Contents

Symbols 4
Introduction 5
Planning 7
Tests 1-75 9
Solutions 84
Evaluation Table 141
Index of Players 142
Index of Openings 143
Symbols

+ check
++ double check
# checkmate
!! brilliant move
! good move
!? interesting move
?! dubious move
? bad move
?? blunder
+- White is winning
± White is much better
± White is slightly better
= equal position
∞ unclear position
|= Black is slightly better
+= Black is much better
-- Black is winning
Ch championship
1-0 the game ends in a win for White
1/2-1/2 the game ends in a draw
0-1 the game ends in a win for Black
(n) nth match game
(D) see next diagram

The mysterious symbol ±

What does this little chess sign (± or ⌢) actually mean? Its implications are confusing for a lot of chess-players, who either are too happy to enjoy it or too disappointed to face it! The truth is, as nearly always, somewhere in the middle: ± is usually the normal consequence of a mutually well played opening. Naturally, this evaluation can be encountered in every phase of the game. Its obvious meaning is that the player that has this symbol assigned to him enjoys slightly better chances in the ensuing battle. His advantage is not in itself enough to guarantee victory, but he can afford the luxury of making an inaccuracy, in which case the position is usually equalized. It also means that, if the defending side does not commit any mistakes (slight or serious) then the natural outcome of the game will be a draw. Should, however, the defending side fail to act appropriately and proceed with accuracy, then the evaluation of the position will move to ±, meaning that the goal of victory for the superior side is now closer.

So, that’s the secret of this ‘mysterious’ symbol: the ‘right’ to an inaccuracy! Maybe this sounds a little bit paradoxical, but it is much closer to the truth than any other description. Try to understand it and benefit as much as possible from its almost mythical significance in the world of modern chess practice.
This book offers training on a vital subject, the choice of the best available plan.

As is commonly accepted in the chess world, a correct evaluation of the position, a strong plan and an accurate execution are the three important factors that separate ‘the man from the boy’. In a way, efficient training on the three above-mentioned concepts can help a chess-player mature and lead him to new successful paths.

With this book I have sought to provide a training guide that will be helpful mostly to players in the 1500-2200 range – corresponding to lower club level up to those with aspirations for a FIDE title. Of course, the book may well also be useful for players weaker than 1500, or for those stronger than 2200, but this is a decision these players should make for themselves!

Before we go on, I have to say that I do not really believe in ratings. I also find the entire paranoia that revolves around them pretty much irrelevant. The rating system is supposed to reflect a player’s results during a specific period of time in the past. This has nothing to do with his future development and thus we should consider the rating scale as a tool of statistical value. What really counts is winning important tournaments and championships. Only this can guarantee a chess-player his place in chess history. People remember great chess-players not because of their ratings, but because of their outstanding achievements.

But anyway, this is a book for training purposes and assessing the reader’s approximate chess strength. It is essential to determine this strength, for knowing exactly where we stand and what we need to improve, in other words knowing ourselves, is a very serious step towards improving our chess skills.

The reader may wonder why most of the games in this book (50 out of 75) are mine. Well, this is a good question and has a good answer: I have been a ‘part’ of these games, as I played them, and I can present my thoughts during and after them. This is an important factor. It would be perhaps easier for an author to present well-known games played by top GMs. However, although that has the benefit of providing welcome variety, it is hard in such cases to know exactly what was going through the minds of the players, unless they have provided unusually revealing annotations. I have therefore opted for a combined approach: 50 examples from my practice and 25 of other, outstanding players.

How this Book Works

In this book there are 75 tests, each based around a game. The first 50 games are mine and are presented in chronological order, so the reader may detect a progression in my play. Starting from 1984 (the year in which I achieved the IM title), there is at least one game from each year, until the present day. The other 25 games come from my personal archives and are games that I really love and respect.

In each of these tests, the starting point is the first diagram. There is a judgement (evaluation) of the diagrammed position, which helps the reader to understand some important facts about the position itself. A presentation of three possible plans follows. Then the reader must judge which is the most valuable plan. The best plan receives a maximum of 20 or 30 points. The other, less good, plans normally receive some points, depending on their actual value. Some of the plans receive no points at all; they are just bad!

After finishing work on the 75 tests, the reader must take a good look at the solutions, where he can find the answers to each. In the solutions, the game is analysed until its end, so the reader can
better understand why the rewarded plan was the best in the position and how it worked out. In most cases, not much attention is paid to the inferior plans, as I think it is more important to examine and understand how the best plan suited the position. There are a few examples where the best available plan was overlooked, but still these are exceptions and the games were nevertheless quite interesting.

By this point, you will have received some very good training. But then, it will do no harm to measure your strength on this subject. The starting point will be 1000 rating points, to which you should add the total number of points awarded to your choices in the tests. The maximum is 1750 points (50x20 and 25x30), so a perfectly-scoring reader could reach up to 2750 rating points, a top-level GM’s strength.

As one might notice from the table on page 141, expectations are a little higher than usual for the categories listed, as in this book the judgement of the position is given by the author beforehand, and this is a great help for the reader. A correct evaluation of any position is one of the most significant factors in chess, but that could be the subject for another book.

It must be mentioned that, before the games/tests, there is a short chapter, explaining why plans are so important in a chess game.

It is now time for you to train on that important chess concept, the plan. Have fun and train well!

Contributors and Helpers

Significant help in the preparation of this book was provided by Sotiris Logothetis, Vasilios Andronis, Efstathios Gazis and Thomas Michos. The tests were also kindly ‘tested’ by GM Stylianos Halkias, IM Anna-Maria Botsari, IM Nikolaos Gavrilakis, IM Robert Zysk, FM Antonios Vogoteris and Panayotis Drepaniotis. I would like to thank them all for their valuable help.

Bibliography

There is not much of a bibliography, as the 50 games come from my personal experience and practice. For the other 25 I used some valuable help from sources such as New In Chess and Informator.

Dedication

This book is dedicated to one of my most significant trainers, IM Dr Nikolay Minev (USA, ex-Bulgarian, born 8th January 1931). I would like to thank him for the way he taught me to understand and practice chess.

Efstratios Grivas
Athens, February 2007
Planning

The most important element in modern chess practice is probably correct planning. The plan is associated with judgement and execution; all three are valuable concepts that cannot be separated and which, most of the time, determine the fate of our positions.

Nowadays, chess games between good players are full of small plans of different types and ideas, based on purely strategic and tactical motifs. The one who judges, plans and executes better than the opponent earns the right to win the game.

A closer examination of games played between strong players will prove that there is some harmony among their moves, some central idea that guides the movements of their forces. This is what we call a plan. A good chess-player refuses to act without any plan, even if this plan sometimes turns out to be mistaken in the long run.

First of all, it is important to identify the most important strategic and tactical elements of each particular position. According to the needs of that certain position, we should create our plan and stick to it. Games where only one plan is used are rarely seen these days. We are usually obliged to create several small plans, which of course are just parts of our main design: winning!

Many weak players are unable to construct a plan. This has nothing to do with intelligence, but just with basic education. Nowadays, with so many books, electronic help and trainers available, anything can be learned and, by constant practice, it can be understood and assimilated. Without basic education and knowledge we can’t go very far. So, the first step is to understand the basic strategic and tactical elements that govern our royal game. Then, it is time to learn about judgement, planning and execution. If we do all of the above, we are ready to climb the chess Olympus.

Plans are necessary and can be found in every phase of a chess game. From the early opening until the late endgame, chess-players create the necessary plans, derived from such varied factors as the occupation of an important square to a violent attack. More usual are the plans we draw right after the end of the opening phase, but this is of course not the rule. Nowadays, with opening theory having gone very far, the choice of a certain opening very much depends on a plan we would like to use.

Some general advice could be presented to the reader as follows:

1. Notice and understand the main merits and disadvantages of each side (judgement).
2. Notice the immediate threats of both sides, but especially of your opponent!
3. Determine what is (are) the main, most significant target(s) and how the plan should be executed.
4. Examine what will be the opponent’s reaction to your plan.
5. Examine what your opponent’s possible main plan is (can be) and how you should react to it.
6. If you can choose among two or more good plans, opt for the one that you think can bring more benefits.
7. Follow your plan. Do not change it without a really good reason.

An important example of judgement, planning and execution follows.

When I was quite young (many years ago!) I considered myself lucky to read a two-volume chess encyclopedia, written by Greek IM Triantafyllos Siaperas. In one of these volumes I came across the following position (see diagram on next page):


A very deep move indeed, typical of the chess understanding of the great Cuban. He did not continue with the natural developing move 10...e6, but instead preferred to withdraw his f5-bishop.
back to d7. He preferred to place his bishop in an inferior (at first glance) square and to spend a
tempo doing so! But why? Well, let's try to understand with the help of judgement: Black's dou­
bled and isolated b-pawns must be considered as weaknesses, but in fact White cannot attack them,
at least for the time being. Black's compensation for these 'weaknesses' is the semi-open a-file, on
which he can apply some pressure. Sooner or later, White will have to play a3, creating some
'holes' on b3 and c4. Then Black can continue with ...\text{a}5 and ...b5 (the reason for 10...\text{d}7!), cre­
ating the possibility of a ...b4 advance, or simply occupying the c4-square with his knight. White
will not find it easy to kick this annoying knight away with an eventual b3, as then his a3-pawn will
become weak. All in all, Black can aspire to gain the initiative on the queenside, and play on at least
equal terms with his opponent. As it turned out, White failed to react adequately and lost a model
game. My young eyes (and brain!) were really impressed by this 'strange' plan used by Black.
From this moment I understood that, if I wanted to be a good chess-player, I should always plan.
The rest of the game looked very easy, although of course White was quite 'helpful':

11 \text{c}e2 \text{e}6 12 0-0 \text{d}6 13 \text{f}c1 \text{c}7 14 \text{c}3 \text{hc}8 15 a3 \text{a}5 16 \text{f}d2 \text{f}5 17 g3 \text{b}5 18 \text{f}3 \text{c}4 19
\text{xe}4 \text{bxc}4 20 e4 \text{f}7 21 e5? \text{e}7 22 f4 \text{b}5 23 \text{f}2 \text{a}4 24 \text{e}3 \text{ca}8 25 \text{ab}1 \text{h}6 26 \text{f}3 g5 27
\text{e}1 \text{g}8 28 \text{f}3 \text{gxf}4 29 \text{gxf}4 \text{aa}8 30 \text{g}2 \text{g}4 31 \text{g}1 \text{ag}8 32 \text{e}1 \text{b}4 33 \text{axb}4 \text{a}4 34 \text{a}1
\text{c}2 35 \text{g}3 \text{e}4+ 36 \text{f}2 \text{h}5 37 \text{a}7 \text{xg}2 38 \text{xg}2 \text{h}4 39 \text{xh}4 \text{xg}2+ 40 \text{f}3 \text{xh}2 41 \text{xe}7
\text{h}3+ 42 \text{f}2 \text{b}3 43 \text{g}5+ \text{g}6 44 \text{e}7 \text{xb}2+ 45 \text{f}3 \text{a}8 46 \text{xe}6+ \text{h}7 0-1
Efstratios Grivas – Vasilios Kotronias

Karditsa 1984

1 d4 f6 2 c4 e6 3 f3 b6 4 g3 a6 5 bd2 b4 6 w2 b7 7 g2 e4 8 d1 xd2+ 9 xd2
0-0 0-0 d6 11 c3 w7 12 w2 bd7 13 w3 fe8 14 fd1 b7 15 h3 e4 16 e1 c5 17
g2 df6 18 dd2 cxd4 19 w3 d4 e5 20 w3 c5 21 w3 xg2 22 w2 b7+ 23 g1 ad8
24 f1 d5 25 cxd5 axd5 26 e3 e6 27 xd5 xxd5 28 xxd5 w5d5 29 wa4 b5 30 w2 w7 31
b3 c3 d5 32 wf1 d5 33 a3 w8 34 wb1 f5 35 b4 w6 36 a5 w8 37 xd1 w4 38 c3 ad8
39 axd4 exd4 40 ad3 wa2 41 wc1 w6 42 wd1 f4 (D)

White to play

Judgement: After a colourless middlegame, White has exploited an inaccuracy by Black to obtain a superior endgame. This claim is based solely on White’s better pawn-structure (weak isolated black d-pawn).

Planning: Choose one of the following three plans:

A: In such endgames it is essential to include the king in my winning efforts. As, for the time being, this is not possible due to the presence of queens, I should try to exchange them with 43 wb3. Black has nothing better than 43...wxb3 44 xb3 fxg3 45 hxg3 a6, but then I can go on with 46 f1. My king will be able to approach the centre and attack the black d4-pawn, as well as assist my rook. Moreover, it will prevent the invasion of the black rook on c2, pressurizing my pawns. Also, any possible tactical threats by Black are eliminated.

B: My advantage is obvious and I think that I can even win material with the very simple 43 xd4 xd4 44 xd4 fxg3 45 hxg3 xe2 46 wd5+ w8 47 wa8+ we7 51 b7+ w6 52 b3, with the idea of creating an outside passed pawn.

C: Winning a pawn, as outlined in B, may be a good idea! But I think it is better to retain both major pieces on the board, so I should proceed with 43 e3 fxe3 44 fxe3 we4 45 exd4 jd5 46 wd2. Then the battle will be long-lasting but one-sided.
Test 2

Efstratios Grivas – Aris Daniilidis

Athens 1984

1 c4 e6 2 d4 f3 d5 3 d4 f6 4 c3 e7 5 g5 0-0 6 e3 b6 7 c1 b7 8 cxd5 exd5 9 d3 bd7 10
0-0 h6 11 h4 c5 12 e2 e4 13 xe7 xe7 14 dxc5 xc3 15 xc3 bxc5 16 a6 xa6 17
xa6 f6 18 fc1 e4 19 xc2 fd8 20 dx5 ad7 21 d2 xd2 22 w xd2 c4 23 d1 ad8 24
d4 f6 25 f1 e5 26 xe5 fxe5 (D)

White to play

Judgement: White consented to the exchange of queens, as he had accurately evaluated the re­
sulting endgame as better for him. It is true that, at first sight, it seems like White can hardly claim
an advantage, but a careful examination and a correct evaluation of the possibilities for both sides
proves otherwise! What we need is good endgame knowledge and a productive plan.

Planning: Choose one of the following three plans:

A: It is obvious that a central break should be on my mind. It is also obvious that in such end­
games king activity is important. So, I think I should start with 27 e2 b8 and only then 28 e4 d4
29 xd4 xb2+ 30 d2 xd2+ 31 xd2. In this endgame I should have the better chances, as my
rook will go to a5 and then, with the help of the f4 break, I can win material.

B: In contrast with the above-mentioned plan, I do not think that a central break is the solution
to my ‘problems’. But I think that by means of 27 b3 cxb3 28 axb3 f7 29 a2 b8 30 d3 b6 31
a5 e6 32 e2 I can exert some pressure on Black’s pawns, with ideas like f4 and e4. In case of
32...d4 33 exd4 exd4 (33...xd4 34 e3) 34 f4 f6 35 f3 I would hold the advantage.

C: I think I can grab the advantage with a central break, starting with 27 e4 dxe4 28 xd7 xd7
29 xd4. Naturally, Black should invade my 2nd rank with 29...d2, but then I can play 30 xe4
xb2 31 a4 b7 32 a5. In this position Black will face grave problems, as I can combine the ac­
tivity of my king and rook to win material.
Efstratios Grivas – Spyridon Skembris

Athens 1984

1 d4 d6 2 c4 e6 3 c3 b4 4 g5 h6 5 h4 c5 6 d5 xc3+ 7 bxc3 e5 8 c2 d6 9 f3 bd7 10 e3 e7 11 d2 g5 12 g3 h5 13 e2 df6 14 0-0 0-0 15 ael g7 16 d3 d7 17 h3 g8 18 f5 h8 19 g4 g7 20 xd7 xd7 21 f4 exf4 22 ef4 f5 23 fxg5 hxg5 24 f3 d8 (D)

White to play

Judgement: White has succeeded in creating play on the kingside. Black’s king is vulnerable, as there are no pawns to protect it. Moreover, Black’s pieces are not harmoniously placed, as they assist neither in defence nor in active play. Pawn weaknesses could matter in a possible endgame, but here we are still in the middlegame, where king safety and the initiative are more significant factors. White has a clear advantage but, of course, there is still some work to be done to convert it into a full point.

Planning: Choose one of the following three plans:

A: I should try to take advantage of the only open file, the e-file, doubling my rooks there. Then I shall penetrate into Black’s position, creating dangerous threats. Black’s defence would be problematic, as he must cover a lot of weak squares (g5, f5, e6, e7).

B: I should try to open more lines on the kingside. This can be achieved by attacking the vulnerable black g-pawn with 25 d2. As 25...g4 is out of the question due to 26 h4, Black should continue with 25...f4 26 h2 f5 (otherwise 27 g3 would be strong) 27 e6, when my multiple threats, such as fe1, h4, g3, c2 and d2 (at the appropriate moment) will give me a decisive advantage.

C: As king safety is an important factor in such positions, I should open more files around the black king. In particular, opening the h-file would be important, as the black king will be greatly exposed on it. Thus, I should continue with 25 h4. Black doesn’t seem to have a satisfactory answer: 25...f4 26 xg5, 25...g4 26 g5 or 25...xh4 26 xh4.
Test 5

Efstratios Grivas – Viswanathan Anand

World Junior Ch, Sharjah 1985

1 d4 ęd6 2 c4 c5 3 d5 dc 4 ęd3 g6 5 e4 ęd7 6 ęc2 0-0 7 ęg5 e6 8 dxe6 ęxe6 9 h3 ęc6 10 ęf3
węb6 11 b3 ęd4 12 0-0 ęfe8 13 ęe3 ęxe2+ 14 ęxe2 ęc6 (D)

White to play

Judgement: White controls more space and his pawn-structure is superior to Black’s (the d6-pawn is a weakness and the d5-square a potential outpost for the white pieces). On the other hand, Black has the bishop-pair and quite an active position. He can create central pressure and even prepare the ...b5 advance on the queenside. It seems that both sides can be satisfied with their potential, as well as their pluses and minuses. Therefore, the position should be judged as dynamically equal. At this particular moment, White should protect his e4-pawn, which is under attack.

Planning: Choose one of the following three plans:

A: I should protect my e-pawn with the active 15 ęd5. Then I shall exchange my knight for Black’s e6-bishop, protect my e4-pawn with f3 and then, by doubling rooks on the d-file, I obtain a comfortable plus. If Black tries to withdraw his bishop with 15...ęd7, then 16 ęf3 h6 17 ęd5 hxg5 18 ęxf6+ ęxf6 19 ęxf6 will secure the advantage.

B: I should protect my e-pawn with 15 ęd2, regrouping my pieces. I should not be afraid of 15...ęd4 16 hxg4 ęxc3 17 ęad1 ęd8 18 g5, when I have a very slight but stable advantage. A more serious try for Black is 15...ęh5 16 ęac1 f5 17 exf5 ęxf5 18 ęf3 ęf6, with equal chances. I think that I cannot ask for more from my position, as I don’t believe I have any positional pluses.

C: Protecting my e-pawn with a knight move cannot result in an advantage. I should instead protect it with 15 ęd3, improving my queen’s position (getting away from the dangerous e-file) at the same time. My plan will be simple but effective: doubling rooks on the d-file and applying pressure on the weak d6-pawn (with a future ęc2).
Test 4

Maia Chiburdanidze – Efstratios Grivas
Athens 1984

1 e4 e5 2 d4 f3 d6 3 b5 a6 4 a4 f6 5 d4 exd4 6 c5 d5 0-0 e7 7 c3 c6 8 e5 cxe5 9 dx5 bxa4 10 cxd4 0-0 11 cxa4 (D)

Black to play

Judgement: White’s unambitious opening choice should in general satisfy Black, who seems to have reasonable chances. As both sides have not yet completed their development, we can only say that it is the correct choice of plan that will decide who (if anyone) will obtain the advantage. Of course, there are certain factors that characterize this particular position: White has a better pawn-structure, as the black a-pawn is isolated and those on c7 and d7 could easily become loose. On the other hand, Black has the bishop-pair and a potentially strong centre as compensation for his inferior pawn-structure. He may later make use of these factors by advancing his c- and d-pawns. In conclusion, the chances are even.

Planning: Choose one of the following three plans:

A: As ‘normal’ development does not seem to lead to an advantage, I should think up something different. For example, it seems like a good idea to get my a8-rook into play first of all. So, I would continue with 11... c8 (threatening... c4-h4) 12 a3 c6 intending... c8e6, ... c8e8, ... c8b7, and then advance my central pawns. This plan will give me the advantage.

B: Completing development as soon as possible must be the indicated course of action. I should proceed with 11... c7 12 c3 d5 13 g5 (13 c6 cxc6 14 cxc6 c6d6 15 cxd6 cxd6 16 c5 c7b4 =) 13... c8d6, when my position is fairly good.

C: Completing my development is of course my number one aim, but I should do so in a more active way, starting with 11... c6d6 12 c3d3 (12 c2 d8 13 cdf3 =) 12... c8b7 13 c8g5 h6 14 c8h4 c5. My bishops seem to be very well placed and I have reasonable possibilities of an attack in the future.
Test 6

Mihai Ghinda – Efstratios Grivas

Egio 1986

1 e4 e5 2 d4 f3 d6 b5 a6 4 a4 f6 5 0-0 dxe4 6 d5 c6 7 b3 d5 8 dxe5 e6 9 b3 c7 10 c3 c5 11 a4 e6 12 b3 e6 13 b1 h5 14 a4 b4 15 a5 d5 16 c6 c5 17 b8 h5 18 c4 dxc4 19 e4 c8 20 e4 c7 21 g4 0-0 22 b3 c6 23 h4 b5 24 d4 cxd4 25 cxd4 d7 26 e3 f8 27 g3 d3 28 ab1 d5 29 xxd3 cxd3 30 b2 c3 31 d2 c3 32 c3 33 d2 d4 34 xd4 c4 35 c1 f6 36 c2 d3 37 c3 c5 38 c4 c4 39 c4 c4 40 d3 c4 41 a5 42 e3 c3 43 d1 f8 44 g5 d7 45 c3 c5 46 c3 47 a5 48 c5 49 g4 (D)

Judgement: Black has an extra outside passed pawn and his victory should be considered ‘a matter of technique’. This is a typical ‘book’ endgame, meaning that knowledge should suffice either to win it or to save it, depending on the various possibilities available to the two sides.

