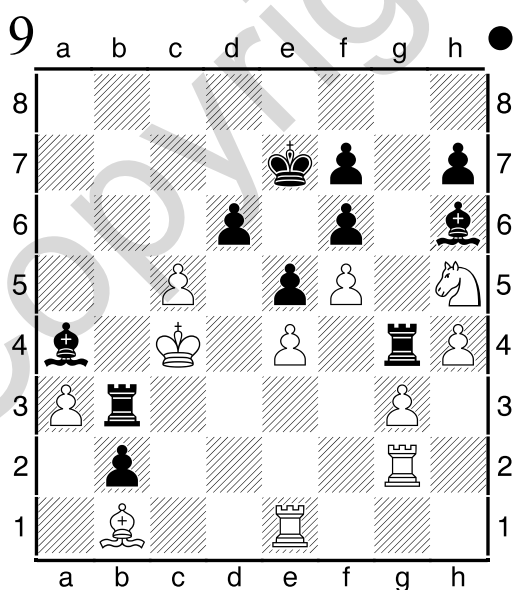
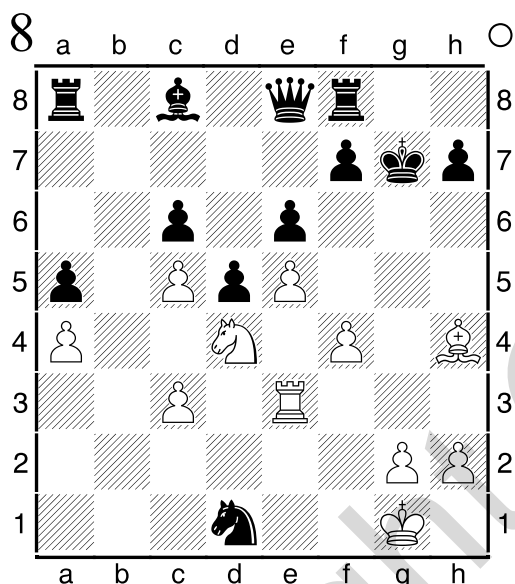
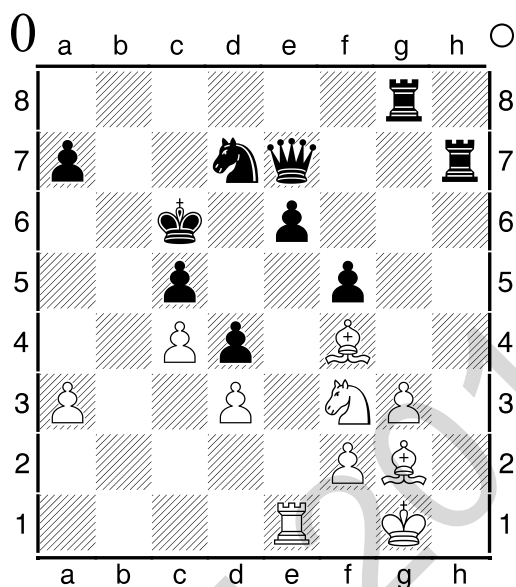
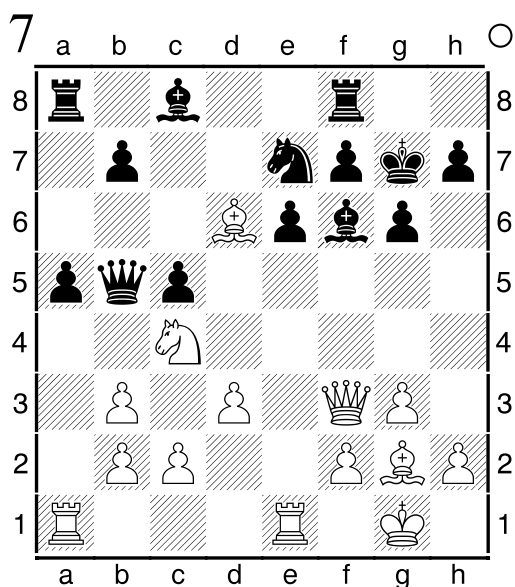
27. ♖xb3 #

1-0

Exercises

The following selection of 10 exercises, of various difficulty levels, will keep you and/or your trainees busy over the board for quite a while. You may be surprised to even discover better moves for the winning side (with, of course, more ideal checkmating patterns), or better defences, in at least one of the featured game sources.





Solutions

□ Matschego

■ Falkbeer Ernst Karl

C39 Vienna 1853 (1)

1.e4 e5 2.f4 exf4 3.♘f3 g5 4.h4 g4 5.♘e5
 ♘f6 6.♘c3 d6 7.♘c4 ♙e7 8.d4 ♘h5
 9.♙e2 ♙xh4+ 10.♙d2 ♚g5 11.♙d3 ♘c6
 12.a3 ♙f2 13.♘d5 ♙xd4 14.♘xc7+ ♙d8
 15.♘d5 f5 16.♘xd6 fxg4+ 17.♙c4 ♚xd5+
 18.♙xd5 (D) 18...♘f6+ 19.♙c4 ♙e6+
 20.♙b5 a6+ 21.♙a4 b5+ 22.♘xb5 axb5+
 23.♙xb5 ♜a5+ 24.♙xc6 ♙d5+ 25.♙d6
 ♘e8 # 0-1

□ Hoffman Fr Alexander

■ Petrov Alexander

C54 Warsaw 1844 (2)

1.e4 e5 2.♘f3 ♘c6 3.♙c4 ♙c5 4.c3 ♘f6
 5.d4 exd4 6.e5 ♘e4 7.♙d5 ♘xf2 8.♙xf2
 dxc3+ 9.♙g3 cxb2 10.♙xb2 ♘e7 11.♘g5
 ♘xd5 12.♘xf7 0-0 13.♘xd8 (D) 13...♙f2+
 14.♙h3 d6+ 15.e6 ♘f4+ 16.♙g4 ♘xe6
 17.g3 ♘d4+ 18.♘e6 ♙xe6+ 19.♙h4 ♘f5+
 20.♙h3 ♘e3+ 21.♙h4 ♘g2+ 22.♙h5 g6+
 23.♙g5 ♙e3 # 0-1

□ NN

■ Crepeaux Robert

A03 Nice 1923 (3)

1.f4 d5 2.♘f3 ♘c6 3.e3 ♙g4 4.b3 e5 5.fxg4
 ♘xe5 6.♙e2 ♙xf3 7.♙xf3 ♘f6 8.♙b2

♙d6 9.0-0 ♘e4 10.♘c3 ♖h4 11.♘xd5
♗xh2+ 12.♗xh2 (D) 12...♘xf3+ 13.♗h3
♘eg5+ 14.♗g4 h5+ 15.♗f5 g6+ 16.♗f6
♗f8 0-1

□ Lasker Edward

■ Thomas George Alan

A83 London 1912 (4)

1.d4 f5 2.♘f3 ♘f6 3.♙g5 e6 4.♘c3 ♙e7
5.♙xf6 ♙xf6 6.e4 fxe4 7.♘xe4 0-0 8.♙d3
b6 9.♘e5 ♙b7 10.♗h5 ♗e7 11.♗xh7+
♗xh7 (D) 12.♘xf6+ ♗h6 13.♘eg4+ ♗g5
14.h4+ ♗f4 15.g3+ ♗f3 16.♙e2+ ♗g2
17.♖h2+ ♗g1 18.♗d2 # 1-0

□ Parker CPL

■ Myall IJ

E43 England 1999 (5)

1.d4 ♘f6 2.c4 e6 3.♘c3 ♙b4 4.♗c2 b6
5.♘f3 ♙b7 6.e3 ♘e4 7.♙d3 f5 8.0-0
♙xc3 9.bxc3 0-0 10.♙a3 d6 11.♖ab1 ♖f6
12.♘d2 ♖h6 13.g3 ♗h4 14.♘f3 ♘g5
15.gxh4 ♘xf3+ 16.♗g2 (D) 16...♘e1+
17.♗h3 ♙g2+ 18.♗g3 ♖g6+ 19.♗f4 ♖g4
0-1

□ Thompson D.

■ Mackenzie George Henry

C37 London 1868 (6)

1.e4 e5 2.f4 exf4 3.♘f3 g5 4.d4 g4 5.♘e5
♗h4+ 6.♗d2 ♗f2+ 7.♗c3 ♘c6 8.a3 d6
9.♘xc6 bxc6 10.♙d3 ♖b8 11.♖f1 ♗xd4+
12.♗xd4 (D) 12...♙g7+ 13.e5 ♙xe5+
14.♗e4 ♘f6 # 0-1

□ Petrosian Tigran

■ Pachman Ludek

A04 Bled 1961 (7)

1.♘f3 c5 2.g3 ♘c6 3.♙g2 g6 4.0-0 ♙g7
5.d3 e6 6.e4 ♘ge7 7.♖e1 0-0 8.e5 d6
9.exd6 ♗xd6 10.♘bd2 ♗c7 11.♘b3 ♘d4
12.♙f4 ♗b6 13.♘e5 ♘xb3 14.♘c4 ♗b5
15.axb3 a5 16.♙d6 ♙f6 17.♗f3 ♗g7 (D)
18.♖e4 ♖d8 19.♗xf6+ ♗xf6 20.♙e5+
♗g5 21.♙g7 1-0

□ Waitzkin Joshua

■ Frumkin Edward

B45 New York 1987 (8)

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘f6
5.♘c3 ♘c6 6.♙e3 ♙b4 7.f3 d5 8.♙b5
♙d7 9.♙xc6 bxc6 10.e5 ♘g8 11.a3 ♙a5
12.b4 ♙c7 13.f4 ♘e7 14.♘a4 0-0 15.♘c5
a5 16.c3 ♘c8 17.0-0 ♘b6 18.♗g4 ♘c4
19.♙f2 ♗e8 20.♖fe1 ♙c8 21.♙h4 ♗h8
22.a4 ♙b6 23.♖ad1 ♙xc5 24.bxc5 ♘b2
25.♖e3 ♘xd1 26.♗xg7+ ♗xg7 (D)
27.♙f6+ ♗g6 28.♖g3+ ♗h6 29.♙g7+
♗h5 30.♖g5+ ♗h4 31.♘f3 # 1-0

□ Torre Eugenio

■ Kinlay Jonathan

B67 London 1977 (9)

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 ♘f6
5.♘c3 d6 6.♙g5 e6 7.♗d2 a6 8.0-0-0
♙d7 9.f4 b5 10.♙xf6 gxf6 11.♘xc6 ♙xc6
12.♗e3 ♗c7 13.♙d3 ♗a7 14.♗h3 ♗c5
15.f5 b4 16.♘e2 e5 17.♘g3 a5 18.♘h5
♙h6+ 19.♗b1 ♙g5 20.♗g4 ♗e7 21.h4
♙h6 22.♗e2 ♗e3 23.♖he1 ♗xe2
24.♖xe2 ♖hg8 25.g3 ♖g4 26.♖de1 ♖c8
27.b3 a4 28.bxa4 ♙xa4 29.♗a1 ♙c6
30.♖b1 ♖b8 31.c4 ♖b7 32.♙c2 ♖g8
33.♖d1 ♖c7 34.♗b2 ♙b7 35.♙d3 ♙c6
36.♖g1 ♖a7 37.♙c2 ♖g4 38.♖d1 ♖a6
39.♗a1 ♙b7 40.♖b1 ♖b6 41.a3 b3
42.♙d3 ♙c6 43.♗b2 ♖g8 44.♗c3 ♙a4
45.♗b2 ♙c6 46.♖g1 ♖g4 47.♖gg2 ♙f8
48.♖e1 ♙h6 49.♗c3 ♙a4 50.♙b1 b2
51.c5 ♖b3+ 52.♗c4 (D) 52...d5+ 53.♗xd5
♖g8 54.c6 ♖d8+ 55.♗c5 ♖b5+ 56.♗c4
♖d4+ 57.♗c3 ♖b3+ 58.♗c2 ♖c4+ 0-1

□ Norwood David

■ Marsh Sean

C00 Walsall 1992 (10)

1.g3 d5 2.♘f3 ♘f6 3.♙g2 e6 4.0-0 ♙e7
5.d3 c5 6.♘bd2 ♘c6 7.e4 b6 8.e5 ♘d7
9.♖e1 ♗c7 10.♗e2 ♙b7 11.h4 0-0-0
12.a3 h6 13.h5 ♖dg8 14.c4 d4 15.b4 g6
16.bxc5 bxc5 17.hxg6 ♖xg6 18.♖b1 h5
19.♘e4 h4 20.♙g5 ♙f8 21.♘xh4 ♖gg8
22.♘f3 ♖h7 23.♘d6+ ♙xd6 24.exd6
♗xd6 25.♙f4 ♗e7 26.♖xb7 ♗xb7
27.♗e4 f5 28.♗xc6+ ♗xc6 (D) 29.♘xd4+
♗b6 30.♖b1+ ♗a6 31.♙b7+ ♗a5
32.♙d2+ ♗a4 33.♙c6+ ♗xa3 34.♙c1+
♗a2 35.♖b2+ ♗a1 36.♘c2 # 1-0

Heterogeneous Endgames

Jovan Petronic

Concept

Heterogeneous endgames are those in which one side possesses a huge material advantage, with various technical difficulties in forcing the opponent's resignation, and in some cases leading only to a draw.

As over-the-board practice repeatedly shows, the majority of chess players are not sufficiently familiar with these, resulting in inaccurate play, whether being the attacker, or the defender.

Here we will explore one of the most frequent endgames (there are some 1.629 of them documented in the ChessBase Mega Database 2010, featuring players of all levels, up to 2849 FIDE rating), namely: King, rook and knight vs king and rook.

The purpose of the guiding essential examples in this Survey, is to have a checklist of these, readily available, and used for tournament and match preparations, as either a learning tool, or as a reminder.

The existence of modern tablebases now helps trainers and players to analyse similar positions much faster, and in greater detail than ever before.

Still, expert clear conclusions and guidelines need to be made, so as to present the final materials to the student in as practical way as possible.

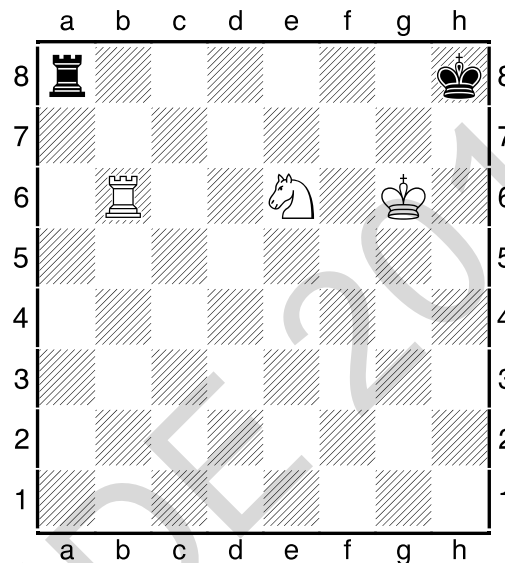
This task is one with which the chess trainer needs to be familiar, through hours of independent research, motivated and backed up by training materials.

Let's start with five basic positions which will help us to understand this ending:

Example 1 ◦

(see next diagram)

Many still believe that ♖+♞ do not win when faced by a lone ♜. We will now explore a few examples which prove otherwise. White to play and win.



1. ♞g5!

The best way to start off. The knight is heading towards the f6-square.

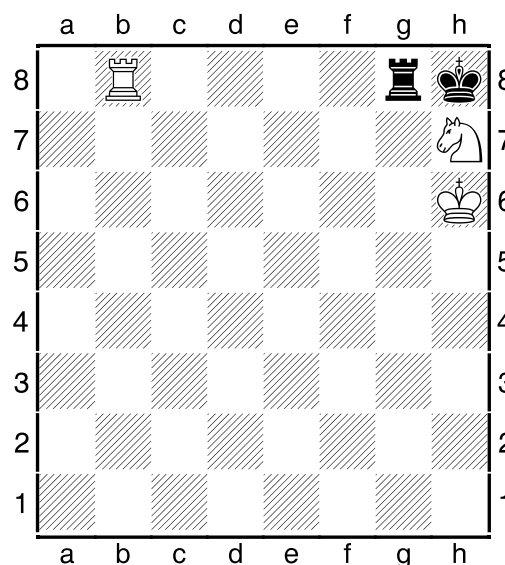
1... ♜c8

1... ♜g8+ 2. ♚h6! ♜c8 3. ♞h7! +- transposes. 2. ♞h7! ♜g8+!

2... ♜d8 staying completely passive does not help: 3. ♞f6! ♜f8 4. ♜b7 +- as is the case with our main line.

3. ♚h6 ♜a8

3... ♜g1 4. ♜b8+! ♜g8 (D)



5. ♞f8 +- . Remember this winning zugzwang idea!

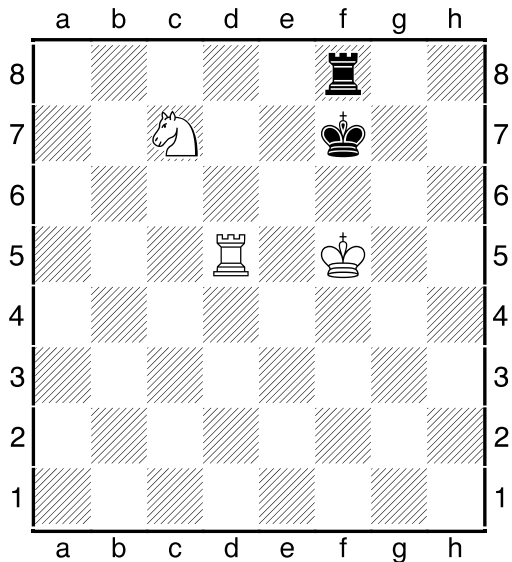
4. ♖f6! ♜f8! 5. ♔g6!

White has regrouped his forces ideally, and there is no defence against a quick check-mate, for example:

5... ♜c8 6. ♜b7

1-0

Example 2 ○



White is winning, but without knowing a finesse (4. ♖e8!), representing a typical winning idea, you may face difficulties in forcing the opponent to resign. White to play and win.

1. ♜d7+!

This is also the only move which wins. All others lead to a draw with best play. It is not difficult to find, as it represents one of the major endgame rules when rooks are on the board: limit the opponent's king mobility.

1... ♔g8+ 2. ♔g6!

Again, and of course, the only move which wins. All others lose White's decisive advantage.

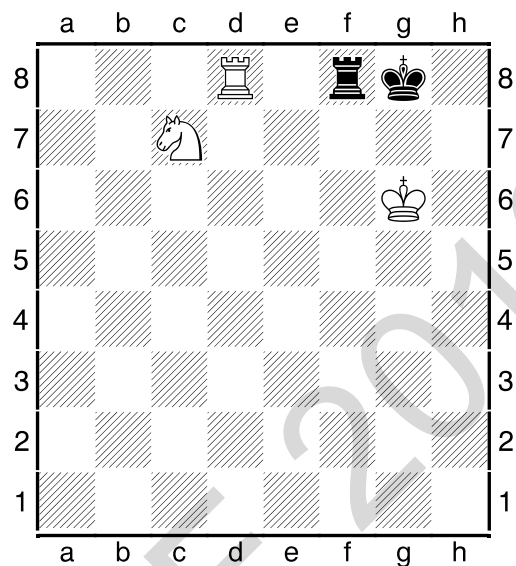
2... ♜f1

2... ♜b8 3. ♜g7+! (3. ♖d5 +-) 3... ♔h8 (3... ♔f8 4. ♜f7+! ♔g8 5. ♖d5! ♔h8! 6. ♜h7+! ♔g8 7. ♖f6+ ♔f8 8. ♜f7 #) 4. ♜h7+! ♔g8 5. ♖d5 +- 2... ♔h8 is by far the best practical defence for Black: 3. ♖e6 (3. ♜d6! +-) 3... ♜g8+ 4. ♔h6! ♜b8 (4... ♜g1? 5. ♜d8+! ♜g8 6. ♖f8! +- - remember this idea!) 5. ♖f4! ♔g8! 6. ♖g6! ♜b7! 7. ♖e7+! +- (7. ♜xb7?? =).

3. ♜d8+!

The only winning move.

3... ♜f8 (D)



4. ♖e8!

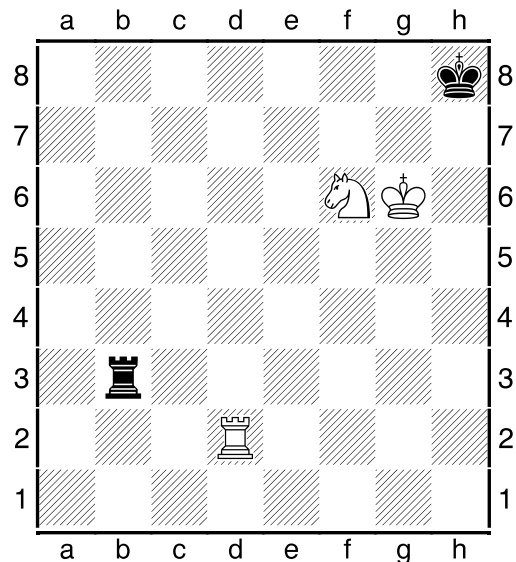
We are familiar with this idea already, are we not?

4... ♔h8 5. ♜a8 ♜g8+ 6. ♔f7!

6. ♔h6? ♜f8 7. ♔g6! ♜g8+ 8. ♔f7! +-.

1-0

Example 3 ○



Black's rook has a significantly larger radius of activity, as compared to the previous examples, but this fact, combined with the fact that it is Black to play, does not help in achieving a draw. Black's weak king position, in the corner of the board, proves to be a decisive disadvantage. Black to play, White wins.

1... ♖g3+! 2. ♔f7

2. ♔f5 +- also wins, and faster, with best play. 2. ♔h6? ♖g6+! (= 2... ♖d3 =).

2... ♖g7+! 3. ♔e6!

3. ♔e8 +-.

3... ♖b7

3... ♖g1 is another stubborn defence option. What follows is the main winning line for White, with best defences by Black: 4. ♖d7! ♖e1+! 5. ♔f7! (the only winning move) 5... ♖d1! 6. ♖e7! (6. ♖xd1? =) 6... ♖e1! 7. ♔e4! (7. ♖xe1? =) 7... ♖f1+ (7... ♖g1! 8. ♖e5! ♖g7+! 9. ♔f6! [the only winning move] 9... ♖g4! 10. ♔g5! ♖f4+! 11. ♔g6! [the only winning move] 11... ♔g8! 12. ♖a5 ♖f1! 13. ♖a8+! ♖f8 14. ♖a1! ♖f2! 15. ♔e4! ♖g2+! 16. ♔f6! [the only winning move] 16... ♔h8! 17. ♖d1! ♖g4! 18. ♔g5! ♖f4+! 19. ♔g6! [the only winning move] 19... ♔g8! 20. ♔e6! ♖g4+! 21. ♔f6! [the only winning move] 21... ♔h8 22. ♖d8+ ♔h7! 23. ♔g5+! +-) 8. ♔g6! ♖f8 (8... ♖g1+ 9. ♔g5 +-) 9. ♔f6! ♖f7!? 10. ♖e8+ +- (10. ♖xf7? = ; 10. ♔xf7? =) ; 3... ♖c7 4. ♖d8+ ♔g7 5. ♔e8+. 3... ♖a7 4. ♖g2! follows the winning idea in our main line.