Planning: Choose one of the following three plans:

A: I should keep my a-pawn alive until I am about to win something more important. My a-pawn is forcing the white king to keep an eye on it, allowing my own king to invade White’s camp. When the time comes, I shall exchange it for one of White’s kingside pawns, reaching a theoretically won position. I shall start with 49...a5.

B: White’s king has been forced away from his kingside pawns. Thus, a good plan is to exchange my a-pawn for one of White’s kingside ones and then attack the remaining ones with my king, which is much nearer that area than its counterpart. Therefore, it looks good to play 49...d4 50 f3 f2 51 d2 xh4 52 b6 e7 53 xxa6 e6 54 b5 d5, and the second phase of my plan is ready to be executed.

C: I shall utilize the concept of the Plan A, but with a different procedure: 49...f5 50 f3 f7 51 b6 a5 52 b5 e6 53 h5 gxh5 54 gxh5 d5.
Test 7

Efstratios Grivas – Nikiforos Sideris

Athens 1987

1 d4 ♞f6 2 c4 c5 3 d5 e6 4 ♞c3 exd5 5 cxd5 d6 6 ♞f3 g6 7 e4 ♞g7 8 ♞g5 h6 9 ♞h4 0-0 10 ♞d2 a6 11 a4 ♞e8 12 ♞e2 ♞bd7 13 0-0 g5 14 ♞g3 ♞e5 15 ♞c2 ♞b8 16 ♞xe5 ♞xe5 17 ♞c4 ♞e8 18 a5 ♞g4 19 ♞d1 ♞d4 20 ♞de3 ♞f6 21 ♞d3 ♞e7 (D)

White to play

Judgement: White should be happy with the opening’s outcome. He has gained a spatial advantage and a strong outpost for his knight on c4. Furthermore, Black’s kingside (and his king in general) has been weakened, as the ...g5 advance created some weak squares (h6, f5). On the other hand, Black’s position seems solid and his bishop-pair should not be underestimated. White would love to employ the f4 advance, but this is probably a dream, as then his centre will collapse.

Planning: Choose one of the following three plans:

A: Black is not actually threatening my e4-pawn, as his own on d6 will also fall. But I have to think of how to improve my position. This can be done by centralizing another piece with 22 ♞ae1. Black might go 22...♩g4 23 ♞xg4 ♞xg4 24 ♞b3 ♞d7 25 ♞b6 ♞bd8, with slightly better chances for me due to my spatial advantage.

B: Black’s strong d4-bishop must be exchanged. If I can succeed in that, then Black’s kingside will be further weakened. Vacating the c2-square for my knight looks like a good idea, so I should play 22 ♞b3 ♞c7 23 ♞c2. Now Black can grab my e4-pawn, but after 23...♩xe4 24 ♞xd4 cxd4 25 ♞fe1 ♞e5 26 ♞a3 ♞g6 27 ♞b6 I feel that I would have more than sufficient compensation for Black’s useless extra d4-pawn.

C: Black’s weakened kingside should be my guiding light. If I could succeed in exchanging light-squared bishops, then I could place a monster (the e3-knight) on the f5-square. I think I can achieve this by jettisoning my irrelevant e4-pawn. By means of 22 e5 dxe5 (22...♩xe5 23 ♞f5 ♞d7 24 ♞xd7 ♞xd7 25 ♞d3 with sufficient compensation for the pawn) 23 ♞f5 my plan is realized and my compensation should be sufficient for just a pawn.
Test 8

Hristos Bousios – Efstratios Grivas
Patra 1988

1 d4 f5 2 c3 d5 3 f4 a6 4 e3 f6 5 f3 e6 6 e2 d6 7 0-0 0-0 8 c1 e6 9 b1 e7 10 c4 g6 11 g3 c6 12 a3 e4 13 b4 (D)

Black to play

Judgement: The game is in the late opening phase, where both players have more or less developed their pieces. White is creating pressure on the queenside with the help of his queenside pawns. In this particular system of the Dutch Defence, the Stonewall, the centre is generally blocked. Black has voluntarily surrendered the e5-square to White, but in return he can develop without facing any immediate threats. Black’s knight manoeuvre (...c6-e7-g6) seemed good, aiming for better control of the weak e5-square. As experience has taught us, Black should focus on the kingside and, at some point, also on the centre. All in all, White should stand somewhat better, due to the spatial advantage he has acquired out of the opening.

Planning: Choose one of the following three plans:

A: I should try to generate a pawn-storm on the kingside, but my knight on g6 is not helping. Thus, I should move it to f7, from where it will also control the weak e5-square and at the same time help the ...g5 advance. If White tries to avoid my ...g5 advance with a well-timed h4, then my plan should consist of the moves ...g6, ...h6 and only then ...g5. For all these purposes my knight will stand excellently on f7.

B: I should try to prepare the ...e5 advance. This could be done with moves such as ...e7, ...h8, ...dxc4, and only then ...e5. There is not much that White can do against this plan, so I shall equalize without much effort.

C: I should try to generate immediate activity on the kingside. This can be done by 13...xf4 14 exf4 (14 gxf4 g5) 14...g5 15 xg5 xg5 16 fxg5 f4 (16...xg5 17 f4). The opening of the centre cannot be to my advantage, but this is compensated by my piece activity around the white king (two bishops plus the semi-open f- and g-files).
Test 9

Efstratios Grivas – Petar Velikov

Plovdiv 1988

1 e4 c5 2 c3 f6 3 e5 d5 4 d4 cxd4 5 f3 d6 6 cxd4 e6 7 a3 d7 8 d3 c6 9 0-0 d7 10 e1 e7 11 bd2 dxe5 12 dxe5 f5 13 h1 f4 14 e3 0-0 15 wc2 e8 16 b4 a4 17 b1 d7 18 we4 d5 19 e1 c2 20 g4 f5 21 g3 a5 22 bxa5 c5 23 d4 g6 24 c4 d4 25 b3 c5 26 b2 dc3 27 xc3 xc3 28 c2 d4 29 e3 h4 30 g3 e7 31 g2 c7 32 ad1 h5 33 ad6 xf2 34 xf2 c2 35 c3 xd1 36 xh1 f6 37 e2 fxe5 38 d4 d4 39 b4 g4 40 b3 c7 41 h4 g6 42 h3 c6 43 f1 c3 44 f8+ xf8 45 c3 g7 46 b4 c7 (D)

White to play

Judgement: White has the advantage, as he has two (good) minor pieces against a (quite passive) rook. Unfortunately for Black, his extra pawn is of no importance, as it is isolated, weak and blockaded. Moreover, Black’s e-pawns are more like weaknesses, as are his b- and g-pawns. Some attention must be paid to the white king’s position, as its central presence offers Black some chances for counterplay.

Planning: Choose one of the following three plans:

A: I should attack the e-pawns, starting with the one on e5. This can be done by manoeuvring my minor pieces (by h1 and d2-c4) towards that target and also involving my queen via b5 or c3. Black will not be able to defend this weakness, which will eventually drop. Then I would go after the e6-pawn.

B: I should exchange my a5-pawn for Black’s on b7. Then my a3-pawn will become passed, giving me an easy win. I can do that by playing h1-b5 and then a6. After the pawn exchange I shall play d3 and advance my a-pawn.

C: I am sure that I would like to exchange queens at a favourable moment and then proceed with all my forces against the opponent’s b-pawn. But Black would never accept this trade, so I must force it by attacking the black king. By manoeuvring my pieces against the black g6-pawn (g5, f1-d3 and e4) I would be able either to exchange queens and easily win the endgame or deliver checkmate.
Test 10

Efstratios Grivas – Miodrag Todorčević

European Team Ch, Haifa 1989

1 g3 g6 2 g2 g7 3 f4 c5 4 f3 c6 5 0-0 d6 6 d3 e6 7 e4 g7 8 c3 0-0 9 e3 b6 10 d4 b7 11 f2 e8 12 dxc5 bxc5 13 b2 c7 14 e1 cd8 15 a4 e8 16 ac1 a5 17 a3 a8 18 c4 ed8 19 cd1 c8 20 d2 e7 21 c2 a4 22 e3 h6 23 f5 c6 24 g5 e5 25 g3 b7 26 f2 e8 27 xe5 xe5 28 f6 h6 29 f4 xf4 30 xf4 g5 31 f2 c4 32 d2 h8 33 b1 d3 34 ef1 e5 35 h1 f4 36 f3 c7 37 g2 e5 (D)

White to play

Judgement: Although the game is approaching the 40th move, only a pair of minor pieces has been exchanged. Thus, we are still in the middlegame. Black seems to have control of the position and the deadly threat of ...d8, winning the important white f-pawn. White’s strategy seems to have failed, as he has acquired weaknesses on f6 and b2, while the e4-pawn is a target for the b7-bishop. Thus, he must seek to complicate the game, trying to break through to his only possible target, the black king. The proper evaluation of the position is based on whether White will manage to create counterplay.

Planning: Choose one of the following three plans:

A: I think that I should exchange on f4 with 38 xf4 gxf4 (38...exf4 39 h4 xe4 {39...h6? 40 hgx5 hxg5 41 h2+ g8 42 h6 +–} 40 xe4 xe4 41 hgx5 is a mess) 39 h4, protecting my weak f-pawn. Then I shall proceed with bd1, with an unclear position.

B: I think I should attack the enemy d-pawn immediately with 38 bd1. After 38...ad8 (38...e6 39 h4 ∞) I should continue with 39 c3 (39 h4 is met by 39...d5) and f5, increasing the pressure on my target. The possible loss of the f6-pawn can be counterbalanced by capturing any of the weak black pawns (a4, c4 and d6).

C: Commencing activity on the kingside with 38 h4 must be the right plan. Black must be careful, as 38...xg2 39 xg2 gh4 40 wh6 gh8 41 f5 gh6 42 wh4 seems pleasant for me and 38...h6 39 hxg5 hxg5 40 xf4 gxf4 41 wh2+ is even winning.
**Test 11**

**Dragan Barlov – Efstratios Grivas**

*Zonal, Nea Makri 1990*

1 e4 e5 2 d4 f3 c6 3 b5 a6 4 a4 d6 5 w2 b5 6 b3 c5 7 c3 0-0 8 0-0 h6 9 d1 e8 10 d3

1 e4 e5 2 d4 f3 c6 3 b5 a6 4 a4 d6 5 w2 b5 6 b3 c5 7 c3 0-0 8 0-0 h6 9 d1 e8 10 d3

Judgement: Both sides have long ago completed their development. White’s not very ambitious set-up and some ‘mishandling’ of the position have allowed Black to obtain more than his fair share of the centre. Black’s central pawns are superior and his more harmoniously placed pieces apply greater control of that area. It must also be added that White is facing problems on the b-file, which can be useful only for Black. Therefore, Black holds a pleasant and stable advantage.

Planning: Choose one of the following three plans:

A: I should clarify matters in the centre by playing 22...dxe4. After White’s recapture (23 wxe4 wxe4 24 dxe4) I shall have the opportunity to continue at the appropriate moment with ...d4, forcing White to exchange the knight. Then, by playing ...cxd4 I shall obtain a passed and well-protected d-pawn, I shall provide my f8-bishop with more scope, and my rooks on the b- and c-files will have excellent options.

B: The b-file is quite important, so I should restrict all possible play on any other part of the board with 22...d4, denying White any options in the centre and on the kingside. Then, by simply doubling rooks on the b-file and regrouping my pieces on the queenside, I shall have a strong grip on the advantage and chances to increase it, so this must be the right plan.

C: My plans should focus on the centre and the queenside, where I hold the advantage. As I do need to clarify all matters in the centre, I shall continue with 22...d4, forcing White to exchange my strong knight (23 w1 does not avoid this, in view of 23...b8). After 23 x1 x1 I shall have all the advantages of Plan A and the possibility of a later ...dxe4 as 24 exd5 d55 in general favours me.
Test 12

Efstratios Grivas – John Cooper

Olympiad, Novi Sad 1990

1 d4 f6 2 f3 g6 3 c4 g7 4 c3 0-0 5 e4 d6 6 e2 e5 7 0-0 c6 8 d5 e7 9 b4 h5 10 c5 a5 11 cxd6 cxd6 12 b5 f4 13 xf4 exf4 14 c1 axb4 15 b3 g4 16 c7 c8 17 xb7 a5 18 c4 xf3 19 gxf3 b6 (D)

White to play

Judgement: White seems to have created some pressure, as his rook is on the 7th rank and the black d6-pawn is weak. On the other hand, Black has succeeded in finding adequate counterplay on the a- and c-files and seems to have protected his weaknesses by tactical means (20 xd6 c5). The weak kingside pawns of each side (f3 and f4) do not seem to affect any future plan, as it is hard for either side to attack them. The position can be evaluated as dynamically equal, although much depends on the possibility of either side coming up with a strong plan.

Planning: Choose one of the following three plans:

A: I should keep up the pressure on the queenside and for this reason I need to avoid piece exchanges. Thus, I shall keep my bishop with 20 d3 e5 21 b1. Although there is not something that could change the evaluation of the position immediately, I feel that I should stand better.

B: I think that it is quite important to gain control of the c-file. So I should continue with 20 c7, threatening among others xd6 or c6. After the more or less forced variation 20... xc4 21 xxc4 xa2 22 xb4 e5 (22... f8 23 xd6 xb5 24 d7 b2 25 xf7+ h8 26 e5 xe5?? 27 e7) 23 c4 I should hold a tiny advantage, as I can put some pressure on the d6-pawn.

C: I shouldn’t care too much about my c4-bishop. It is more important to create immediate pressure with 20 b1. Then, the exchanges that might occur (...xc4 and ...xa2) would lead to an endgame where my knight will be a better piece than the black bishop, due to the blocked pawnchain. If I also succeed in doubling my rooks on the 7th rank, my advantage will increase.
Test 13

Konstantinos Moutousis – Efstratios Grivas

Athens 1991

1 c4 g6 2 g3 d5 3 d4 f6 4 g2 0-0 5 c3 d6 6 f3 bd7 7 0-0 e5 8 e4 h6 9 h3 h7 10 e3
g5 11 dxe5 xxe5 12 xxe5 dxe5 13 h2 e6 14 xxd8 xd8 15 ad1 e8 16 f4 exf4 17 gxf4
c6 18 h1 (D)

Black to play

Judgement: Black has an easy game, as he has solved his main opening problems and his
pieces are reasonably well placed. Of course, he should consider how to complete his development,
especially that of the c8-bishop. White’s central pawns are not dangerous, as they cannot move
without creating a hole. White holds a spatial advantage, but this does not matter so much as he is
unable to utilize it, at least not during this phase of the game. Thus, this position must be approxi­
mately equal.

Planning: Choose one of the following three plans:

A: My pieces are occupying squares on just the first three ranks, so it is too early to think of
fighting for the advantage. I should complete my development with ...c7 and ...e6. A possible
continuation could be 18...c7 19 d4 e6 20 xg7 xg7 21 b3 ad8 with an approximately
equal game. Later, I can even apply pressure on the e4- and f4-pawns.

B: I can seek more than equality, as I can take advantage of White’s ‘exposed’ centre by hitting
it with 18...f5. If White replies with 19 e5?, then I can play 19...g5 20 fxg5 xg5, winning the e5­
pawn. After 19 exf5 I can continue with my main idea: 19...f8 20 g1 xf5 getting the advan­
tage, which will be based on White’s shattered pawns on the kingside.

C: I think I should try to create an outpost on e5 by playing 18...g5 19 f5 f8 and ...d7-e5. My
strong knight will be placed on the excellent e5 outpost, which will give me a certain advantage.
Then, I can proceed with either an advance of my kingside pawns (...h5 and ...g4) or by completing
my development with ...d7, ...b6 and ...ad8.
Test 14

Efstratios Grivas – Andreas Kofidis
Komotini 1992

1 d4 d6 2 c4 e6 3 f3 d5 4 c3 c5 5 cxd5 cxd5 6 exd5 exd5 7 g5 e7 8 e3 c6 9 b5 0-0 10 a4 e6 11 d4 d4 12 exd4 h6 13 h4 g5 14 g3 e4 15 0-0 xg3 16 hgx3 f6 17 b4 e7 18 d4 f6 19 b4 e7 20 a4 b6 21 ab1 ad8 22 f1 a6 23 d3 b4 24 xb4 xb4 25 e2 g7 26 d4 f6 (D)

White to play

Judgement: There are two prevailing strategic elements, one for each side. White has acquired a better pawn-structure, in view of the weak isolated black d5-pawn. On the other hand, Black has gained the bishop-pair, retaining dynamic equality. Of course, in positions with isolated pawns, knights are important pieces, as they can blockade these pawns and operate under their cover.

Planning: Choose one of the following three plans:

A: I should regroup my pieces, gearing towards the isolated black d-pawn. For this purpose, placing my bishop on b3 would be the first step; then I should double rooks on the d-file or regroup my knight (e2-c3) towards my main target. Black might get some counterplay on the h-file with ...h8 and ...h5-h4, but I do not believe that it would be adequate. So, I can proceed with 27 c2 h5 28 b3 h8 29 bc1 d6 30 e2 h4 31 gxh4 gxh4 32 c3, picking up the pawn.

B: Black’s future initiative on the h-file, along with his bishop-pair, should worry me, as my counterplay against the isolated black pawn is not enough. Therefore, a prophylactic sequence like 27 e2 h8 28 h5 seems appropriate. Then I can double my rooks on the d-file and, at the appropriate moment, I can regroup my minor pieces towards my target.

C: In all endgames the power of the king is of undisputed significance. What can be better than to move my king closer to the centre? At the same time, my rooks will be ready for some action down the half-open h-file or the open c-file. So, 27 f1 h8 28 e2 h5 29 h1 h4 30 gxh4 gxh4 31 bc1 is right.
Test 15

Vasily Smyslov – Efstratios Grivas
Rishon le Zion 1993

1 e4 c5 2 d3 d6 3 b5 d6 4 d4 cxd4 5 xd4 d7 6 xc6 bxc6 7 0-0 e5 8 d3 h6 9 c4 c7 10 c3 f6 11 e3 e6 12 ac1 d7 (D)

White to play

Judgement: Black tried a risky variation, which has resulted in him lagging behind in development. Of course, if he manages to castle without problems, then his bishop-pair along with his good centre will leave him perfectly satisfied. In order to evaluate the position it is important to calculate whether White can in some way profit from the time Black will need in order to castle. White seems better, as his development looks harmonious, but the appropriate plan will make all the difference in the evaluation.

Planning: Choose one of the following three plans:

A: I should complete my development with 13 fd1. If Black tries the natural 13 ... e7 I could continue with the tactical 14 d5, achieving a pleasant advantage. If Black first removes his queen from the c-file (13 ... wa5), then I can continue with 14 c5, breaking up Black’s pawn-structure. All in all, Black will face grave problems.

B: As I do not see much in the centre, I think that I should try to play actively on the kingside, starting with 13 h4. After 13 ... e7 14 f5 xf5 15 exf5 0-0 16 e4 my position is preferable, as I control all the light squares in the centre and my pieces occupy better posts than Black’s.

C: I think it is important to take advantage of the undeveloped black kingside. It would be a nice idea to profit from the time that Black needs to finish his development, by trying to obtain some strong squares and open up the queenside. So, I should play the 13 b4 advance, planning b5, which will give me control over the d5-square after the elimination of the opponent’s c-pawn. Later, I should concentrate on a c5 breakthrough, which will complete my general plan.
Test 16

Efstratios Grivas – Nikolaos Kalesis

Budapest 1994

1 d4 \(\text{d6} 2 \text{c4 e6 3 \text{f3 b6 4 g3 a6 5 b3 d5 6 cxd5 exd5 7 g5 e7 8 c3 b7 9 xf6 xf6}
\text{10 g2 0-0 11 0-0 e8 12 fe1 a6 13 ad1 d6 14 a4 ad8 15 a3 c5 16 e3 b8 17 c2}
\text{c6 (D)}}

White to play

Judgement: A rather interesting and typical position has occurred. As the centre is blocked, Black cannot take advantage of his bishop-pair. In this type of position, knights seem to be more important than bishops, because they can defend and attack the centre at the same time. In contrast, the bishops can only defend and wait. In view of the above, White should have a slight plus.

Planning: Choose one of the following three plans:

A: As the indicated way of playing is to keep the centre closed, I should manoeuvre my knights against Black’s centre. For this reason I should place them on f4 and c3, from where they will pressure the black d5-pawn with maximum force. As my f3-knight does not really have any other promising options, it must be the one to place on c3 (\(\text{d2-b1-c3}\)). The other one will head for the f4-square (\(\text{e2-f4}\)). Positions resulting from a future ...c4 or ...cxd4 would be in my favour, as the centre will remain blocked.

B: I should create hanging pawns in the enemy camp and then try to attack them with my knights. So, a continuation such as 18 dxc5 bxc5 19 \(\text{a4}\), followed by \(\text{c1 or b4}\), gives me reasonable chances to seize the initiative on the queenside.

C: At this particular moment my pieces are very well centralized. Therefore, it is a good moment to open up the centre and at the same time to eliminate the black bishop-pair. I should proceed with 18 e4 dxe4 19 \(\text{x4 xe4 xe4 20 xe4 xe4 21 xe4}\), when my central activity and control of the weak light squares will give me a decent advantage. If further exchanges take place on the d4-square, then the endgame with bishop against knight will be in my favour.
**Test 17**

**John Emms – Efstratios Grivas**

*Kopavogur 1994*

1 e4 c5 2 d4 c6 3 c3 e5 4 c4 d5 5 d3 c7 6 d2 f6 7 f1 g4 8 f3 e6 9 e3 0–0 10 0–0

b1 a3 d7 11 d5 g5 13 c3 b5 14 a2 b6 15 xbd6 xbd6 16 b4 a5 17 bxa5 bxa5 18
d5 xd5 19 xd5 xc1 20 xc1 (D)

Black to play

**Judgement:** Black has reacted precisely and has emerged from the opening phase with a perfectly acceptable position. His problems are now behind him, as he has created counterplay on the queenside and made some useful exchanges, neutralizing a possible attack on the f-file (after White’s f4 advance). His pawn-structure seems to be better as White’s a-pawn is isolated, but this is compensated by the excellent placement of the d5-bishop. In conclusion, the position offers equal possibilities for the two sides.

**Planning:** Choose one of the following three plans:

**A:** My territory of action should be the queenside, where White’s only real weakness lies: the a3-pawn. I should try to open more files in that sector of the board and transfer my pieces there, creating the necessary activity. I should start with 20...c4, opening up some more lines and preparing an attack against the opponent’s queenside pawns.