4. ♖g2! ♖b6+

4... ♖b8 5. ♔f5 +-.

5. ♔f5!

5. ♔f7 ♖b7+ 6. ♔g6 ♖g7±.

5... ♖b5+! 6. ♔g6!

The only winning move.

6... ♖b2! 7. ♖g5!

The only winning move.

7... ♖b5!

7... ♖g2!? is an attractive try which in the end loses faster, with best play: 8. ♔g4! (the only winning move - 8. ♖xg2? =) 8... ♖g1 (8... ♔g8 9. ♔f6+) 9. ♔f7! (the only winning move) 9... ♖f1+ 10. ♔f6 +- (the only winning move - 10. ♔g6? ♔g8! =).

8. ♔d5! ♖b7!

8... ♔g8 9. ♔f6+! ♔f8 10. ♖h5! +-.

9. ♔f6 ♖h7

9... ♖g7!? is the best practical try for Black: 10. ♖e5! (10. ♖xg7? =) 10... ♖d7! 11. ♔e7! ♖d6+! 12. ♔f7! (the only winning move) 12... ♔h7! 13. ♖e1 ♖a6! 14. ♖h1+! ♖h6 15. ♖a1! ♖b6! 16. ♔d5! ♖b7+! 17. ♔f6!

(the only winning move) 17... ♔h8! 18. ♖a4! ♖d7! 19. ♔e7! ♖d6+! 20. ♔f7! (the only winning move) 20... ♔h7! 21. ♔f5! ♖d7+! 22. ♔f6! (the only winning move) 22... ♔h8 23. ♖h4+ ♔g8! 24. ♔e7+ +-.

10. ♔e7! ♖h6+!

10... ♖g7 11. ♖e5! +- (11. ♖d5+- is 'obvious').

11. ♔g6+!

11. ♔f7 would take a couple of moves longer: 11... ♖h7+! 12. ♔f8 ♖h1 13. ♖f5! ♖h2 14. ♔g8! ♔h7 15. ♔f7! ♖h1 16. ♖f2 ♖h3 17. ♖g2! ♖f3+! 18. ♔f6+ +-.

11... ♔h7!

11... ♔g8 12. ♖a5 +-.

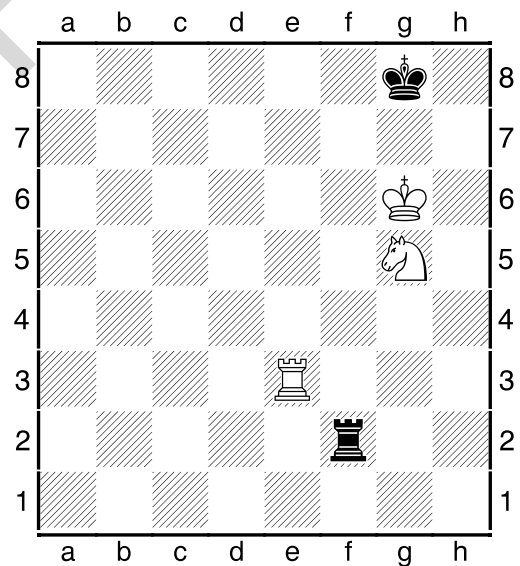
12. ♔f7! ♖h1 13. ♔f4! ♖h2 14. ♖g7+! ♔h6

14... ♔h8? 15. ♔g6 #.

15. ♖g6+! ♔h7 16. ♔d5! ♔h8 17. ♖g8+! ♔h7 18. ♔f6+ ♔h6 19. ♖g6 #

1-0

Example 4 ○



To win, White, for starters, needs to push the black rook off the 2nd and 3rd ranks. White to play and win.

1. ♖e1! ♖f4!

A very weak defence would be 1... ♖f8? 2. ♔h7! ♖a8 3. ♖e7! +-.

2. ♖a1!

Or ♖b1 or ♖c1. The white rook has now obtained a better attacking position, since the black king can't escape via the f8-square.

2... ♖f2! 3. ♔e4! ♖g2+! 4. ♔f6!

The only winning move. White threatens a decisive back rank attack, which forces Black's defence:

4...♔h8!

4...♖g4? 5.♗a8+! ♔h7 6.♘g5+! +-.

5.♗a3!?

5.♗d1! +-.

5...♗g1! 6.♗a2!?

6.♗d3 +-. Following the winning idea mentioned in the introductory text.

6...♗g4

6...♗g7? 7.♘g5 +-.

7.♘g5! ♗f4+! 8.♔g6!

The only winning move.

8...♔g8!

8...♗f8 9.♘f7+! is the best and simplest way to win: 9...♔g8 10.♘h6+! ♔h8 11.♗h2! (Black is in a potential stalemate position, so White needs to pay special attention here)

11...♗a8 12.♘f7+! ♔g8 13.♗h8 #.

9.♘e6! ♗g4+! 10.♔f6!

The only winning move.

10...♔h8

10...♗g1 11.♗a8+! (the only winning move)

11...♔h7 12.♘g5+ +-.

11.♗a8+

11.♔f7! +-.

11...♗g8 (D)

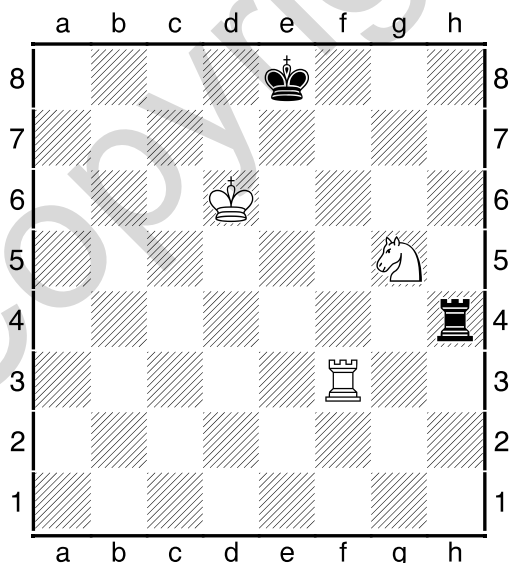
11...♔h7 12.♘g5+ +-.

12.♘f8!

End of story. Black will be checkmated.

1-0

Example 5 ◦



Centralising the king, or at least always trying to, when being the side defending, proves to be the best defence. This is a very important and instructive example to be remembered. White to play. Draw.

1.♘e6 ♗h8!

The only move which draws, with best play.

2.♗f6 ♗g8!

The only move which draws.

3.♘c7+ ♔d8 4.♗h6

4.♗f7 ♗g6+ (4...♔c8 =) 5.♘e6+ ♔c8! (the only move which draws) 6.♗e7 ♔b8 7.♔c6 ♗h6 8.♔b6 ♔c8! = - the only move which draws.

4...♔c8!

The only move which draws.

5.♔c6 ♔d8!

The only move which draws. 5...♗f8?

6.♘e6! (the only move which wins) 6...♗e8!

7.♗f6 ♗g8 (7...♔b8!) 8.♗f7! (the only move which wins) 8...♗h8 (8...♗e8!)

9.♗e7! ♔b8 (9...♗g8!) 10.♔b6! ♔a8!

11.♗a7+! ♔b8 12.♗b7+! ♔c8! (12...♔a8?

13.♘c7 #) 13.♗c7+! (the only move which wins) 13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

13...♔b8 14.♘d4! +-.

which wins] 19...♔a7! 20.♘c5! ♖e7+!
 21.♔c6! [the only move which wins]
 21...♔a8 [21...♖g7 22.♖a3+! {the only
 move which wins} 22...♔b8 23.♘d7+! + - -
 the only move which wins] 22.♖a3+
 [22.♔b6 +-] 22...♖a7 [22...♔b8 23.♘d7+!
 +-] 23.♘a6! +-) 15.♘b8! ♖c1+! 16.♘c6+!
 (the only move which wins) 16...♔a6!
 17.♖b4! +-.

10.♔c7 ♖e1 11.♖c6!

11.♖d5 ♖c1+! (the only move which
 draws) 12.♘c5 ♖c2 13.♔c6 ♖c4 14.♖d7+
 (14.♖h5 ♖c1 15.♖h7+ ♔b8! [15...♔a8! =]
 16.♖b7+! ♔c8! [16...♔a8? 17.♖b5 ♖a1
 18.♔c7! ♖a7+ 19.♔c8! ♖a2! 20.♘e6
 ♔a7! 21.♖b7+! ♔a6! 22.♘c7+! ♔a5
 23.♖a7+! +-] 17.♖h7 ♔d8 =) 14...♔b8
 15.♔b6 ♖b4+ 16.♔c6 ♖c4! =.

11...♖e7! 12.♖c1! ♔a6!

The only move which draws: 12...♖e6?
 13.♘c5! ♖e7+! 14.♔c6! ♔b8! 15.♖h1
 ♔a7! 16.♖a1+ ♔b8 17.♘d7+ +-.
 ½-½

Research Materials

I hope you will enjoy playing through, and
 further researching (with reference to the
 hints given) the selection of 10 game frag-
 ments which follow, featuring various high-
 level encounters, played with various time
 controls, in which excellent attack and de-
 fence, inaccuracies, and even catastrophes
 happened.

The games are analysed without any ex-
 planatory words; just exclamation and ques-
 tion marks. You will have to work over them
 and reach your own conclusions.

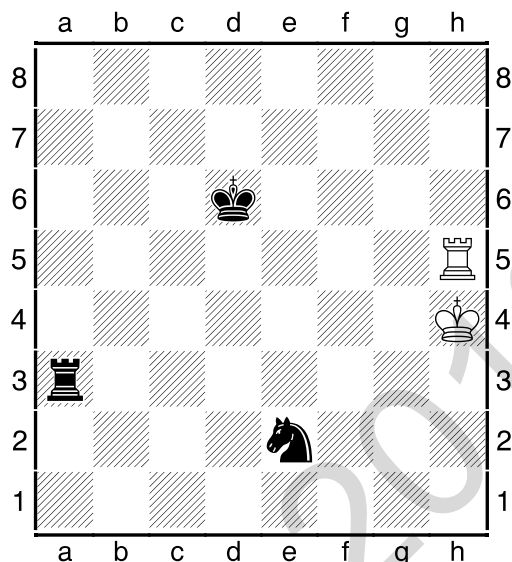
□ Polgar Judit

■ Kasparov Garry

Dos Hermanas 1996 ○

(see next diagram)

60.♔g4 ♔e6 61.♖b5 ♖g3+ 62.♔h4 ♖g1
 63.♖g5 ♖f1 64.♖a5 ♔f6 65.♖a8 ♖g1
 66.♖f8+ ♔e5 67.♖e8+ ♔f4 68.♖f8+ ♔e4
 69.♖e8+ ♔f3 70.♔h5 ♘g3+ 71.♔h6
 ♘f5+ 72.♔h7! ♔f4 73.♖b8 ♖g7+ 74.♔h8

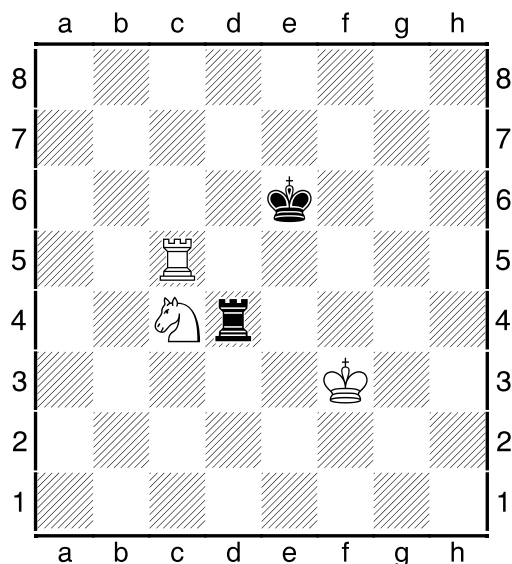


♖d7 75.♖e8 ♔g5 76.♖e6 ♘d4 77.♖e1
 ♔f6 78.♖d1 ♖d5 79.♖a1? ♘e6! 80.♖a6
 ♔f7! 81.♖a7+! ♔g6! 82.♖a8! ♖d7
 83.♖b8 ♖c7 84.♔g8 ♖c5 85.♖a8 ♖b5
 86.♔h8 ♖b7 87.♖c8 ♘c7 88.♖g8+!
 ♔h6! 89.♖g1 ♖b8+! 90.♖g8 ♘e8!
 0-1

□ Izoria Zviad

■ Bagaturov Giorgi

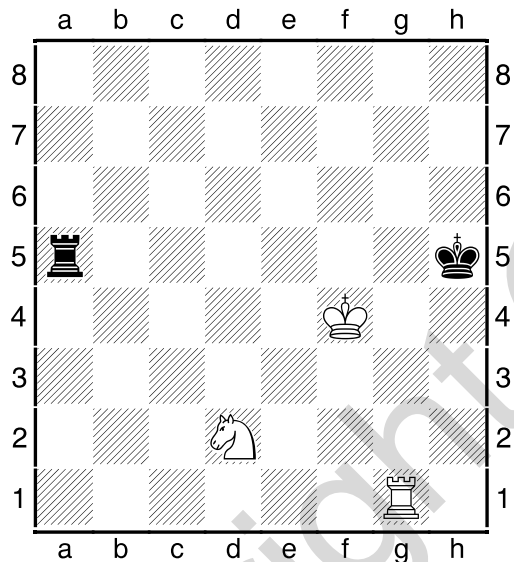
Kocaeli 2002 ●



69...♖h4 70.♘d2 ♖h3+ 71.♔e4 ♖h4+
 72.♔e3 ♔d6 73.♖g5 ♔e6 74.♖a5 ♖b4
 75.♘e4 ♖b1 76.♘g5+ ♔d6 77.♔f4 ♔c6
 78.♘e4 ♖b4 79.♖c5+ ♔b6 80.♖c1 ♖b5
 81.♔e3 ♖d5 82.♘c3 ♖d8 83.♔e4 ♔c5
 84.♘e2+ ♔d6 85.♖d1+ ♔e7 86.♘d4 ♔f6
 87.♖f1+ ♔g6 88.♔e5 ♖a8 89.♖f6+ ♔g5

90. ♖b6 ♗a5+ 91. ♕e4 ♗a4 92. ♖b5+ ♕g4
 93. ♕e5 ♗a1 94. ♖b3 ♗e1+ 95. ♕f6 ♗f1+
 96. ♕g6 ♗f4 97. ♘e6 ♗a4 98. ♕f6 ♗a5
 99. ♘d4 ♕f4 100. ♖b4 ♗a6+ 101. ♘c6+
 ♕g3 102. ♖c4 ♗b6 103. ♕f5 ♗b1
 104. ♖c3+ ♕f2 105. ♘e5 ♗b5 106. ♕f4
 ♗b4+ 107. ♘c4 ♕e2 108. ♕e4 ♕f2
 109. ♖c2+ ♕g3 110. ♕f5 ♗b8 111. ♘d6
 ♗f8+ 112. ♕e5 ♕f3 113. ♖c3+ ♕g4
 114. ♖c1 ♗a8 115. ♖c4+ ♕f3 116. ♖f4+
 ♕e3 117. ♘f5+ ♕d3 118. ♖f3+ ♕d2
 119. ♖h3 ♗e8+ 120. ♕d5 ♗a8 121. ♘d6
 ♗a5+ 122. ♕d4 ♕c2 123. ♘c4 ♗a6
 124. ♖h2+ ♕b3? 125. ♖b2+!
 1-0

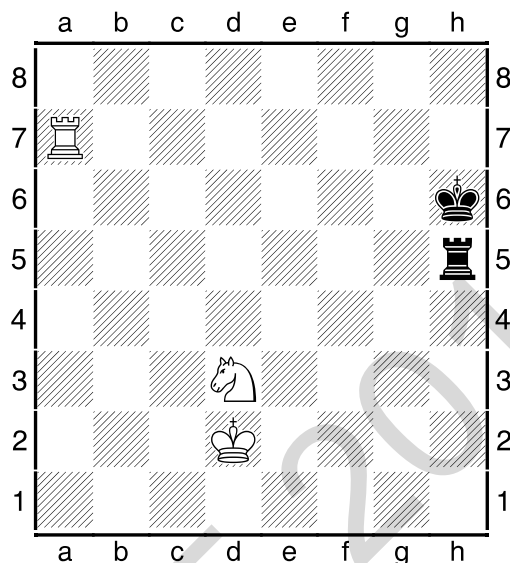
□ Djurhuus Rune
 ■ Renman Nils Gustaf
 Sweden 2004 ●



66... ♕h6 67. ♘f3 ♗a8 68. ♘d4 ♗a4
 69. ♕e5 ♕h5 70. ♘e6 ♗a5+ 71. ♕f6 ♗a6
 72. ♖g3 ♕h4 73. ♖g2 ♗b6 74. ♖a2 ♕g4
 75. ♖a3 ♗b5 76. ♖a4+ ♕g3 77. ♘d4 ♗b8
 78. ♖a3+ ♕f4 79. ♘e6+ ♕e4 80. ♖a4+
 ♕d3 81. ♕e5 ♗b5+ 82. ♕d6 ♗f5 83. ♖a3+
 ♕c4 84. ♖h3 ♗d5+ 85. ♕c6 ♗f5 86. ♖h4+
 ♕d3 87. ♘f4+ ♕e4 88. ♘d5+ ♕e5 89. ♘c3
 ♗f3 90. ♘b5 ♗f1 91. ♘d6 ♗c1+ 92. ♘c4+
 ♕e6 93. ♖f4 ♗c2 94. ♕c5 ♗c1 95. ♖f2
 ♗c2?? 96. ♖xc2
 1-0

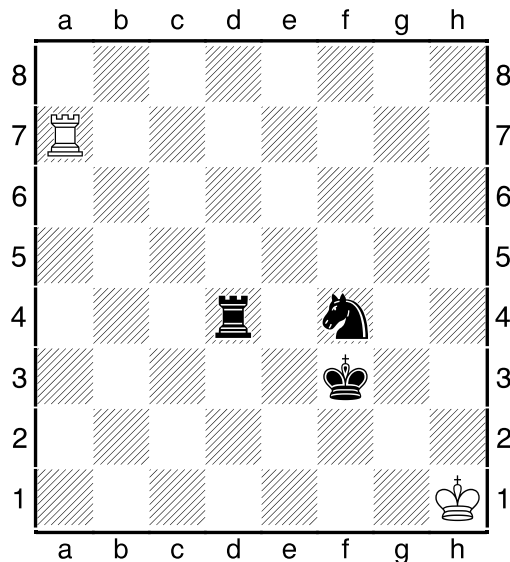
□ Ivanchuk Vassily
 ■ Azmaiparashvili Zurab

Kocaeli 2002 ○



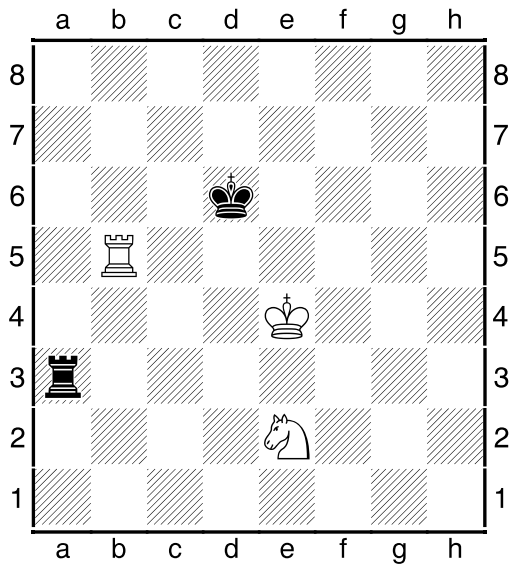
72. ♘f4 ♗h2+ 73. ♕e3 ♗b2 74. ♕e4 ♗b5
 75. ♘d5 ♕g6 76. ♕e5 ♗b1 77. ♖a8 ♗e1+
 78. ♕d6 ♕g7 79. ♘f4 ♗e4 80. ♘e6+ ♕g6
 81. ♕e7 ♗e1 82. ♖f8 ♗e2 83. ♖f6+! ♕h7?
 84. ♕f7! ♗g2? 85. ♘f8+! ♕h8 86. ♖h6 #
 1-0

□ Mamedyarov Shakhriyar
 ■ Gelfand Boris
 Pamplona 2004 ●



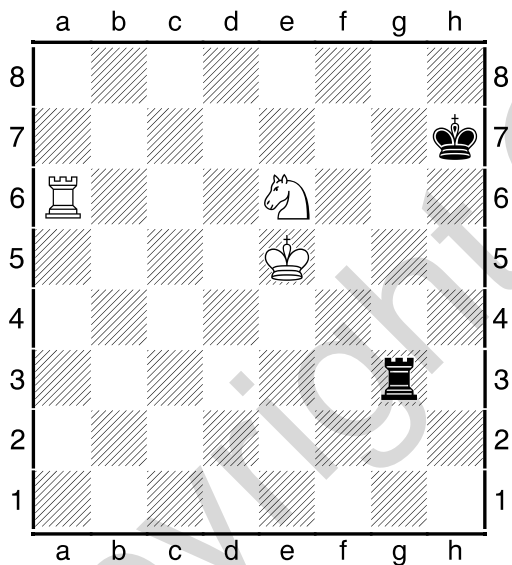
66... ♖d6! 67. ♖a2! ♗h6+ 68. ♖h2 ♘h3!
 0-1

□ Postny Evgeny
 ■ Sundararajan Kidambi
 Internet 2005 ●



76... ♖a2 77. ♘d4 ♜c2?? 78. ♘xc2 ♔c6
79. ♜b3
1-0

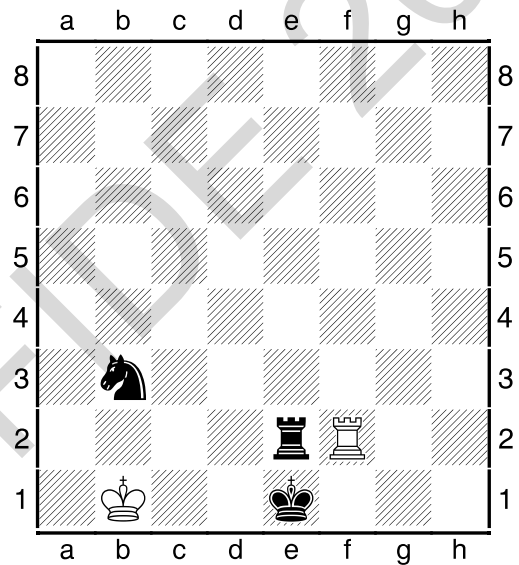
□ Volkov Sergey
■ Bartel Mateusz
Port Erin 2006 ●



79... ♜e3+ 80. ♔f5 ♜f3+ 81. ♘f4 ♜f1
82. ♔g5 ♜g1+ 83. ♔f6 ♜f1 84. ♜a7+ ♔h6
85. ♔f5 ♜g1 86. ♜a2 ♜f1 87. ♜g2 ♔h7
88. ♜g4 ♜f2 89. ♔f6 ♜f1 90. ♔f7 ♔h6
91. ♜g6+ ♔h7 92. ♜f6 ♜a1 93. ♜f5 ♜a7+
94. ♔f6 ♜a6+ 95. ♘e6 ♔h6 96. ♜b5 ♜a1
97. ♜b4 ♜f1+ 98. ♘f4 ♔h7 99. ♔f5 ♔g7
100. ♜b7+ ♔h6 101. ♜a7 ♜f2 102. ♜a1
♔g7 103. ♔e5 ♜b2 104. ♘e6+ ♔f7
105. ♜a7+ ♔g6 106. ♜g7+ ♔h6 107. ♜g1
♜e2+ 108. ♔f5 ♜f2+ 109. ♘f4 ♔h7

110. ♔e5 ♔h6 111. ♔e4 ♜a2 112. ♘d5
♜f2 113. ♔e5 ♜e2+ 114. ♔f5 ♜f2+
115. ♔e6 ♔h5 116. ♔e5 ♜e2+ 117. ♔f6
♜f2+ 118. ♔e6 ♜e2+ 119. ♔f5! ♜f2+!
120. ♔e4 ♔h6 121. ♔e5 ♜e2+ 122. ♔f6
♜f2+ 123. ♔e7 ♔h5? 124. ♔e6? ♜e2+
125. ♔f5! ♜f2+! 126. ♘f4+ ♔h6! 127. ♜g4
♜f1 128. ♔f6! ♔h7! 129. ♜h4+ ♔g8
130. ♔e7 ♔g7
½-½

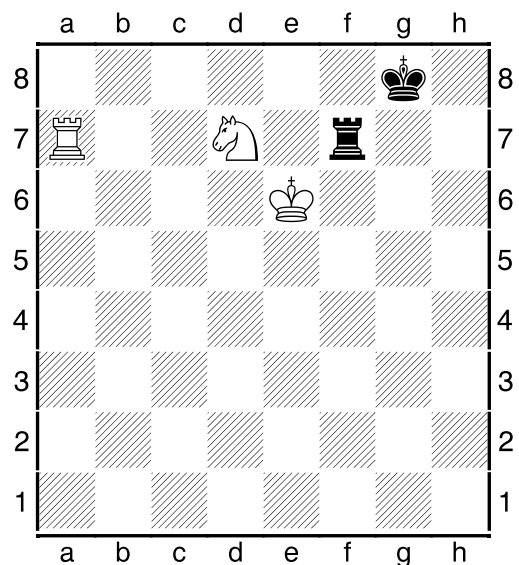
□ Novikov Igor
■ Kuljasevic Davorin
Dallas 2006 ●



66... ♘d2+!