**B:** The white bishop on the d5-square is an annoying piece, so I should first of all try to minimize its power. For this purpose I should transfer my knight to e7 (...c6-e7) and then continue with ...c7 and c4. This should give me quite a pleasant position, as I can even try doubling my rooks on the a-file, aiming at the a3-pawn.

**C:** Before I employ my own active plans, I should take care of the pressure towards the f7-pawn that White can create with the natural f4 advance. Thus, I shall continue with 20...h8 21 f4 f6. Then I shall be ready to execute my plans on the queenside, involving ...c4, ...c7, or ...c6-e7 and then ...c7, well as doubling rooks on the a-file.
Test 18

Efstratios Grivas – Sotirios Porfiriadis
Irklion 1994

1 d4 d5 2 c4 c6 3 f3 f6 4 c3 a6 5 a4 e6 6 e3 c5 7 cxd5 exd5 8 e2 e6 9 0-0 d6 10 b3 0-0
11 dxc5 xxc5 12 a3 xxa3 13 xxa3 g4 14 h3 h5 15 d4 xxe2 16 dxe2 xxd6 17 a2 xfd8 18 d2 xce5 19 xce2 d4 20 exd4 xdx4 21 xdx4 xdx4 22 e4 xxe4 23 xxe6+ xf6 24 xxc2 xh4 25 xce3 a5 (D)

White to play

Judgement: After the compulsory exchanges that took place, White has retained a small plus, solely due to his better kingside structure: the black pawns on f6, f7 and h7 constitute permanent static weaknesses. If Black succeeds in exchanging the queenside pawns and a pair of rooks, even losing the f6-pawn in the process, the game will end in a draw. However, the ending with four rooks and pawns 3:2, with weak black pawns on f7 and h7, is not a simple draw at all. We may say that White would have an approximately 40% chance of winning (and 60% drawing). Consequently, the evaluation of the position as slightly better is justified, as Black will have to defend carefully to achieve the draw.

Planning: Choose one of the following three plans:

A: It is important to activate my passive fl-rook immediately, as I shall need both my rooks to create pressure against the black kingside pawns. Therefore I shall start with 26 d1, aiming to seize control of the 7th rank or simply to attack the f6-pawn.

B: Before activating my rooks, I should fix my opponent’s pawn weaknesses on the kingside. This can be done with 26 g3+ h8 27 f3 g7 28 g4. Meanwhile, Black will be able to exchange the queenside pawns, but I shall still retain good winning chances. I should keep in mind that I must preserve both my rooks.

C: I should avoid the exchange of both of my queenside pawns, as it will then be more difficult to create winning chances. Thus, I should place one of my rooks in a passive position for the time being (26 a1), as I need time to activate my king and my other rook. When I am ready, I shall also activate my passive rook.
Test 19

Sotirios Porfiriadis – Efstratios Grivas

Iraklion 1994

1 e4 c5 2 Nf3 Nc6 3 d4 e6 4 Bxc6 bxc6 5 d5 Na6 6 e5 Nc6 7 Be2 Be7 8 Nxc6 Nxe5 9 dxe5 Nc6 10 dx5 Nxd5 11 Bxc1 Nxd5 12 Bxg7 Kxg7 13 Ng3 a6 14 Bd4 Bc6 15 Nf4 Be6 16 Bxh8 Rxh8 17 Rf4 Bd5 (D)

Black to play

Judgement: White’s opening treatment was not ambitious, allowing Black to equalize easily. The opposite-coloured bishops do not give either side reason to hope for more than a draw. Further exchanges will confirm this fact, but the difference in rating between the two players forces Black at least to try. Another positive fact for Black is that his kingside majority is potentially more active than White’s on the queenside. Objectively the position is equal.

Planning: Choose one of the following three plans:

A: One interesting idea is to disorganize White’s pieces. I should play 17...Be2, giving White a choice between the ‘ugly’ 18 Bh2 and abandoning the d-file with 18 Be1. In the latter case, I can try to double rooks on the d-file and then either advance my majority or employ a minority attack on the queenside, or even do both.

B: White’s ‘threat’ of Be3-b6 will secure him control of the d-file, so I should react immediately with 17...Bd8 18 Be3 Bxd1+ 19 Bxd1 Bxd8. Of course then the draw would be quite near, but I do not see how I can do something more than that. Objectively the position is drawish, so I must live with that.

C: I should play on, avoiding further exchanges. First of all, I should deprive White’s bishop of some important squares. I shall start with 17...b6 18 Be3 Bb8, followed by ...f6 and ...g5/h5, expanding on the kingside. Ideas like ...Qa5-c4 and ...Be6 will always be there and, although my position does not seem to improve much, I have chances to take advantage of even the slightest mistake White may commit, due to my ‘pressure’.
Test 20

Vlastimil Babula – Efstratios Grivas

*Olympiad, Moscow 1994*

1 d4 d6 2 c4 g6 3 c3 g7 4 e4 d5 5 f3 0-0 6 c2 e5 7 d5 a5 8 g5 h6 9 h4 a6 10 d2 e8 11 0-0 d7 12 b1 h7 13 a3 a4 14 b5 xex5 15 cxb5 c5 16 f3 b6 17 f2 f6 18 xc5 bxc5 19 b4 axb3 20 b6 cxb6 21 xxb3 (D)

Black to play

**Judgement:** A typical ‘King’s Indian’ middlegame has arisen. White has sacrificed a pawn, trying to open files on the queenside, where he believes he should concentrate his efforts. Thus, White enjoys pressure on the queenside and the better bishop. However, the fact that he already has a clear plan is even more important. I would say that the position is unclear, but if Black does not find the correct plan, then it will be an easy day at the office for White.

**Planning:** Choose one of the following three plans:

**A:** First of all, I should try to keep my extra pawn on the queenside by means of 21...b8 22 c4 d7 23 b1 c7. Then I can double rooks on the a-file, where White’s only weakness, the a3-pawn, lies. I think I shall have sufficient counterplay down the a-file, plus an extra pawn.

**B:** I should do approximately the same as outlined in Plan A, but I shall also seek activity on the f-file. With 21...d8 22 c4 b8 23 b1 c7 I shall be ready for the ...f5 advance.

**C:** As White has already chosen the queenside as his main theatre of action, I should concentrate on the part of the board where most of my pieces are present, the kingside. The opposite-coloured bishops generally assist a potential attack and, in this particular position, as White is missing his dark-squared bishop, he has a lot of weaknesses on the dark squares. Therefore, I should conquer these squares by ...e7-g5, ...h5-f4, ...h6 and of course the thematic advance ...f5. Naturally, White will dominate the queenside, but if I do the same on the kingside, then my threats will prove decisive, as my main target is his king.
Test 21

Efstratios Grivas – Lorenc Rama

Ilioupolis 1995

1 d4 d5 2 c4 ��c6 3 e3 e5 4 cxd5 ��xd5 5 ��c3 ��b4 6 ��d2 ��xc3 7 bxc3 ��d6 8 ��e2 ��f6 9 ��g3 0-0 10 ��e2 ��e7 11 0-0 c5 (D)

White to play

Judgement: The opening phase is near its end. Both sides have already gained some advantages. White has the bishop-pair, while Black enjoys the healthier pawn-structure. Black has correctly attacked White’s centre with his c- and e-pawns, trying to create some fundamental weaknesses. On the other hand, this might easily rebound, if White hits upon the appropriate plan.

Planning: Choose one of the following three plans:

A: Since my main weapon in this particular position is the bishop-pair, I should be happy to clarify the situation in the centre. An interesting pawn sacrifice can take place after 12 ��f3 cxd4 13 cxd4 exd4 14 exd4 ��xd4. After 15 ��e3 ��xd1 16 ��xd1 followed by ��a1, I would definitely have serious compensation for the pawn, as my queenside pressure and the bishop-pair in an open position are of great significance.

B: As my centre is under attack, I should choose which capture is in my favour. I should opt for 12 dxc5 ��xc5 13 e4. My pawn-structure is worse than Black’s, but my two bishops (and especially the dark-squared one, which will be placed on e3), plus the semi-open b-file, will give me slightly better chances in the coming middlegame.

C: My thinking process should be exactly as Plan B, but I should choose the other capture. I should proceed with 12 dxe5, creating an unbalanced pawn-structure. Both sides would have a pawn-majority, each on a different side of the board, but I believe that mine (kingside) will prove more significant, as it can be activated far more easily. By pushing my e- and f-pawns and helped by my bishop-pair, I will ensure central control and attacking possibilities against the enemy king. So, I shall play 12 dxe5 ��xe5 13 f3 ��d5 14 ��c1 and so on.
Test 22

Ioannis Papaioannou – Efstratios Grivas

Iraklion 1995

1 d4 ♘f6 2 c4 g6 3 ♙c3 ♗g7 4 e4 d6 5 f3 a6 6 ♙e3 c6 7 ♙d3 b5 8 e5 ♘fd7 9 f4 bxc4 10 ♘xc4 ♙b6 11 ♙b3 a5 12 ♙f3 0-0 13 0-0 ♙a6 14 e6 f5 15 ♙e1 ♙c4 16 ♙g5 ♙a6 17 ♙f2 ♙xb3 18 ♙xb3 ♙b4 19 ♙d1 a4 20 g4 fxg4 21 ♙f7 ♙e8 22 a3 ♙d5 23 ♙xg4 ♙f6 24 ♙f3 (D)

Black to play

Judgement: White didn’t handle the opening correctly and has ended up in an unpleasant position with a lot of pawn weaknesses. His light squares will also eventually prove rather weak. So White correctly tried to play actively and generate an attack on the black king, as compensation for his structural disadvantages. On the other hand, Black has a pleasant advantage, in view of the above-mentioned factors. But he has to be on the alert, as his kingside seems to be a little bit cramped and he needs time to activate his pieces.

Planning: Choose one of the following three plans:

A: White’s weaknesses can wait, while the f7-knight looks like a thorn in my side. The idea of sacrificing the exchange can prove quite strong and sufficient for a healthy advantage. Thus I should prepare it, starting with 24...♗bd5 25 f5 ♙xf7 26 exf7+ ♙xf7. My control over the whole board seems quite pleasant. A piece and a healthy pawn for a rook is not that high a price to pay.

B: Although White’s weaknesses seems to be numerous (b2, d4, f4, h2), only one of them is really important and accessible to my pieces. This is the pawn on f4, which in the meantime is ready to advance, creating attacking chances for White. So, I should first fix it and attack it, by means of 24...♗a5. Then ...♗f5, ...♗h5 and ...♗d5 will follow, giving me a solid advantage.

C: Increasing control over the light squares and exchanging the strong f7-knight should be my main objectives. I should proceed with 24...d5 25 f5 ♙c4 26 fxg6 hxg6 27 ♙g2 ♙d6. Exchanges are in my favour, as they will eventually lead to an endgame that is good for me.
Test 23

Konstantinos Prentos – Efstratios Grivas

Greek Team Ch, Athens 1996

1 e4 c5 2 əf3 əc6 3 d4 cxd4 4 əxd4 əb6 5 əb3 əf6 6 əc3 e6 7 əd3 d6 8 0-0 a6 9 əh1 əe7 10 əc7 11 əd2 b5 12 əf3 0-0 13 əae1 (D)

Black to play

Judgement: This is a theoretical position in a variation of the ‘Grivas Sicilian’, which is characterized by 4...əb6. An extremely complicated position has arisen, as is usual for this line, which requires, above all, good calculation. White is ready to launch an attack on the kingside (and in the centre), but Black always seems to have adequate resources to retain the dynamic balance. Of course, finding the correct plan is more than a necessity; it is absolutely the only way to survive!

Planning: Choose one of the following three plans:

A: The main factor in the position is White’s intended activity on the kingside and in the centre. His d3-bishop might emerge as a very dangerous piece, as it is directed towards my king. So, the correct handling of this position requires my expansion on the other side of the board. I should proceed with 13...b4 14 əd1 (or 14 əe2) 14...a5, preparing ...a4 and ...əa6 to exchange off the dangerous white bishop. Then I think that I shall have created more than enough counterplay on the queenside, which should be my main field of action.

B: My main concern should be to complete my development and connect my rooks. So, I should play the natural 13...əb7. White’s best seems to be 14 əh3, threatening 15 e5. But then I can continue with the ‘tactical’ 14...əad8, defending against the threat (15 e5 dxe5 16 fxe5 əxe5 17 əf4 əd6 18 əxe5 əxe5 19 əxf6 əxd3) and achieving an equal share of the chances after 15 a4 b4 16 əd1 d5 17 e5 əe4, as already seen in many games.

C: I would agree with the thinking process of the previous plan, but instead of 14...əad8 I prefer to defend against the deadly 15 e5 with 14...g6. White can proceed 15 e5 (15 f5 is another possibility) 15...dxe5 16 fxe5 əd7 17 əf4 əce5 18 əg3 əd6 19 əxb5 axb5 20 əxb5 əb6 21 əxd6 əxd6 22 əxe5, with an equal position.
Test 24

Efstratios Grivas – Ilias Kourkounakis

Greek Team Ch, Athens 1996

1 d4 e6 2 ∙f3 c5 3 g3 ∙f6 4 ∙g2 d5 5 c4 dxc4 6 ∙a4+ ∙bd7 7 ∙xc4 a6 8 ∙c2 cxd4 9 ∙xd4 ∙b4+ 10 ∙d2 ∙e7 11 0-0 0-0 12 ∙d1 ∙b6 13 ∙xb4 ∙xb4 14 ∙c3 ∙c4 15 ∙b3 ∙xb3 16 axb3 ∙b6 17 b4 ∙b8 (D)

White to play

Judgement: A typical ‘Catalan’ middlegame has arisen. Black hasn’t handled the opening correctly, leaving White with the initiative and a slightly better position in general. The typical ‘Catalan’ monster (the g2-bishop) is again working full-time, controlling many squares on the long diagonal. White’s knights are well placed, his rook is already on d1 and the other one is ready to work on the a-file. Although Black has fallen behind in development, his position does not have any real weaknesses, so White’s advantage is not permanent and, with any (even minor) slip, it could disappear.

Planning: Choose one of the following three plans:

A: When all one’s pieces are in good positions, it can sometimes be a problem, as they cannot be improved! But I think that my d4-knight is actually not very well placed, as it has no targets and also limits my d1-rook’s activity on the d-file. So, I think that the manoeuvre ∙b3-a5 would improve my position, as my knight will find a nice target on b7 and my d1-rook will be ready to invade Black’s camp in the near future.

B: As my pieces are all on their best possible squares, I should improve my pawn-structure. I should proceed with 18 e4 e5 (18... ∙d7 is out of the question due to 19 e5) 19 ∙f5 ∙xf5 20 exf5. Now my advantage is greater, as Black’s rook is tied to the protection of the b-pawn, so I can calmly double rooks on the d-file.

C: It cannot be bad to blast open the a-file, where my rook already stands. With 18 b5 axb5 19 ∙cxb5 (19 ∙dxb5 ∙d7 20 ∙d6 ∙c6) my position would further improve, as my knight will land on the d6-square.
Test 25

Efstratios Grivas – Angelos Vouldis

Greek rapid Ch, Athens 1996

1 d4 ♘f6 2 ♗f3 g6 3 g3 ♘g7 4 ♘g2 0-0 5 0-0 d6 6 a4 a5 7 ♗c3 d5 8 ♗e5 c6 9 e4 dxe4 10 ♗xe4 ♘xe4 11 ♘xe4 ♘h3 12 ♗e1 ♗d7 13 ♘xd7 ♘xd7 14 ♘e3 ♗ad8 15 c3 ♘g4 16 ♘b3 ♘e6 17 ♘c2 ♘d5 18 ♘xd5 cxd5 19 ♘f4 ♘c8 (D)

White to play

Judgement: As a lot of pieces have been exchanged and no permanent weakness has been established, it seems that Black has managed to equalize. On the other hand, Black no longer has the possibility of a minority attack on the queenside at his disposal, due to the fact that he has played ...a5. If the black a-pawn were on a7, then Black would have a strong and simple plan with ...b6, ...a6, ...b5-b4, creating weaknesses in White’s camp. So, both sides are facing problems in finding an appropriate plan. But it seems that White has slightly greater freedom in finding play on either side of the board, and so he must hold a tiny plus.

Planning: Choose one of the following three plans:

A: I should concentrate on the centre, exchanging my ‘bad’ bishop (most of my pawns are on squares of the same colour as this piece) with 20 ♘e5 ♘xe5 (20...f6 21 ♘f4 creates weaknesses on the e-file) 21 ♘xe5 c6 22 ♗ae1, intending h4-h5. My advantage will be slight but stable, with practically with no risk involved.

B: I should find play on the queenside, where there are some fixed targets, such as the black pawns on a5 and b7. Starting with 20 ♘b3, I shall be able to regroup my forces with ♘b6, ♗a3-b3 and, with the help of my very well placed f4-bishop (which controls the important b8- and c7-squares) I shall obtain excellent chances.

C: I should draw up a plan on the kingside, playing 20 ♘d2 with ideas like ♘h6, ♘g2, h4-h5 and ♘h1. Black can do little to create counterplay, as a future advance with ...b5 will only weaken his queenside, while I can easily defend mine with ♘e2. My kingside activity will be more important than any Black can create.
Test 26

Anar Allahverdiev – Efstratios Grivas

European Team Ch, Pula 1997

1 c4 g6 2 g3 g7 3 g2 d6 4 c3 e5 5 d3 f5 6 e3 f6 7 ge2 0-0 8 0-0 c6 9 b4 e6 10 b5 d5 11 a3 e8 12 b3 (D)

Black to play

Judgement: Here we again enter the game at a late opening phase. Both sides have tried to develop harmoniously, but with different ideas about their middlegame plans on their minds. White expects that his pressure on the queenside will prove effective, while Black is relying on his strong central pawns. Possibilities for retaining the equilibrium or gaining an advantage depend on the right choice of plan.

Planning: Choose one of the following three plans:

A: White’s bishops are dominating a lot of squares. One of my first intentions should be to restrain their power, by closing down the diagonals. I should start by restricting the g2-bishop with the natural 12...e4. White has to clarify matters in the centre, so a response like 13 bxc6 bxc6 14 d4 (14 b7 d7 15 xa8 a6 16 xe8+ xe8 14...dxc4 15 b7 bd7 16 dxe4 fxe4 17 xc6 b6 18 ab1 looks reasonable and seems to offer equal chances in a somewhat unclear position. As Black I can be happy with this outcome of the opening: I have at least neutralized White’s standard tiny opening advantage.

B: I should retain the tension in the centre for as long as I can benefit from it. But I also think that I must take care of White’s threat of bxc6 and b7. So, I need to get some breathing space on the queenside for my a8-rook. Therefore I would continue with 12...a5 13 ad1 d4. My well-placed pieces, along with my initiative in the centre, should give me a pleasant game.

C: I should not underestimate White’s initiative on the queenside and I must first of all protect my weak spots (b7, c6 and d5). If I can combine this kind of prophylaxis with active, positional or tactical threats, then my position should be quite acceptable. So, I should proceed with 12...dxc4 13 dxc4 and now 13...c8 or 13...e4 should retain the equilibrium.
Test 27

Efstratios Grivas – Yuri Poluektov

Limassol 1997

1 d4 d5 2 c4 c6 3 cxd5 wxd5 4 e3 e5 5 d3 b4 6 d2 xc3 7 bxc3 ge7 8 c4 w6 9 d5 d8
10 e4 c5 11 e2 d7 12 g3 g6 13 d3 f6 14 b1 h5 15 0-0 h4 16 e2 g5 (D)

White to play

Judgement: Black chose an unusual opening set-up. He has decided to keep the position closed, neutralizing White’s bishop-pair. He also has ideas like placing one of his knights on d6 and the other one on f4, which look very promising. Although White seems to be on top as he enjoys a well-protected passed pawn, the bishop-pair and a significant spatial advantage, there is the question of how to proceed.

Planning: Choose one of the following three plans:

A: As the kingside and the centre seem blocked, I should concentrate on the remaining flank. A continuation such as 17 c3 a6 (17...g6 18 b5 wb8 19 e3 b6 20 e2 f4 21 g4 xg4 22 xg4 a6 23 c3 wd6 24 a4 xb8 25 xb6 +) 18 wb3, with ideas like e3 and a4 to follow, should give me a clear advantage.

B: The semi-open b-file can and should be exploited. My rook is already placed on that file but of course I need more pieces transferred to that part of the board. I could also exchange the lightsquared bishops in order to weaken the light squares in Black’s camp. A possible continuation could be 17 a4 g6 18 a5 f4 19 c2 xe2+ 20 xe2 or 17 c2 g6 18 a4, with a clear advantage in both lines.

C: My advantages are quite valuable and I should try to benefit from them in a direct way. A sacrifice like 17 f4 comes into consideration. After 17...gxf4 18 xf4 exf4 19 xf4 wa6 20 e5 my bishops come to life, my passed pawn is ready to advance and the black king will come under fire. Of course I shall be a piece down, but all my remaining pieces will be active and ready to exploit the presence of the opponent’s king in the centre. In view of the above, I think my compensation will be more than fine.
Test 28

Efstratios Grivas – Nikolaos Gavrilakakis

Greek Ch, Athens 1997

1 c4 e5 2 Nc3 Nc6 3 f3 f6 4 g3 g6 5 Ng2 g7 6 0-0 0-0 7 d4 exd4 8 Nxd4 Nc8 9 Nxc6 bxc6 10 a4 a5 11 d1 e7 12 f4 e7 13 a3 c5 14 d3 g4 15 f1 Nc3 16 c3 e2 17 c2 e8 18 h3 f6 19 e3 e3 20 fxe3 wxe3+ 21 h2 h5 22 f3 w5 (D)

White to play

Judgement: White has won the exchange for two pawns, resulting in approximate material equality. Black’s poorly placed and uncoordinated pieces constitute his main problem. His rook and bishop are out of play, at least temporarily, and this fact might prove costly. On the other hand, White cannot hope to benefit from this in a potential endgame unless he can improve the coordination of his own pieces. So, it is important to coordinate and direct his pieces towards some specific target.

Planning: Choose one of the following three plans:

A: I should use the open b- and e- files to penetrate my opponent’s camp. As his king is relatively unprotected, I shall have good chances to create mating threats. So, I shall start with 23 wb3, threatening wb8. After the forced 23...a8 I can continue 24 e3 f6 25 e8+ g7 26 e3, intending f2, with a clear plus.

B: As in Plan A, I should penetrate my opponent’s camp. But I think it is better to do it with 23 cc3, intending fe3. I can also transfer my queen to the kingside by means of c5 and wh4. This must give me a strong attack and I feel confident that it will be decisive.

C: I do not think that I can attack the black king, as my forces do not seem to be adequate in number and sufficiently well placed for that purpose. I think it would be better to add another small plus to my overall advantage, that of a passed pawn. This can be created with 23 b4 followed by c5 and bxa5. This will be enough for a slow but sure win, as Black is lacking serious counterplay.
Test 29

Efstratios Grivas – Hristos Bousios

Greek Ch, Athens 1997

1 d4 ♞f6 2 c4 d6 3 ♞c3 e5 4 ♞f3 exd4 5 ♞xd4 ♞d7 6 g3 ♞c6 7 ♞g2 ♞e7 8 0-0 0-0 9 b3 ♟c8 10 ♞e1 ♞xd4 11 ♟xd4 ♞c6 12 e4 ♞d7 13 ♞b2 ♞f6 14 ♟d2 ♟e8 15 ♞ad1 a5 16 f4 ♞xc3 17 ♞xc3 f6 (D)

Judgement: White’s advantage is undisputed. He possesses the bishop-pair, a strong centre and a valuable spatial advantage. On the other hand Black’s pieces are squeezed into his first three ranks, unable to create any active play. But although Black has a passive position, it is a tough nut to crack. Long manoeuvres with specific ideas are the way to exploit the advantage.

Planning: Choose one of the following three plans:

A: As in most similar cases, it is important to seize even more space, squeezing the opponent further. I should carry out a quick advance with a3 and b4, gaining control over the c5-square (denying it to Black’s d7-knight) and then, at the appropriate moment, proceed with c5 or g4-g5 in order to give my b2-bishop maximum power.

B: I should always keep in mind that a successful e5 advance, opening up the position and releasing the power of the b2-bishop, will be in my favour. So, first of all I should reinforce my control of that critical square, by doubling rooks on the e-file. Then, slowly but surely, I would take control of c5 (by a3 and b4), further restraining the passive d7-knight, and, as a third step, I shall try to advance my kingside pawns (g4, h4 and g5), preparing the final attack against the black king.

C: My position looks quite strong and Black’s pieces are not well coordinated. I think that I should seek a more complicated battle, starting with the 18 c5 advance/sacrifice. Black is forced to accept it with 18...dxc5 (as 18...♝xc5 19 e5 fxe5 {19...♝xg2 20 exf6 ♞e4 21 f7+} 20 ♞xc6 bxc6 21 fxe5 looks more than good for me) but then I can play 19 ♞h3 with various threats, such as ♟c4+ and ♟f7, or ♟d3/d2, or just the thematic advance e5.
Test 30

Saša Veličković – Efstratios Grivas
Athens 1998

1 e4 c5 2 \( \text{d} \)c3 \( \text{d} \)c6 3 \( \text{d} \)ge2 d6 4 g3 g6 5 d4 \( \text{g} \)g4 6 dxc5 dxc5 7 \( \text{w} \)xd8+ \( \text{w} \)xd8 8 \( \text{g} \)e3 \( \text{f} \)f3 9 \( \text{g} \)g1 \( \text{f} \)f6 10 \( \text{g} \)g2 \( \text{x} \)g2 11 \( \text{x} \)g2 b6 12 \( \text{d} \)d1 \( \text{w} \)xd1+ 13 \( \text{w} \)xd1 \( \text{g} \)g7 14 f3 \( \text{d} \)d7 15 f4 0-0 16 \( \text{c} \)c1 \( \text{w} \)d8 17 \( \text{g} \)g1 (D)

Black to play

Judgement: White was not in an ambitious mood and chose a rather dull opening, trying just to retain the equilibrium. Consequently, it was an easy task for Black to obtain at least an equal position. However, since White has neither created any weaknesses in his pawn-structure nor misplaced any of his pieces, it is rather difficult for Black to drum up some kind of initiative or any strong positional threats.

Planning: Choose one of the following three plans:

A: Creating winning chances is not easily accomplished. But I think with 17...\( \text{b} \)d4 I should be able to improve my position, as White will be forced to exchange bishops with 18 \( \text{w} \)xd4 (18 \( \text{g} \)d2 \( \text{f} \)f6 cannot be recommended to White) 18...cxd4 19 \( \text{d} \)d1. Then I can continue with 19...\( \text{e} \)e5 and later ...\( \text{c} \)c5. My pawn-structure has been improved and my knight has found a strong base on c5, as it is not easy for White to play b4; it would create weaknesses in his queenside pawn-structure.

B: It’s quite important to find an appropriate square for my d7-knight. I think that the solution should revolve around the important d4-square, so I would continue with 17...\( \text{d} \)d4 18 \( \text{d} \)d1 \( \text{b} \)b8 19 e5 \( \text{b} \)bc6. Then my knights will be very well placed, protecting each other. I can also break up the centre with ...\( \text{f} \)f6 later. Although the position remains tough, I am on the right path and I feel that my initiative will grow.

C: I think that my position will not improve if I just manoeuvre quietly. I’d rather improve their placement and attack White’s centre with 17...\( \text{f} \)f6 18 h3 \( \text{e} \)e5. White must play 19 f5 \( \text{d} \)d4 20 \( \text{f} \)xg6 \( \text{d} \)xe2+ 21 \( \text{d} \)xe2 \( \text{d} \)xe4 22 \( \text{g} \)xf7+ \( \text{w} \)xf7 23 \( \text{g} \)4 and this should give me some initiative, as the unbalanced pawn-structure helps me in my winning efforts.
Test 31

Enamul Hossain – Efstratios Grivas

Olympiad, Elista 1998

1 e4 c5 2 d4 c6 3 d3 e5 4 c4 d6 5 d4 c6 6 d2 f6 7 h3 e6 8 d1 (D)

Black to play

Judgement: Although it’s quite early to give a clear positional assessment, as both sides have hardly completed their development, there are some factors that cannot be ignored. Black has voluntarily accepted a weak square on d5 but it is not easy for White to benefit from it. The manoeuvre d2-f1-e3, aimed directly at this square, loses valuable time, especially connected with the prophylactic h3. Pawn moves in the opening are very important and often leave their mark on the subsequent middlegame play and strategy. The position should offer equal chances in a complex middlegame, and the discovery of the most appropriate plan is necessary.

Planning: Choose one of the following three plans:

A: I should benefit from the loss of time involved in the d2-f1-e3 manoeuvre. Therefore, I should open up the position as quickly as possible, continuing with 8...d5. After the exchanges that might occur on this square, I shall have rid myself of the square’s weakness, and will have gained more space in the centre. By completing my development (...0-0 and bringing my rooks to the centre) my position will be more than fine.

B: I should proceed with my usual plan in this type of position, castling and then exchanging the dark-squared bishop with ...d7-b6 and ...g5. White would control the d5-square but this is not so serious. After some exchanges, my position will be solid enough.

C: As in Plan B, I would also choose a harmonious development, castling immediately and then proceeding to create counterplay on the queenside with ...b8, ...a6 and ...d4, aiming basically for the b5 advance. This will provide more space on the queenside, which will serve as compensation for the weakness of the d5-square. The plan with ...d7-b6 and ...g5 will always be kept in mind.
Test 32

Efstratios Grivas – Vadim Chernov
Olympiad, Elista 1998

1 d4 d6 2 c4 c6 3 e4 e5 4 d5 f5 5 e5 fxe5 6 dx5 dxe5 7 c3 g5 8 f4 d6 9 b3 b6 10 b4 exf4 11 gxf4 b5 12 c4 bxc4 13 bxc4 e4 14 dxe4 dxe4 15 f3 e3 16 g4 g6 17 h4 hxg4 18 hxg4 h5 19 g5 hxg5 20 hxg5 e6 21 gxe6 fxe6 22 f4 f5 23 g4 g5 24 f5 gxf5 25 gxf5 f6 26 gxf6 e5 27 g4 g4 28 g5 g5 29 g6 g6 30 g7 g7 31 g8=g8 g8=g8 32 g2 g2 (D)

White to play

Judgement: The weaknesses in Black’s pawn-structure (a4, c7, c5 and e5) appear – and are – serious. As a result, White has the advantage. However, the problem of converting this advantage into victory remains complicated, as Black seems able to defend, as these weaknesses are not accessible to the white rooks.

Planning: Choose one of the following three plans:

A: I think that it is important to exchange one pair of rooks, as this will enable my king to be centralized. The procedure should be something like 33 g2 f6 34 f3 x f3 35 xf3 g5 36 g4+ g5 37 g3 h6 38 h4+ f6 39 f3 e7 40 e4 d6, and now, with 41 f5 I shall be able to exploit Black’s pawn weaknesses.

B: I think that my rooks are rather passive and I cannot immediately attack Black’s pawn weaknesses in a useful manner. Therefore, I must use a logical but extraordinary idea: voluntarily relieving Black of an inaccessible weakness (a4) to enable my rooks to attack the others (c7, c5 and e5). After 33 b3 axb3 (33...a3 34 f2 f6 35 g4 x f2 36 x f2) 34 axb3 I can continue with 35 a2 and a5.

C: As my c2-rook is tied down to the protection of my pawns on c4 and b2, I should lighten its burden with 33 a3. After 33...b6 (33...b3 34 x b3 axb3 35 c3) 34 c2 f6 35 g2 I can try various ideas, such as exchanging a pair of rooks and activating my kingside pawns with g4 and h4. There is nothing forced, but I feel that my advantage will tell in the long run.
Test 33

Efstratios Grivas – Hrisanthos Pountzas

Kalavrita 1998

1 d4 ♘f6 2 c4 e6 3 ♘f3 c5 4 g3 cxd4 5 ♘xd4 ♘c6 6 ♘g2 ♘c5 7 ♘b3 ♘e7 8 ♗c3 d6 9 0-0 ♘d7 10 ♗f4 ♗b8 (D)

White to play

Judgement: Black’s opening play was not really up to par and he now seems to face grave problems. His light-squared bishop is not well developed (it should be placed on the long diagonal), his ♖c6-knight should be on d7 and the b5-square is not (yet) covered with ...a6. In sharp contrast, White has a menacing lead in development and much better placed pieces. Of course, all these privileges White enjoys are temporary advantages and can easily evaporate if not properly handled. So, true enough, White has the advantage, but only the right plan would confirm this and allow him to benefit from it.

Planning: Choose one of the following three plans:

A: Activity and initiative should be my main concern. As the d6-pawn seems to be quite weak, I should focus my efforts on that. I should proceed with 11 ♗b5. Black is limited to two answers: 11...♗e5 12 ♗a5 ♘xb5 13 cxb5 d5 14 ♘xb7 ♘xb7 15 ♘xe5 ♘xb5 16 e4, or 11...e5 12 ♗g5 ♗g8 (12...a6 13 ♘xf6 gxf6 14 ♘c3 ±) 13 ♘xe7 ♘xe7 14 ♘d2 a6 15 ♘c3. In both cases White should feel more than happy.

B: As I feel that there is nothing forced, I should strengthen my position further and gain more space with 11 e4. A possible continuation is 11...0-0 12 ♕e2 h6 13 ♕fd1 ♕d8 14 ♕d2, doubling rooks on the d-file. Black cannot easily play ...a6, as then ♗a4 is strong. I believe that my advantage has increased.

C: To benefit from my advantages I should open up the position. This is best done with 11 c5. True, Black will get rid of one of his headaches, the d6-pawn, but this would hardly be an achievement, as my pieces could then plunder his suspicious position. Black should react with 11...e5 (11...♗e5 12 ♗a5 ♘c8 13 ♘xe5 dxe5 14 c6) 12 cxd6 ♘xd6 13 ♘g5, but then I should be on top.
Test 34

Efstratios Grivas – Spyridon Kapnisis

Athens 1999

1 d4 d5 2 c4 c6 3 电脑 4 e3 e6 5 电脑 bd7 6 电脑 c2 电脑 d6 7 a3 0-0 8 电脑 d2 电脑 e7 9 电脑 d1 a6 10 电脑 d3 e5 11 dxe5 电脑 xe5 12 电脑 xe5 电脑 xe5 13 cxd5 cxd5 (D)

White to play

Judgement: This is a typical position with an isolated queen’s pawn. Black has accepted this potential endgame weakness, but as compensation he has achieved excellent piece development and generally must be satisfied with his middlegame possibilities. Well, from all the above we might think that White is in trouble! This is not true, as White has acquired an important target (the d5-pawn) and adequate development. But he has still to deal with the possible advance ...d4 and in general seek exchanges.

Planning: Choose one of the following three plans:

A: It seems to be the best time for me to regroup my pieces, gaining control over important squares and diagonals. This is best done with 14 电脑 e2, preparing 电脑 c3 and 电脑 g3. This manoeuvre does not only stop a potential ...d4 advance, but also offers my pieces their best placement.

B: I think that my pieces are standing well and my main problem is to place my king in a safe location. At the same time I should be on the alert and not allow Black to achieve the ...d4 advance, as then my advantage would evaporate. My idea should be to transfer my queen to the kingside, where it will protect my king and at the same make attacking gestures towards the black one. Therefore, I should play 14 电脑 a4 and 电脑 h4.

C: As Black’s pieces are well developed, I think that I should not have any real advantage. Moreover, concern for my king’s safety should be a priority. To solve this problem I should continue with 14 f4 电脑 e7 15 0-0, retaining equality. If Black plays 15...电脑 c5 16 电脑 e1 电脑 d7 17 电脑 h1 I have no reason to complain.
Test 35

Efstratios Grivas – Athanasios Karayiannis

Greek Team Ch, Kavala 1999

1 d4 d5 2 c4 c6 3 cxd5 \(\text{\textgreek{\textbf{w}}x\text{\textgreek{\textbf{d}}}}\) 4 e3 e5 5 \(\text{\textgreek{\textbf{d}}\text{\textgreek{\textbf{c}}}}\) 6 \(\text{\textgreek{\textbf{\textgreek{\textbf{d}}}}}\) 7 cxd5 \(\text{\textgreek{\textbf{\textgreek{\textbf{x}}}x\text{\textgreek{\textbf{d}}}}}\) 8 exd4 9 f6 0-0 10 e2 \(\text{\textgreek{\textbf{e}}}4\) 11 0-0 a5 12 \(\text{\textgreek{\textbf{w}}}c2\) d6 13 \(\text{\textgreek{\textbf{\textgreek{\textbf{c}}}}}\) 14 e1 d7 15 \(\text{\textgreek{\textbf{w}}}b2\) fc8 16 c5 \(\text{\textgreek{\textbf{e}}}4\) 17 \(\text{\textgreek{\textbf{x}}}c1\) e8 18 \(\text{\textgreek{\textbf{e}}}5\) a4 19 \(\text{\textgreek{\textbf{x}}}c6\) a3 20 \(\text{\textgreek{\textbf{w}}}b4\) bxc6 21 \(\text{\textgreek{\textbf{x}}}a5\) \(\text{\textgreek{\textbf{b}}\text{\textgreek{\textbf{b}}}}\) 22 \(\text{\textgreek{\textbf{x}}}a8\) \(\text{\textgreek{\textbf{\textgreek{\textbf{x}}}a8}}\) (D)

White to play

Judgement: White’s position is clearly preferable. The advantages of the bishop-pair and the better pawn-structure (the black pawns on \(c7\), \(c6\) and \(a3\) are isolated and weak) give him good winning chances, in the near or distant future. In such positions, the side with the advantage usually has at his disposal more than one reasonable plan, and more than one pleasant move at each turn. A serious chess-player must nearly always choose the safest and most appropriate plan to crown his efforts.

Planning: Choose one of the following three plans:

A: The black c-pawns are weak but I am not sure that I shall be able to attack them effectively. I think I can transform my advantage into something completely different with the help of 23 d5 cxd5 24 \(\text{\textgreek{\textbf{\textgreek{\textbf{x}}}x\text{\textgreek{\textbf{d}}}}}\) 25 \(\text{\textgreek{\textbf{x}}}c7\), when I have a rook on the 7th rank and chances to create an attack aided by the opposite-coloured bishops with \(\text{\textgreek{\textbf{x}}}d4\) and \(\text{\textgreek{\textbf{x}}}c3\).

B: I think that I should take the pawn offered with the simple 23 \(\text{\textgreek{\textbf{x}}}b5\) cxb5 (23...\(\text{\textgreek{\textbf{b}}}b8\) 24 \(\text{\textgreek{\textbf{x}}}a3\)) 24 \(\text{\textgreek{\textbf{x}}}c7\). I am one pawn up, my rook is well placed on the 7th rank and my d-pawn is already passed. These advantages should be enough to score the full point sooner or later.

C: My advantages are of a permanent nature and should remain so! I should not be in a hurry to win material, but first reinforce my position. A plan like \(\text{\textgreek{\textbf{\textgreek{\textbf{c}}}}}\) 5, \(\text{\textgreek{\textbf{f}}}3\) and \(\text{\textgreek{\textbf{\textgreek{\textbf{b}}}}}) creates many problems for Black, who must then look out for the d5 advance at each turn.
Test 36

Artur Yusupov – Efstratios Grivas

Greece vs Germany, Corfu 1999

1 d4 f6 2 f3 g6 3 c4 g7 4 g3 d6 0-0 c6 7 d5 e5 8 bd2 b5 9 cxb5 a5 10 c1 c5 11 bxc6 bxc6 12 b3 b6 13 fd4 xd4 14 xd4 d5 15 a4 (D)

Planning: Choose one of the following three plans:

A: White’s threat is 16 a5 and 17 c6, which will win material (my d5-pawn). I think I should strengthen my centre with 15...e6, which looks like a very natural reaction to White’s threat. Play can go on with 16 b3 (16 a5 c4) 16...a5 and I am ready for ...b7 and ...c8, with at least equality.

B: I see the threat described in Plan A, but I think it is better to advance my e-pawn to e5, setting up a powerful centre. Alas, this cannot be done immediately: 15...e5 16 b3 (16 c6 c7 17 a5 xc6 18 axb6 xb6 19 xd5 =) 16...e6 17 c5 and White gains the bishop-pair, while 15...b7 16 a5 c8 17 a6 would be even worse. Instead, 15...d7 should be the first step. The important c6-square is sufficiently covered and I am ready for ...e5 and a later ...b7. This idea will allow me to play for more than the half-point.

C: Stopping White’s activity on the queenside should be my main concern. The natural reply 15...a5 wouldn’t do any harm to my future plans, which consist of central occupation with ...e5. I am not afraid of 16 c6 c7 17 xd5 xd5 18 xd5 b7 and the weak b5-square can be controlled by my c8-bishop.
Test 37

Ivan Ivanisević – Efstratios Grivas

_Khania 2000_

1 d4 ∆f6 2 c4 g6 3 ∆c3 ∆g7 4 e4 d6 5 h3 0-0 6 ∆g5 ∆a6 7 ∆d3 e5 8 ∆f3 exd4 9 ∆xd4 ∆c5 10 0-0 h6 11 ∆c1 ∆e8 12 ∆e1 c6 13 ∆c2 d5 14 cxd5 cxd5 15 e5 fxe4 16 f3 ∆xc3 17 bxc3 ∆xe5 18 ∆xe5 ∆xe5 19 ∆xh6 ∆h4 20 ∆d2 (D)

Black to play

**Judgement:** Black had an easy time in the opening, as White’s play was hardly annoying. As a result, he has achieved at least equal chances in a complex middlegame. White is weak on the kingside dark squares, his c3-pawn is not something to be proud of, and his c2-bishop lacks a future. Of course, Black’s position also has some defects, such as his isolated d5-pawn (although this should hardly be called a ‘weakness’), but overall he should feel quite happy with his position.

**Planning:** Choose one of the following three plans:

A: I should immediately take advantage of the weak dark squares around the white king. Combining my queen and bishops by 20...∆g3 21 ∆e3 ∆h2+ 22 ∆f1 b6, with ...∆a6+ to come, gives me an excellent attacking position, in which my chances are certainly much better than White’s.

B: I think I shouldn’t overestimate my position. Natural development with 20...∆d7 21 ∆g5 ∆h5 22 ∆b3 ∆c6 will result in an unclear position with equal chances. I should be satisfied with this, as I have succeeded in equalizing with the black pieces. That should be the first step in the normal course of events.

C: I think that my position should offer me good possibilities of grabbing the initiative. First of all, I should decide on where to place my pieces. I think that my c5-knight, although excellently placed at first sight, is too far away from the weak white kingside and also blocks the c-file, where White’s weak c3-pawn is situated. Improving that piece with 20...∆e6 21 ∆e3 ∆f4 is an important first step. Then I can calmly bring the rest of my pieces into battle (...∆d7, ...∆c8).
Test 38

Efstratios Grivas – Georgios Mastrokoukos
Greek Team Ch, Athens 2001

1 d4 ♗f6 2 c4 g6 3 ♗c3 g7 4 e4 d6 5 ♗f3 0-0 6 h3 e5 7 dxe5 dxe5 8 ♕xd8 ♘xd8 9 ♘g5 ♘e8 10 ♘d5 ♘xd5 11 cxd5 c6 12 ♘c4 cxd5 13 ♘xd5 ♘c6 14 ♘e2 ♘b4 15 ♘c4 ♘e6 16 ♘hc1 ♘c6 17 ♘e3 f6 18 ♘d2 ♘f7 19 ♘b5 ♘ec8 20 ♘xc6 ♘xc6 21 ♘xc6 bxc6 22 b3 a5 23 ♘c1 ♘a6 24 a4 ♘f8 25 ♘c4 ♘a8 26 ♘d2 ♘xc4+ 27 ♘xc4 ♘a6 28 ♘d3 ♘e6 29 ♘c2 ♘d6 30 ♘c4 f5 31 ♘f3 ♘a7 (D)

White to play

Judgement: White’s superiority seems unquestionable: he has the better pawn-structure, as the black pawns on a5 and c6 are isolated and weak; the white bishop is clearly stronger than its black counterpart, as it has ready-made targets (a5 and e5); the white king is also better placed. Still, the problem of converting the positional advantage to material gain remains. Which plan should (and can) White follow?

Planning: Choose one of the following three plans:

A: I should try to open a second front, in order to invade with my rook into Black’s camp. This can only be done on the kingside, so I shall start with 32 h4, planning h5 and ♘c1-h1. If Black tries 32...h5 then I can prepare the g4 advance with ♘c1-g1, exf5+ and g4.

B: My bishop needs a second target to operate successfully. This can only be Black’s e5-pawn. So, I shall proceed with 32 exf5+ gxf5 33 g4, planning ♘c3 and ♘e2, threatening among others ♘xe5 and f4. The principle of two weaknesses will be my guide.