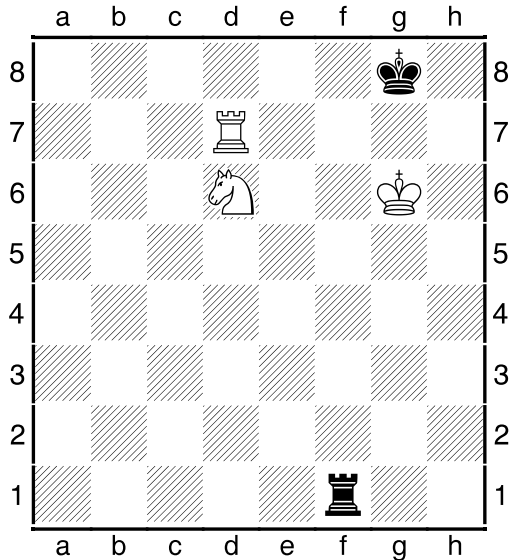
0-1

□ Krasenkow Michal
■ Fedorchuk Sergey
Warsaw 2008 ●



68... ♖f1? 69. ♗f6+!
1-0

□ Dreev Alexey
■ Peralta Fernando
Barcelona 2009 ●



51... ♗f8 52. ♖a7 ♖f2 53. ♗e4 ♖f1 54. ♗g3
♖g1 55. ♗f6 ♗e8 56. ♗e4 ♖e1 57. ♗d6+!
♗d8! 58. ♗f7+ ♗c8 59. ♗e5 ♗b8 60. ♖g7
♗c8 61. ♗e6 ♖d1 62. ♗c4 ♗b8 63. ♗d6
♖d2 64. ♖b7+ ♗a8 65. ♖b1 ♗a7 66. ♗e5
♖d3 67. ♗c4 ♖h3 68. ♗d5 ♖h6 69. ♗c5
♖h4 70. ♖b4 ♖h1 71. ♗c6 ♖c1 72. ♗c7!
♗a6! 73. ♖b6+ ♗a7 74. ♖c6 ♖h1 75. ♗e5
♖b1 76. ♗d7! ♖b7+! 77. ♗c8 ♖b1?
78. ♖c7+! ♗a8? 79. ♖c5 ♖a1! 80. ♗b8!
♖a7 81. ♖b5! ♖b7!? 82. ♖a5+! ♖a7
83. ♗a6!
1-0

TRG Trainer's Badge

Contact your federation and provide your
face-photo to grivasefs@yahoo.co.uk.

FIDE Senior Trainer

FIDE

Fédération Internationale des Échecs

	<i>Name</i>	<i>Grivas Efstratios</i>
	<i>Federation</i>	<i>Greece</i>
	<i>FIDE ID</i>	<i>4200039</i>
	<i>Title Awarded</i>	<i>FIDE Senior Trainer</i>
	<i>Year Awarded</i>	<i>2005</i>
	<i>Licence</i>	<i>2011-2014</i>

*This badge identifies the holder as a licensed FIDE certified
trainer/instructor for the period indicated on the front.*

*The licence is governed both by the terms and conditions of
award by the World Chess Federation (FIDE)
and regulated by a code of ethics
and professionally administered by FIDE Office.*

<http://www.fide.com>

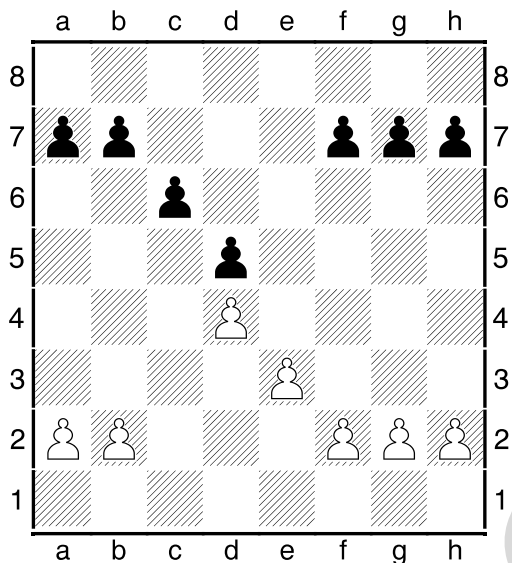
<http://trainers.fide.com>

The Carlsbad Pawn Structure

Uwe Boensch

Concept

In this survey we will present the way that we should teach important central pawn structures. We will use as an example the famous 'Carlsbad Pawn Structure' in the 'Classical Queen's Gambit Exchange Variation'. (D)



Our plan of presentation:

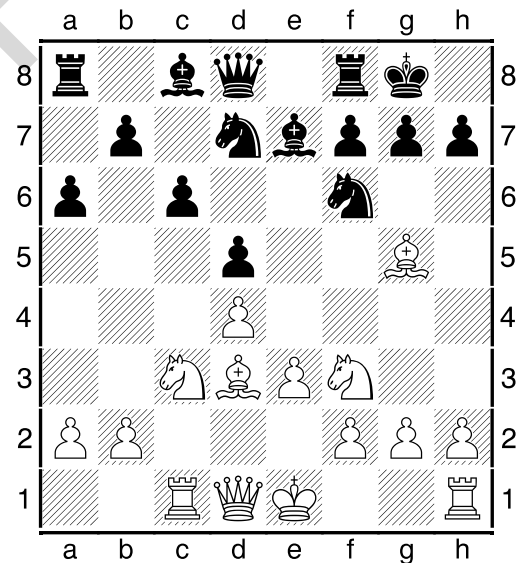
0. Introduction.
1. Contents.
2. Teaching outcomes.
 - 2.1. General outcomes.
 - 2.2. Specific outcomes.
3. Analysis of material and instruction.
 - 3.1. The Carlsbad Structure pawn formation.
 - 3.2. Strategic plans for White.
 - 3.3. Strategic plans for Black.
 - 3.4. Possible transformations to other pawn structures.
4. Plan for teaching module with suggested method.
5. Exercises to check acquisition of learning outcomes.
6. Thematic games.

0. Introduction

The 'Carlsbad Pawn Structure' is based on games played with the 'Carlsbad Variation' of the 'Queen's Gambit'.

From the historical point of view the 3rd Carlsbad Tournament (28.04-20.05.1923) is of paramount importance in that it was there that this variation was introduced to tournament praxis and where it was employed on several occasions. The list of participants was an unusually strong one: 1st-3rd Alekhine, Bogoljubow, Maroczy all on 11½, 4th-5th Gruenfeld, Reti each 10½, 6th-7th Nimzowitsch, Treybal on 10, 8th Yates 9½, 9th Teichmann 9, 10th Tartakower 8½, 11th Tarrasch 8, 12th Rubinstein 7½, 13th Bernstein 7, 14th Wolf 6½, 15th Saemisch 6, 16th Thomas 5½, 17th-18th Chajes, Spielmann each 5.

Basic variation: 1.d4 d5 2.c4 e6 3.♘c3 ♗f6 4.♙g5 ♙e7 5.e3 0-0 6.♘f3 Nbd7 7.♚c1 a6 8.cxd5 exd5 9.♙d3 c6 (D)



The names 'Carlsbad Pawn Structure', 'Carlsbad Formation' or in short 'Carlsbad Structure' as used nowadays do not quite fit in with the historically correct development.

Based on the original games, the characteristic of the 'Carlsbad Variation' is the above move order, when 7.♚c1 a6 is followed by 8.cxd5 exd5.

In the modern form of the 'Exchange Variation' of the 'Queen's Gambit', White generally exchanges early with 4.cxd5. The

black move ...a6 is generally not made until after White has played the pawn moves b4 and a4. If White omits these pawn advances, then ...a6 might turn out to be a wasted tempo.

In order not to cause any confusion in the minds of the students, we propose, in our treatment of the pawn structures, to proceed with the black pawn still on a7. White: a2, b2, d4, e3, f2, g2, h2 ; Black: a7, b7, c6, d5, f7, g7, h7.

It should also be noted that in chess literature, Black's 7th move ... a6 (after 7. ♖c1) is also referred to as the 'Swiss Defence'.

Openings

The pawn structure which is given on the title page as a model is among the most important of central formations. It can occur in the following openings or variations:

1. Queen's Gambit (Exchange Variation): 1.d4 d5 2.c4 e6 3. ♘c3 ♗f6 4.cxd5 exd5. See the Encyclopaedia (ECO) headings D02, D03, D06, D11, D30, D31, D35, D56, D37, D38, D43, D45, D51, D52, D53, D60.

2. Bogoljubow System (E11): 1.d4 ♗f6 2.c4 e6 3. ♗f3 ♖b4+ 4. ♕d2 ♕xd2+ 5. ♖xd2 0-0 6. ♗c3 d5 7.e3 ♗e7 8.cxd5 exd5 9. ♕d3 c6. As in E20, E35.

3. Nimzo-Indian Defence (E48): 1.d4 ♗f6 2.c4 e6 3. ♗c3 ♖b4 4.e3 0-0 5. ♕d3 d5 6.cxd5 exd5 7. ♗ge2 c6.

4. Gruenfeld Defence (with the pawn on g6 = D91): 1.d4 ♗f6 2.c4 g6 3. ♗c3 d5 4. ♗f3 ♖g7 5. ♕g5 ♗e4 6.cxd5 ♗xg5 7. ♗xg5 e6 8. ♗f3 exd5 9.e3 c6.

5. Caro-Kann Defence (Exchange Variation): After 1.e4 c6 2.d4 d5 3.exd5 cxd5 4. ♕d3 ♗c6 5.c3 and a later ...e6, the same pawn structure occurs with reversed colours.

The statistics for the much played 'Exchange Variation' of the 'Queen's Gambit' appear remarkable. So far there have been approximately 20.000 tournament games with the above pawn structure:

White wins: 45 % (total score 62 %)
 Black wins: 20 % (total score 38 %)
 Draws: 35 %

In comparison, the statistics for the approximately 5 million games in the database are:

White wins: 39 % (total score 54 %)
 Black wins: 31 % (total score 46 %)
 Draws: 30 %

Since the 'Queen's Gambit Declined' constitutes an important component of my personal repertoire as Black against 1.d4, I have frequently been able to try out the 'Exchange Variation' with 4.cxd5 in my own match and tournament praxis.

The pawn structure under discussion also occurs with the white pieces relatively frequently in my own praxis, with the result that I am well acquainted with the patterns and manoeuvres in the positions.

1. Contents

- The pawn formation known as the 'Carlsbad Structure' (cf. model position above).
- Strategic plans for White.
- Strategic plans for Black.
- Possible transformations to other pawn structures.
- Resulting endgames.

2. Teaching Outcomes

2.1. General Outcomes

- O1: General importance of the central struggle.
 O2: Presentation of the various central pawn formations.
 O3: Learning about the 'Carlsbad Pawn Structure'.
 O4: Understanding the most important plans for White against the 'Carlsbad Pawn Structure'.
 O5: Plans for Black which result from Black's pawn structure and which are aimed against White's attacking strategies.
 O6: Recognising the frequently occurring endgames which result from appropriate liquidations of the middlegame.

2.2. Specific Outcomes

- For O1:
- The simple and extended centre.
 - Directly influencing the centre.
 - Indirectly influencing the centre.
 - Creating favourable pawn formations in the centre.

For O2:

- The closed centre * brief description: on both sides relatively rigid pawn chains determine the structure. There are no open files or diagonals. The main action takes place on the wings. These result from closed openings such as for example the King's Indian Defence, the Nimzo-Indian Defence, the Ruy Lopez (closed variations).

- The open centre * brief description: There are no central pawns. This allows the possibility of lively piece play. The struggle for open files and diagonals dominates the play. The pawns play a subordinate role.

- The mobile centre * brief description: Different pawn structures on both sides determine the central struggle. Sacrificial lines frequently create in the centre fluid pawn chains, which are meant to restrict the opposing forces.

Typical formations arise in, for example, the 'King's Gambit'. Black tries to blockade the white pawns or to attack them from a distance.

- The fixed centre * brief description: There are two pawns opposite each other in the centre, e.g. d4 d5. In this central constellation we can see elements of either the open or the closed centre. This often results in struggles on the wings, for example in the form of the minority attack on the queenside.

- The dynamic centre * brief description: The pawn structures have not yet been fixed and are not yet finalised. Because of the latent situation of tension on the central squares the struggle is not easy for either side. This is a form of centre which occurs very frequently in praxis.

For O3:

- Characteristic forms of the two pawn chains in the Carlsbad Structure: White: a2, b2, d4, e3, f2, g2, h2 - Black: a7, b7, c6, d5, f7, g7, h7.

- Elementary strategic elements or motifs, which play a role in the classical Carlsbad Structure:

- Semi-open white c-file and semi-open black e-file.

- The ram.

- Outpost squares, blockading squares (supported points).

- Pawn levers.

- Points where a roll-up or breakthrough is possible.

For O4:

- Standard White plans when White 0-0 and 0-0-0.

- The ideal setup for the white pieces.

- The minority attack.

- Working out a plan for strategic domination.

- Working out a plan for tactical domination.

For O5:

- Standard Black plans when White plays either 0-0 or 0-0-0.

- The ideal setup for the black pieces.

- Defensive ideas against the minority attack by White.

- The exchange to aim for of the black ♖c8 for the white ♗d3 (manoeuvre ... ♘b8-d7-f8-e6-g7 and then ... ♕f5 - manoeuvre ... ♗c8-g4-h5-g6).

- Exceptions to Black's standard defensive plans, e.g. ... 0-0-0.

For O6:

- Aiming for ideal types of endgame from White's point of view, e.g. white knight against light-squared bishop for Black.

- Evaluating the resulting major piece endings.

3. Analysis of Material and Instruction

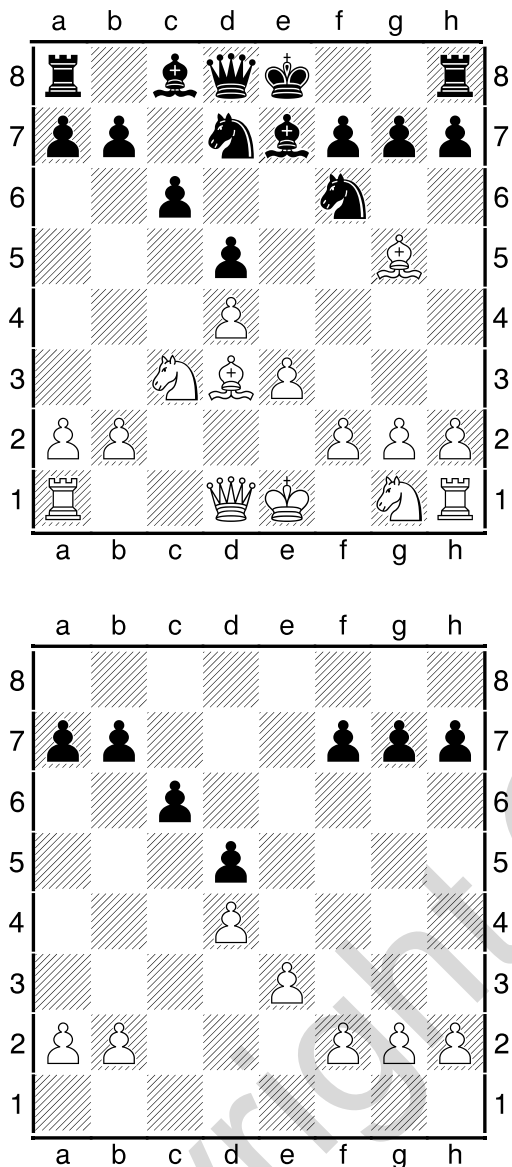
The learning outcomes O1 and O2 concerning the general significance of the central struggle or different central pawn formations are pre-supposed as basic knowledge and are not dealt with here.

They can be used as revision and thus as an introduction to the new material (see below).

3.1. The Pawn Formation: 'Carlsbad Structure'

The various descriptions of the 'Carlsbad Pawn Structure' mentioned in the introduction present in their characteristic form a white and a black pawn chain, which arise as a result of opening systems such as the 'Ex-

change Variation' of the 'Classical Queen's Gambit', the 'Bogoljubow System', the 'Gruenfeld Defence', the 'Nimzo-Indian Defence' and in certain circumstances also from other systems.



The position illustrated in the first diagram resulted from the frequently played 'Exchange Variation' of the 'Classical Queen's Gambit' after the sequence of moves 1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.cxd5 exd5 5.g5 e7 6.e3 c6 7.d3 Nbd7.

The second diagram represents the characteristic form of the pawn formation which has arisen with its specific features, namely the blocked central pawns (d4 & d5) and the two semi-open files (c- and e-files).

The following elementary strategic elements or motifs are available and can be em-

ployed with the structure we have in front of us:

- Semi-open white c-file: squares c1-c2-c3-c4-c5.
- Semi-open black e-file: squares e4-e5-e6-e7-e8.
- The ram d4 & d5 as a pair of pawns which are mutually blocking each other.
- White outpost squares c5 and e5 as unoccupied squares on the opposing side of the central demarcation line.
- A White blockading square on c5 (a stopping square for the black c6-pawn).
- Black outpost squares e4 and c4 as unoccupied squares on the opposing side of the central demarcation line
- A Black blockading square on e4 (a stopping square for the white e3-pawn).
- Squares to act as levers for a rolling up (RU) and a breakthrough (BT) for White: RU e4 (a lever against the black d5-pawn) & BT b5 (a lever against the black c6-pawn).
- Squares to act as levers for a rolling up (RU) and a breakthrough (BT) for Black: RU ...c5 (a lever against the white d4-pawn) & BT ...f4 (a lever against the white e3-pawn).

3.2. Strategic Plans for White

a. The minority attack: White advances his b-pawn to b5. In very rare cases, Black can himself capture on b5. A very weak pawn on d5 would be the result. After the exchange on c6, a backward pawn has been created, which can be besieged.

b. The central advance e4:

b.1. Preparation with f3: The intention is to set up a strong pawn centre with f3 + e4. Since the pawns will be mobile after an exchange on e4, they can advance to the fifth rank. If Black declines to exchange, White achieves a major advantage in space. What has shown itself to be particularly likely to be successful is the plan of e4-e5 followed up by Ne4. The Ne4 has such a strong central position that a direct attack on the king becomes a possibility.

b.2. The immediate advance: After the capture on e4 White must recapture with a piece. He retains an isolated pawn on d4, but the outpost squares e5 and c5 guarantee him go-

od play for his pieces.

c. The attack on the king:

c.1. White castles long: White starts a kingside pawn storm with h3+g4. If White's king's knight is on e2, it is frequently transferred via g3 to f5. Exchanging it for the bad black light-squared bishop secures for White the bishop-pair and also, after the recapture with the g-pawn, an open file for the attack. When the knight is on f3 the outpost square e5 can be occupied. After that, the advance of the f-pawn to f4 becomes an option. The outpost on e5 is supported and space is gained. The weakness on e3 hardly matters. In both cases a further advance e4 is possible. White does not have to push on with the attack come what may. Should Black play ...c5, then, after the exchange of his d-pawn, White obtains the nice d4-square for his knight.

c.2. White castles short: After short castling too, White can try a pawn storm. Once more a knight on e5 is required in order to press forward with f- and g-pawns.

3.3. Strategic Plans for Black

Strategic plans for Black very much depend on the setup which White has chosen.

There are the following options against the minority attack:

a. Black survives the minority attack and tries to compensate for the weakness on c6 by active piece play (e.g. by occupying the c4-square with a knight).

b. Blocking the white b-pawn by ...b5. Since this plan involves considerable strategic risks, it is necessary to compensate for the weak c6-pawn by having a knight on c4.

c. Creating tactical threats to White's kingside by means of a concentration of pieces, e.g. transferring a knight from f6 to g4 or ...f8-g6-h4, putting the bishop on d6 to keep an eye on h2, transferring the black queen to the kingside (on to h4, h6, g5 or f6).

d. Occupying the e4-square with a knight. White will be forced to exchange on e4, which will result in a different pawn structure (see point 3.4).