C: Although it seems strange at first, I must exchange the bishops and the black a-pawn, thus relinquishing two of my main advantages! But what will I gain in exchange for this concession? After these exchanges a rook ending will arise, where my outside passed a-pawn, with my rook correctly placed (behind the pawn) and the king ready to invade the enemy camp, will soon bring victory. So, I shall proceed with 32 ♘a2 ♘d7 33 ♘c3 ♘e6 34 b4, transforming my advantage.
**Test 39**

**Efstratios Grivas – Nikolaos Skalkotas**

*Greek Team Ch, Athens 2001*

1 d4 e6 2 c4 c5 3 g3 g6 4 Bg2 Bb7 5 0-0 b6 6 c3 Bf6 7 g5 e4 8 d3 a6 9 Bd2 c6 10 a4 exd2 11 wxd2 b4 12 Bfd1 d5 (D)

White to play

**Judgement:** White has already completed his development and must think about his future plans. Black’s expansion on the queenside seems menacing, although his pieces are not that well placed (the knight on a6 and bishop on b7). Of course, Black has to take care with his further development. Until that is completed, White seems to be in the driving seat, as he has the move and at least two tempi that Black will require. White must find the right plan if he wants to establish his advantage.

**Planning:** Choose one of the following three plans:

**A:** Black has fallen behind in development, as he gave a higher priority to quick queenside activity. I cannot say that my pieces are excellently placed, but, in order to benefit from all the above, I should open up the centre, taking advantage of the two moves (at least) that Black needs to complete his development (...e7/d6 and ...0-0). 13 c4 is a good idea, clearing away all the central pawns at some point and thus reinforcing the power of the ‘buried’ g2-bishop. As Black cannot continue with 13...dxc4 14 dxc5 Bxc5 15 Bd7+ f8 16 Be5, I am sure that my position should be preferable.

**B:** I think that I should be active on the queenside and try to open some files there. In this case I could benefit from the badly placed black pieces. So, 13 a5 Bb5 14 dxc5 Bxc5 15 Bxc5 Bxc5 16 Bdc1 0-0 17 Be5 should give me the advantage, as my pieces are better placed and create threats (18 Bd7).

**C:** I have noticed that Black’s kingside is lacking pieces, as nearly all of them are placed on the queenside. Thus, an expansion on the kingside seems to be the right policy, starting with 13 Be5 c4 14 f4 f6 15 Bf3 Bxd6 16 g4. Then, by intending g5, gxf6, Bh1 andBg1, I shall enjoy a pleasant initiative on the kingside and particularly against the black king.
Test 40

Peter Meister – Efstratios Grivas

2nd Bundesliga 2001/2

1 d4 ♘f6 2 c4 g6 3 ♗c3 ♗g7 4 e4 d6 5 f3 a6 6 ♗e3 c6 7 ♗d3 b5 8 ♗ge2 ♘bd7 9 b3 0-0 10 ♕d2 
bxc4 11 bxc4 c5 12 0-0 cxd4 13 ♘xd4 ♗e5 14 ♗e2 ♘d7 15 ♘d5 ♘c6 16 ♗ab1 ♘xd4 17 ♘xd4 
♗xd5 18 ♗g7 ♗xg7 19 cxd5 ♕c7 20 ♕d4+ ♗f6 21 ♕f1 ♗a7 22 ♕xa7 ♘xa7 23 ♕b6 (D)

Black to play

Judgement: A very interesting position, which at first glance seems to be favourable for White, 
due to his possession of the only open files (b- and c-). However, the battlefield is not restricted to 
the open files, but also includes the part of the board where Black has a natural pawn-break, i.e. 
...f5. But first of all, Black should deal with White’s threat to the a6-pawn. The chosen defence 
must be in accordance with his future plans and ideas in general. It should be mentioned that this 
position, without the bishops and Black’s a-pawn, greatly resembles a drawish endgame typical of 
the Benko Gambit.

Planning: Choose one of the following three plans:

A: I think it is quite important to exchange one pair of rooks, in order to relieve White’s pressure 
on the queenside. A line like 23...♕c8 24 ♕xc8 ♘xc8 25 a4 f5 does not look bad, especially since I 
shall have succeeded in playing the important ...f5 advance. Then I shall move my king closer to the 
centre (...♕f6-e5), with sufficient counterplay to keep the equilibrium.

B: I think I should not advance my a-pawn too far, and neither should I exchange a pair of rooks. 
Instead, it wouldn’t be bad to exchange the bishops with 23...♗b5. White has a lot of options: 24 
♗xb5 axb5 25 ♕c2 ♖fa8 26 ♕xb5 ♖xa2 =, 24 ♖f2 f5 25 ♖e3 ≈, 24 ♕d1 or 24 ♕c2, but I believe 
that I can solve my problems in all cases.

C: I think I need both my rooks in play. One of them (the a7-rook) will defend and the other will 
operate down the f-file, which is about to be opened. So, I shall proceed 23...a5 24 ♗b5 ♖xb5 25 
♖xb5 f5 26 a4 ♖xe4 27 ♖xe4 ♖f4 28 ♕c4 ♖f6, probably with roughly equal chances in an endgame 
that is difficult to evaluate.
Test 41

Vadim Milov – Efstratios Grivas

Rethymnon (rapid) 2002

1 d4 f5 2 c4 g6 3  @c3  @g7 4 e4 d6 5  @e2 0-0 6  @f3 e5 8 0-0 h6 9  @e3  @e8 10 dxe5
dxe5 11  @d2 b6 12  @b1 c6 13 b4  @c7 14 c5 b5 15 a4 a6 16  @a1  @e6 17  @e2  @e7 18 h3 h5 19
  @a3 a5 20  @a2  @xa2 21  @xb2  @a6 22  @a1  @xb4 23  @e3  @xb4 24  @e1 bxa4 25  @a4  @e7 26
  @a3  @d7 27  @c4 (D)

Black to play

Judgement: Black has won the a-pawn thanks to some fine play in the opening and a little help from his opponent! But White has reacted quite well after this unfortunate moment (losing the pawn) and has created dangerous counterplay, mainly on the queenside. His compensation also consists of the bishop-pair and some weak squares in Black’s camp, notably d6 and b6. Also, the b4-knight seems to lack targets. Black should be careful not to find himself on the losing end.

Planning: Choose one of the following three plans:

A: As one of White’s advantages is the bishop-pair, I should seek an exchange with 27...@h6. True, I am returning my extra material after 28  @h6  @h6 29  @a5 (29  @e3+  @g5 is fine for Black), but I think that after 29...@a7 (doubling on the a-file) 30  @e3+  @g7 I shall have achieved a fine position.

B: My main concern should be to keep my extra material; otherwise White will just stand better. Thus, a move like 27...@d8 is essential. White can then play 28  @b6  @xb6 29 cxb6, but after 29...@f8 I should feel OK. White cannot regain the pawn with 28  @xa5, as he will not be able to unpin his knight.

C: White’s initiative is really dangerous, but I think I can neutralize it with an exchange sacrifice. This can be effected by 27...@xc5 28  @b6 (28  @xa5  @xa5 29  @xa5  @b3) 28...@e6 29  @xa8  @xa8. As compensation for the exchange, I shall have two passed pawns, plus the excellent d4-outpost for my knight. The fact that my pieces will come to life is even more important.
Test 42

Boris Avrukh – Efstratios Grivas
Nikea 2003

1 d4 ♜f6 2 c4 g6 3 ♜c3 ♜g7 4 e4 d6 5 ♜f3 0-0 6 ♜e2 e5 7 ♜e3 ♜e7 8 dxe5 dxe5 9 ♜d5 ♜xd5 10 

Black to play

cxd5 c6 11 d6 ♜d7 12 h4 b6 13 h5 ♜a6 14 hxg6 hxg6 15 ♜h6 ♜xe2 16 ♜xg7 ♜xg7 17 ♜d2 

Judgement: After quite an interesting middlegame, where White lost his way in the jungle of 

various pleasant possibilities at his disposal, an endgame has been reached. Black obviously holds 

the advantage, mainly on pure materialistic reasons: two active pieces for a rook and a pawn. Of 

course, there is always the problem of how to proceed – how to cash in the point. We often find that 

not all roads lead to Rome. Maybe some of them are shorter than others, while some may even lead 

in the wrong direction entirely.

Planning: Choose one of the following three plans:

A: I think it would be nice to ‘balance’ the material with 36...♩xf3 37 ♜xc6 ♜xc6 38 ♜xf3+ 

♕g5. This balance concerns only the arithmetic value of the material, as the quality of my remain­

ing pieces is much higher than White’s. Soon my opponent’s g-pawn will fall and I shall win the 

dgame.

B: White’s kingside pawns must be my target. So, first of all I should blockade them with 

36...♕g5. I think that White has nothing better than 37 ♜f8+ ♕g7 38 ♜f7 39 ♜e7 ♜f6 40 ♜e3 

♕g6, which should enable me to win without many problems.

C: I do not need to give back my extra material or blockade any pawns. I shall just defend 

against my opponent’s annoying checks with the simple 36...♩f7 37 f4 ♜d5 38 ♜f8 c4. If now 

White goes 39 g5+ ♜f5 40 ♜e7 ♜xf4 41 ♜xf7+ ♜xe7 42 ♜xf7+ ♜xg5 43 ♜c7 ♜f5 44 ♜xc4 g5, 

the resulting rook endgame should be winning.
Test 43

Efstratios Grivas – Ulf Andersson

*Internet (ICC blitz) 2004*

1 d4 d5 2 c4 dxc4 3 Qf3 Qf6 4 e3 e6 5 Qxc4 a6 6 0-0 c5 7 a3 b5 8 a2 b7 9 We2 cxd4 10 Qd1 Qc6 11 exd4 Qe7 12 Qc3 0-0 13 d5 exd5 14 Qxd5 Qxd5 15 Qxd5 Wc7 16 Qe3 Qac8 17 Qac1 Wb8 18 b4 Qd8 19 a7 Wxa7 20 Wxe7 Wb8 21 Wxc8 Wxc8 22 Wxb7 Qxb7 (D)

[Diagram showing the chessboard with the position after 22 Wxb7 Qxb7 (D).]

**Judgement:** White has emerged from the opening with a clear advantage. This advantage, although obvious, is based on concrete strategic elements. White’s queen has already invaded Black’s camp, his rook is ready to help the queen and his knight can also prove dangerous. Black’s knight is in a terrible situation and is his main headache. If, for example, it were standing on f6, then Black wouldn’t be so badly off. But this is not yet so, and it is up to White to find the way to convert his advantage into something more concrete, viz. material gain (23 Wd7 Wxd7 24 Qxd7 Qd8 25 Qe5 f6 = does not work).

**Planning:** Choose one of the following three plans:

**A:** I think I should invade immediately with my rook on the 7th rank. After 23 Qd7 Qd8 (23...Wc1+ 24 Qe1) 24 Qc7 Qf5 25 h3 Qe6 26 Qa7 I shall be ready to win material, as my combined pressure (from queen and rook) on the 7th rank is too much for Black to handle.

**B:** Before anything else, I should create a bolt-hole for my king with 23 h3, after which I shall be able to invade the 7th rank. After 23...Qd8 24 Qg5 Qc2 25 Wxd8 (25 Qxd8 Qc1+ 26 Qh2 Qf4+) 25...h6 26 Qd3 Wxd3 27 Qxd3 hxg5 28 Qd6 I shall surely be on top.

**C:** Like in the previous plan, I should create some *luft* for my king but with 23 h4 instead, threatening both 24 Qd7 and 24 h5 followed by h6, eventually creating a strong post for the knight on g5. What more can one ask from such a simple pawn move? Black must seek to improve the placement of the b7-knight as soon as possible, but even after 23...Qd8 24 Qg5 Qe6 25 Qxe6 I should hold a serious endgame advantage.
Test 44

Efstratios Grivas – Alekper Shakhtakhtinsky

Athens 2004

1 d4 d5 2 c4 c6 3 Đc3 Đf6 4 Đf3 g6 5 e3 Đg7 6 Đd3 0-0 7 0-0 Đa6 8 cxd5 cxd5 9 Đb3 e6 10 Đd2
Đe8 11 Đfc1 Đf8 12 a3 Đd7 13 Đb5 Đdb8 14 Đc2 Đc6 15 Đac1 Đab8 16 Đc3 a6 \(D\)

White to play

Judgement: White obviously stands much better, because he controls far more territory than his opponent. His pieces are harmoniously placed on the queenside and his rooks are ready to exploit the open c-file. In contrast, Black’s pieces are squeezed together on his back rank (how about placing the c6-knight on h8?) and can hardly move. His position is not collapsing immediately, mostly thanks to his main defender, his well-supported knight on c6. So, as no position can be won without a reasonable plan, White should choose the most effective one.

Planning: Choose one of the following three plans:

A: Continuing the pressure on the queenside with 17 Đa4 is the right attitude. After the more or less forced 17...Đd7 I should exchange some pieces to gain some entry squares, starting with 18 Đb4 Đxb4 (18...Đg7 19 Đd6) 19 axb4, preparing Đc5 and/or the b5 advance.

B: I do not think it is that easy to exploit the ‘closed’ c-file, as Black seems to defend against any invasions. When there are passive and badly placed pieces, the right way to exploit this is to open up the position. It is then that the quality of piece placement really matters. Therefore, I should continue with 17 e4, opening up the centre and trying to exploit, among other things, the weak dark squares around the black king. The weakness of the d4-pawn is irrelevant, as White’s ‘compensation’ will be tremendous.

C: I should increase the pressure on the queenside and therefore continue with Đa2, b4, Đa4-c5, Đb2 and a4. Then I will be ready to exploit the c-file, which will be opened after the b5 advance. I do not see any counterplay by Black coming any time soon, so I have the necessary time to work on my plan.
Test 45

Efstratios Grivas – Nikolaos Kalesis

Greek Team Ch, Aghia Pelagia 2004

1 d4 Ʌf6 2 c4 e6 3 Ʌf3 Ʌb4+ 4 Ʌbd2 d5 5 a3 Ʌe7 6 g3 0-0 7 Ʌg2 b6 8 0-0 Ʌb7 9 cxd5 Ʌxd5
10 Ʌc2 Ʌbd7 11 e4 Ʌb7 12 e5 Ʌd5 13 Ʌe4 h6 14 Ʌe1 c5 15 dxc5 Ʌxc5 16 Ʌxc5 Ʌxc5 17 b4
Ʌe7 (D)

White to play

Judgement: White enjoys a small spatial advantage, mostly thanks to his e5-pawn. There are no pawn weaknesses for either side, and also no misplaced pieces. This makes the choice of the right plan even more complicated. White enjoys a slightly better position, but as there are no concrete targets, this advantage can easily evaporate.

Planning: Choose one of the following three plans:

A: I should concentrate on the queenside, where my pawns are well advanced. I shall start with 18 Ʌd2 Ʌc8 19 Ʌb2 and then a4-a5. Black’s counterplay seems insufficient, as he doesn’t have any entry squares for his pieces, nor any active plan. My advantage will be slight but stable.

B: As my e5-pawn secures me more ground on the kingside, I should transfer my pieces to this part of the board, creating attacking chances. The black king seems inadequately protected, as the black knight cannot access the f6-square, nor can any other piece contribute to the defence. Moreover, the pawn on h6 is a potential target for a sacrifice. If Black tries to liberate his position with the ...f5 advance, then the creation of a permanent pawn weakness on e6 will give me a clear positional target. So, I shall start with 18 Ʌe4 and Ʌg4.

C: I think that the c6-square could be turned into a strong outpost, particularly for my f3-knight. For this purpose I must push my b-pawn to b5 and exchange the light-squared bishops. Then, with Ʌd4-c6 I shall have created an excellent basis for my plans on the queenside and in the centre. I shall start with 18 Ʌb2 Ʌc8 19 Ʌd2 and then Ʌad1 and Ʌd4, with strong pressure in the centre and on the queenside.
Test 46

Ilias Mastoras – Efstratios Grivas

Greek Team Ch, Aghia Pelagia 2004

1 e4 c5 2 d3 e6 3 dge2 c6 4 g3 d5 5 exd5 exd5 6 dge2 d4 7 d5 d6 8 d3 dge7 9 dxe7 dxe7 10 f4 dge6 11 xxd6 f5 12 0-0 0-0 13 f2 d7 14 b3 c6 15 f4 d5 16 f3 fxe8 17 fae1 (D)

Black to play

Judgement: White’s opening treatment was surely not a success. White made it clear that a draw was his main aim, but it is well known that if you want to split the point with a stronger player, you have to be active and force him in a worse position; you have to deliver the message that he might be in trouble! An equal position is bread and butter for the stronger player, as he can go on testing his opponent without too much risk. In the position above Black has achieved a significant advantage. His pieces are standing excellently, while White has to be on the alert. Still, Black must find an appropriate plan.

Planning: Choose one of the following three plans:

A: White has weakened his dark squares too much. I should benefit from this, utilizing the power of my queen. A continuation like 17...f6 (threatening 18...d6) 18 f1 d6 19 xg6 hxg6 could be quite dangerous. After the possible 20 xe8+ xe8 21 e1 e3 I would preserve my advantage, thanks to the outpost on e3 and the better minor piece.

B: As I cannot do much in the centre and on the kingside, I should focus on the queenside, where I can organize a breakthrough. Thus, I should proceed with 17...a5, planning ...a4, ...axb3 and an invasion by my rook. If White tries 18 a4, then after 18...b5 19 axb5 dxb5 I can still continue with ...a4 and a later ...c4.

C: Doubling rooks on the e-file is the right way to improve my position. White will not be able to oppose this with his own rooks, as he must cover the f3-square. After this simple and standard idea, I think that my position should improve and, although I do not see anything forced, the feeling is that I am on the right path.
Test 47

Efstratios Grivas – Sotirios Logothetis

Greek Team Ch, Ermioni Argolidas 2005

\[1 \, c4 \, e6 \, 2 \, \text{c}f3 \, d5 \, 3 \, g3 \, dxc4 \, 4 \, \text{a}a4+ \, \text{d}d7 \, 5 \, \text{xc}4 \, a6 \, 6 \, \text{g}2 \, b5 \, 7 \, \text{c}2 \, \text{b}7 \, 8 \, 0-0 \, \text{gf}6 \, 9 \, b3 \, c5 \, 10 \, \text{b}2 \, \text{e}7 \, 11 \, d3 \, 0-0 \, 12 \, \text{bd}2 \, \text{b}6 \, 13 \, \text{ac}1 \, \text{ac}8 \, 14 \, \text{fd}1 \, \text{fd}8 \, 15 \, a3 \, \text{a}7 \, 16 \, \text{b}1 \, \text{a}8 \, 17 \, \text{a}1 \, \text{e}8 \, 18 \, \text{c}2 \, \text{f}6 \, 19 \, \text{dc}1 \, \text{xb}2 \, 20 \, \text{xb}2 \, \text{c}7 \,(D)\]

White to play

**Judgement:** White’s unambitious opening play has allowed Black to feel that he is near equality. Although White remains at a safe distance from the battlefield (on the three first ranks), his pieces have occupied their best possible squares. The semi-open c-file is in White’s favour, as his rooks apply constant pressure on the black c5-pawn. White should stand a tiny bit better.

**Planning:** Choose one of the following three plans:

**A:** Black’s c-pawn is weak of course, but there is no chance to benefit from it, as I cannot attack it with greater force than Black can defend it with. So, I should forget about it and try to open some lines for my doubled rooks, benefiting from Black’s queenside pawn-structure. I think that after 21 \, d4 \, \text{dc}8 \, 22 \, \text{xc}5 \, \text{xc}5 \, 23 \, b4 \, \text{a}4 \, 24 \, \text{b}3 \, \text{xc}2 \, 25 \, \text{xc}2 \, \text{f}6 my pieces are standing a little bit better and, in a future endgame, Black’s queenside pawns will be a target for my light-squared bishop.

**B:** The b4 advance should nearly always be on my mind. However, I think that this is not the appropriate moment to employ it, as I do not get anything special after the possible exchanges. I think that, before executing this advance, I must weaken Black’s b-pawn. This is best done with 21 \, a4. If Black continues with \,...\,b4 I shall gain the excellent outpost c4 for my knight, while if he just follows a waiting policy, then I shall proceed with axb5 and b4, creating a weak black b-pawn. This plan should give me a slight advantage.

**C:** I think that a type of minority attack with 21 \, b4 should be fine. After the pawn exchange (White’s b-pawn for Black’s c-pawn) I shall obtain a strong central majority. If I can advance it, I shall gain better chances all over the board, as a strong centre nearly always guarantees at least the initiative.
Test 48

Efstratios Grivas – Konstantinos Ignatiadis

Athens 2006

1 d4 d5 2 c4 c6 3 f3 f6 4 c3 a6 5 a4 e6 6 e3 b7 7 d3 b4 8 0-0 0-0 9 d2 dxc4 10 xc4 c5 11 e2 cxd4 12 exd4 a5 13 fd1 b6 14 b3 h5 15 e4 xd2 16 xf6+ gxf6 17 xd2 d8 18 f4 d5 19 xd5 xd5 20 xf6 g6 21 e7 f6 22 acl d7 23 c3 f7 24 b4 c6 (D)

White to play

Judgement: White’s energetic opening play was rewarded with a healthy extra pawn. Still, problems do exist and revolve around the issue of how to use or protect this pawn. Black’s pieces are well-placed and ready to seek real compensation down the d- or g-file. A simple plan for Black is to double rooks on the d-file and then move his d5-rook to d6, in order to threaten ...xf3 or ...e5. Another interesting plan for Black is to double rooks on the g-file, creating attacking possibilities against the white king. So, White should be on the alert, as his extra pawn is of no great value at this particular moment, with so many pieces on the board.

Planning: Choose one of the following three plans:

A: All my problems are caused by the bad placement of my knight. I should transfer it to c2 (and eventually to e3), from where it can protect my important extra d4-pawn without any danger of being exchanged. This manoeuvre also helps me cover the g-file with a potential g3. In case of 25 e1 ad8 26 c2 e5, then 27 ccd3 looks more than fine.

B: Exchanging pieces should be the right policy. A continuation like 25 c5 ad8 (25...xc5 26 dxc5 xf3 27 xf3 would be fine) 26 xd5 xd5 27 wc3 would improve my position, and active ideas like cd2-c4 and a5 come to mind.

C: As in Plan A, I should transfer my knight to a better square. That square is b3, from where my knight will play both a defensive and an offensive role, as it can sometimes jump to c5, applying pressure on the opponent’s b7- and e6-pawns. I shall play 25 cd2 ad8 26 b3, improving my position.
Test 49

Efstratios Grivas – Konstantinos Fragiadakis

Athens 2006

1 d4 ♞f6 2 c4 c5 3 d5 e5 4 ♞c3 d6 5 e4 g6 6 ♞f3 ♞g7 7 h3 0-0 8 g4 a6 9 ♞e3 b5 10 cxb5 axb5 11 ♞xb5 ♞xe4 12 ♞xe4 ♝a5+ 13 ♞c3 e4 14 ♞d2 ♞xc3 15 bxc3 ♝xb5 16 c4 ♝a5 17 ♞h6 ♝e8 18 ♝c2 ♝a3 19 ♝f1 f5 20 ♝e1 ♝f7 21 ♝g2 ♝d7 22 gxf5 gxf5 23 ♝h2 ♝g8 (D)

White to play

Judgement: This is a fairly complicated position, in which every move is significant. White seems to have the upper hand, as Black’s king looks quite vulnerable. The presence of opposite-coloured bishops helps the creation of attacking chances for both sides. However, at this particular moment, only White can benefit from this fact, as Black is still undeveloped and most of his pieces are far away from the white king, in contrast to the white pieces. As the position contains a lot of tactics, only the discovery of the right plan can produce a correct evaluation.

Planning: Choose one of the following three plans:

A: I need to use the open g-file as an avenue for attack and should thus fight for it with 24 ♝hg1. After the natural 24...♗e5 25 ♝xg8 ♝xg8 26 ♝g1+ ♝g6 27 ♝f4 ♝a6 28 ♝b1 I can claim some initiative, although the position remains very complicated.

B: I should act fairly quickly, as otherwise Black will be able to cover his weak points. The tempting sacrifice 24 ♝xe4 looks strong, as after 24...fxe4 25 ♝xe4 I cannot see any defence against my threats (e.g., 25...♗f6 26 ♝e7+ ♝g6 27 ♝hg1+ ++ or 25...♗e5 26 ♝f4+ ♝e8 27 ♝xe5+ dxe5 28 ♝xe5+ ♝d8 29 ♝f6+ ♝d7 30 ♝e1 +–).

C: I should try to break down Black’s central pawns and open lines for my pieces with the strong 24 f3. Combining ideas such as ♝e3, ♝hg1 and ♝d1 should give me great attacking possibilities. Of course, it is not easy to calculate all the possible variations and Black will always have counterplay, but it seems that this is the right track.
Test 50

Nikolaos Gavrilakis – Efstratios Grivas

Athens 2006

1 e4 c5 2 d4 d6 3 f4 e6 4 Nf3 f6 5 d3 c6 6 g3 e7 7 g2 0-0 8 0-0 Bb8 9 h3 d5 10 e5 c6 11 Bh2 b5 12 d4 b4 13 Nxe2 a6 14 e1 (D)

Judgement: At this early stage of the game, both players have already decided on their future fields of action. White will seek chances in the centre and on the kingside, while Black will have to make do with the remaining part of the board, the queenside. White has a small spatial advantage, mainly due to his e5-pawn, but in general Black should be happy with the opening’s outcome. The position offers approximately even chances, and the player who thinks up and executes the more appropriate plans will come out on top. This is a difficult task, for both players!

Planning: Choose one of the following three plans:

A: I should continue the pressure in the centre with 14...Bb6, connecting my rooks at the same time. At a favourable moment I can open the c-file, before or after ...Bb8. I have the feeling that I already have something more serious on the queenside than White has on the kingside, so my chances cannot be worse.

B: I should clarify things immediately with 14...cxd4. After 15 Nxd4 Nxd4 16 Nxd4 Bb6 17 Ke3 Kc5 18 Bd2 Bf8 my position will be more than fine, as I shall be able to create a quick initiative on the queenside. In the near future, doubling rooks on the c-file, putting the c2-pawn under pressure, will be my main objective, giving me some advantage.

C: In a position of a closed or semi-closed character, knights are usually more important than bishops. Therefore the exchange 14...Nxe2 seems good; in addition to the general reasoning in the previous sentence, there is the specific point that White cannot then establish a strong knight on the d4-square, while the black a-pawn is free to march (for example, all the way to a3, creating a hole on the c3-square). Play could go on along the lines of 15 Nxe2 Nxd4 16 Nxd4 cxd4 17 Bxd4 Bb6.
Test 51

Eduard Gufeld – Lubomir Kavalek

Student Olympiad, Marianske Lazne 1962

1 e4 e5 2 c3 c6 3 b5 c5 4 c3 f5 5 d4 fxe4 6 g5 b6 7 d5 e3 8 c4 h4 9 f3 f6 10 xf6+ gxf6 11 dxc6 exf2+ 12 d1 dxc6 13 e2 (D)

Black to play

Judgement: A romantic variation has given rise to a position that is very difficult to evaluate. Black sacrificed a piece for some compensation, which consists of better development, a weak white king and, most important of all, a passed, well-protected pawn on f2. None of these advantages can be called long-term, as they can be nullified by White given time. Thus, it is very important to keep up the pace and to take full advantage of these strategic plus es.

Planning: Choose one of the following three plans:

A: As is well known, when there is an unprotected weak king in the centre of the board, queens must be retained. As White is threatening to exchange them on the h5-square, I should continue with 13...h5 14 d2 g4 15 e4 0-0-0 16 c2 f5 17 e4 e4, when my advantage seems to be serious.

B: I think that, instead of losing time avoiding a queen exchange, it is preferable to develop the rest of my pieces and take full advantage of my plus es. Thus I should proceed with 13...g8 14 g3 (14 h5+ xh5 15 xh5+ e7 16 f3 f5 17 d2 ad8 and 14 c2 e4 15 h5+ xh5 16 xh5+ e7 17 d2 xg2 18 d1 xh2 19 e2 f1=0 20 xf1 e3 -- are both of no help to White) 14...g4. I do not see how White will survive. An indicative variation might be 15 xf2 0-0-0+ 16 d2 xf2 17 gxh4 f5 18 f1 g2 19 f3 xh2 +.

C: Time is more important than anything else, so I should react as in the previous plan but with a different approach: 13...e6 14 h5+ xh5 15 xh5+ e7. I only need to place my rooks on the d- and g-files and then just push my central pawns.
Test 52

Tony Miles – Bent Larsen
Tilburg 1978

1 d4 @f6 2 @f3 e6 3 c4 b6 4 @f4 @b7 5 e3 @e7 6 h3 0-0 7 @c3 d5 8 cxd5 exd5 9 @d3 @bd7 10 0-0 a6 11 @e5 @e8 12 @f3 @d6 13 @g4 @e4 14 @xd6 cxd6 15 @fc1 @g5 16 @e2 @ac8 17 @f4 @xf4 18 @xf4 g6 19 f3 @ef6 20 @xf6+ @xf6 21 @f2 @f8 (D)

White to play

Judgement: In this endgame White holds a significant advantage. This is mainly based on Black’s weak pawn-structure (the pawns on d6 and d5 are isolated, doubled and weak) and his better bishop (most of Black’s pawns are on light squares). Of course, exploiting these advantages cannot be that easy; an appropriate and effective plan is called for. It is also important that White can torture Black for many moves, waiting for inaccuracies that can easily occur when one is constantly on the defensive.

Planning: Choose one of the following three plans:

A: As I cannot ask for more on the queenside (at least for the time being), I should commence activity on the other side of the board, starting with 22 h4. Black must parry the threat of 23 h5 by playing 22...h5 himself, but this will immobilize his kingside pawns on light squares and will offer me an outpost for my knight on f4. Then I should proceed with @c2-b3 and try to invade with my king on the kingside, via the weakened dark squares.

B: I do not see much promise in any part of the board except the queenside. Therefore, I shall seek activity there with 22 b4!? (threatening a4-a5) 22...b5 23 @xc8 (23 a4 @xc1 24 @xc1 bxa4 25 @a1 @c6 26 @xa6 @b8 27 b5 @xb5 28 @b1 a3 =) 23...@xc8 24 a4 bxa4 25 @xa4 @c6. My advantage looks secure and, by involving my king in the battle, I shall have every chance to win.

C: As in the first plan, I think that it is important to open up a second front on the kingside. This is best done with 22 g4. My idea is to continue with h4-h5, opening the h-file for one of my rooks. Then I can transfer my king to d2, preparing the typical @c2-b3. As Black cannot reply with 22...g5 in view of 23 @e2 followed by @g3-f5 and h4, he will have to stay passive and alert to all my threats, which could prove to be a hard task.
Test 53

Garry Kasparov – Ulf Andersson

Tilburg 1981

1 d4 d5 2 c4 e6 3 f3 b6 4 a3 b7 5 c3 e4 6 x e4 x e4 7 d2 g6 8 g3 c6 9 e3 a6 10 b4
b5 11 cxb5 axb5 12 b2 a7 13 h4 h6 (D)

White to play

**Judgement:** White seems to control more space and his pieces are better coordinated. Black has to solve not only his development problems, but also that of his a7-knight, which is really badly placed. However, if Black manages to regroup this piece to d6 (after ...c6 and ...d5) then his position will not be bad at all. While that is a lengthy plan, it places an onus on White to draw first blood, before it is too late. He is better but has to prove it.

**Planning:** Choose one of the following three plans:

**A:** I should not only think about my development, but at the same I must in keep in mind ways to interfere with my opponent’s development too. I think that, by sacrificing the d-pawn with 14 d5 exd5 15 g2 c6 16 0-0, I can succeed in keeping the black king in the centre for the time being. Black will have to create some weaknesses on the light squares around his king with ...f6, which can only be to my benefit. By opening the centre and the e-file with a well-timed e4 advance, I shall have more than enough compensation for my small investment. This is the way to go!

**B:** I should just proceed with my development. 14 g2 d5 (14...c6 15 0-0 e7 16 e4 would be excellent) 15 b3 (even 15 e4 should be at least ) 15...e7 16 0-0-0-0 is one line. In this position my supremacy on the queenside (and especially my outpost on the semi-open c-file) guarantees at least a slight but safe advantage.

**C:** I should combine development and activity on the semi-open c-file and the kingside, where Black seems to face grave problems. A continuation like 14 h5 h7 15 g4 d5 16 c1 f5 17 f3 would allow me to take the initiative all over the board. Then I can decide on the most effective plan.
Test 54

Gennadi Sosonko – Bosko Abramović

*New York 1986*

1 d4 e6 2 c4 f5 3 g3 c6 4 g2 b4+ 5 d2 e7 6 b3 c7 7 d5 cxd5 8 cxd5 e5 9 c3 d6 10 f3

11 0-0-0-0-12 g5 c5 13 c4 h6 14 b4 cd7 15 e6 b6 16 b3 xe6 17 dxe6 d5 18

19 b5 c6 20 a4 c4 21 xe3 a6 22 c3 xe3 23 fxe3 e4 24 xd5 xd5 25 xd5

26 xd5 h5 27 c1 ad8 28 xd8 xd8 29 f2 d6 30 h3 (D)

Black to play

**Judgement:** White is temporarily a pawn up, but it is almost certain that Black will be able to
capture this pawn with ...e8-e7 sooner or later. The presence of opposite-coloured bishops is also
important, as it can assist the drawing efforts of either side. Of course, the white bishop is not as ac­
tive as its counterpart and it is not clear how it could be activated. Black has a lot of attractive con­
tinuations at his disposal, but not all of them can possibly be good. Overall, Black cannot stand
worse and a lot depends on hitting upon the proper plan.

**Planning:** Choose one of the following three plans:

**A:** I shall just grab the offered b-pawn, as the white e6-pawn can wait. After 30...xb4 31 g4 g6
32 c7 b5 33 axb5 axb5 34 gxf5 gxf5 I shall be on the right track, as I shall also later win White’s
e-pawn and be a pawn up. This endgame will offer me excellent winning chances.

**B:** I should calmly aim to recapture the pawn with 30...f8 31 g4 (what else?) 31...g6 (31...hxg4
32 hxg4 g6 33 gxf5 gxf5 34 h1 would be only equal) 32 gxf5 gxf5 33 h4 e7 34 h3 xe6 35

36 g6+ e5 37 h6 xh4+ 38

39 g2 e1 40 xh5 xe2+ 41 f1 f2+ 42 g1 g3 + could justify my train of
thought.

**C:** There is no need to run after any of the white pawns yet. I should first focus on burying the
g2-bishop in a golden cage. This can be best done in a textbook way: 30...g6 31 g4 h4. White’s
bishop will never re-emerge, allowing me to continue the battle effectively with an extra piece. Af­
ter that I can think about my opponent’s pawns!
Test 55

Robert Zysk – Nigel Short

Bundesliga 1987/8

1 d4 d5 2 c4 c5 3 d4 e6 4 c3 f5 5 e4 c6 6 dxe6 fxe6 7 0-0 0-0 8 f4 f5 9 e5 dxe5 10 fxe5 exf5 11 g6 hxg6 12 hxg6 h5 (D)

Judgement: A complicated position has arisen from a slightly unusual opening. By the way, this kind of opening is often used by stronger players trying for a win with the black pieces. And usually such a strategy contains some risk. Thus, in this position White can claim a slight plus, as he controls more space and his pieces are nicely centralized. As a matter of fact, Black’s last move was more or less forced, since White was ready for a central e5 breakthrough. If Black, on the other hand, manages to free his pieces and obtain active counterplay on the queenside, he has every reason to count on a good result.

Planning: Choose one of the following three plans:

A: I think that I should keep the option of the e5 advance open. Therefore I must not take on e5. I shall retreat my c4-bishop to e2. After the sequence 15 e2 dxf3+ 16 xf3 I am ready for the e5 advance, which will grant me the advantage.

B: I think the optimal continuation is 15 dxe5 dxe5 (15...xe5 16 dxe5 dxe5 17 d6 exd6 18 xd6 with a clear advantage due to the weak b6-pawn) 16 h6 (16 g5 xd6 looks OK for Black) 16...d6 (16...h8 17 d6 with a clear advantage) 17 xe7 18 dxe7 18 f4, with a good game, as Black cannot take on f4 yet (18...exf4 19 e5 d7 20 xf4 ±).

C: I know that in blocked positions knights are more important than bishops. Tempi are valuable too, so I should play 15 xe5 dxe5 (15...xe5 16 dxe5 dxe5 17 d6 would be even better for me) 16 d6 exd6 17 xd6 (maybe I can try 17 g5) 17...e6 18 xe6 fxe6 19 a5 xd6 20 xd6 b5 21 g5 c8 22 ed1, where my advantage should be serious.
Test 56

Alexander Chernin – Gennadi Zaichik

Lvov 1987

1 d4 d6 2 e4 c6 3 c3 g6 4 e3 g7 5 d2 0-0 6 0-0 d6 7 f3 e5 8 0-0 d4 9 xd4 d4 10 xd4 e6 11 e3 e8 (D)

White to play

Judgement: This is a typical middlegame with opposite-side castling, where each tempo is valuable and can prove decisive. Both sides are ready to set their attacks in motion, starting with the usual pawn-storms on the flank where each side’s target (the enemy king) is situated. White controls more space due to his e4-pawn, which means that he can transfer his pieces where necessary with greater ease. On the other hand, he still needs to finish his development. I would prefer White.

Planning: Choose one of the following three plans:

A: I am thinking about the typical g4 and h4 pawn avalanche, to open some lines around my opponent’s king. But Black might go ...h5 at a certain moment, slowing down my play. Maybe I should stop that by playing 12 h6 first. Then, as Black should avoid the exchange of his main defensive and offensive piece, his dark-squared bishop, he should continue with 12 ... e8. After that I can proceed with 13 g4 d7 14 h4 f6 15 e2 xa2 16 h5, obtaining a fierce attack.

B: Black’s attack with an eventual ...a6 and ...b5 advance does not look dangerous, so his attack should consist of the moves ...c6, ...b5 and ...a5. First of all, I should calmly stop this counterplay with 12 g5. Black must react with 12 ... e7 (12 ... c6 13 e5! (13 xd6?! a5 gives Black compensation) 13 ... dxe5 14 xd8 axd8 15 xd8 xd8 16 e4 ±), but then after 13 g4 I should be on top.

C: I notice that my f1-bishop does not yet have a reasonable square or, to put it differently, I cannot see yet where it will be needed. Also, I must keep in mind that tempi really count in such positions, so I must not waste any time and opt for a direct attack with 12 g4. Black should sacrifice a pawn for a counterattack with 12 ... c6, but after 13 xd6 a5 14 c5 I should be on the right track to convert my advantage into victory.
Test 57

Miso Cebalo – Daniel Campora

Berne 1988

1 d4 d5 2 c4 c6 3 d3 f6 4 f3 dxc4 5 a4 f5 6 e3 e6 7 xc4 b4 8 0-0 0-0 9 h4 bd7 10 f3 g6 11 xg6 hxg6 12 e4 e5 13 e3 b6 14 h1 a5 15 f4 exd4 16 xd4 c5 (D)

White to play

Judgement: The pawn-structure is unbalanced and both sides can boast a pawn-majority. As usual, the side that can put its majority to more effective use will gain the advantage. In this particular position it can only be White, as his rolling e- and f-pawns seem unstoppable (compare the pawns on e4 and c6). Another plus for White is his strong c4-bishop and the bad placement of Black's king, as it cannot seek cover on the semi-open h-file after the dangerous e5-e6 advance. White holds the advantage.

Planning: Choose one of the following three plans:

A: Time is valuable so I should proceed immediately with 17 xf6 xf6 18 e5. My majority starts advancing effectively and the presence of opposite-coloured bishops can only be of help in a future attack against the black king. Black might play 18...xb2 19 c1 ad8 20 f3, with an advantage for me.

B: Black's c5-bishop is not really a strong piece, thus I should avoid exchanging it. The only way to do so is by 17 e5. This, of course, temporarily blocks my majority, but it gives me time to regroup my pieces before commencing the final assault. Black should play 17...f8 (17...xb2 18 b1 +) or 17...xe5 18 fxe5 h7 19 e6 ±) 18 f3 xe5 19 fxe5 xe5 20 g3, when White has many threats (xe5, xg6, xf6).

C: White cannot afford to waste much time and so 17 xc5 seems to be the only natural move. After 17...xc5 (17...xe5 18 a2 ad8 19 f3 b6 20 e5 f5 21 e4 e7 22 h3 ± must be even worse) 18 e2 ad8 19 e5 d5 20 ad1 xc3 21 bxc3 xd1 22 xd1 b8 23 e1 I think that I hold the advantage.
Test 58

Efim Geller – John Fedorowicz

New York 1990

1 e4 c5 2 ²f3 ²c6 3 d4 cxd4 4 ²xd4 ²f6 5 ²c3 e5 6 ²db5 d6 7 ²g5 a6 8 ²a3 b5 9 ²xf6 gxf6 10 ²d5 ²g7 11 c3 f5 12 exf5 ²xf5 13 ²c2 ²e6 14 ²ce3 ²e7 15 g3 ²xd5 16 ²xd5 0-0 17 ²g2 a5 18 0-0 ²b8 19 ²h5 ²h8 20 ²ad1 f5 21 ²d2 ²d7 22 ²fd1 ²f7 23 ²h4 e4 24 ²f4 ²e5 (D)

White to play

Judgement: Both sides have developed harmoniously, in line with their opening choice. White’s pawn-structure is healthier, but this is very common in the Sveshnikov Sicilian. White can also boast of a strongly-placed knight on f4, which helps both in the centre and a possible future attack against the black king. Black does not stand so badly either, as his bishop-pair and his potential activity on the queenside (…b4) can compensate for his problems. This position offers roughly equal chances.

Planning: Choose one of the following three plans:

A: There’s not much that I can do to improve my position. On the other hand, my a2-pawn is hanging and protecting it with 25 a3 wouldn’t be that nice after 25...²b3. Therefore, I must eliminate the dangerous e6-bishop with 25 ²xe6 ²xe6. A possible continuation is 26 f4 ²g7 27 ²xd6 ²xa2 28 ²d7 b4 and, if I want, I can secure the draw with 29 ²xg7 ²xg7 30 ²d7+ ²f7 31 ²g5+ ²h8 32 ²d8+.

B: An interesting idea is to activate my passive g2-bishop. This can be done with 25 f3 e3 (25...exf3 26 ²xe6 ²xe6 27 ²xf3 b4 28 c4 ±) 26 ²e2 ²xa2 27 ²xe3. In this position I believe that my chances should be superior, due to my better pawn-structure.

C: As all my forces are placed almost optimally, I think that some drastic measures should be taken. An exchange sacrifice with 25 ²xd6 ²xd6 26 ²xd6 should offer me what I am seeking: a pawn, occupation of the d-file, well-placed pieces for an attack on the black king and – the most important of all – the initiative.
Test 59

Ian Rogers – Gilberto Milos

*Olympiad, Manila 1992*

1 d4 d5 f6 2 c3 d6 3 c4 g4 4 e4 c6 5 h3 h5 6 e2 c6 7 g4 g6 8 g5 e7 9 xf6 xf6 10 h4 h6 11 0-0-0 d7 12 b1 c7 13 g1 h5 14 g5 e7 (D)

![Chess board](image)

**White to play**

**Judgement:** Both sides have more or less developed harmoniously. White controls more space and can boast a strong centre, factors that allow him to claim a slight advantage. Black seems to be a little bit cramped, but he has no pawn weaknesses or any other serious disadvantage. He might even take advantage of his bishop-pair if the centre opens up. In the meantime, White can feel safe, as in such positions knights usually prove more effective.

**Planning:** Choose one of the following three plans:

**A:** I think I should try to exchange the light-squared bishops, depriving Black of the bishop-pair. This could prove significant if in the future the position opens up. So, I should play 15 e5 d5 16 w3 0-0 17 d3, retaining a small but secure spatial advantage, as my knight is not a worse piece than the e7-bishop.

**B:** I think it wouldn’t be advisable to touch my valuable centre. Instead, I should try to reinforce it by advancing my f-pawn, creating threats such as an eventual f5. Also, I must think about the future placement of my f1-bishop, which could be placed on d3. So, with 15 w3 0-0 16 d2 d5 (forced; otherwise d3 and f4-f5) 17 f4 dxe4 18 dxe4 and d3 to come, I can preserve a pleasant spatial advantage.