And against the e4 pawn advance in the centre:

a. The pawn advance with a preparatory f3:

- Exchange the pawn on e4 and play against White's hanging pawns on d4 and e4.

- Allow the advance e5, and then employ a lever against the central d4-pawn by means of ...c5 (this is only possible if White does not manage to get in f4-f5).

b. The pawn advance without a preparatory f3: Exchange off the e4-pawn and then play against the isolated white d4-pawn.

The following defensive plans have proved their worth against a kingside attack by White:

a. The pawn advance ...c5 with the aim of opening the c-file, or gaining space by ...c5-c4.

b. A queenside pawn storm with ...a5-a4-a3 possibly in conjunction with ...b5-b4.

c. Gaining relief by exchanging minor pieces after ...f5-e4.

In principle, Black should be seeking to exchange pieces, so that White's attacking operations run out of steam!

In modern tournament praxis, from time to time efforts are made to force the exchange of White's dark-squared bishop at a very early stage. This enables Black to avoid variations which have been analysed in great detail (e.g. 1.d4 d5 2.c4 e6 3.♘c3 ♘f6 4.cxd5 exd5 5.♙g5 ♙e7 6.e3 c6 7.♙d3 ♘bd7 8.♚c2 ♘h5).

3.4. Possible Transformations to Other Pawn Structures

a. Pawn structures which arise after the minority attack:

- Pawns on d4, e3 against c6, d5.

- Pawns on d4, e3 against c6, d5 (with a-pawn).

b. Pawn structures which arise after White's central advance:

- Pawn on d4 against c6 (after the exchange of the e4-pawn for d5 and the preparatory move f3).

c. Pawn structures which arise after an exchange on c5:

- Pawns on c5, d4, e3 against b7, c6, d5 (White has recaptured on c5 with the b-pawn).

d. Pawn structures which arise after Black's advance ...c5:

- Pawn on e3 against d5 (the Tarrasch structure: White exchanges on c5).
- Pawns on d4, e3 against c4, d5 (White allows the advance ...c4).

4. Plan for Teaching Module with Suggested Method

Good planning for each teaching module is determined by the didactic principles for chess education and by the skills and abilities

of the students. Of course it is also necessary take into account the age range of the children or young people.

The plan outlined here for a lesson (a double period = 90 minutes) is aimed for didactic purposes at a level of 1600-2000 Elo. It refers to a youth training group of students aged up to about 18.

Example of a Chess Lesson (90 minutes)

Divisions	Min.	Content
Introduction	5-10	Clarifying the aims of the lesson, the importance of central structures for positional understanding.
Main part A	60-80	Theoretical instruction, revision of the general importance of the struggle for the centre and the various central pawn formations, explanations about the subject (i.e. the Carlsbad Pawn Structure) including strategic plans for White and Black and the resulting endgames.
Main part B	10-20	Revision, solving tasks from the work sheets (exercises)
Conclusion	5-10	Finishing, brief summary and evaluation

Suggestion as to which teaching method to employ:

'By exposition'. Because of the relatively high proportion of new theoretical material to be put across, this is the most appropriate method to ensure an acquisition of the knowledge.

The revision which is undertaken at the start of Main part A can also be carried out in the form of 'Problem orientated chess teaching'.

5. Exercises to Check Acquisition of Learning Outcomes

Solve the exercises on the worksheet (see appendix).

6. Thematic Games

More games can be found at the TRG site.

□ Korchnoi Viktor

■ Karpov Anatoly

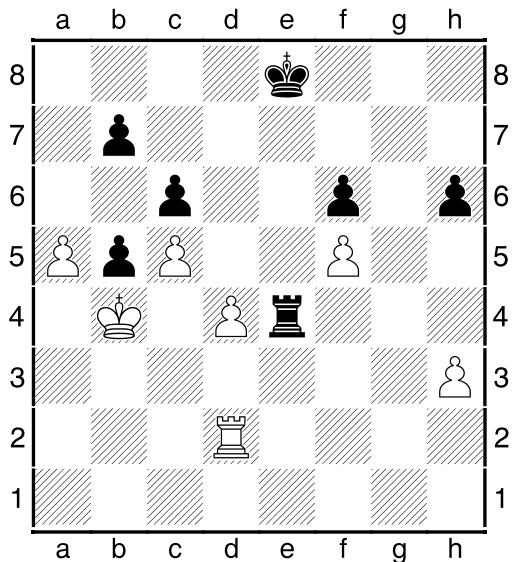
D36 Baguio City 1978

1.c4 e6 2.♘c3 d5 3.d4 ♘f6 4.cxd5 exd5

5.♙g5 ♙e7 6.e3 0-0 7.♙d3 ♘bd7 8.♘f3 ♚e8 9.♗c2 c6 10.0-0 ♘f8 11.♙xf6 ♙xf6 12.b4 ♙g4 13.♘d2 ♚c8 14.♙f5 ♙xf5 15.♗xf5 ♗d7 16.♗xd7 ♘xd7 17.a4 ♙e7 18.♚fb1 ♘f6 19.a5 a6 20.♘a4 ♙f8 21.♘c5 ♚e7 22.♙f1 ♘e8 23.♙e2 ♘d6 24.♙d3 ♚ce8 25.♚e1 g6 26.♚e2 f6 27.♚ae1 ♙h6 28.♘db3 ♙f8 29.♘d2 ♙h6 30.h3 ♙f7 31.g4 ♙f8 32.f3 ♚d8 33.♘db3 ♘b5 34.♚f1 ♙h6 35.f4 ♙f8 36.♘d2 ♘d6 37.♚fe1 h6 38.♚f1 ♚b8 39.♚a1 ♚be8 40.♚ae1 ♚b8 41.e4 dxe4+ 42.♘dxe4 ♘b5 43.♘c3 ♚xe2 44.♚xe2 ♙xc5 45.bxc5 ♚d8 46.♘xb5 axb5 47.f5 gxf5 48.gxf5 ♚g8 49.♙c3 ♚e8 50.♚d2 ♚e4 51.♙b4 ♙e8 (D)

(see next diagram)

52.a6 bxa6 53.♙a5 ♙d7 54.♙b6 b4 55.d5 cxd5 56.♚xd5+ ♙c8 57.♚d3 a5 58.♚g3 b3 59.♙c6 ♙b8 60.♚xb3+ ♙a7 61.♚b7+ ♙a6 62.♚b6+ ♙a7 63.♙b5 a4 64.♚xf6



♖f4 65. ♖xh6 a3 66. ♖a6+ ♔b8 67. ♖xa3
 ♖xf5 68. ♖g3 ♖f6 69. ♖g8+ ♔c7 70. ♖g7+
 ♔c8 71. ♖h7

1-0

□ Timman Jan

■ Boensch Uwe

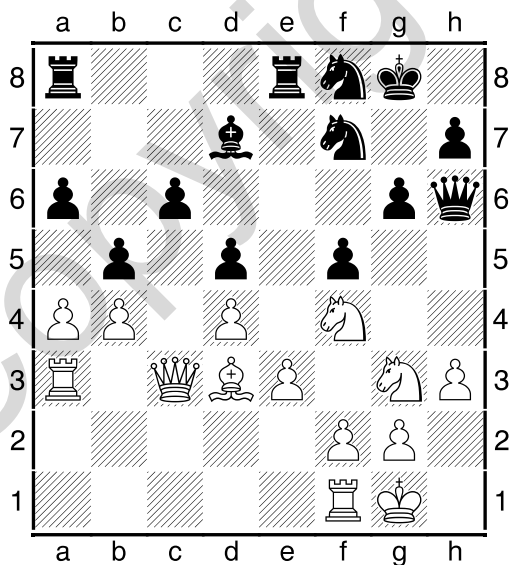
D36 Porz 2001

1.c4 e6 2.♘c3 d5 3.d4 ♘f6 4.cxd5 exd5
 5.♙g5 c6 6.♚c2 ♙e7 7.e3 ♘bd7 8.♙d3 0-
 0 9.♘ge2 ♖e8 10.0-0 ♘f8 11.a3
 11.f3.

11...♘g4 12.♙xe7 ♚xe7 13.h3 ♘h6

13...♘f6 14.♘g3 ±.

14.b4 a6 15.♘g3 ♙e6 16.♖ae1 ♚g5 17.
 ♘ce2 f5 18.♘f4 ♙d7 19.a4 b5 20.♖a1 ±
 g6 21.♚c5 ♘f7 22.♖a3 ♚h6 23.♚c3 (D)



23...♘d6

23...g5! 24.♘fe2 f4 25.♘f5 ♙xf5 26.♙xf5
 ♘d6 27.♙g4 ♘c4 =.

24.♚d2 g5 25.♘fh5 ♘e4?

25...♘c4 =.

26.♙xe4 dxe4 27.axb5 cxb5 28.d5

28.♖fa1 ±.

28...♖e5 29.♖fa1?

29.f3! exf3 30.♖xf3 +.

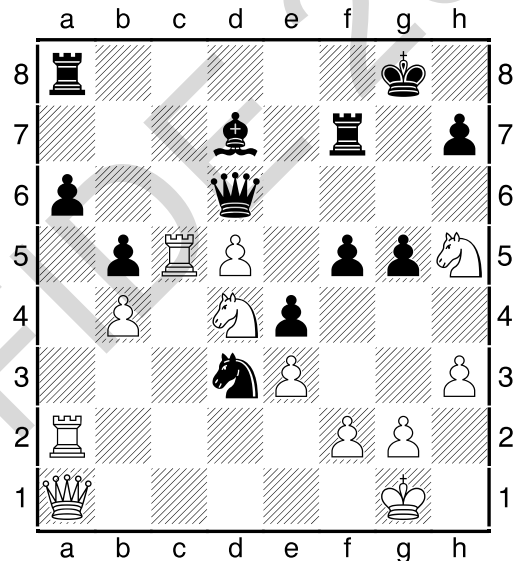
29...♚d6 ± 30.♚d4 ♘g6 31.♖c3 ♖f8

32.♖c5 ♖f7 33.♖a2

33.♖ac1.

33...♖e8 34.♚a1 ♖a8 35.♘e2 ♘e5

36.♘d4 ♘d3 (D)



37.♘xb5?

37.♘e6 ♙xe6 (37...♘xc5?? 38.bxc5 ♚xd5
 39.♘c7 ♚c6 40.♘xa8 ♚xa8 41.♖xa6 +-)
 38.dxe6 ♚xe6 39.♖xb5 =.

37...♚h6 38.♘c7 ♖c8 39.♖c4 ♚xh5 +-
 40.♖xa6 ♚e2?

40...g4 -+.

41.♖a2 ♚e1+ 42.♚xe1 ♘xe1

0-1

□ Bareev Evgeny

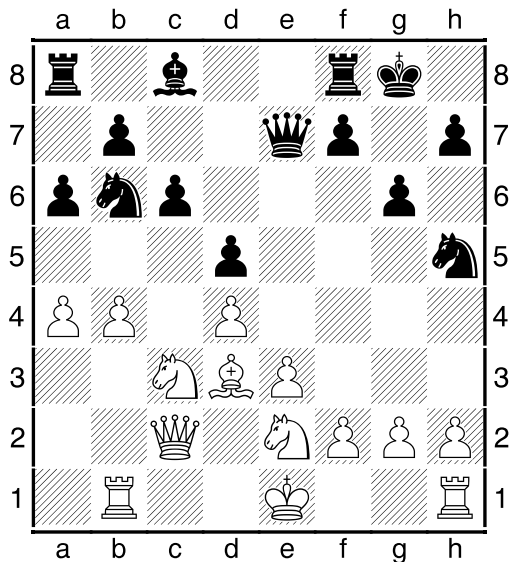
■ Boensch Uwe

D36 Dresden 2000

1.d4 ♘f6 2.c4 e6 3.♘c3 d5 4.cxd5 exd5
 5.♙g5 c6 6.♚c2 ♙e7 7.e3 ♘bd7 8.♙d3
 ♘h5 9.♙xe7 ♚xe7 10.♘ge2 ♘b6 11.♖b1

Play with 0-0-0 is more popular and seems
 to promise White more.

11...g6 12.b4 a6 13.a4 0-0 (D)



14.a5

This is rather unusual - normally White tries to manage b5 in such positions. The text move blocks the queenside, which in the long run is in Black's favour, as he has the better prospects on the other wing.

14...♖d7 15.♗a4 f5 16.0-0 ♗df6 17.♙c1 ♕e6 18.♙c2 ♗e4 19.♚b3 g5!? 20.f3 ♗d6 21.♗c5 ♚ae8 22.♚e1 ♙c8 ♚

This is a very typical piece set-up - now Black has no troubles on the queenside and can play on the kingside at his leisure.

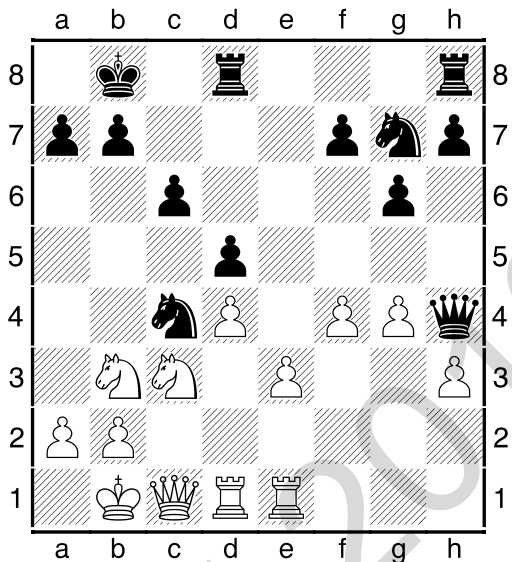
23.♗g3?! ♗xg3 24.hxg3 f4! 25.g4?! 25.gxf4 gxf4 26.e4.
25...♙g7! 26.♙d1 ♗b5?! 27.♙d3 h5 28.♙xb5 axb5 29.gxh5 g4! 30.exf4 g3 31. ♚be3 ♚xe3 32.♚xe3 ♙f6 33.♗f1 ♙h4 34.♗e2 ♙h2 35.♙f1 ♙h3 36.♗d2 ♙xg2 - + 37.♙e1 37.♙b1 ♙xf3+ 38.♗c3.
37...♙h3+ 38.♚e2 g2 39.♙f2 ♙xf4+ 0-1

□ Carlsen Magnus

■ Bacrot Etienne

D36 Biel 2008

1.d4 d5 2.c4 c6 3.♗f3 ♗f6 4.♗c3 e6 5.♙g5 ♗bd7 6.cxd5 exd5 7.e3 ♙e7 8.♙c2 ♗h5 9.♙xe7 ♙xe7 10.0-0-0 ♗b6 11.h3 ♙e6 12.♙d3 0-0-0 13.♗b1 ♗b8 14.♗d2 g6 15.♗b3 ♗g7 16.f3 ♙f5 17.♙xf5 ♗xf5 18.♚he1 ♗c4 19.♙c1 ♙g5 20.g4 ♗g7 21.f4 ♙h4 (D)



22.e4 ♙xh3 23.exd5 cxd5 24.♗c5 ♗e6 25.b3 ♗xc5 26.dxc5 ♗a5 27.b4 ♗c4 28.♗xd5 ♗a3+ 29.♗a1 ♚he8 30.c6 bxc6 31.♙xc6 1-0

□ Portisch Lajos

■ Jussupow Artur

D36 Bugojno 1986

1.c4 e6 2.♗c3 d5 3.d4 ♗f6 4.cxd5 exd5 5.♙g5 ♙e7 6.e3 ♗bd7 7.♙d3 0-0 8. ♗ge2 ♚e8 9.0-0 c6 10.♙c2 ♗f8 11. ♚ab1 ♙e6 12.b4 a6 13.♗a4 ♗d6 14.♙xe7 ♙xe7 15.♗c5 ♗xc5 16.bxc5 ♚ad8 17.♚b2 g6 18.♚fb1 ♙c8 19.♗c1 ♚d7 20.♗b3 ♗e6 21.♗a5 ♗d8 22.♙d1 h5 23.♙f3 ♗g7 24.h3 h4 25.♙f4 ♚c7 26.♗f1 ♚h8 27.♚b3 g5 28.♙h2 f6 29. ♚1b2 ♗f7 30.♗e1 ♚e8 31.♗d1 f5 32.♚e2 ♙d8 33.♚b6 f4 34.exf4 ♚xe2 35.♗xe2 ♙f6 36.♚b4 gxf4 37.♗d2 ♚e7 38.♙h1 f3 39.♗c3 ♗g5 40.gxf3 ♙f4 41.♚b1 ♗xf3 42.♗b3 ♗f8 43.♚d1 ♗g5 44.♗d2 ♚f7 45.f3 ♗xh3 46.♚e1 ♗g5 47.♚e2 ♚e7 48.♚xe7 ♗xe7 49.♙e1+ ♙e6 50.♙b1 h3 51.♙xb7+ ♙d7 52.♙a8 h2 53.♙h8 ♗h3 0-1



Methods of Tactical Training

Uwe Boensch

Concept

What are tactics in chess?

- 'Tactics means knowing what to do when there is something which needs doing. Strategy means knowing what to do when there is nothing which needs to be done' - S. Tartakower.

- 'Knowledge of tactical motifs is the foundation of positional play' - R. Reti.

- 'Chess is 99% tactics' - R. Teichmann.

In the game of chess, tactics are the coordinated application of combinatory motifs based on available forces, space and time, and their goal is the achievement of superiority or equality.

Combinatory motifs might be elements such as discovered attacks, double attacks, pins or checks; superiority or equality can be brought about either directly by checkmate, stalemate or perpetual check, or else indirectly by the gain of material or by a positional draw.

Tactics are thus directed towards a relatively *short-term goal*. In general we speak of tactical positions whenever a *longish sequence of forced moves for both sides* can be calculated.

Tactical means allow the gradual achievement of strategic goals.

Tactics in chess involve the employment of compulsion. Tactical methods are forcing methods. The compulsion is brought about by moves which set up a *threat* or which put the opponent in *zugzwang*.

A threat is produced by means of a move which sets up the possibility of a second advantageous move.

If the attacking side were allowed a second consecutive move, it would obtain an advantage as a result of that next move. This second move which is intended represents the actual threat.

For example, if an unprotected piece is attacked, then the threat is the capture; if a protected piece is taken, then the threat is to secure with the next move the gain of materi-

al which has been made.

Thus a threat always involves two moves. The first move sets up the threat, the second is the actual threat which is to be executed and against which the opponent must mount a defence.

'Tactics is the exploitation of tactical weaknesses in order to achieve a specific goal or to produce further tactical weaknesses' - Volkhard Igney.

In the long run, every game of chess is decided by means of tactics!

Methods of Tactical Training

1. Independently solving the task in your head without moving the pieces.

2. Independently solving the task, moving the pieces.

3. Solving with the help of a trainer or training partner.

4. The playing out of tactical exercises, tactical positions and studies by two players who are undergoing training (like match training).

5. The playing out of tactical exercises, tactical positions and studies by the trainer against one or more players who are undergoing training (like match training).

Forms of Tactical Training

Just like other elements in a chess game, there are various methods of tactical training:

- Group training (with cooperation between group members, which produces positive synergistic effects).

- Individual training (the most effective form of training).

- Self training - individual self study (the do-it-yourself way of increasing knowledge and acquiring skills).

Ways to Help with the Acquisition of Tactical Skills

- Solve on a normal chess board tactically orientated positions which have been set.

- Solve positions from a demonstration board / video projector / overhead projector without using a chess board.
- Solve positions which have been printed out on worksheets.
- Solve positions which have been set for you under match-like conditions using the chess clock, with variable thinking times.
- Solve without a board tactical exercises for which the position has been dictated by the trainer (only suitable for advanced students).

Where to Find Appropriate Material for Tactical Training?

- Chess books.
- Chess magazines.
- CDs / DVDs.
- Internet (collections of exercises and programmed exercises).
- Your own collection of materials.

Chess Studies in Training

A chess study is a problem position with a solution which is far from obvious; there is only a single possible solution and it is usually solved in an aesthetically pleasing manner.

Studies frequently resemble the endgame. A chess study is an artificially constructed endgame and, as opposed to a chess problem, a chess study more greatly resembles a position from a real game and is particularly effective in endgame training, the calculation of variations and the development of creativity in chess.

Depending on the type of goal, studies can lead to a win, a draw or stalemate. There is usually only ever one way to solve a study.

Bernhard Horwitz (1807-85) and Josef Kling (1811-76) are considered to be the originators of the modern study.

What does working with studies bring to a committed chess player?

- An enjoyment of the beauty and the originality of chess.
- Greater experience of creativity in chess.
- Training in calculating skills.
- The joy of the challenge.

Typical Motifs to be Found in Studies

- Bristol: One piece moves along a line as

far as the edge of the board in order to clear the way for another piece. Both pieces move in the same direction.

- Grimshaw: Blocking the intersection point of a piece which moves horizontally or vertically and a piece which moves diagonally, without a sacrifice.

- Nowotny: Blocking the intersection point of a piece which moves horizontally or vertically and a piece which moves diagonally, by means of a sacrifice.

- Plachutta: Blocking by means of a sacrifice the intersection point of two pieces which move in a straight line.

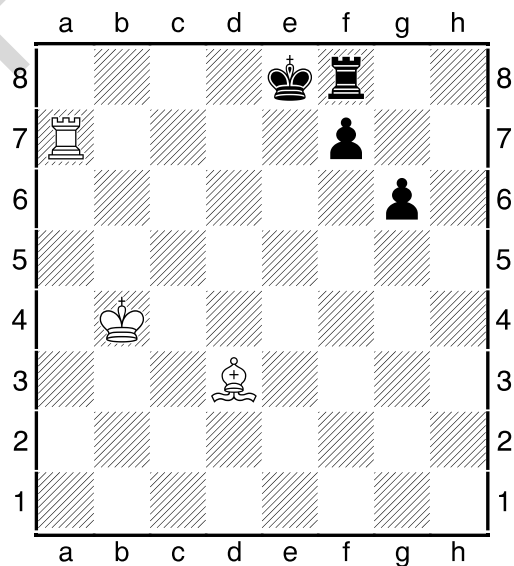
- Switchback: The apparently senseless moving back and forward of a piece on to the same square.

And now some examples:

Example 1 ○

Averagely difficult exercise

Solving time 5-10 minutes



There is a clear win for White. To achieve it, he must first block the f7-pawn. After that the black king will be mated on the edge of the board.

1.Bf5!! gxf5

1...f6 2.Bxg6+ Kd8 3.Kc5 f5 4.Bf7! +-.

2.Kc5 Kd8

2...Rg8 3.Ra8+ Ke7 4.Rxg8 +-.

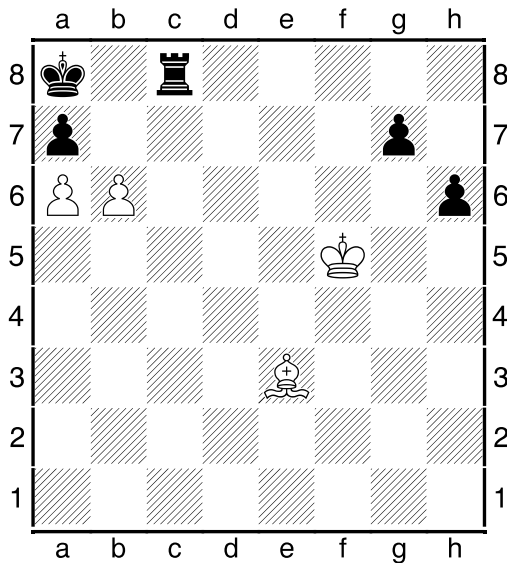
3.Kd6 +-

Black is helpless despite his two extra pawns.

1-0

Example 2 ◦

Difficult tactical exercise
Solving time 10-15 minutes



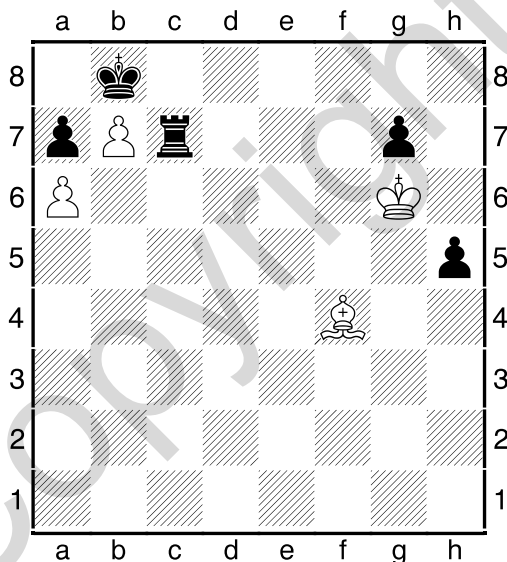
1.b7+ Kb8 2.Bf4+!

2.Bxa7+? simply leads to a draw: 2...Kc7
3.bxc8Q+ (3.Bb6+ Kb8 4.Bd4 g6+ 5.Ke4 =
[5.Kxg6 Rc6+ 6.Kh5 Rxa6 7.Bg7 Kxb7
8.Bxh6 =]) 3...Kxc8 4.Kg6 Kc7 =.

2...Rc7 3.Kg6!

The decisive idea! The white king approaches the d8-square via h7 and the 8th rank.

3...h5 (D)



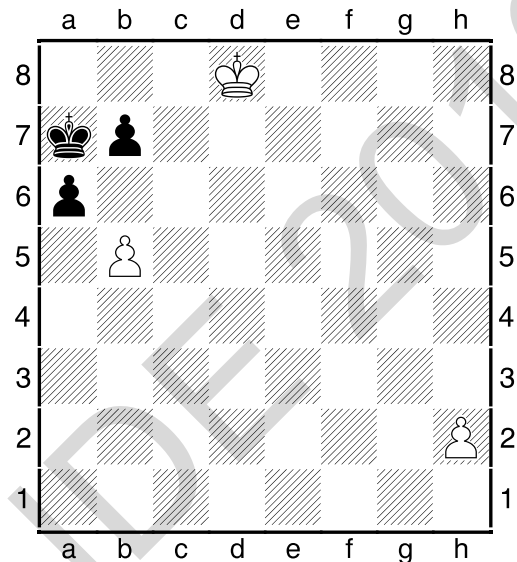
4.Be5!

Or 4.Bd6. A draw is all that can be achieved from the pawn ending: 4.Kxh5 g6+ 5.Kg4 g5 6.Bxc7+ Kxc7 7.Kxg5 Kb8 8.Kf6 Kc7 9.Ke7 Kb8 10.Kd8 - stalemate! 4.Kh7?? even loses on account of 4...g5+.

4...h4 5.Kh7 g5+ 6.Kg8 g4 7.Kf8 g3 8.Ke8 g2 9.Kd8 g1Q 10.Bxc7 #
1-0

Example 3 ◦

Study by **Joseph**
Solving time 15 minutes



1.b6+!

1.h4? axb5 or 1.bxa6? bxa6.

1...Kb8!

1...Kxb6 2.h4 +- and the white pawn goes through to queen.

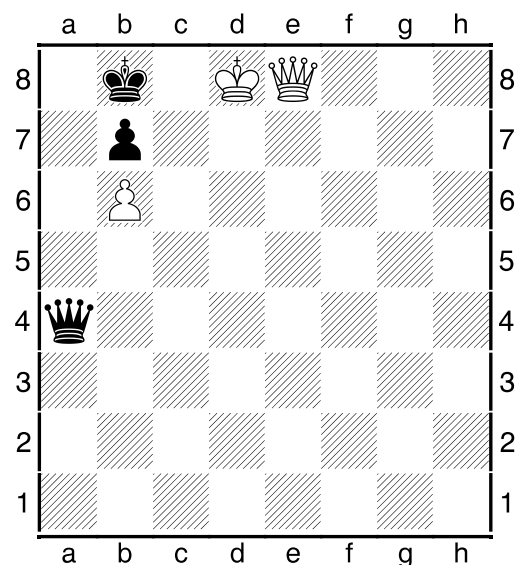
2.h4 a5 3.h5 a4 4.h6 a3 5.h7 a2 6.h8Q a1Q 7.Qg8

7.Qxa1?? - stalemate!

7...Qa2

The only way to parry the threat of Kd7/e7+ with mate, is by attacking the white queen.

8.Qe8 Qa4 (D)



9.Qe5+

This check forces the black king on to the a-file.

9...Ka8 10.Qh8

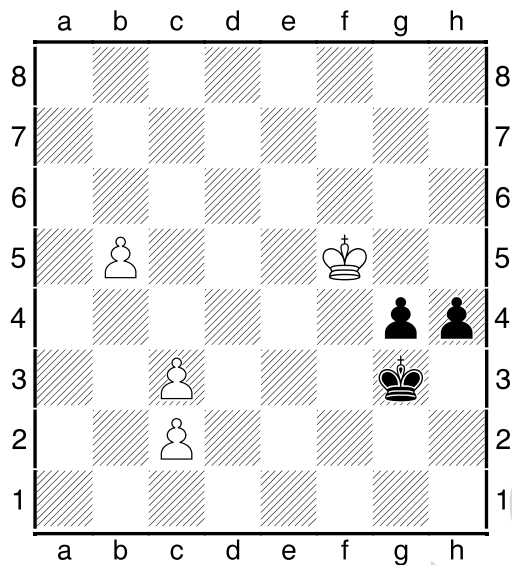
Now the defence with 10...Qa1 fails because of the capture on a1 with check. There is no longer any defence against the back rank mate.

1-0

Example 4 ○

Study by **Popov**

Solving time 30 minutes



This is a complicated study which even strong computer programs cannot solve just like that.

1.b6 Kh3 2.b7 g3 3.b8B!

3.b8Q? only leads, after 3...g2 4.Qg8 g1Q 5.Qxg1, to a draw.

3...g2 4.Ba7 Kg3

4...Kh2 5.Kg4 h3 6.c4 g1Q+ 7.Bxg1+ Kxg1 8.Kxh3 +/-.

5.Kg5!

The h-pawn must be attacked from behind: 5.c4? h3 6.Bb8+ Kf2 7.Bh2 g1Q 8.Bxg1+ Kxg1 +/-.

5...h3 6.Bb8+ Kf3

6...Kf2 7.Kh4! g1Q 8.Ba7+ Kg2 9.Bxg1 Kxg1 10.Kxh3 +/-.

7.Bh2 Ke4!

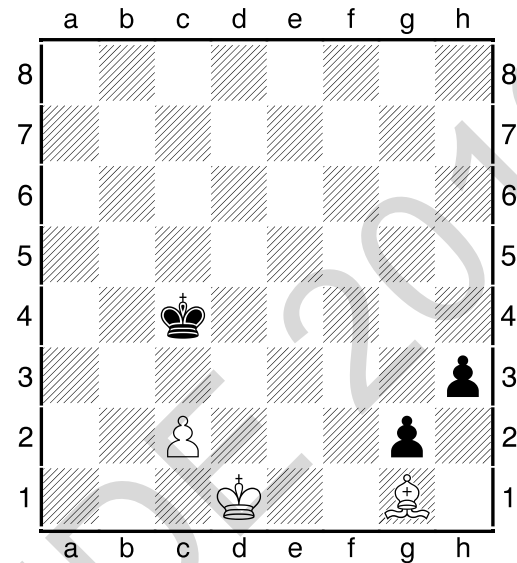
The most resilient defence. 7...Kf2 8.Kg4 g1Q+ 9.Bxg1+ Kxg1 10.Kxh3 +/-.

8.Kg4 Kd5 9.Kf3!

But not 9.Kxh3 Kc4 10.Kxg2 Kxc3 with a draw.

9...Kc4 10.Ke2 Kxc3 11.Kd1 Kd4 12.Bg1+ Kc4 (D)

12...Kc3 13.Kc1 +/- or 12...Ke4 13.Ke2! (the black king must not be allowed on to f3) 13...Kf4 14.Bh2+ +-.
1-0

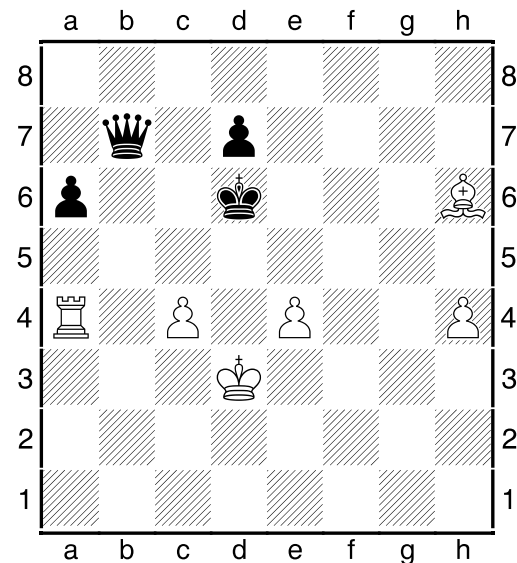


13.Kd2 Kd5 14.Kd3 Ke5 15.Bh2+ Kd5 16.c4+ Kc5 17.Kc3 Kc6 18.Kd4 Kd7 19.Kd5 Kc8 20.c5 Kd7 21.c6+ Kc8 22.Kd6 Kd8 23.c7+ Kc8 24.Bg1 h2 25.Bxh2 g1Q 26.Bxg1 Kb7 27.Kd7 +/-
1-0

Example 5 ○

Study by **Sehwers**

Solving time 10 minutes



1.Rb4! Qc8

1...Qa7 2.Be3 Qa8 3.Rb8 Qxb8 4.Bf4+ also loses the queen.

2.Rb8! Qc6 3.Rb6!

Now Black is forced to capture the impertinent rook.

3...Qxb6 4.c5+

That is the point! It does not matter how Black takes the pawn, he will lose his queen after a bishop check.

4...Qxc5

4...Kxc5 5.Be3+ +-.

5.Bf8+ Kc6 6.Bxc5 Kxc5 7.h5

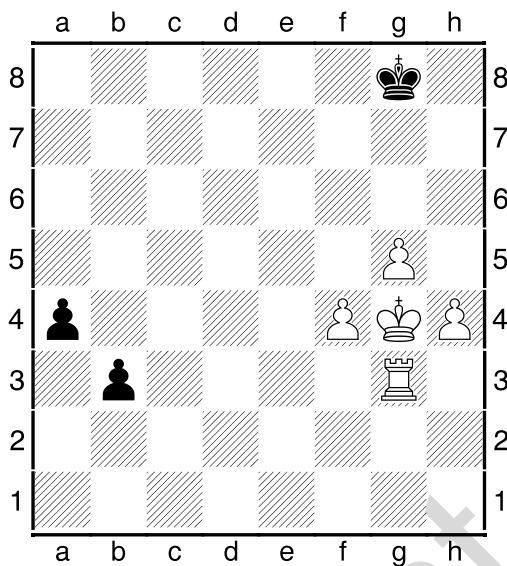
And the pawn goes through to queen.

1-0

Example 6 ◦

Extremely difficult exercise

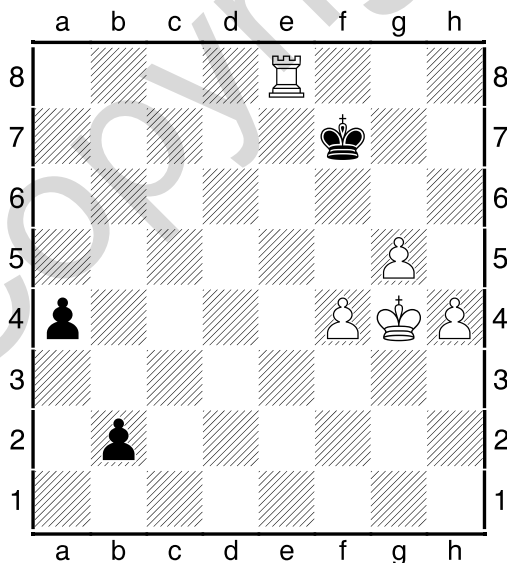
Solving time 1 hour



1.Re3!

A move which is difficult to find. The black king is tied down to the kingside.

1...b2 2.Re8+ Kf7 (D)



3.Re1!!

Even the very top players have difficulty in finding this move. The previous check forced the opposing king into the range of its own pawns and now the black pawns are held up for two more moves. 3.Rb8? is not enough for the win: 3...a3 4.h5 a2 5.g6+ Ke7 6.Rxb2 a1Q 7.Rb5 =.

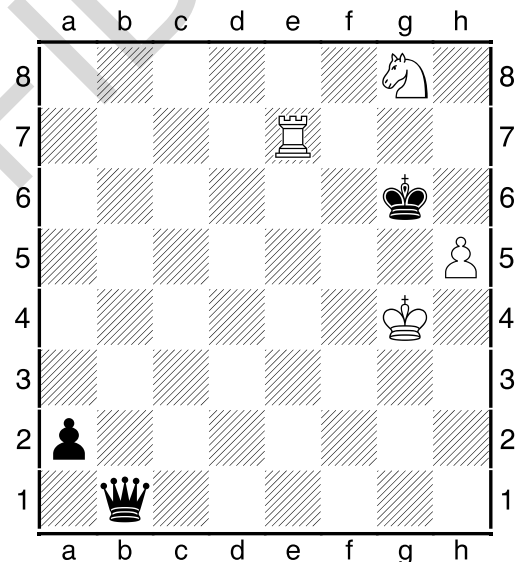
3...a3 4.f5 a2 5.g6+ Kf8

5...Kf6 6.Re6+ Kg7 7.Kg5! b1Q 8.f6+ Kf8 9.g7+ Kf7 10.Re7+ Kg8 11.Re8+ Kf7 12.g8Q # or 5...Kg7 6.Kg5 b1Q 7.f6+ Kf8 8.g7+ Kf7 9.Re7+ Kg8 10.Re8+ Kf7 11.g8Q #.

6.f6 b1Q 7.g7+ Kf7 8.Re7+ Kxf6 9.g8N+!!

Underpromotion to a knight is the point of this exercise. The four white pieces have woven a beautiful mating net around the black king.

9...Kg6 10.h5 # (D)



Mating with a pawn is always particularly nice.

1-0

Conclusion

Tactics can be classified and learned. Studies are always helpful to master tactics.



FIDE Trainers' Commission (TRG) Council & Members/Advisors & Editors

FIDE Trainers Commission - Council 2011-2014			
N	Title	Surname-Name	Country
1	Chairman	Mikhalchishin Adrian	Slovenia (Ukraine)
2	Secretary	Grivas Efstratios	Greece
3	Councilor	Boensch Uwe	Germany
4	Councilor	Khodarkovsky Michael	United States of America
5	Councilor	Petronic Jovan	Serbia (Singapore)

FIDE Trainers Commission - Members/Advisors 2011-2014			
N	Title	Surname-Name	Country/Region
1	Member	Bykhovsky Anatoly	Russia (Europe)
2	Member	Garcia Martinez Silvino	Cuba (America)
3	Member	Kobese Watu	South Africa (Africa)
4	Member	O'Connell Kevin	Ireland (Europe)
5	Member	Petrosian Arshak	Armenia (Europe)
6	Member	Vladimirov Evgeny	Kazakhstan (Asia)
7	Member	Ye Jiangchuan	China (Asia)
8	Member	Zapata Alonso	Colombia (America)

FIDE Trainers Commission - Technical/Editorial 2011-2014			
N	Title	Surname-Name	Country
1	Editor	Bosch Jeroen	Netherlands
2	Editor	Glek Igor	Germany (Russia)
3	Editor	Gurevich Mikhail	Turkey
4	Editor	Illescas Miguel	Spain
5	Editor	Mohr Georg	Slovenia

TRG SEMINARS' LIST					
N	YEAR	DATES	TOWN	COUNTRY	CODE
1	2004	05.11-11.11	Berlin	Germany	GER 1
2	2004	12.12-17.12	Singapore	Singapore	SIP 1
3	2005	01.04-07.04	Berlin	Germany	GER 2
4	2005	00.08.14.08	Phoenix	USA	USA 1
5	2005	04.11-10.11	Berlin	Germany	GER 3
6	2005	16.12-24.12	Singapore	Singapore	SIP 2
7	2005	00.12-30.12	Houston	USA	USA 2
8	2006	26.02-02.03	Berlin	Germany	GER 4
9	2006	08.04-09.04	Louisville	USA	USA 3
10	2006	21.07-27.07	Berlin	Germany	GER 5

11	2006	11.08-12.08	Chicago	USA	USA 4
12	2006	20.10-26.10	Berlin	Germany	GER 6
13	2006	18.12-23.12	Singapore	Singapore	SIP 3
14	2007	12.06-15.06	Singapore	Singapore	SIP 4
15	2007	05.07-13.07	Berlin	Germany	GER 7
16	2007	27.07-03.08	Berlin	Germany	GER 8
17	2007	01.08-02.08	Cherry Hill	USA	USA 5
18	2007	04.10-11.10	Berlin	Germany	GER 9
19	2007	02.12-06.12	Kuala Lumpur	Malaysia	MAS 1
20	2007	16.12-21.12	Singapore	Singapore	SIP 5
21	2008	14.03-20.03	Berlin	Germany	GER 10
22	2008	30.04-07.05	Chennai	India	IND 1
23	2008	03.08-08.08	Gaborone	Botswana	BOT 1
24	2008	06.08-07.08	Dallas	USA	USA 6
25	2008	21.10-29.10	Vung Tau	Vietnam	VIE 1
26	2008	30.11-05.12	Bali	Indonesia	RIN 1
27	2008	24.12-30.12	Al Ain	UA Emirates	UAE 1
28	2009	27.05-01.06	Sulaimaniyah	Iraq	IRQ 1
29	2009	20.06-22.06	Chennai	India	IND 2
30	2009	07.08-12.08	Magglingen	Switzerland	SWZ 1
31	2009	13.11-20.11	Antalya	Turkey	TUR 1
32	2009	09.12-14.12	Singapore	Singapore	SIP 6
33	2010	16.01-19.01	Agia Napa	Cyprus	CYP 1
34	2010	26.01-30.01	Antalya	Turkey	TUR 2
35	2010	15.02-20.02	Tripoli	Libya	LBA 1
36	2010	16.03-20.03	Singapore	Singapore	SIP 7
37	2010	07.05-09.05	Atlanta	USA	USA 7
38	2010	27.06-01.07	Kallithea	Greece	GRE 1
39	2010	26.07.29.07	Johannesburg	South Africa	SAF 1
40	2010	22.09-28.09	Batumi	Georgia	GEO 1
41	2010	24.09-26.09	Khanty Mansiysk	Russia	RUS 1
42	2010	22.10-28.10	Porto Carras	Greece	GRE 2
43	2010	08.11-10.11	Rijeka	Croatia	CRO 1
44	2010	10.11-14.11	Cali	Colombia	COL 1
45	2010	26.12-30.12	Singapore	Singapore	SIN 8

FIDE Trainers' Commission

FIDE Trainer Awards 2010

Information - Rules

The FIDE Trainers Commission (TRG) is pleased to announce the third FIDE Trainer Awards and will continue by honouring the achievements of our most successful colleagues of 2010.

There will be a judges' panel consisting of seven (7) members, with reputation and knowledge in the field of training:

PANEL OF FIDE TRAINERS AWARD

1. Ignatius Leong (Singapore) – FIDE General Secretary
2. Ali Nihat Yazici (Turkey) – FIDE Vice-President
3. Israel Gelfer (Israel) – FIDE Honorary Vice-President
4. Alexandra Kosteniuk (Russia) – GM/FIDE Co-Chairman Women Commission
5. Uwe Boensch (Germany) – GM/FST
6. Jovan Petronic (Serbia) – IM/FST
7. Smbat Lputian (Armenia) – GM/FST

The panel will be approved by the first FIDE PB. The awarding ceremony will take place during the FIDE Congress 2011. A 'Tree of Chess' sculpture (<http://trainers.fide.com/awards-hall-of-fame.html>) and a diploma will be given to each of the ten (10) winners of the last two years.

Each member of the judges' panel will vote for each of the six categories separately. He/she will have the right to vote for three persons, giving three (3), two (2) and one (1) point respectively. In case of a tie in the first place, two or more winners will be announced equal first. For the Hall of Fame, the three first trainers will be accepted.

We welcome nominations for the five categories that have been approved and these are as follows:

1. **Botvinnik Mikhail** medal for men's trainer or captain, for best results in men competitions where World Championships and Olympiads are valued foremost, to be considered too are long standing high results.

2. **Furman Simon** medal for women's trainer or captain, similar to Botvinnik medal but applicable to women's competitions.

3. **Euwe Max** medal for juniors trainer, for best results in junior competitions, to be considered are world and continental championships plus founder of famous chess schools, training programs, and academies.

4. **Boleslavsky Isaac** medal for best book which instructional values are remarkable, and to be considered are also series of articles, instructional computer software, and programs for development of players.

5. **Petrosian Tigran** medal for a special achievement over the last years.

Nominations can be made by FIDE office bearers, TRG, and Federations. Only FIDE Senior Trainers and FIDE Trainers in exceptional circumstances can be nominating. A special form has to be filled up (see below). For the Boleslavsky medal we invite book publishers and chess software developers as well, to make nominations in this specific category.

Prizes will be announced together with the results. Chess Publishers or any sponsor, who is interest on the subject, can offer his views and sponsoring to the TRG.

The FIDE Trainers Commission will also continue to fill-up the Trainer Hall of Fame. TRG intention is that every year together with the five (5) trainers of the year awards, we will also continue to honour three of our esteemed colleagues with membership of the Trainer Hall of Fame, and besides creating a special place on TRG website (<http://trainers.fide.com>) to honour them, we will also be finding a permanent home for our Hall of Fame in one or more FIDE Academies worldwide.

Please send your nominations via email with biography attached to TRG Secretary Efstratios Grivas (grivasefs@yahoo.co.uk) for consideration by June 30th, 2011.

The voting will take place by July 15th, 2011 and the winners will be announced after the ratification by the coming FIDE PB.