**C:** My first thought must be how to bury my opponent’s dark-squared bishop, emphasizing the superiority of my knights. A path towards that direction is 15 d5 e5 16 h3 0-0-0 17 d2. Black’s bishop-pair does not seem able to participate actively in the battle. Meanwhile, my knights can find excellent outposts. Later on, I can even transfer my rooks to the queenside, inviting Black to move his c-pawn to c5. After that, his bishops will be shut out of the game, allowing my knights supremacy.
Anatoly Karpov – Valery Salov
Linares 1993

1 d4 \( \text{d6} \) 2 c4 e6 3 \( \text{c3} \) b6 4 g3 b7 5 g2 e7 6 e4 7 f6 8 0-0-0 9 c1 c5 10 d5 exd5 11 cxd5 \( \text{d2} \) 12 f6 d6 13 \( \text{d4} \) e7 (D)

White to play

Judgement: White has emerged from the opening with a somewhat more pleasant position. His pieces are well centralized and it seems that his kingside pawn-majority could prove more flexible than Black’s on the queenside. Black also faces some problems with his b7-bishop, which is ‘biting on granite’, and generally his position is a little bit cramped. But we can hardly say that White has more than a slight advantage, as Black has no real weaknesses.

Planning: Choose one of the following three plans:

A: My pieces are standing well, so I think that my pawns should carry the day from now on. Seizing control of the queenside seems to be a logical course, as in many positions of this type. I shall try to get a b4 advance in, followed by bxc5, with the purpose of either getting the c4-square for one of my knights (after ...bxc5) or obtaining a mobile central pawn-majority (after ...dxc5). Thus, a good plan should consist of 14 a3 \( \text{d7} \) 15 b4 f5 16 bxc5 \( \text{c5} \) 17 \( \text{xc5} \) bxc5 18 \( \text{b1} \), with \( \text{Aa4} \) to follow.

B: I do not see anything real on the queenside, as my pawn-majority is on the other side of the board. Playing actively on the kingside with 14 f4 \( \text{d7} \) 15 g4 a6 16 a4 must be the right path to an advantage. My e4-knight will never be kicked away and I can calmly prepare an assault via the g-file, with an eventual g5, \( \text{h1} \) and \( \text{g1} \). I do not think that Black can create counterplay easily, so for the time being I can safely proceed with my plan.

C: There is no immediate need to advance any pawns, but I think that I can improve the placement of my major pieces. A continuation like 14 \( \text{d3} \) f5 (14...\( \text{d7} \) 15 f4 \( \text{f6} \) 16 a4 \( \text{e} \)) 15 \( \text{d2} \) \( \text{d7} \) 16 f4 \( \text{e8} \) 17 a4 a6 18 e4 should give me the advantage, as Black has weakened some important squares, such as e6.
Test 61

Yasser Seirawan – Nick de Firmian

USA Ch, Key West 1994

\[
\begin{array}{cccccccccccc}
1 & d4 & \text{f6} & 2 & c4 & e6 & 3 & \text{f3} & c5 & 4 & e3 & d5 \\
& 2 & c4 & \text{f3} & c5 & 4 & e3 & d5 & 5 & \text{c3} & \text{c6} & 6 & \text{cxd5} & \text{exd5} & 7 & \text{h} & b5 & \text{d} & 6 & 8 & 0 & 0 & 0 & 9 & \text{dxc5} & \text{bxc5} \\
& & b3 & \text{g4} & 11 & \text{h} & b2 & \text{e8} & 12 & \text{c1} & \text{d6} & 13 & \text{h} & 5 & 14 & \text{e} & 2 & \text{b8} & (D)
\end{array}
\]

White to play

Judgement: This is a typical middlegame with an isolated d-pawn, with its good and bad sides, examined in every textbook on this subject. White would like to exchange some pieces and reach an endgame, where the isolated pawn’s weak side would be thrust into sharp relief. On the other hand, Black should not agree to such a turn of events, preferring a complicated middlegame, where his active and well-placed pieces will fully meet the position’s needs. So, both sides already know what is to be done and what should be avoided, and must find a way to enforce their wishes.

Planning: Choose one of the following three plans:

A: As exchanges generally suit me, I should try to execute some! Starting with 15 \text{d} & 4 \text{d} & 6 & 16 & \text{g3} & \text{g6} & (16...\text{xe2} 17 \text{cxe2} \text{would rather favour me}) 17 \text{a3} \text{fe8} 18 \text{f} & 3, I shall have improved the placement of my pieces, retaining my slight opening advantage.

B: Well, exchanges must be good, but Black would not be that cooperative! But I think that I can force Black to help me a bit with the strange (for such positions) 15 \text{h} & 4. Black can play 15...\text{d} & 6 & (15...\text{xe2} 16 \text{cxe2} \text{e4} 17 \text{f5} \text{would be rather pleasant}), but after 16 \text{g3} \text{xe2} (16...\text{g6} 17 \text{xe6} \text{hxg6} 18 \text{f3} \text{f} & 8 19 \text{g2} \text{would increase my advantage}) 17 \text{xe2} \text{e7} 18 \text{d} & 3 I think I have succeeded in my main idea, retaining a very small, though pleasant, advantage.

C: For the time being it is not so easy to exchange any pieces, as Black would not willingly cooperate. Therefore, I should strengthen my d4 outpost, which is of great significance in every such position and probably more important than the isolated pawn itself. A continuation like 15 \text{b} & 5 \text{e4} 16 \text{bd} & 4 \text{d} & 7 17 \text{a3} would therefore be appropriate. Later I can even try to reach a position with hanging pawns (by means of b4 and \text{xc6}).
Test 62

Walter Browne – Joseph Bradford

Dallas 1996

1 d4 ♜f6 2 c4 e6 3 ♜f3 b6 4 g3 ♜a6 5 ♜bd2 c5 6 ♜g2 ♜b7 7 e4 cxd4 8 0-0 d6 9 ♜xd4 ♜bd7 10 ♞e1 ♜c7 11 ♞b5 ♜b8 (D)

White to play

**Judgement:** This is a typical Hedgehog position, where both sides have not yet completed their development. Both need approximately two moves to do so. White will either develop his dark-squared bishop on the long diagonal, or move his d2-knight and develop it on e3, f4 or g5. Black needs to play ...♕e7 and ...0-0 (after playing ...a6 to kick the annoying b5-knight away). At the moment Black must feel somewhat less comfortable, because his lack of development directly affects his king's safety, but White needs to be on the alert, as the position is of a dynamic nature.

**Planning:** Choose one of the following three plans:

**A:** I think I can play actively on the queenside and create some structural weaknesses in Black's camp. A continuation like 12 a4 a6 13 ♜d4 ♜c7 14 a5 bxa5 15 ♜a4 ♜e7 16 ♜2b3 would allow me to gain the initiative on this side of the board and safely try to increase my advantage.

**B:** As I am not able to benefit from the presence of my opponent’s king in the centre (my pieces are not that active), I should calmly complete my development, while gaining control over the central squares. I should proceed with 12 f4 a6 13 ♜d4 ♜e7 14 b3 0-0 15 ♜b2. I think that my healthy spatial advantage plus central occupation will give me a more pleasant middlegame.

**C:** I think I should try to benefit from the black king’s presence in the centre – although my pieces are not that close to my target and my idea might be more fantasy than reality. But maybe I can play 12 c5, sacrificing a pawn to gain important squares and time. Black will have to accept this pawn sacrifice and can do so in three ways. In any case I shall proceed with 13 ♜c4 and ♜f4 or f4, controlling the d6-square and obtaining a dangerous initiative.
Test 63

Sergio Slipak – Zoltan Almasi
Buenos Aires 1996

1 d4 \( \square f6 \) 2 \( \square f3 \) e6 3 e3 b6 4 \( \triangle d3 \) \( \triangle b7 \) 5 0-0 \( \triangle e7 \) 6 c4 0-0 7 \( \square c3 \) d5 8 \( \triangle e2 \) \( \triangle bd7 \) 9 e4 dxe4 10 \( \triangle xe4 \) c5 11 dxc5 \( \triangle xe4 \) 12 \( \triangle xe4 \) \( \triangle xe4 \) 13 \( \triangle xe4 \) \( \triangle x c5 \) 14 \( \triangle e2 \) \( \triangle d3 \) 15 \( \triangle e1 \) \( \triangle f6 \) 16 \( \triangle e3 \) \( \triangle fd8 \) 17 \( \triangle ab1 \) \( \triangle xe2 \) 18 \( \triangle xe2 \) \( \triangle a4 \) 19 \( \triangle f1 \) \( \triangle ac8 \) 20 \( \triangle c2 \) (D)

![Chessboard](image)

**Judgement:** Black has the better ending due to his pressure on White’s queenside and occupation of the d-file. All his pieces are working at maximum capacity. However, White might be able to hold on as he has no static weaknesses, either in his pawn-structure or in his piece placement. Therefore, to put his short-term advantage to use, Black needs to construct a concrete and effective plan to turn it into a long-term one and then convert it into victory.

**Planning:** Choose one of the following three plans:

A: There is nothing decisive I can do in this position. As in every endgame, it is important to use the power of my king, starting with 20...\( \triangle f8 \). White might play 21 b3 \( \triangle c5 \) 22 \( \triangle e2 \) \( \triangle e4 \) 23 \( \triangle bc1 \) \( \triangle e7 \), when I can preserve my advantage and slowly improve my king’s position.

B: I think it is quite important to create some long-term weaknesses in White’s pawn-structure, as then my advantage would be stabilized. This can only be achieved on the queenside, where White’s c-pawn can become my target. Starting with 20...b5 21 b3 \( \triangle b6 \) 22 \( \triangle bc1 \) bxc4 23 bxc4 \( \triangle f8 \), I have succeeded in isolating his c-pawn. Of course, this pawn is also passed, but it cannot go far; I can easily blockade it and attack it. My king will prove quite useful for this purpose.

C: I think I can convert my slight short-term advantage into a serious, long-term one by exchanging two pieces for a rook and two pawns. The continuation 20...\( \triangle xb2 \) 21 \( \triangle cx b2 \) \( \triangle xb2 \) 22 \( \triangle xb2 \) \( \triangle xc4 \) will bring about a position in which I can easily create a passed pawn on the queenside, while White will be deprived of any serious counterplay with his minor pieces.
Test 64

Suat Atalik – Nikolai Andrianov
Honolulu 1997

1 d4 ♘f6 2 c4 c6 3 ♗c3 d5 4 ♗f3 g6 5 ♘g5 ♘g7 6 e3 0-0 7 ♘d3 dxc4 8 ♘xc4 ♘g4 9 ♘xf6 ♘xf6 10 h3 ♘xf3 11 ♘xf3 ♗d7 12 0-0 c5 13 ♘ad1 cxd4 14 exd4 c8 15 ♘b3 ♗c6 16 ♘fe1 ♘b6 17 d5 ♘c7 18 ♘b5 ♗d7 19 ♘xa7 ♘xf3 20 ♘b5 ♘c8 21 ♘d4 ♘d6 22 ♘e2 ♘xd4 23 ♘xd4 ♘b6 24 ♘e1 ♘c7 25 ♘f4 ♘f5 26 g4 ♘d6 27 ♘g5 h6 28 ♘d2 ♘h4 29 ♘xh6 ♘f6 30 ♘e3 ♘fc8 (D)

White to play

Judgement: Black has sacrificed a pawn in order to gain the initiative. True, Black’s forces are well placed and seem to cooperate harmoniously. His queen and knight are attacking the weakened white king and his rooks are ready to invade on either c3 or c1. Black must have enough compensation for his small material investment – or does he? White seems to have a lot of resources: the reduced material is to his benefit and, by suitable regrouping, he can hope for success.

Planning: Choose one of the following three plans:

A: As Black’s threats might prove lethal, it is time for drastic measures. I should immediately try to generate some threats myself, in order to extinguish Black’s initiative. 31 d6 seems to be a good idea. After the forced 31...exd6 32 ed3 my threats become dangerous, thanks to my strong b3-bishop and the pressure down the d-file.

B: As I am material ahead, I should try to defend against Black’s threats and then win the endgame. I should first cover my back rank (the c1-square) with 31 ed3, which opens the diagonal of my queen towards that square. Then my queen can also return to e3, from where it can eliminate Black’s threats.

C: I think it is most important to exchange queens, as then Black’s initiative will be reduced. A continuation like 31 f4 (with the idea 32 g5) 31...♗c1 32 ecx1 ♘xc1+ 33 ♘f2 wouldn’t be bad, as my e3-rook can cover my king if needed, and then I can calmly play the desired ♘g5.
Test 65

Predrag Nikolić – Vladimir Kramnik

Amber blindfold, Monaco 1998

1 d4 ♘f6 2 c4 e6 3 ♘f3 d5 4 ♘c3 c6 5 cxd5 exd5 6 ♗g5 ♗e7 7 e3 ♘f5 8 ♘d3 ♘xd3 9 ♙xd3 ♘bd7 10 0-0 0-0 11 ♗ab1 a5 12 a3 ♘e4 13 ♘xe7 ♘xe7 14 b4 b5 15 ♗c2 axb4 16 axb4 ♘d6 17 ♖b3 ♖b6 18 ♘e5 ♘fc8 19 ♖d3 ♖bc4 20 ♘c5 ♘e8 21 h3 g6 22 ♗c1 ♗a7 23 ♗d1 h5 24 ♗h1 ♙g5 25 ♖bb1 (D)

Black to play

Judgement: It’s quite clear that something went wrong for White in the middlegame. He succeeded neither in his minority attack, which Black managed to halt, nor in a central break. Black’s reactions were excellent and, as a result, he has taken over the a-file and has placed his knights on excellent central squares. Black has a great advantage, but no position can be won by just sitting back and waiting – a typical mistake that we can see in a lot of games. Achieving a huge advantage only means that we have excellent chances of winning, not that we have already won! Black must form a plan to convert his advantage into victory.

Planning: Choose one of the following three plans:

A: I should double my rooks on the a-file with 25...♖ea8, strengthening my domination of this file. White might go 26 ♖a1, but then with 26...♖a3 I should preserve my advantage. Later I can even triple on the a-file with ...♖a7 and ...♗d8-a8.

B: I think I should move my knights towards the black king, to combine my a-file occupation with an attack on the white king. I shall start with my d6-knight: 25...♕f5 26 ♖al ♘xal 27 ♖xal ♗h4.

C: I think I cannot expect much from the a-file. The real target is the white king and I should transfer my forces towards it. Doubling rooks on the e-file and sacrificing a knight on e3 must be seriously considered, although this is hardly a standard plan in such positions. But 25...♗e7 26 ♖al ♗f5 27 ♖a2 ♗cxe3 28 fxe3 ♘xe3 must be powerful, and it will break down White’s defence.
Test 66

Sergei Shipov – Tony Miles

Hastings 1998/9

1 d4 d5 2 c4 dxc4 3 f3 f6 4 e3 c5 5 xc4 c6 6 a6 7 b3 b6 8 e4 cxd4 9 e5 d7 10 xxd4 b7 11 f4 c5 12 c3 xxb3 13 axb3 e7 14 g3 f8 15 d1 d7 (D)

White to play

Judgement: Black’s opening experiment has not brought him any joy. His king has lost the right to castle, his rooks will find it hard to get connected, and his pieces are bunched up on his first two ranks. On the other hand, he can argue that he obtained the bishop-pair, but this is hardly sufficient compensation for all the downsides of his position. For the time being, White must decide on how to complete his development and how to create an attack against the black king.

Planning: Choose one of the following three plans:

A: I should complete my development, bringing my c1-bishop to the excellent f4-square. Then I can place my rooks in the centre, either on the c- and d-files, or both on the d-file. A continuation like 16 f4 h6 17 h4 g6 18 ac1 (18 ad2 and ad1 is another option) would preserve and even increase my advantage.

B: As the bishop-pair is my opponent’s main trump, I should exchange one of them, at the same time completing my development. I can achieve this with 16 g5 h6 17 xe7+ xe7. Then, by regrouping my knight with 18 d2 to the c4- or e4-square, I would be able to transfer it to the important d6-square.

C: As my advantage depends mostly on the bad placement of the opponent’s king, I should not exchange any pieces and instead focus on a direct attack. For this purpose I need more pieces transferred to the kingside and the first candidate must be my a1-rook. This rook has no real targets on the semi-open a-file, but I think that with a4-g4 it could become more useful. So, 16 a4 e8 (17 ad4 was a threat) 17 g4 seems pleasant.
Test 67

Rustem Dautov – Judit Polgar

*Olympiad, Istanbul 2000*

1 d4 f6 2 c4 e6 3 f3 b6 4 g3 g6 5 a4 b7 6 g2 c5 7 dxc5 xc5 8 0-0 0-9 c3 e4 10 c2 xc3 11 xc3 d5 12 d1 d7 13 g5 e8 14 cxd5 xdx5 15 b4 e7 16 xe7 xe7 17 ac1 fd8 (D)

White to play

**Judgement:** After some typical exchanges, it seems that there is not much White can expect from his position. But a careful examination proves that White stands slightly better. This is mainly due to his better control of the c-file and the possibility of invading the 7th rank. Also, we must not ignore the fact that it is White to move and that Black lacks any active plan. This is the kind of position where White can feel safe and, even if his slight advantage evaporates, he will face nothing worse than a likely draw.

**Planning:** Choose one of the following three plans:

A: I should take my chances and immediately invade the 7th rank. With 18 c7 I am threatening e4 and e5 or just e5, so Black must accept my pawn sacrifice with 18...xb4, unpinning his knight. Then I can play 19 d4 xg2 20 xg2, with strong threats like 21 c6. I think my compensation for the pawn will be more than excellent.

B: I believe that in this type of set-up, White has only one strategic idea, but a very powerful one: bringing the knight to the c6-square, from where, protected by my pawn on b5, it can have a paralysing effect on Black’s position. So, I should proceed with 18 d4 f6 (18...xg2 19 xg2 is even worse for Black) 19 b5 xg2 20 xg2 d5 21 c6. My plan has been accomplished, giving me a pleasant and secure advantage.

C: The occupation of the c-file is fine and I do not need to be in a hurry to exploit it, as Black cannot do much. Invading the 7th rank looks fine, but I should first protect my b-pawn with 18 a3. Black should reply 18...f6 (18...a5 19 c7 axb4 20 e5 ±) 19 e5 xg2 20 xg2 xd1 21 xd1 d5 22 c6. My advantage looks adequate to claim the full point in this endgame.
Test 68

Zoltan Almasi – Josif Dorfman

Austrian Team Ch 2002/3

1 e4 c5 2 d3 e6 3 d4 cxd4 4 cxd4 a6 5 d3 f6 6 0-0 c7 7 e2 d6 8 c4 g6 9 c3 g7 10 d1 0-0 11 f3 c6 12 h3 d7 13 e3 (D)

Black to play

Judgement: A Hedgehog-type position has been reached. As usual in this structure, White enjoys a spatial advantage and in general can feel free to employ plans all over the board. On the other hand, Black controls important central squares, such as c5 and e5, but must first complete his development (notably the c8-bishop) to feel secure. His d6-pawn is a potential target for White’s forces, but attacking it is not a simple task. It is probably more important for White to keep Black’s possible breaks ...b5 and ...d5 under control. In general, White holds a slight advantage, but this is not without risk and any inaccuracy can be fatal.

Planning: Choose one of the following three plans:

A: I think it is important to create some weakness in White’s camp and focus my plans on it. This is the right moment to play 13...xc3 14 bxc3 f6 (14...c5 15 h6 d8 16 g5 gives White too much play on the dark squares around my king). Later I can continue manoeuvring my knights (...e5, ...d5-e6, ...a5) around my targets, the white c-pawns. Of course, White will still have a spatial advantage and the bishop-pair.

B: As my ‘main’ pawn-breaks with ...b5 and ...d5 are under control by my opponent, I should focus on my only other possible break, which is ...f5. A continuation like 13...de5 14 ac1 e7 (14...d7 15 e1 b4 16 b3 f5 17 exf5 gxf5 18 b1 d6 19 d3 is an alternative) 15 b1 b8 16 b3 e8 does not look so bad, as I have created enough counterplay in the centre, where the battle will take place.

C: I think that my first concern should be to complete my development and connect my rooks. My c8-bishop should be placed on the long diagonal, to assist a potential ...d5 or ...f5 advance, when the time comes. So, 13...b6 14 ac1 c5 15 b1 b7 would perfectly suit my Hedgehog-type position.
Test 69

Alexander Graf – Artur Yusupov

German Ch, Saarbrücken 2002

1 d4 ♘f6 2 c4 e6 3 ♘c3 ♘b4 4 ♘f3 b6 5 ♘g5 ♘b7 6 h3 h6 7 ♘h4 g5 8 ♘g3 ♘e4 9 ♙c2 d6 10 ♙d3 ♘xc3+ 11 bxc3 ♘xg3 12 fxg3 ♙d7 13 0-0 ♙e7 (D)

White to play

Judgement: This is a well-known variation of the Nimzo/Queen’s Indian hybrid. White has accepted an inferior pawn-structure (a2, c4, c3, g3 and g2), which is compensated by a spatial advantage, the weakened black kingside and the semi-open f-file. Still, we must keep in mind that this kind of compensation cannot be considered long-term, in contrast to Black’s advantage (better pawn-structure) which, under normal circumstances, will be an enduring plus. White must take full advantage of his pluses in order to retain a good game.

Planning: Choose one of the following three plans:

A: I do not think I can play actively on either flank before Black has decided where to castle. It is better to deprive my opponent of one of his pluses: his bishop is a strong piece, so I should exchange it with 14 ♗e4 ♘xe4 15 ♙xe4. After 15...0-0 16 ♙c6 I can put pressure on the weak light squares and the f-file with a future ♗f2 and ♗af1. This must give me an advantage.

B: I think that the f-file will be the most important part of the board for the rest of the game. So, I should immediately double rooks with 14 ♙f2. I should not be afraid of a quick 14...g4 15 ♙h4 or 14...f5 15 e4 f4 (15...fxe4 16 ♘xe4 0-0-0 17 ♙e1 ±) 16 gxf4 gxf4 17 e5 0-0-0 18 ♘e4, with a clear advantage in both lines. If my opponent plays 14...0-0, then I shall go ♗af1 and g4 with good play.