FIDE TRAINERS COMMISSION (TRG)		
FIDE Trainer Awards 2010		
Nomination Paper		
Nomination by:		
Address/E-mail:		
Please, fill up the nominating person and the Justification:		
Medal	Botvinnik Mikhail	
	Furman Symeon	
	Euwe Max	
	Boleslavsky Isaac	
	Petrosian Tigran	
Please, return the present nomination application to grivasefs@yahoo.co.uk , by June 30 th , 2011.		

Index of Games

When a player's name appears in **bold**, that player had White. Otherwise the first-named Player had White. A total of 198 games and examples are analysed in this book.

A Full Day of Chess	- Example 1 103	Bogoljubow Efim	- Euwe 48/60
A Full Day of Chess	- Example 10 106	Bogoljubow Efim	- Maroczy 61
A Full Day of Chess	- Example 2 104	Boleslavsky Isaac	- Sterner 47
A Full Day of Chess	- Example 3 104	Borisenko	- Zvorykina 88
A Full Day of Chess	- Example 4 105	Borisenko Georgy	- Korchnoi 119
A Full Day of Chess	- Example 5 105	Bosch Jeroen	- Gustafsson 63
A Full Day of Chess	- Example 6 105	Bosch Jeroen	- Piket 67
A Full Day of Chess	- Example 7 105	Botvinnik Mikhail	- Tal 44
A Full Day of Chess	- Example 8 106	Byrne Robert	- Euwe 58
A Full Day of Chess	- Example 9 106	Capablanca Jose Raul	- Eliskases 149
A King's Golden Cage	- Example 1 12	Carlsen Magnus	- Bacrot 183
Adamidis Ilias	- Grivas 142	Carlsen Magnus	- Wang 110
Adams Michael	- Wang 69	Chiburdanidze Maia	- Wedberg 145
Al Modiahki Mohamad	- Barua 85	Chistiakov Alexander	- Simagin 43
Alekhine Alexander	- Bogoljubow 46	Colle Edgar	- Alekhine 12
Alekhine Alexander	- Colle 12	Crepeaux Robert	- NN 166/5
Alekhine Alexander	- Junge 122	Davidson Jacques	- Euwe 18/60
Alekseev Evgeny	- Jakovenko 71	Davidson Jacques	- Euwe 56
Almasi Zoltan	- Wang 69	Davidson Jacques	- Euwe 58
Aloni	- Shehter 38	De Firmian Nick	- Fishbein 140
Anand Viswanathan	- Topalov 91	Djurhuus Rune	- Renman 173
Anand Viswanathan	- Kramnik 116	Dominguez Christobal	- Visconti 72
Andersson Ulf	- Fischer 29	Dominguez Lenier	- Jonkman 74
Andersson Ulf	- Illescas 154	Dreev Alexey	- Harikrishna 39
Andersson Ulf	- Miles 62	Dreev Alexey	- Peralta 175
Arbakov Valentin	- Tiviakov 64	Drimer Dolfi	- Uhlmann 88
Azmaiparashvili Zurab	- Ivanchuk 173	Eliskases Erich	- Capablanca 144
Azmaiparashvili Zurab	- Shirov 16	Epstein Esther	- Tsereteli 35
Bacrot Etienne	- Carlsen 183	Erturan Yakup	- Haznedaroglu 127
Bagaturov Giorgi	- Izoria 172	Euwe Max	- Bhend 54/60
Balashov Yuri	- Gurevich 131	Euwe Max	- Bogoljubow 48/60
Bareev Evgeny	- Boensch 182	Euwe Max	- Byrne 58
Bartel Mateusz	- Volkov 174	Euwe Max	- Davidson 18/60
Barua Dibyendu	- Al Modiahki 85	Euwe Max	- Davidson 56
Barua Dibyendu	- Sasikiran 125	Euwe Max	- Davidson 58
Bauer Christian	- Korchnoi 126	Euwe Max	- Fischer 48/60
Beliavsky Alexander	- Nikolic 85	Euwe Max	- Henneberger 47
Beliavsky Alexander	- Seirawan 124	Euwe Max	- Henneberger 57
Beliavsky Alexander	- Seirawan 76	Euwe Max	- Keres 48/60
Beliavsky Alexander	- Slobodjan 35	Euwe Max	- Krause 56
Beliavsky Alexander	- Sveshnikov 84	Euwe Max	- Medina 54/60
Beliavsky Alexander	- Topalov 35	Euwe Max	- Nestler 54/60
Beni Alfred	- Pilnik 86	Euwe Max	- Oskam 55
Betbeder Matibet Louis	- Maroczy 62	Euwe Max	- Smyslov 59
Bhend Edwin	- Euwe 54/60	Euwe Max	- Sonnenburg 18/60
Bilek Istvan	- Flesch 84	Euwe Max	- Speijer 18/60
Boensch Uwe	- Bareev 182	Euwe Max	- Yanofsky 94
Boensch Uwe	- Timman 182	Euwe Max	- Matschego 166/5
Bogoljubow Efim	- Alexander 46	Falkbeer Ernst Karl	- Krasenkow 174
Fischer Robert	- Andersson 29	Fedorchuk Sergey	- Azmaiparashvili 173
		İvanchuk Vassily	

Fischer Robert	- Euwe 48/60	Ivanisevic Ivan	- Harikrishna 117
Fischer Robert	- Geller 90	Ivkov Borislav	- Timman 38
Fischer Robert	- Lombardy 27	Izoria Zviad	- Bagaturov 172
Fischer Robert	- Rosseto 33	Jakovenko Dmitrij	- Alekseev 71
Fischer Robert	- Spassky 31	Jakovenko Dmitrij	- Wang 70
Fischer Robert	- Taimanov 28	Janowski Dawid	- Tarrasch 36
Fishbein Alexander	- De Firmian 140	Jirasek Pavel	- Kaphle 86
Flesch Janos	- Bilek 84	Jonkman Harmen	- Dominguez 74
Flohr Salo	- Vidmar 49	Junge Klaus	- Alekhine 122
Fridstein German	- Lutikov 34	Jussupow Artur	- Ghinda 94
Frumkin Edward	- Waitzkin 167/6	Jussupow Artur	- Portisch 183
Galinsky Timofey	- Malakhatko 87	Jussupow Artur	- Sokolov 65
Gelfand Boris	- Ivanchuk 107	Kaidanov Gregory	- Mikhalchishin 89
Gelfand Boris	- Kramnik 133	Kaphle S.	- Jirasek 86
Gelfand Boris	- Mamedyarov 173	Karpov Anatoly	- Kasparov 18
Geller Efim	- Fischer 90	Karpov Anatoly	- Kasparov 40
Georgiev Kiril	- Grivas 139	Karpov Anatoly	- Korchnoi 181
Georgiev Krum	- Kasparov 123	Karpov Anatoly	- Korchnoi 19
Ghinda Mihail Viorel	- Jussupow 94	Kasparov Garry	- Georgiev 123
Glek Igor	- Lputian 37	Kasparov Garry	- Karpov 18
Gligoric Svetozar	- Popovic 36	Kasparov Garry	- Karpov 40
Gorbatov Alexej	- Kokarev 72	Kasparov Garry	- Polgar 172
Grivas Efstratios	- Adamidis 142	Kasparov Garry	- Sveshnikov 148
Grivas Efstratios	- Georgiev 139	Kasparov Garry	- Euwe 48/60
Grivas Efstratios	- Hytos 26	Keres Paul	- Wojtkiewicz 148
Grivas Efstratios	- Papafitsoros 25	Khalifman Alexander	- Torre 167/6
Grivas Efstratios	- Pekarek 21	Kinlay Jonathan	- Gorbatov 72
Grivas Efstratios	- Renet 23	Kokarev Dmitry	- Orzech 130
Grivas Efstratios	- Shavtvaladze 121	Kononenko Dmitry	- Bauer 126
Grivas Efstratios	- Van der Werf 115	Korchnoi Viktor	- Borisenko 119
Gunina Valentina	- Shadrina 34	Korchnoi Viktor	- Karpov 181
Gurevich Mikhail	- Balashov 131	Korchnoi Viktor	- Karpov 19
Gustafsson Jan	- Bosch 63	Korchnoi Viktor	- Kramnik 120
Harikrishna Pentala	- Dreev 39	Korchnoi Viktor	- Serper 77
Harikrishna Pentala	- Ivanisevic 117	Korchnoi Viktor	- Lomineishvili 90
Haznedaroglu Kivanc	- Erturan 127	Kosintseva Nadezhda	- Pachman 52
Henneberger Walter	- Euwe 57	Kotov Alexander	- Anand 116
Henneberger Walter	- Euwe 57	Kramnik Vladimir	- Gelfand 133
Heterogeneous Endgam.	- Example 1 168	Kramnik Vladimir	- Korchnoi 120
Heterogeneous Endgam.	- Example 2 169	Kramnik Vladimir	- Leko 42
Heterogeneous Endgam.	- Example 3 169	Kramnik Vladimir	- Topalov 129
Heterogeneous Endgam.	- Example 4 170	Kramnik Vladimir	- Topalov 95
Heterogeneous Endgam.	- Example 5 171	Kramnik Vladimir	- Fedorchuk 174
Hoffman Fr Alexander	- Petrov 166/5	Krasenkow Michal	- Euwe 56
Hou Yifan	- Nielsen 75	Krause Orla Hermann	- Lenic 39
Howell David	- Parker 71	Krumpacnik Domen	- Novikov 174
Howell David	- Sutovsky 68	Kuljasevic Davorin	- Naiditsch 38
Hracek Zbynek	- Palac 74	Kuzubov Yuriy	- Thomas 167/6
Hytos Vasilios	- Grivas 26	Lasker Edward	- Kramnik 42
Illescas Miguel	- Andersson 154	Leko Peter	- Wang 70
Illescas Miguel	- Morozevich 150	Leko Peter	- Krumpacnik 39
Inarkiev Ernesto	- Smirnov 73	Lenic Luka	- Fischer 27
Ivanchuk Vassily	- Gelfand 107	Lombardy William	- Kosintseva 90
Ivanchuk Vassily	- Wang 90	Lomineishvili Maia	- Glek 37
Lutikov Anatoly	- Fridstein 34	Lputian Smbat	- Grivas 21
Mackenzie George	- Thompson 167/6	Pekarek Ales	- Sikora 37
		Peng Zhaoqin	

Makarichev Sergey	- Tal 21	Penrose Jonathan	- Szabo 22
Malakhatko Vadim	- Galinsky 87	Peralta Fernando	- Dreev 175
Mamedyarov Shakhriyar	- Gelfand 173	Petrosian Arshak	- Tseshkovsky 34
Mamedyarov Shakhriyar	- Timofeev 14	Petrosian Tigran	- Pachman 167/6
Maroczy Geza	- Betbeder 62	Petrosian Tigran	- Polugaevsky 45
Maroczy Geza	- Bogoljubow 61	Petrov Alexander	- Hoffman 166/5
Maroczy Geza	- Marshall 66	Pigusov Evgeny	- Potapov 128
Maroczy Geza	- Tarrasch 36	Piket Jeroen	- Bosch 67
Marsh Sean	- Norwood 167/6	Pilnik Herman	- Beni 86
Marshall Frank	- Wolf 138	Pilnik Herman	- Olafsson 86
Marshall Frank James	- Maroczy 66	Polgar Judith	- Kasparov 172
Martinez Porrás Ingrid	- Milligan 88	Polugaevsky Lev	- Petrosian 45
Matschego	- Falkbeer 166/5	Popovic Petar	- Gligoric 36
Medina Garcia Antonio	- Euwe 54/60	Portisch Lajos	- Jussupow 183
Mekhitarian Krikor	- Neubauer 68	Postny Evgeny	- Sundararajan 173
Methods of TT	- Example 1 186	Prokeš Ladislav	- Example 1 37
Methods of TT	- Example 2 187	Queen Endings	- Example 1 61
Methods of TT	- Example 3 187	Queen Endings	- Example 2 63
Methods of TT	- Example 4 188	Queen Endings	- Example 3 63
Methods of TT	- Example 5 188	Queen Endings	- Example 4 64
Methods of TT	- Example 6 189	Queen Endings	- Example 5 64
Mihaljcisin Mihajlo	- Timman 87	Queenless King Hunt	- Main Example 161
Mikhalchishin Adrian	- Kaidanov 89	Ragozin Viacheslav	- Vishnevsky 65
Miles Anthony	- Andersson 62	Ree Hans	- Timman 134
Milligan Helen	- Martinez 88	Renet Olivier	- Grivas 23
Milos Gilberto	- Morozevich 141	Renman Nils Gustaf	- Djurhuus 173
Morozevich Alexander	- Illescas 150	Rosseto Hector	- Fischer 33
Morozevich Alexander	- Milos 141	Rubinstein Akiba	- Vidmar 80
Movsesian Sergei	- Nikolic 51	Rustemov Alexander	- Wedberg 140
Myall IJ	- Parker 167/6	Salov Valery	- Short 89
Naiditsch Arkadij	- Kuzubov 38	Samaganov B.	- Zilberman 35
Nechepurenko Roman	- Papin 84	Sasikiran Krishnan	- Barua 125
Nestler Vincenzo	- Euwe 54/60	Seirawan Yasser	- Beliaevsky 124
Neubauer Martin	- Mekhitarian 68	Seirawan Yasser	- Beliaevsky 76
Nielsen Peter Heine	- Hou 75	Serper Grigory	- Korchnoi 77
Nikolic Predrag	- Beliavsky 85	Shadrina Tatiana	- Gunina 34
Nikolic Predrag	- Movsesian 51	Shavtvaladze Nikoloz	- Grivas 121
Nikolic Predrag	- Short 136	Shehter	- Aloni 38
NN	- Crepeaux 166/5	Shirov Alexei	- Azmaiparashvili 16
Norwood David	- Marsh 167/6	Shirov Alexei	- Short 132
Novikov Igor	- Kuljasevic 174	Short Nigel	- Nikolic 136
Olafsson Fridrik	- Pilnik 86	Short Nigel	- Salov 89
Onischuk Alexander	- Sutovsky 73	Short Nigel	- Shirov 132
Orzech Dominik	- Kononenko 130	Short Nigel	- Van der Wiel 146
Oskam Gerand	- Euwe 55	Sikora Bozena	- Peng 37
Oskam Gerard	- Euwe 55	Simagin Vladimir	- Chistiakov 43
Pachman Ludek	- Kotov 52	Slobodjan Roman	- Beliaevsky 35
Pachman Ludek	- Petrosian 167/6	Smirnov Artem	- Inarkiev 73
Palac Mladen	- Hracek 74	Smyslov Vassily	- Euwe 59
Papafitsoros Konstantin	- Grivas 25	Sokolov Andrei	- Jussupow 65
Papin Vasily	- Nechepurenko 84	Soltanici Ruslan	- Szabo 71
Parker CPL	- Myall 167/6	Sonnenburg Grit	- Euwe 18/60
Parker Jonathan	- Howell 71	Spassky Boris	- Fischer 31
Speijer Abraham	- Euwe 18/60	Torre Eugenio	- Kinlay 167/6
Sterner Olof	- Boleslavsky 47	Tsereteli Tamari	- Epstein 35
Sundararajan Kidambi	- Postny 173	Tseshkovsky Vitaly	- Petrosian 34

Sutovsky Emil - Howell 68
 Sutovsky Emil - Onischuk 73
 Sveshnikov Evgeny - **Beliavsky** 84
 Sveshnikov Evgeny - Kasparov 148
 Szabo Gergely - Soltanici 71
 Szabo Laszlo - Penrose 22
 Taimanov Mark - **Fischer** 28
 Tal Mikhail - **Botvinnik** 44
 Tal Mikhail - Makarichev 21
 Tarrasch Siegbert - Janowski 36
 Tarrasch Siegbert - **Maroczy** 36
 Thomas George Alan - Lasker 167/6
 Thompson D - Mackenzie 167/6
 Timman Jan - Boensch 182
 Timman Jan - Ivkov 38
 Timman Jan - **Mihaljcisin** 87
 Timman Jan - Ree 134
 Timofeev Artyom - **Mamedyarov** 14
 Tiviakov Sergei - Arbakov 64
 Topalov Veselin - Anand 91
 Topalov Veselin - Beliaevsky 35
 Topalov Veselin - **Kramnik** 129
 Topalov Veselin - Kramnik 95

Uhlmann Wolfgang - Drimer 88
 Van der Werf Mark - Grivas 115
 Van der Wiel John - **Short** 146
 Vidmar Milan Sr - **Flohr** 49
 Vidmar Milan Sr - **Rubinstein** 80
 Visconti - **Dominguez** 72
 Vishnevsky - **Ragozin** 65
 Volkov Sergey - Bartel 174
 Waitzkin Joshua - Frumkin 167/6
 Wang Yue - **Adams** 69
 Wang Yue - **Almasi** 69
 Wang Yue - **Carlsen** 110
 Wang Yue - **Ivanchuk** 90
 Wang Yue - **Jakovenko** 70
 Wang Yue - **Leko** 70
 Wedberg Tom - Chiburdanidze 145
 Wedberg Tom - **Rustemov** 140
 Wojtkiewicz Aleksander - Khalifman 148
 Wolf Heinrich - **Marshall** 138
 Yanofsky Daniel - **Euwe** 94
 Zilberman Yaacov - **Samaganov** 35
 Zvorykina Kira - **Borisenko** 88

Trainers' Lists (981)

FIDE SENIOR TRAINER (93)			
FIDE ID	SURNAME - NAME	COU	BO
7100019	Adianto Utut	INA	1965
2000156	Alburt Lev	USA	1945
2801906	Alterman Boris	ISR	1970
13300105	Ambartsoumian Armen	USA	1962
13700049	Asanov Bolat	KAZ	1961
13601326	Azmaiparashvili Zurab	GEO	1960
4100263	Balashov Yuri	RUS	1949
4109112	Belavenets Liudmila	RUS	1940
14602377	Beliavsky Alexandr	SLO	1953
312614	Berezjuk Sergej	CZE	1960
4611268	Boensch Uwe	GER	1958
1001280	Bosch Jeroen	NED	1970
4101669	Bykhovskiy Anatoly	RUS	1934
715620	Chernin Aleksandr	HUN	1960
201260	Chuchelov Vladimir	BEL	1969
2200040	De la Villa Garcia Jesus	ESP	1958
14500124	Dizdar Goran	CRO	1958
4100476	Dokhoian Yuri	RUS	1964
4100093	Dolmatov Sergey	RUS	1959
604011	Dorfman Iosif	FRA	1952
4108990	Dvoretzky Mark	RUS	1947
14100053	Eingorn Viacheslav	UKR	1956
2800373	Friedman Aviv	ISR	1963
3500179	Garcia Martinez Silvino	CUB	1944

2800438	Gelfer Israel	ISR	1945
13610228	Georgadze Tamas	GEO	1947
4100484	Glek Igor	GER	1969
14107074	Grabinsky Vladimir	UKR	1974
4200039	Grivas Efstratios	GRE	1966
2000040	Gulko Boris	USA	1947
200930	Gurevich Mikhail	TUR	1959
12500011	Harandi Khorso	IRI	1950
700061	Horvath Jozsef	HUN	1964
2200015	Illescas Miguel	ESP	1965
4102711	Janovsky Sergei	RUS	1960
300128	Jansa Vlastimil	CZE	1942
14403790	Jelen Iztok	SLO	1947
4618777	Jussupow Artur	GER	1960
2008564	Kaidanov Gregory	USA	1959
700282	Kallai Gabor	HUN	1959
4100026	Karpov Anatoly	RUS	1951
4100018	Kasparov Garry	RUS	1963
14100576	Khodarkovsky Michael	USA	1958
308633	Konopka Michal	CZE	1966
13500023	Kovalev Andrei	BLR	1961
4100794	Kuzmin Alexey	QAT	1963
600016	Lautier Joel	FRA	1973
5800242	Leong Ignatius	SIN	1956
13300024	Lputian Smbat	ARM	1958
2200074	Magem Badals Jordi	ESP	1967

4100468	Makarichev Sergey	RUS	1953
900354	Marjanovic Slavoljub	SRB	1955
400300	Martin Andrew	ENG	1957
14602385	Mikhalchishin Adrian	SLO	1954
14600013	Mohr Georg	SLO	1965
2224267	Moreno Carnero Javier Eduardo	ESP	1975
4124235	Nesis Gennadij	RUS	1947
4103173	Nikitin Aleksandr	RUS	1935
3500020	Nogueiras Jesus	CUB	1959
2500515	O'Connell Kevin	IRL	1949
2300010	Olafsson Helgi	ISL	1956
2014610	Palatnik Semon	USA	1950
902004	Petronic Jovan	SRB	1964
13300288	Petrosian Arshak	ARM	1953
14200139	Pinchuk Seregey	UZB	1943
14900068	Plachetka Jan	SVK	1945
14100215	Podgaets Mikhail (+)	UKR	1947
700088	Polgar Zsuzsa	USA	1969
2049732	Postovsky Boris	USA	1937
2800012	Psakhis Lev	ISR	1958
4100301	Razuvaev Yuri	RUS	1945
700010	Ribli Zoltan	HUN	1951
3200019	Rogers Ian	AUS	1960
500084	Sahu Sekhar	IND	1962
1100041	Schmidt Wlodzimierz	POL	1943
2000032	Seirawan Yasser	USA	1960
2019574	Sher Miron	USA	1952
1000039	Sosonko Gennadi	NED	1943
14100479	Srokowski Jaroslav	UKR	1961
2203650	Suarez Roa Jose Francisco	ESP	1963
14901536	Timoschenko Gennadij	SVK	1949
700193	Tompa Janos	HUN	1947
14100096	Tukmakov Vladimir	UKR	1946
13600052	Ubilava Elizbar	ESP	1950
4100522	Vasiukov Evgeni	RUS	1933
3500055	Vera Gonzalez Reinaldo	CUB	1961
13700014	Vladimirov Evgeny	KAZ	1957
8600147	Xie Jun	CHN	1970
8600040	Ye Jiangchuan	CHN	1960
13300520	Yegiazarian Arsen	ARM	1970
4103017	Zaitsev Igor	RUS	1937
4400011	Zapata Alonso	COL	1958
13800035	Zilberman Nathan	KGZ	1940

FIDE TRAINER (300)			
FIDE ID	SURNAME - NAME	COU	BO
10600485	Abdel Aziem Ramadan	EGY	1959
10600035	Abdelnabbi Imed	EGY	1957
4800605	Abdul Ghani Hayder	IRQ	1966
8100160	Aboudi Marwan	JOR	1964
4800079	Adil Ali Jalal	IRQ	1952
10600019	Afifi Assem	EGY	1947
6309259	Ahmadov Ziya	TUR	
12501468	Akbarinia Sayed Arash	IRI	1986
11200081	Al Afoo Shaker	BRN	
4800192	Al-Ali Hussein Ali Hussein	IRQ	1968
3500268	Aldama Degurnay Dionisio	MEX	
13401505	Aliyev Namig	AZE	1952
13400347	Allahverdiev Anar	AZE	1975
5100321	Almeida Saenz Alfonso	MEX	1966
3503267	Altuna Pena Jose Luis	CUB	1954
4800427	Amjad Al. M. Al-Bahadly	IRQ	1968
602612	Anic Darko	FRA	1957
901008	Antic Dejan	SRB	1968
14401614	Arapovic Vitomir	BIH	1951
3500012	Arencibia Walter Rodriguez	CUB	1967

6300421	Ari Zeki	TUR	1967
6700284	Arias Lemmys	ESA	1978
3501418	Arribas Maritza	CUB	1971
12500070	Aryanejad Hossein	IRI	1958
6300154	Asaturoglu Rupen	TUR	1959
6301037	Atakisi Umut	TUR	1981
6301606	Ataman Alper Efe	TUR	1983
7900058	Aziz Madani Benhadi	ALG	1958
7020048	Bagonay Attila (+)	HUN	1964
2105187	Barbosa Marco Antonio	BRA	1963
4401824	Barrientos Sergio	COL	1986
6300677	Bayram Yakup	TUR	1965
4400658	Beltran Carlos Armando	COL	1958
4000102	Berend Fred	LUX	1965
3201937	Berezina Irina	AUS	1965
2801639	Berkovich Mark	ISR	1952
14300770	Bhwoodien Shabir	RSA	1963
6300715	Bilyap Enis	TUR	1961
300756	Biolek Richard	CZE	1970
14107619	Bodnar Alexander	UKR	1955
14505207	Bogut Zeljko	BIH	1969
5600014	Borg Geoffrey	MLT	1963
14400235	Boric Muhamed	BIH	1960
4200446	Botsari Anna-Maria	GRE	1972
14300052	Bouah Lyndon	RSA	
5500010	Bouaziz Slim	TUN	1950
1600028	Brestian Egon	AUT	1964
3503283	Buela Valdespino Danilo	CUB	1952
14500280	Bukal Vladimir (+)	CRO	1939
14502941	Bukal Vladimir Jr.	CRO	1975
6308708	Capan Ozan	TUR	1978
9200215	Chahrani Ibrahim	LBA	1972
5200105	Chiong Zacarias Romero Luis	PHI	1957
6308716	Cihangir Hulusi	TUR	
4400763	Clavijo Usuga Jorge Maria	COL	1968
4400623	Contreras Henry	COL	1968
4401190	Cuertas Medina Jaime Alexander	COL	1975
14500086	Cvitan Ognjen	CRO	1961
1900030	Damaso Rui	POR	1968
12400092	Dang Tat Thang	VIE	1954
907596	Dekic Josip	SRB	1960
6300413	Demirel Tolga	TUR	1972
14400049	Dizdarevic Emir	BIH	1958
7102593	Djamil Djamal	INA	
5500079	Doghri Nabil	TUN	1964
14501694	Doric Nenad	CRO	1970
6301304	Duman Aydin	TUR	1972
5003377	Ebenezer Joseph	IND	1966
13600788	Edzgeradze Natalia	GEO	1975
10600086	El Arousy Abdul Hammed	EGY	1963
10600043	El Taher Fouad	EGY	1965
6300359	Erdogan Hakan	TUR	1966
6301495	Erdogdu Aziz Mert	TUR	1979
6301410	Erturan Yakup	TUR	1982
4400801	Escobar Forero Alder	COL	1977
5800382	Evans-Quek Suan Shiau	WLS	1961
3201791	Feldman Vladimir	AUS	1959
3600270	Fierro Baquero Martha	ECU	1977
1900080	Frois Antonio	POR	1962
4400330	Garcia Alvaro	COL	1962
13400126	Gasimov Raqim	AZE	1976
902268	Gavric Miladin	BIH	1960
4200063	Gavrilakis Nikolaos	GRE	1955
14500906	Gazarek Danko	CRO	1961
2900211	Genov Petar	BUL	1970
4200055	Gesos Pavlos	GRE	1945
12500550	Ghorbani Mohsen	IRI	1973
2200341	Gil Javier	ESP	1967

7100060	Ginting Nasib	INA	1959
5200466	Gloria Eric	PHI	1960
5000807	Gokhale Raghunandan	IND	1957
14502160	Golubovic Boris	CRO	1973
300977	Gonsior Evzen	CZE	1931
6500170	Gonzalez Bernal Acosta	CRC	1972
2209519	Gonzalez De La Nava Amador	ESP	1972
3503178	Gonzalez Ivan	CUB	1963
14600722	Gostisa Leon	SLO	1961
4300114	Green Ewen	NZL	1950
1000330	Grooten Herman	NED	1958
14600170	Grosar Aljosa	SLO	1967
13400061	Guliev Loqman	AZE	1974
13400231	Guliev Sarhan	AZE	1968
6300553	Guner Bulent	TUR	1965
6300383	Gurcan Selim	TUR	1974
4637976	Gutheil Heinrich	GER	1966
13300130	Gyozalyan Tigran	ARM	1957
4656598	Haag Ulrich	GER	1958
7900660	Haddouche Mohamed	ALG	1984
12500828	Haghshenas Getabi Ebrahim	IRI	1960
7100043	Handoko Edhi (+)	INA	1960
700622	Hardiscay Peter	HUN	1952
5000386	Hariharan Venkatachalam	IND	1956
4200357	Haritakis Theodoros	GRE	1967
700177	Hazai Laszlo	HUN	1953
6300634	Haznedaroglu Kivanc	TUR	1981
6500226	Hernandez Basante Francisco	CRC	1972
3507556	Hernandez Same Ramon Pastor	CUB	1972
700223	Horvath Gyula	HUN	1951
700185	Horvath Tamas	HUN	1951
14500060	Hulak Krunoslav	CRO	1951
6300111	Ipek Ali	TUR	1952
13600087	Janjhava Lasha	GEO	1970
14300702	Johannes Manyedi Mabusela	RSA	1984
903345	Joksic Sinisa	SRB	1940
5000262	Joshi G.B.	IND	1964
903108	Jovicic Milos	SRB	1947
300993	Jurek Josef	CZE	1954
14501104	Jurkovic Hrvoje	CRO	1973
14100533	Kachur Alexander	UKR	1959
4200438	Kalesis Nikolaos	GRE	1970
12501166	Karimi Hadi	IRI	1974
4124871	Kashtanov Ruslan	RUS	1979
6302734	Keler Faruk	TUR	1980
4628250	Khairallah Faysal	LIB	1975
10607846	Khaled Hassan	EGY	1955
4801180	Khaled Kh. Kh. Albu-Salih	IRQ	1956
14200473	Khegay Anjela	UZB	1976
13600710	Khomeriki Giorgi	GEO	1961
4500075	Kiik Kalle	EST	1963
6300391	Kilicaslan Hasan	TUR	1964
15001270	Kizov Atanas	MKD	1973
14300141	Kobese Watu	RSA	1973
6305008	Koc Serkan	TUR	
6300863	Kocak Mustafa Sabri	TUR	1955
6303285	Korkmaz Necmettin	TUR	1979
6325700	Kose Faruk	TUR	
6301584	Kose Serkan	TUR	1981
900290	Kosic Dragan	MNE	1970
14600935	Kovac Boris	SLO	1954
902152	Kovacevic Slobodan	SRB	1955
14502879	Kozul Zdenko	CRO	1966
25007599	Krishna Chitrada	IND	1976
6301010	Kucumenler Tarkan	TUR	1977
14400057	Kurajica Bojan	BIH	1947
4141342	Kuznetsov Kiril	RUS	1969
4500334	Lauk Ular	EST	1968

3500845	Lebrede Zarragoitia Gerardo	CUB	1950
8600562	Liang Zhihua	CHN	1970
14900483	Likavsky Tomas	SVK	1971
2100045	Lima Darcy	BRA	1962
1701193	Lind Jan-Olof	SWE	1951
1300091	Lombard Andre	SUI	1950
5700051	Long Peter	MAS	1961
3500900	Lopez Jimenez Armando Candid	CUB	1960
12404268	Luong Trong Minh	VIE	1961
4800095	Madhi S Abdulrazak	IRQ	1949
14201062	Madjidov Jasur	UZB	1982
14100584	Maksimenko Andrei	UKR	1969
14502690	Mandekic Ivan	CRO	1955
5200245	Maninang Rafaelito	PHI	1950
8100144	Mansour Sameer	JOR	1965
13900765	Marcziter Dmitrij	GER	1972
900664	Markovic Ivan J.	SRB	1972
5100046	Martin Del Campo Cardenas R	MEX	1967
4201183	Mastoras Ilias	GRE	1974
4401549	Mateus Martha	COL	1978
14500531	Medancic Ricardo	CRO	1950
14501619	Medic Mirjana	CRO	1964
14600099	Mencinger Vojko	SLO	1958
2048345	Mercuri Lou	USA	1958
700916	Mihok Laszlo	HUN	1954
14600048	Mikac Matjaz	SLO	1964
905046	Milanovic Vojislav	SRB	1961
901385	Miljanic Boro	MNE	1965
6500374	Minero Pineda Sergio Erick	CRC	1974
600059	Miralles Gilles	FRA	1966
901202	Mirkovic Slobodan	SRB	1958
5000106	Mishra Neeraj Kumar	IND	1968
10600060	Mohamed Farag Amrou	EGY	1960
4402006	Molano Minaya Juan Manuel	COL	
12501930	Moosavian S. Seyed Hamed	IRI	1985
4401450	Morales Jhon	COL	1979
14500949	Mufic Goran	CRO	1955
5000041	Murugan Krishnamoorthy	IND	1963
13300393	Nadanian Ashot	ARM	1972
904279	Nestorovic Dejan	SRB	1964
1602675	Neubauer Martin	AUT	1973
12400025	Nguyen Anh Dung	VIE	1976
12400114	Nguyen Tan Tung	VIE	1960
4800249	Noah A. H. Al-Ali	IRQ	1970
3202232	Nutu-Gajic Daniela	AUS	1957
5100690	Ocampo Vargas Raul	MEX	
6300405	Olcayoz Alper	TUR	1971
4140117	Oleinikov Dmitry	RUS	1965
14600200	Orel Oskar (+)	SLO	1958
3900053	Ostos Julio	VEN	1953
1100572	Ostrowski Leszek	POL	1961
6303633	Ozerkman Mehmet	TUR	
5201322	Paciencia Enrique	PHI	1967
12504270	Pahlevanzadeh Mehrdad	IRI	1966
14500116	Palac Mladen	CRO	1971
601357	Partmentier Xavier	FRA	1963
2600030	Pelts Roman	CAN	1937
7000596	Pineau Jacques	JPN	1961
14600218	Polajzer Danilo	SLO	1958
5206030	Polistico Eliodoro	PHI	1960
3900819	Prasca Sosa Rafael	VEN	1983
4642325	Prusikin Michael	GER	1978
4102932	Pukshansky Michael	RUS	1952
5105650	Quintana Hernandez Marcos Ivan	MEX	1975
900265	Rajkovic Dusan	SRB	1942
5002109	Ramesh Ramachandran	IND	1976
3501280	Ramon Pita Vivian	CUB	1963
7000219	Ramos Domingo	JPN	1960

5200644	Ranola Yves	PHI	1972
5000149	RavikumarVaidyanathan	IND	1959
4626966	Relitzki Achim	GER	
6301290	Reyhan Dogan Heval	TUR	1978
4618920	Richter Michael	GER	1978
4401204	Rios Parra Mauricio	COL	1974
901318	Ristic Nenad	SRB	1958
3502031	Rivero Gonzalez Carlos	CUB	1971
1900404	Rocha Sergio	POR	1972
12501034	Roghani Arash	IRI	1979
14301768	Rubery Mark	RSA	
14500191	Rukavina Josip	CRO	1942
4500040	Rytshagov Mikhail	EST	1967
13200712	Ryu Eunseop	KOR	
14603683	Sakelsek Tadej	SLO	1986
4401166	Saladen Rafael	COL	1956
14500760	Sale Srdjan	CRO	1963
4401174	Sanchez Victor	COL	1965
3201805	Sandler Leonid	AUS	1962
14506254	Saric Ante	CRO	1984
916498	Secic Milos	SRB	1977
1604988	Schein Karl-Heinz	AUT	1963
4626974	Schlemmer Wilhelm (+)	GER	1958
1604520	Schneider-Zinner Harald	AUT	1968
4611535	Schoener Ralf	GER	1961
6303293	Secer Ata	TUR	1983
14500485	Sindik Ervin	CRO	1953
7100426	Situru Nathanael	INA	1963
4300190	Smith Robert Wayne	NZL	1963
6300510	Solakoglu Ozgur	TUR	1968
14300192	Solomon Kenny	RSA	
13700634	Son Asya	KAZ	
10600809	Sorial Hanna	LBA	1962
13501151	Sorokina Anastasia	AUS	1980
3800580	Soto Jorge	PER	1970
6300065	Soylu Suat	TUR	1960
2902257	Stefanova Antoaneta	BUL	1979
2300117	Steingrimsson Hedinn	ISL	1975
916366	Stojanovic Mihajlo	SRB	1977
101028	Szmetan Ricardo	BAR	1952
12501689	Tehrani Afshin	IRI	
3202046	Tindall Brett	AUS	1977
9000240	Tissir Mohamed	MAR	1976
915874	Trajkovic Predrag	SRB	1970
4500199	Tsiganova Monika	EST	1969
6300472	Ulucan Teoman	TUR	1964
1208624	Urcan Olimpiu	ROM	1977
4401107	Uribe Mauricio	COL	1981
4402057	Valderrama Gilberto	COL	1968
6500331	Valdes Leonardo	CRC	1975
14300427	Van der Nat Nicholas	RSA	
3500462	Velez Betancourt Nestor Tomas	CUB	1956
5100089	Verduga Zavala Denis	MEX	1953
3500098	Vilela De Acuna Luis Jose	CUB	1953
5005353	Visweswaran K.	IND	1974
4401247	Vittorino Carlo	COL	1970
300101	Vokac Marek	CZE	1958
14600269	Vombek Daniel	SLO	1967
4200110	Vragoteris Antonios	GRE	1964
1305662	Vuilleumir Alexandre	SUI	1982
9900055	Weeramantry Sunil	SRI	1951
5804140	Wong Ngiam Yee	SIN	1953
5800714	Wu Shaobin	SIN	1969
6303684	Yagiz Yasin Emrah	TUR	1986
6301142	Yeke Serkan	TUR	1975
6300030	Yilmaz Turhan	TUR	1958
13800019	Yurtaev Leonid	KGZ	1959
6300081	Yurtseven Can	TUR	1960

2900289	Zahariev Zahari	BUL	1961
14500310	Zelcic Robert	CRO	1965
14501350	Zelenika Srdjan	CRO	1965
8602867	Zhang Jilin	CHN	1986
12500704	Zibaei Abdollah	IRI	1961
14502682	Ziger Silvestar	CRO	1952
14503263	Zivkovic Vjekoslav	CRO	1972
7600631	Zuhair Ahmad	SYR	1962

FIDE INSTRUCTOR (354)			
FIDE ID	SURNAME - NAME	COU	BO
5204763	Abalos Wilfredo	PHI	1961
9200312	Abdallah Khaled Elnami	LBA	1958
7901038	Abderahmane Yahiaoui	ALG	
4800613	Abdul Hadi Maftool	IRQ	1965
9400958	Abdul-Havla Sallah Sabri	YEM	
7800568	Abdus Salim	PAK	
3604195	Achig Balarezo Jose	ECU	
4800443	Ahmad Abdul Khaliq	IRQ	1963
4801849	Ahmed Abdul Sattar Abdulwhha	IRQ	1975
2020564	Airapetian Chouchanik	USA	1975
5301874	Akhrass Roland	LIB	
6302416	Akyildiz Baris	TUR	1978
7600127	Al Argha Hisham	SYR	1960
10602348	Albadri Abd Al Sattar	IRQ	1966
4200527	Alexakis Dimitrios	GRE	1961
4276426	Alexiou Konstantinos	GRE	1958
11200987	Al-Ghasra Sadeque	BAH	1956
9201122	Ali El Haj Nizar	LBA	1972
3601587	Alvarado Eliu	ECU	1973
9200380	Al-Zayat Ahmed	LBA	1984
24610593	Anliker Peter	GER	1938
5900123	Antoniu Antonis	CYP	1970
4202210	Argioudis Stamatis	GRE	1980
4803680	Ari Ahmad Mohammed	IRQ	1963
6308660	Arik Abdullah	TUR	
4136586	Ariskin Aleksey	RUS	1981
5900468	Aristotelous Vassilis	CYP	1956
901679	Arsovic Zoran	SRB	1967
4804902	Asaad Ismael Tawfeeq	IRQ	1968
9200177	Asabri Hussein	LBA	1967
6302777	Asilkefeli Hasan	TUR	1961
7100892	Askali Nurdin	INA	1962
4800435	Atia Madhi	IRQ	1968
6308686	Atilla Turgay	TUR	1956
3600670	Aucay Pelaez Mauro Javier	ECU	1981
13000063	Aung Thant Zin	MYA	1960
6343813	Azgin Sezer	TUR	1976
4801636	Aziz Jawad Obada	IRQ	1957
14304627	Ball Lawrence	RSA	1955
7900244	Belkacem Krim	ALG	1962
14510359	Berke Ana	CRO	1988
5211301	Bersamina Norlito	PHI	1966
3900622	Blanco Acevedo Maria Carolina	VEN	1980
2219107	Blasco De La Cruz Luis	ESP	1972
6301053	Bolcan Engin	TUR	1967
4404793	Bolivar Jeyson	COL	1986
1314807	Bonferroni Carlo	SUI	
14400839	Boric Elena	BIH	1963
14306360	Botha Martin	RSA	
4201590	Bousios Hristos	GRE	1960
7700237	Bowles Andrew	TRI	1953
938556	Bozilov Novica	SRB	1965
14506203	Bratosevic Mladen	CRO	1959
14602105	Brcar Andrej	SLO	1969
14501015	Brigljevic Milan	CRO	1959

14506670	Brulic Denis	CRO	1979
4401530	Buitrago Juan Carlos	COL	1965
11200090	Bukhalaf Ebrahim	BRN	1964
2006588	Buky John P.	USA	1961
1307940	Burnier David	SUI	1970
2212269	Cao Armillas Jesus	ESP	1956
4416112	Castillo Shirley	COL	1978
14300249	Cawdery Daniel	RSA	
4700716	Cela Shkelqim	ALB	1956
	Chacon Jose	VEN	1958
5801575	Chan Peng Khoon Gerald	SIN	1990
7101511	Chkartina Gerhana	INA	1992
7700130	Chong Kurtis B.	TRI	1961
5500184	Chouari Wajdi	TUN	
2060981	Ciamarra Michael	USA	1958
6308716	Cihangir Hulusi	TUR	
11602384	Cimina Andra	LAT	1972
8400040	Colindres Daniel	HON	1960
6001130	Connor David	HKG	
1902121	Crespo Leonardo	ECU	1951
1201050	Crisan Ioan	CAN	1959
6300839	Dalkiran Halil Sertac	TUR	1955
2260824	De Andres Oterino Carlos	ESP	1970
6900224	De la Riva Aguado Oscar	AND	1972
4404939	Delgado Carlos	COL	1980
2601729	Demian Valer Eugen	CAN	1963
6301894	Demiralp Murat	TUR	1981
5004403	Deshmukh Prasad P.	IND	1974
1308912	Deubelbeiss Rene	SUI	1956
14402270	Devedzic Osman	BIH	1950
4805003	Dhafer Abdul Ameer Madhloom	IRQ	1966
4805623	Dhamir Jabar Al-Yhyi	IRQ	1974
5001331	Dhar-Barua Saheli	IND	1974
2053969	Diaz Geber	VEN	1965
4208773	Dimitriadis Alexandros	GRE	1985
929239	Dimitrijevic Aleksandra	BIH	1986
919101	Djerkovic Miladin	CAN	1964
2000547	Donaldson Elena	USA	1957
24617326	Drescher Thomas	GER	1971
14601125	Drinovec Ales	SLO	1965
14602261	Drobne Marjan	SLO	1961
2102773	Duarte Tatiana Peres	BRA	1978
24617539	Duerr Hanno	GER	1938
6308724	Duman Huseyin	TUR	
2053993	Duque Raymond	USA	1959
5023467	Dutta Prasenjit	IND	1970
15200051	Eichab Charles Sidney	NAM	1979
9201220	El Ghadamsy Mohamed	LBA	1981
9200762	Elflow Khalood	LBA	1992
6306772	Enzin Hatice	TUR	
6303870	Erencek Ali Ediz	TUR	1968
6342221	Eryucel Mehmet Emre	TUR	
7100205	Fahrurazie	INA	
3501426	Fandino Roquelina	CUB	1968
4802691	Farhan Naseer Jasim	IRQ	1959
11100095	Farley Terry	BAR	1973
7900937	Farouk Djaballah	ALG	
10600396	Fathy Elameir	EGY	1972
24636762	Feldmann Guido	GER	1966
1323911	Fessard Pascal	SUI	
14301652	Fredericks Malcolm	RSA	1962
10600507	Frhat Ali	EGY	1975
14300818	Frick Denise	RSA	
9909141	Friyagama Sarath	SRI	
11300310	Gaealafshwe Barileng	BOT	
4200659	Gazis Efstathios	GRE	1964
14000261	Geldyev Kochmurad	TKM	1970
10600230	Georg Magdy	EGY	1965

6300979	Gokerman Ersan	TUR	1976
5000530	Gokhale Jayant Suresh	IND	1972
6301924	Goksel Doga Cihan	TUR	1981
4410041	Gomez Samael	COL	1974
14301709	Goosen Anton	RSA	1961
1323920	Graeff Karl	SUI	
2810557	Granite Tal	ISR	1975
24657751	Greiser Christian	GER	1959
6318444	Guctekin Nuri	TUR	1979
7100035	Gunawan Ronny	INA	1960
6342280	Guvendik Muharrem	TUR	
7100248	Hainansyan	INA	
12506796	Hajvaziri Sina	IRI	
4800940	Hameed Amir	IRQ	1968
7700156	Harper Ryan	TRI	1977
7102810	Hasanudin Sulaeman	INA	
6302017	Hatipoglu Metin	TUR	1963
1323938	Heddergott Daniel	SUI	
1308335	Held Thomas	SUI	1969
3902510	Hernandez Ulises	VEN	1974
6000525	Ho Yin Ping	HKG	1961
4801431	Hussein Ali Hadi	IRQ	1954
2218003	Iglesias Valle Enrique	ESP	1959
6308759	Ilyas Umit	TUR	
6301886	Isik Engin Yasar	TUR	1982
4800800	Ismael Namir Mohammed	IRQ	1971
4801172	Jalal K. Al-Din	IRQ	1965
5500192	Jlassi Sofiane	TUN	1969
4800087	Jumaa A. Gatea	IRQ	1961
14300788	Jurgensen Graham Ian	RSA	
10000070	Juulius Anuari	UGA	
10800280	Kagambi Lawrence	KEN	1954
4203569	Kalokambis Mihail	GRE	1942
5005035	Kalyan Kumar Y.	IND	1968
10800255	Kanegeni Matthew Camau	KEN	
6350623	Kara Aydin	TUR	
6303943	Karamahmutoglu Eser	TUR	1983
6342264	Karatas Melih	TUR	
5001552	Kasi A.L.	IND	1969
11300302	Kealeboga Baone	BOT	
11300051	Kgosimore Moatlhodi	BOT	
5007054	Khasim Sk	IND	1975
4804457	Khudhair Khalaf Khalid	IRQ	
6305334	Kilic Ihsan	TUR	1980
13200720	Kim Sang Yoon	KOR	1973
2006596	Kitson Colley	USA	1967
14301660	Klaver Cornelis	RSA	
5900158	Klerides Paris	CYP	1970
1308980	Knaus Max	SUI	1957
14601028	Kodric Martin	SLO	1970
14600153	Kolar Srecko	SLO	1954
14602725	Kovac Silvo	SLO	1942
14300206	Kromhout Ewan	RSA	
6325211	Kulac Olgun	TUR	1957
5001684	Kunte Mrunalini	IND	1973
6310028	Kuru Ferhat	TUR	1978
5001935	Lahiri Santanu	IND	1966
905321	Lakic Nikola	BIH	1947
5017025	Lakshmi Priya TT	IND	1981
6000770	Lam Mingo Kwok Wai	HKG	1966
1306804	Laube Giovanni	SUI	
14300800	Laubscher-Solomons Anzel	RSA	1978
7700164	Lee Cecil	TRI	1941
8500959	Lekan Adeyemi	NGR	
3501469	Leon Cordero Eumelia	CUB	1961
7102496	Lestari Baiq Vina	INA	
14305674	Lewis Mark	RSA	1962
60001122	Li Jackson	HKG	1962

1313592	Lienhard Andreas	SUI	
5202612	Lincoln Yap	PHI	1957
14503743	Lovrencic Vladimir	CRO	1959
24633453	Luhm Stephan	GER	1966
7100400	Lumongdong Lisa Karlina	INA	1968
4300785	Lynn Kenneth William	NZL	
5706416	Mah Hassan Omar	MAS	
7100680	Majella Yoseph R.	INA	
10800204	Makatia Alexander Pani	KEN	
11000120	Makoto Rodwell	ZIM	1987
11300361	Makwati Mahommed Israel	BOT	
11000147	Mamombe Kudzanai	ZIM	
6307493	Marasli Tutku Kahraman	TUR	1984
4203143	Markantonis Vasilios	GRE	1972
4401565	Martinez Sergio	COL	1969
5200024	Mascarinas Rico	PHI	1953
14306379	Mc Avoy Paul	RSA	
5900166	Melas Renos	CYP	1965
3611728	Menendez Marcos	ECU	1980
7700148	Merritt Mario	TRI	1963
5501067	Messaoudi Bechir	TUN	1957
6342450	Mete Aykut Ilker	TUR	1971
4205588	Mihailidis Anastacios	GRE	1984
14600480	Mihevc Ivo	SLO	1947
6300618	Miyak Burak	TUR	1971
10400265	Mohammad Jawad	BAH	
4805631	Mohammed Hanon Shlaga	IRQ	1964
6401341	Morel Ivan Rafael	DOM	
14306387	Morris Richard	RSA	
5204615	Moseros Jose	PHI	1967
2134381	Moura Charles	BRA	1970
8700303	Mubanga Francis	ZAM	
9304290	Muneera Mohammed Kaak	UAE	
5006430	Muralimohan K.	IND	1950
6800246	Murphy Margaret	ISV	
5014247	Muthu Kumaran R.	IND	1986
15200027	Nakapunda Otto Zandell	NAM	1975
4402898	Navia Edwin	COL	1978
14700026	Nazarov Anvar	TJK	1960
14300400	Nelson Jaco	RSA	1978
14306395	Ngidi Patson	RSA	
12400408	Nguyen Thai Binh	VIE	1980
15200434	Nitzborn Max Baron	NAM	1971
14305860	November Edwin	RSA	1964
6342272	Oezen Ali	TUR	
6308783	Osmanli Hanife	TUR	
6310133	Ozen Burak	TUR	1979
2032376	Pabon Tony	USA	1935
6000100	Palian Saras	HKG	
1313266	Pantillon Patrik Andre	SUI	
4201248	Papatheodorou Theodoros (+)	GRE	1967
5900280	Papatryfonos Constantinos	CYP	1984
7102259	Patrick Ryan	INA	1963
2207869	Pellicer Celemi Jose Luis	ESP	1964
1004786	Peng Zhaoqin	NED	1968
3500950	Perez Felix	CUB	1953
4201299	Perifanis Georgios	GRE	1960
6308791	Pesmen Haydar	TUR	
4200985	Petraki Maria	GRE	1962
4203739	Pilalis Christos	GRE	1966
1904248	Pinela Henrique	POR	1977
4208595	Pitselis Grigorios	GRE	1971
1307029	Planchamp Jacob	SUI	1990
5020050	Praful Zaveri	IND	1964
4626958	Preuss Thomas	GER	
14301296	Price Eddie	RSA	1939
4201639	Psomiadis Stavros	GRE	1962
14503727	Radosavljevic Petar	CRO	1953

5002559	Raj Sen	IND	1968
14603187	Rajkovic Radisa	SLO	1962
3800474	Ramirez Cesar	PER	1974
7101783	Ramlan Samuel	INA	1960
7700032	Raphael John	TRI	1957
4502752	Raud Tiina	EST	
5001595	Ravichandran V.	IND	1965
1304445	Regez Markus	SUI	1974
4402030	Renteria Rolando	COL	1972
4404033	Rios Juan	COL	1970
2204037	Rodriguez Lopez Jose Luis	ESP	1962
4402863	Rosales Sarria Daniel	COL	1956
4400372	Ruiz Alciguel	COL	1953
14602458	Rusjan Dusan	SLO	1945
14306794	Rust Keith Frederick	RSA	1958
916765	Sakotic Jasna	MNE	1967
14306409	Salverda Anton	RSA	
4800818	Sami Abbas Abdula	IRQ	1966
3900754	Sanchez Castillo Sarai	VEN	1981
6352057	Sargin Menderes	TUR	1977
14506254	Saric Ante	CRO	1984
4805534	Sattar Naser Hussein	IRQ	1968
5900077	Savva Panikos	CYP	1963
1318918	Schenker Roberto	SUI	1986
1311441	Scherrer Heinrich	SUI	1951
1312537	Schnelli Roman	SUI	1978
6308813	Seckin Mehmet	TUR	
24676012	Semmler Reinhardt	GER	1967
9200150	Shabash Abdullatief Mohamed	LBA	1955
10800301	Sijenyi Stephen Ouma	KEN	
727830	Simai Laszlo	HUN	1943
4202570	Simeonidis Ioannis	GRE	1975
8700389	Simutowe Musatwe	ZAM	1979
14306026	Slamang Mohamed Kassiem	RSA	1950
14502178	Slamar Velimir	CRO	1955
4301935	Smith Vivian Joyce	NZL	
7102844	Soewarno Didi S.	INA	
3100022	Sosa Luis	PUR	1958
14602768	Srebrnic Ana	SLO	
14602776	Srebrnic Vojko	SLO	
14302926	Steenkamp Johan	RSA	1978
15000796	Stojanovski Dejan	MKD	1984
25030736	Sundarrajan KP	IND	
7100701	Supriyono Eko	INA	
7102852	Syahrir H.	INA	
5208777	Tacorda Rommel	PHI	
14304333	Takawira Erick	RSA	1981
4800958	Taleb Salem	IRQ	1963
2208733	Tallarico Tallarico Ovidio Mar	ESP	1960
3203077	Tanti Joseph	AUS	
4213882	Theoharidis Georgios	GRE	1976
6301150	Tofan Ybrahim	TUR	1967
6318754	Toluk Ahmed	TUR	
14503689	Tomasic Roland	CRO	1970
12403555	Tong Thai Hung	VIE	1968
3800563	Torres Jean	PER	1969
3900444	Torres Jose	VEN	1973
24615420	Trappmann Peter	GER	1940
14505363	Trbojevic Mladen	CRO	1980
12403571	Trinh Van Dong	VIE	
4201094	Tsarouhas Konstantinos	GRE	1964
4203437	Tsarouhas Vasilios	GRE	1961
4203402	Tsekouras Theodoros	GRE	1976
4200586	Tsorbatzoglou Theodoros	GRE	1972
6308830	Tumer Hikmet	TUR	
4401387	Valle Efrain	COL	1955
200760	Van Speybroeck Philippe	BEL	1963
7102402	Verdiana Norasya	INA	

14306417	Vermaak Frans-Willem	RSA	
4212070	Vidalis Evagelos	GRE	1956
805777	Vignato Giovanni	ITA	1969
14526956	Vrhovnik Damir	CRO	1947
4301234	Wang Victor	NZL	
4300815	Wheeler Bruce	NZL	1958
1308262	Wiesmann Dominique	SUI	1966
9900144	Wifesuriya G. Luxman	SRI	1966
14306239	Willenberg Roland	RSA	1961
2048302	Wilson F. Leon	USA	1953
10700102	Wilson Peter John Barry	ENG	1943
14306824	Wolpe Clyde	RSA	1961
1312570	Wuest Andreas	SUI	1957
7900384	Yahiaoui Abdelkrim	ALG	
6301665	Yalim Suleyman	TUR	1969
4671678	Yanik Sural Emine	TUR	1976
7700105	Yee Frank	TRI	1970
6305474	Yener Cemil	TUR	1977
6302980	Yildiz Emre	TUR	1980
6302998	Yildiz Mustafa	TUR	
10602887	Yusef Ahmed	EGY	
7101520	Zainuddin Yusuf Achmad	INA	
14500450	Zaja Ivan	CRO	1965
4190092	Zakharova Adelaida	RUS	1982
8400091	Zamora Roberto	HON	1964
3900614	Zavala Arevalo Vicencio Noel	VEN	1978
805319	Zoldan Matteo	ITA	1970

8700621	Chileya Bwalya	ZAM	1957
5900328	Constantinou Pavlos	CYP	1982
5200628	De Ramos Julius Joseph	PHI	1987
5011531	Dhanesh Shrikande	IND	1970
8200033	Dos Ramos Ricardo	SUR	1963
9201300	Durar Fathi Mohamed	LBA	1962
7102275	Effendi Imam	INA	
9200401	Elfelo Khadija	LBA	1986
9200142	Faranka Khaled	LBA	1965
3301664	Ferrufino Alfonso	BOL	1967
1212915	Foisor Sabina-Francesca	USA	1989
14306735	Frick Jacques	RSA	1979
4800117	Frmesk W Mohammad Qani	IRQ	1966
9201564	Ftiees Salah	LBA	1965
8200041	Gajadin Dewperkash	SUR	1961
5021880	Ganesan K.	IND	1963
6900020	García Paolicchi Raul	AND	1952
5900360	Georgiou Andreas	CYP	1973
15700119	Gereqziabher Berhane Gebre	ETH	1968
8700630	Gondwe Kondwani Maxwell	ZAM	1989
5900832	Hadjiloucas Vassilis	CYP	1972
5900395	Hadjinikolaou Pigasios	CYP	1973
7102623	Handayani Tri	INA	
8200173	Hanoeman Suradj	SUR	1987
5702658	Haslindah Ruslan	MAS	1970
13301497	Hayrapetian Vladimir	ARM	1957
4805682	Haytham Bader Hursain	IRQ	1972
4805690	Hazem M. M. Alharki	IRQ	1949
9200479	Humrana Mostafa	LBA	1979
19800037	Ibrahima Konate	MLI	1951
7102283	Ie Lie Kian Ming	INA	
11500263	Ihsan Jawad	PLE	1972
4803256	Jabbar Raheem	IRQ	1949
4805704	Jamal Ali Saber	IRQ	1964
8603103	Joe Yueh Wei-Po	TPE	1976
4303369	Johari Halim	NZL	1970
5702755	Jusoh Muhamad Rizal	MAS	
4802420	Kameran Aziz	IRQ	1970
7102291	Kartolo Saperi	INA	
5900719	Kasparis Nikolas	CYP	1979
5900310	Kassinopoulos Doros	CYP	1963
11000473	Katema Patrick Tinashe	ZIM	1988
11300396	Keinya Boitumelo	BOT	
11300418	Kelathlilwe Kelapile	BOT	1980
14113139	Kepeschuk Mikhail	UKR	1982
5302056	Khairallah Elias	LIB	1960
5703590	Khore Bean Hwa	MAS	1953
6307442	Korkmaz Turhan	TUR	1966
14603012	Kosmac Blaz	SLO	1978
4276434	Kourtis Hariton	GRE	1981
14603241	Loviscek Matjaz	SLO	1984
8700052	Lungu Nase	ZAM	1973
5026776	Malvankar Avinash	IND	1970
5703778	Mat Isa Shamsuddin Bin	MAS	1977
15700097	Mesfin Leykun	ETH	1976
4218531	Mihtis Theodoros	GRE	1970
9201769	Mohammed Hazim Mohammed	LBA	1985
4803400	Mohammed Reshid	IRQ	1965
4805720	Muhammd Muhmed	IRQ	
8200122	Mungroo Franklin	SUR	1969
2229560	Muniz Pardino Alberto	ESP	1977
6200478	Nakvanich Sahapol	TAI	1969
14306751	Neethling Donovan	RSA	1983
14306760	Nene Themba	RSA	1984
7102160	Ni Putu Widiari S SS	INA	
2917050	Nikolieva Alexandrina	BUL	1979
5024293	Nitin Warde	IND	1976
15200132	Nitzborn Josef	NAM	1982

NATIONAL INSTRUCTOR (143)			
FIDE ID	SURNAME - NAME	COU	BO
16100093	Abdi Hassaan Ahmaed	SOM	
5706424	Abdul Latiff Mohamad	MAS	
5704944	Abu Bakar Martin B. A.	MAS	
7100736	Abu Bakar Nurdin	INA	1978
9200274	Abulhul Tarik	LBA	1968
5700655	Ahmad Ismail	MAS	1963
16100115	Ahmed Abdi Hassan	SOM	1953
10608559	Ahmed Adel Ahmed	EGY	1977
9201343	Al Betro Khaled	LBA	1975
9200738	Al Felo Al Said Juma	LBA	1963
7601433	Al Najjar Huda	SYR	1978
6333028	Alev Engin Deniz	TUR	1963
9201661	Algehani Aref	LBA	1952
4805640	Ali Hazem Mohammed	IRQ	1985
4802004	Ali Rasheed Mohammed Amin	IRQ	1978
25030744	Ananthan M.R.	IND	
7102267	Anwar Hardian	INA	
9201688	Atwer Milad	LBA	1959
11100184	Austin Dirk	BAR	1966
6342230	Aydeniz Gurkan	TUR	1975
6355994	Aydin Delal	TUR	1977
4805658	Badre Abdulabbas Jaffar	IRQ	1963
4805666	Bassam Arzwky Hamead	IRQ	1972
2030403	Beckwith Stan	USA	1939
2028948	Belachew Yimam Abera	ETH	1963
10609431	Bongo Akanga Barthelemy	GAB	1971
11300264	Bontzi Chazha	BOT	
14301857	Bornheim Darren	RSA	1989
2603411	Botez Andrei	CAN	1969
5044324	Brahman S K	IND	
4424476	Buitrago Shirley	COL	1979
8700613	Buumba Obrian	ZAM	1987
5203627	Cabe Arlan Ferreria	PHI	1972
5200288	Cain Celestino	PHI	
4805674	Chenarwerya	IRQ	1978
5800188	Chia Chee Seng	SIN	1955

8700532	Nsakanya Chanda	ZAM	1974
6356028	Okan Mehmet Suleyman	TUR	1961
4218612	Papadopoulos Gerasimos	GRE	1979
4222644	Papaefstratiou Andreas	GRE	1968
5900549	Papouis Diomides	CYP	1982
5051398	Parivel M	IND	1971
3700062	Peralta Eduardo	PAR	1970
14306778	Petersen Christopher William	RSA	1964
4229169	Psychogios Antonios	GRE	1977
7102305	Rachman Usop A.	INA	
14305968	Risticovic Dmitar	RSA	1988
3101479	Rivera Eduardo	PUR	1952
14516977	Rubesa Andrej	CRO	1980
14531836	Rubesa Danijel	CRO	1986
4800354	Said H. M.	IRQ	1956
4805739	Samir Saleh Raman	IRQ	1958
4805747	Sarwan Kamal Ramzi	IRQ	1968
6352065	Savset Ufuk	TUR	1981
11500336	Shobaita Ahmed	PLE	1983
11500786	Shobaita Talal	PLE	1986
1111400	Sielicki Tomasz	POL	1960
5037921	Singhai Niklesh Jain	IND	1984
11300450	Sitale Tshepo	BOT	1981
14608138	Smon Gregor	SLO	1971
5054990	Srinivasa Rangan	IND	1978
5201055	Suelo Roberto Jr. Ramos	PHI	1976
5029406	Suresh Kumar A.	IND	1983
2044684	Taylor Anton	USA	1985
5701511	Toh Chin Leong Joseph	MAS	1959
14306808	Van Der Merwe Marisa	RSA	1955
7102313	Vendlan	INA	
5064139	Vivek M.	IND	1987
5706440	Wahiduddin Kairunnisa	MAS	
5706459	Wahiduddin Fadzilah	MAS	
14306816	Willemse Rudolph	RSA	1988
8600309	Wu Xibin	CHN	1964
5901219	Yiapanis Giorgos	CYP	1974
16700155	Zahir Adma	MDV	
14602814	Zvan Ziga	SLO	1981

DEVELOPMENTAL INSTRUCTOR (91)			
FIDE ID	SURNAME - NAME	COU	BO
9201637	Abochhwa Hani Ali Salam	LBA	1991
9201645	Abongap Mohamed	LBA	1977
7102321	Agus Syafri SAg	INA	
8500711	Akhiwu Ehidihamen Eugene	NGR	1966
9201653	Al Zawia Abdulate Rajab	LBA	1968
9201670	Alhadi Abubaker	LBA	1973
9201696	Azegni Mehdi Abobaker	LBA	1977
2060990	Banks Stacey	USA	1978
15800059	Banlock Benjamin Didier	CRN	1979
9201700	Bo Ahsain Osama Hassen	LBA	1975
14305216	Bosch Benjamin	RSA	1975
9201718	Brsh Almargane	LBA	1964
5900638	Bryan-Vissi Mark	CYP	1991
15400212	Celis Chang Joel	MAC	1994
5900476	Christodoulides Christos	CYP	1960
5901308	Constantinou Haralampos	CYP	1971
9201726	Dakhil Abdmoula	LBA	1962
8500967	Edward Dappa Rachael	NGR	1969
9201319	El Abani Ali Selah	LBA	1957
9200495	El Felo Ahmed	LBA	1989
9200720	El Naami Salaheddin	LBA	1993
6356001	Elden Selda	TUR	1973
10400036	Elton Joseph	BAH	1987
9201734	Embark Khamis Omran	LBA	1965

5900344	Evdokiou Neofytos	CYP	1966
4264673	Fakidis Georgios	GRE	1961
9201742	Fakron Ramadan	LBA	1962
7102364	Fauzani	INA	
3214737	Fourie Charl Reinard	AUS	1970
15700127	Fufa Sileshi Hailu	ETH	1956
9201750	Gahfer Khaled	LBA	1968
7100434	Gondo Kusumo Supriadi	INA	
5706467	Hamdan Sairi	MAS	
2000067	Haskel Jon	USA	1953
5085225	Kanna Reddy K.	IND	1960
10800778	Kanyua Mary	KEN	1982
5045541	Kavlekar Sanjay R.	IND	1967
6356010	Kaymaz Arzu	TUR	1975
10400052	Kean Smith Alfred	BAH	1969
5901120	Kefalas Loukas	CYP	1994
	Khoo Teng Chun Joey	SIN	1968
5706491	Koh Teong-Hean David	MAS	
11300299	Kolaatamo Tschimologo	BOT	
5900425	Lazaris Stelios	CYP	1958
8607850	Liu Jian Hua Michelle	CHN	1971
8602662	Lou Hongyu	CHN	1968
11000805	Makem Pierre	CRN	1975
5900433	Markidou Christianna	CYP	1977
8700591	Mbatha Constance	ZAM	1986
15800067	Mbusnoum Henri Celestin	CRN	1963
15800075	Minali Benoit Eric	CRN	1974
8500746	Mohammed Sani Usman	NGR	1960
11300426	Mpuisang Alex B.	BOT	
25010255	Muniraju Narayanappa	IND	1957
2061007	Mykytyn Ivonne	USA	1981
5095921	Nandakumar N.K.	IND	1977
9201777	Nanis Younis	LBA	1986
	Narayanan Krishnan	MAS	1956
14306743	Ncubuka Jabu David	RSA	1965
20300034	Ntagasigumwami Deo	BDI	1953
7101180	Nuerohu Rukminto	INA	
16400178	Nyirenda Paul	MAW	1976
4403657	Orozco Luz	COL	1988
9201785	Otman Ali Mohamd	LBA	1973
5202760	Paez Alfredo	PHI	1969
14306786	Phera James	RSA	1951
25007580	Prabhakar Sakthi	IND	
15400409	Punongbayan Hexilon Dela Cruz	PHI	1987
25018493	Rajinder Sharma	IND	1958
11300434	Ramonesane Batlhalefeng	BOT	
7102372	Riston Pangaribuan	INA	
4276442	Rousos Ioannis	GRE	1975
9201793	Salh Moftah	LBA	1972
5085217	Sarma K. V. V.	IND	1970
2061015	Sekar Jayashree	USA	1971
10400150	Seymour Warren	BAH	1936
8700605	Simusamba Kuchunga Edwin	ZAM	1971
19900015	Sokhna Serigne Mactar	SEN	1955
6356036	Somali Beyhan	TUR	1967
5706475	Suffiah Muhamad	MAS	
5706483	Suhairi Hussin	MAS	
15700143	Taffese Abebaw Kebede	ETH	1965
15700160	Temeegeen Addisalem	ETH	1981
13002872	Tin Lay Shwe	MYA	1981
	U Thaug Oung	MYA	1945
25030752	Venkatesh Keshavamurthy	IND	
5701481	Yeoh Phee Leong Marcus	MAS	1981
5900603	Zacharoplastis Pamos	CYP	1960
9201807	Zedan Ahmad	LBA	1948
	Zhou Ping	NED	1964
13002880	Zin Mar Min Than	MYA	1978

NOTES

Copyright © FIDE 2010

NOTES

Copyright © FIDE 2010

NOTES

Copyright © FIDE 2010



FIDE Trainers' Commission
Licensed Chess Trainers Worldwide
Information & Resource Centre
trainers.fide.com