C: I think that first of all I should fix Black’s kingside with 14 g4. As now he cannot play ...f5 or ...g4 any more, I shall be able to double rooks on the f-file, putting the f7-pawn under pressure. As I cannot see any counterplay by my opponent coming, I think that I could obtain a slight but permanent plus.
Test 70

Michal Krasenkow – Konstantin Sakaev

Copenhagen 2003

1 d4 Ʌf6 2 c4 Ʌe6 3 Ʌc3 b6 4 Ʌb7 5 a3 d5 6 cxd5 Ʌxd5 7 Ʌc2 Ʌxc3 8 bxc3 Ʌe7 9 e4 0-0 10 Ʌd3 c5 11 0-0 Ʌc8 12 Ʌe2 Ʌa6 13 Ʌd1 Ʌxd3 14 Ʌxd3 Ʌd7 15 e5 Ʌc6 16 Ʌg5 Ʌae8 17 Ʌad1 f6 18 exf6 Ʌxf6 19 Ʌxf6 Ʌxf6 20 Ʌe5 Ʌc7 21 c4 cxd4 22 Ʌxd4 Ʌd8 23 Ʌe3 Ʌxd4 24 Ʌxd4 Ʌc8 (D)

White to play

Judgement: Both sides have damaged pawn-structures. White’s a- and c-pawns are isolated and weak, as is Black’s e-pawn. On the other hand, it is not easy for either side to attack these weaknesses, at least for the time being. But the most important strategic element in this position is the strong centralized e5-knight which, in imperial style, lies on a commanding outpost. This knight is the strength of White’s position and deprives Black of any counterplay. White’s occupation of the open d-file is important, as at any favourable moment he can enter on the 6th or 7th rank. White holds the advantage, but only an appropriate plan can prove its true extent.

Planning: Choose one of the following three plans:

A: As I cannot achieve anything on the queenside or in the centre, I should focus on the kingside. Maybe I could advance my kingside pawns with 25 g4 h6 26 h4, creating activity on this flank, gaining space and kicking the f6-knight away. Importantly, I cannot see how Black can benefit from my king’s voluntary weakening.

B: Exchanging queens would allow me to attack the black pawns more easily. A continuation like 25 Ʌd6 Ʌxd6 26 Ʌxd6 Ʌe4 27 Ʌd4 (27 Ʌxe6 Ʌd2) 27...Ʌc5 28 f4 looks good and should preserve my advantage.

C: I should get rid of at least one of my weaknesses, and this can be done with 25 a4 Ʌf8 26 f3 Ʌe8 (26...Ʌc5 27 Ʌxc5 bxc5 28 Ʌd6 ±) 27 a5 bxa5 28 c5. The two doubled black a-pawns are hardly worth more than one and can be easily blocked, but my passed c-pawn may turn into a monster, securing my advantage.
Test 71

Penteala Harikrishna – Enamul Hossain

British Ch, Edinburgh 2003

1 e4 c5 2 idebar c3 a6 3 idebar f3 e6 4 g3 b5 5 idebar g2 idebar b7 6 d3 d6 7 0-0 idebar f6 (D)

White to play

Judgement: It is rather early to give a firm evaluation of the position. White has not shown any great opening ambition, preferring just to develop his forces peacefully, waiting for the appropriate moment to undertake action. Some top players, when facing weaker opponents, do not wish to have a theoretical opening discussion, where they might face some extremely strong novelty, but instead prefer quiet openings and sharper middlegames, where their class will make the difference. So far, both sides have developed quietly. Good planning from this point on will be of great influence.

Planning: Choose one of the following three plans:

A: I do not think I can become active either in the centre or on the kingside. So, the only side of the board where I could develop an initiative is the queenside. A b4 advance looks like a nice plan, trying to exchange a black central pawn. This can best be done with 8 idebar b1 idebar bd7 9 a3 idebar e7 10 b4. Later I can even try a4, which will further weaken Black’s queenside pawns and turn them into targets.

B: I cannot ask for a great deal from my position, but I believe I can get good prospects with the early 8 e5. After 8...dxe5 9 idebar xe5 idebar xg2 10 idebar xg2 I think I have an advantage. My queen will be placed on the influential h1-a8 diagonal, the a4 break will soon come and, in the meantime, Black must spend some tempi in order to castle.

C: I think I should gain some space on the kingside, like in many typical variations of the English Opening (with reversed colours). For this purpose I should use my f-pawn, and later even my g- and h-pawns. A continuation like 8 idebar h4 idebar c6 (8...idebar e7 9 e5 ±) 9 f4 idebar e7 10 f5 looks pleasant and gives me some initiative, guaranteeing a tiny opening advantage.
Test 72

Boris Gelfand – Alexander Grishchuk

Russian Team Ch, Sochi 2004

1 d4 d5 2 c4 e6 3 □c3 c5 4 cxd5 exd5 5 □f3 □c6 6 g3 □f6 7 g2 e7 8 0-0 0-0 9 □g5 c4 10 □e5 □e6 11 b3 □a5 12 □d2 □ad8 13 bxc4 □b4 14 □xc6 □xc6 15 □fc1 dxc4 16 □xf6 gxf6 17 e3 c5 18 d5 □xc3 19 □xc3 □xd5 20 □xd5 □xd5 21 □c2 □c8 (D)

White to play

Judgement: White has emerged from the opening with a much better pawn-structure. All of Black’s pawns are weak and isolated and they are potential targets for White’s forces. Black’s c-pawns are passed, but in reality they are weak, having been firmly blockaded. Sooner or later a four-rook endgame will appear on the board. Without the queenside pawns this would be a draw, but of course this can only be a dream for Black. If White manages to win the c- and f-pawns in return for his a-pawn, then he would have all the chances to win the game. In general, White does not wish to exchange any rooks and, if he manages to activate his second rook, all of Black’s pawns will become accessible targets. Overall, White holds quite a healthy advantage.

Planning: Choose one of the following three plans:

A: I should just play the natural 22 □xc4, preparing 23 □c1. I should not be afraid of a queen exchange with 22...□d2 23 □c1 (23 □e4 □cd8 threatening ...□e2 and ...□d1+ gives Black too much counterplay) 23...□xc2 24 □lx c2, as then my king will be able to participate in the coming battle.

B: There is no hurry to win back the c4-pawn and I think there is also no point in exchanging queens this early. The simple 22 □c1 retains all my options and, if Black wrongly plays 22...□d3 23 □xc4 □d2, I can safely win a pawn with the simple 24 □xc5.

C: My first concern should be to activate my second rook as quickly as possible. With 22 □b1 I shall be ready to enter the 7th or 8th rank and, by a well-timed □e4 or □f5 (of course after □xc4), my attack will be quite strong. The best idea is to combine pressure against the black c-pawn with an attack, posing a lot of problems.
Test 73

Spyridon Skembris – Hristodoulos Banikas

Kalamata 2005

1 d4 ♞f6 2 c4 g6 3 ♞c3 ♞g7 4 ♞f3 0-0 5 ♞g5 c5 6 d5 d6 7 e3 h6 8 ♞h4 e6 9 ♞d2 exd5 10 cxd5 b6 11 ♜c4 a6 12 a4 ♟bd7 13 0-0 ♟e8 14 e4 g5 15 ♞g3 ♞e5 16 ♞e1 ♞g6 17 ♞e2 ♞b8 18 h3 (D)

Black to play

Judgement: As is quite common in the Modern Benoni, a sharp middlegame has arisen. White seems to enjoy some spatial advantage and pressure against the black d6-pawn. He also has at his disposal the excellent c4 outpost for one of his knights. On the other hand, Black cannot feel unhappy either, as his pieces are actively placed. His ideas should consist of the future ...b5 and ...f5 advances, which are not yet easy to accomplish, and using his own outpost on e5, as his g5-pawn makes an f4 advance nearly impossible, or at least pointless. However, for the time being, Black has to deal with more concrete problems, such as how to defend against the coming ♞c4. This position should be evaluated as unclear, with rich possibilities for both sides.

Planning: Choose one of the following three plans:

A: Covering my d6-pawn, but without diminishing my pieces’ activity, must be my main concern. I would of course prefer to execute the manoeuvre ...♕d7-e5 but, as this is impossible (the d6-pawn is hanging after 18...♕d7), I should try the active 18...♕f4. True, my pawn-structure will be weakened after 19 ♜xf4 gxf4, but I shall gain as compensation the bishop-pair and better control of the dark squares.

B: The manoeuvre ...♕d7-e5 is quite important and, if I succeed in playing it, I shall gain the upper hand. I shall start with 18...♕c7 19 ♞c4 ♞f8, and I am ready for ...♕d7-e5. This looks a little bit slow, but my plan with ...♕d7-e5, ...♕g7 and ...f5 will give me excellent chances in the near future.

C: Immediately making use of my strong e5 outpost must be the only solution. After 18...♕e5 19 ♞c4 (what else?) 19...♕xc4 20 ♜xc4 I should manoeuvre my other knight to e5 with 20...♕h7 (and ...♕f8-g6-e5). This would allow me to retain a good game.
Test 74

Sergei Rublevsky – Alexander Motylev

**Russian Ch, Moscow 2005**

1 e4 e5 2 f3 f6 3 d4 exd4 4 d3 d5 5 exd5 f5 6 d4 f5 7 0-0 d6 8 c4 c6 9 cxd5 cxd5 10 c3 c3 11 bxc3 0-0 12 h5 g6 13 xd5 c7 14 h6 fe8 15 h4 e6 16 f3 xc3 17 f6 f8 18 xf8 xf8 19 fd1 fd8 20 e4 d5 21 ac1 a3 22 c7 xa2 23 h5 e2 24 f3 a6 25 xa6 bxa6 (D)

White to play

**Judgement:** After a complicated middlegame (which was mostly home preparation!), an interesting endgame has arisen. Black’s extra pawn is not important at all, as it is doubled and weak, while the 7th rank domination by the white rook is on the other hand very important. This endgame is rather unpleasant for Black, although of course not lost. The defence is extremely difficult, as White can apply pressure at will, without any real risk of losing. Such positions (reached with the assistance of modern technology) are bread and butter for the top players. With their home analysis and knowledge of what to do and how to do it, plus some class, the point is ready to fall into their hands!

**Planning:** Choose one of the following three plans:

**A:** I think it would be nice to acquire a strong central pawn duo with 26 xc5 xe4 27 fxe4. Then I can just bring my king to e3, protecting my pawns and allowing my rooks to be activated further. Probably Black has to continue with 27...ac8, but then after 28 a5 (28 xc8 xc8 29 f2 is an alternative) 28...c6 29 f2 I should stand well.

**B:** All my pieces are well placed already and I do not need to improve them further. All, that is, except my king, which must play an important role, as in every endgame. So, I should continue with 26 f2, centralizing it to protect my d4-pawn. Then my d1-rook could be moved to a more active square.

**C:** I think it is important to create back-rank threats with 26 h6. Black’s king will not be easy to activate and I can calmly transfer mine to the centre. Although there seems to be nothing forced, my position should be dominating and my chances excellent.
Test 75

Veselin Topalov – Levon Aronian

Wijk aan Zee 2006

1 d4 ��f6 2 c4 e6 3 ��f3 b6 4 g3 ��a6 5 b3 ��b4+ 6 ��d2 ��e7 7 ��g2 c6 8 ��c3 d5 9 ��e5 ��fd7 10
��xd7 ��xd7 11 ��d2 0-0 12 0-0 ��f6 13 e4 b5 14 exd5 exd5 15 ��e1 ��b8 16 c5 ��c8 17 ��f3 ��e4

(D)

White to play

Judgement: Both sides have achieved their aims, in a position which is quite hard to access. White can seek to attack the weak c6-pawn, but Black will not find it difficult to defend. Actually, his pride (the e4-knight) is difficult to remove without blocking the g2-bishop (with f3) and, with ideas like ...��f6 and ...��f5 he should in general feel fine. But White has not made any mistakes until now, so one might suspect that his position should be somewhat better (the tiny advantage that nearly every reasonable opening promises). This is the kind of position where only the discovery of the right plan can lead to the absolute truth about the position.

Planning: Choose one of the following three plans:

A: I do not think this the right time for complications, but for a long, manoeuvring game. I should of course first retain my bishop with 18 ��b2, threatening 19 ��e5. Then, after 18...��f6 19 b4 ��f5 20 a4 a6 21 ��d2, I should hold a small but lasting spatial advantage, with no risk at all.

B: I must be quick if I really want to achieve something concrete. I should immediately jump in with 18 ��e5 ��xc3 19 ��d3 ��c7 20 ��xc3 ��e8 (20...��f6 21 ��e3 b4 22 ��d2 ��e8 23 ��ae1 ��xe5 24
��xe5 ��xe5 25 ��xe5 f6 26 ��e3 ±) 21 a4 (21 b4, with 22 a4 to follow, is a good alternative). Play might continue with the logical 21...b4 22 ��f3 ��f8 23 ��e3 f6 24 ��d3 ��xe3 25 fxe3 a5 26 e4 ��e6
27 ��f4, with a slight advantage.

C: Black’s knight is an annoying piece and also his only active one. The exchange sacrifice with 18 ��xe4 comes to mind. After 18...dxe4 19 ��e5 Black’s central pawns (c6 and e4) are under attack. If they drop, then my c- and d-pawns will be unstoppable.
Solutions

Test 1
All the plans described look attractive, securing an advantage for White, so the decision is difficult! Plan C (10 points) is the weakest one, as it is not easy to exploit the extra pawn, due to the exposed white king. The choice between the other two plans is a matter of taste. Plan B (18 points) is excellent and should win in the long run, although White must be on the alert for perpetual check. In my opinion Plan A (20 points) is the simplest and does not require too much calculation. The king’s centralization, the active rook and the opponent’s weak pawn-structure must be decisive strategic elements.

The game continued:
43 \( \text{Bb3!} \) \( \text{Bxb3} \) 44 \( \text{Bxb3} \) fxg3 45 hxg3 a6 46 \( \text{Bf1} \! \)

The impatient 46 \( \text{Bd3} \) \( \text{Bf7} \) 47 e3? dxe3! 48 \( \text{Bxe3} \) would only favour Black (48 \( \text{Bxd8??} \) e2!).

46...\( \text{Bf7} \) 47 \( \text{Be1} \) \( \text{Be6} \) 48 g4!

Clearing the 3rd rank for the rook, which can thus apply pressure to the black kingside pawns. Moreover, the text-move prevents the future creation of a passed black pawn by ...g5 and ...h5.

48...\( \text{Be5} \) 49 \( \text{Bf3} \) \( \text{Bd7} \) 50 \( \text{Bd2} \) h6
Intending ...g6 and ...h5. 50...g6 51 g5! would only help White.

51 \( \text{Bf5+!} \) \( \text{Be6} \) 52 \( \text{Bd3} \) g5
Forced, as the powerful threat of 53 \( \text{Bf4} \) would win the d4-pawn.

53 \( \text{Bf8} \)
Now there are three black weaknesses accessible to the white rook (a6, d4 and h6), while Black’s pieces are quite passive. Consequently, it is not surprising that Black’s position soon collapses.

53...\( \text{Be7} \) 54 \( \text{Ec8} \) \( \text{Ed6} \) (D)
55 \( \text{Ec7+!} \) \( \text{Be8} \)
Unappetizing, but 55...\( \text{Be6} \) 56 \( \text{Bh7!} \) \( \text{Bd5} \) 57 \( \text{Bc7!} \) and 58 \( \text{Bc4} \) would not help Black either.

56 \( \text{Bc5} \! \)
Intending \( \text{Bc5+} \) and \( \text{Be4} \), winning the initial target, the isolated black d4-pawn. The rest of the game was one-sided, despite its long duration. White reacted correctly to any ‘traps’ Black set, and the end was:

56...\( \text{Bf6} \) 57 \( \text{Bc5} \) \( \text{Be7} \) 58 f3 \( \text{Ec6} \) 59 \( \text{Bd5} \) \( \text{Bd6} \) 60 \( \text{Ec4} \) \( \text{Ec1} \) 61 a4! \( \text{Ec5} \) 62 \( \text{Bd8!} \) bxa4 63 \( \text{Bh8} \) \( \text{a5} \) 64 \( \text{Bh6+} \) \( \text{Be7} \) 65 \( \text{Be4} \) a3 66 \( \text{Bxa3} \) \( \text{Bxa3} \) 67 \( \text{Bd6!} \) \( \text{Ba2} \) 68 e3 \( \text{Ba4+} \) 69 \( \text{Bd4} \) \( \text{Ba1} \) 70 \( \text{Be4} \) a5 71 \( \text{Bb7+} \) \( \text{Be6} \) 72 \( \text{Bd6+} \) \( \text{Bd7} \) 73 \( \text{Bg6} \) \( \text{Ba4+} \) 74 \( \text{Bd5} \) \( \text{Bb4} \) 75 \( \text{Bg7+} \) \( \text{Bf8} \) 76 \( \text{Bc7} \) \( \text{Bb3} \) 77 \( \text{Be4} \) \( \text{Bb4+} \) 78 \( \text{Bf5} \) \( \text{Bb5+} \) 79 \( \text{Bg6} \) \( \text{Be5} \) 80 f4 \( \text{Bxe3} \) 81 \( \text{Bxe5} \) \( \text{Bf7} \) 82 \( \text{Bxa5} \) \( \text{Bf7} \) 83 f5 \( \text{Bb7} \) 84 \( \text{Ba6} \) \( \text{Bg7} \) 85 \( \text{Bd6+} \) \( \text{Bf7} \) 86 \( \text{Bc6} \) \( \text{Bg7} \) 87 \( \text{Bc4} \) \( \text{Ba7} \) 88 \( \text{Bf4} \) \( \text{Bh6} \) 89 \( \text{Bc6+} \) \( \text{Bg7} \) 90 \( \text{Bc4} \) \( \text{Bd5+} \) 91 \( \text{Bd5} \) \( \text{Bc6} \) 92 \( \text{Bd5} \) \( \text{Bb1+} \) 102 \( \text{Bc2} \) \( \text{Bb8} \) 103 \( \text{Bg7+} \) \( \text{Bf8} \) 104 \( \text{Bh7} \) 1-0

Test 2
Obviously, a central breakthrough is necessary in order to gain anything more than the better half of a draw. Plan B (0 points) does not help in this direction, as Black is not forced to continue with 32...d4; instead, he will just sit and wait, as White cannot improve his position. Plan A (5 points) is slightly better for White, although I doubt if he can achieve something more concrete from the position. But Plan C (20 points) is by far the best – the resulting position is hopeless for Black!

The game continued:
27 e4! dxe4 28 ∆xd7 ∆xd7 29 ∆xc4 ∆d2 30 ∆xe4 ∆xb2 31 ∆a4 ∆b7

Black will not be saved in an endgame such as after 31...f7 32 ∆xa7+ f6 33 a4. White will push his a-pawn to a7 and then his king will pick up the black e5-pawn (e1-d1-c1-b1-b2 and so on). If instead of his weak e-pawn Black had an f-pawn, then this position would be a draw.

32 ∆a5 ∆e7
32...f7 makes no big difference: 33 ∆a6! (not 33 ∆xe5? ∆b1+).
33 ∆e2 f7 34 ∆a6! ∆e8 35 ∆e3 ∆d8
Black is unable to hold on to his pawn: 35...f7 36 ∆e4 h5 37 h4 g6 38 g3 ∆g7 39 ∆a5 f6 40 f3 h7 41 a6+ would also be an easy win for White.

36 ∆e4 ∆c8 37 ∆a5 (D)

B

White’s position is won. First of all he will capture the black e5-pawn. Then he will proceed in accordance with the standard plans (advance of the white kingside pawns, advance of the a-pawn to a6, etc.). Black is unable to react, though it must be mentioned that he didn’t defend in the best possible way in the game, making it easier for White!

37...b7 38 ∆xe5 c7 39 d3 d7+ 40 ∆c3 b6 41 f4 c7+ 42 b3 d7 43 e2 f7 44 g3 f6 45 c4 c6 46 e7 1-0

Test 3

Of course it is quite difficult to choose between three attractive plans, but the truth revolves around the black king’s lack of safety. Plan A (5 points) gives Black the chance to defend with ...f6 and ...c6. Plan B (10 points) preserves the advantage in a quieter way, but Plan C (20 points) is the right one, as king safety is a really important factor in such positions.

The game continued:

25 h4! gxh4!
Black should try 25...c6! 26 f2! (26 h2? g4 27 d5 dx5 28 ∆xe5+ c7 29 f2 =) 26...g4 27 when g3 (27...d7 28 g3! ±) 28 e3 f6 29 f4!, although his position is still far from enviable.

26 ∆xh4
The correct recapture, as after 26 xh4?! g5! Black improves his position.

B

26...d7 27 g5!
Vacating the important h4-square and the h-file, which will be used by White’s queen.

27...b8 28 h2 f7 29 f4! b8 (D)
Also losing was 29...f6 30 g3! with an irresistible attack.

30 g5!
The final blow, winning material.

30...g6
No better is 30...h5 31 e3!.

31 h4+ h5 32 xh5+ xh5 33 e6 (D)

B

White wins the exchange and the game.
33...a8 34 xf8 xf4 35 xf4 xf8 36 e6 e6 37 dxf6 dxf6 38 xg5 g7 39 h3 e4 40 xe3 d2 41 xg7+ f6 42 xg7 a5 43 h8 xh8 44 d5 e7+ 45 g6 a4 46 e4 47 e2 b6 48 a3 d2 e5 50 a6 d2 51 d6 c4+ 52 d3 d6 53 xe6 1-0

Test 4
Plan A (20 points) is the right one. Bringing the ‘poor’ a8-rook directly into play can only be to Black’s benefit, as the doubled black rooks on the e-file will be an extremely dangerous force.
Plan B (10 points) does not promise more than equality, while Plan C (4 points) is unclear, as White also has targets after 15 c3 c8 16 ad1!

The game continued:
11 b7
Black’s bishops look like hungry wolves.
15 c3 c5!
Preparing 16...d5, with a clear advantage. The immediate 15...d5?! is inadequate due to 16 e3!
16 e3
Strengthening Black’s centre with 16 xe6 fx6 would not be a problem for Black.
16 e8!
Black defends energetically by tactical means, as 17 xc5? is not on due to 17...xe1+ 18 xe1 xc5 19 xe8+ xe8 20 xc5 e1#.
17 b4?!
White should concentrate on defence with 17 f3 or 17 ad1.
17...xb4! 18 a3 b6 19 c3 e6 14 f4 b7
20 a4
Black didn’t realize it was time for the harvest with 20...xg3! 21 hxg3 xe3! 22 xe3 h2+ 23 h1 xg2#.
20...e5?
Black’s bishops look like hungry wolves.
15 b3 c5!
Preparing 16...d5, with a clear advantage. The immediate 15...d5?! is inadequate due to 16 e3!
16 e3
Strengthening Black’s centre with 16 xe6 fx6 would not be a problem for Black.
16 e8!
Black defends energetically by tactical means, as 17 xc5? is not on due to 17...xe1+ 18 xe1 xc5 19 xe8+ xe8 20 xc5 e1#.
17 b4?!
White should concentrate on defence with 17 f3 or 17 ad1.
17...xb4! 18 a3 b6 19 c3 e6 14 f4 b7
20 a4
Black didn’t realize it was time for the harvest with 20...xg3! 21 hxg3 xe3! 22 xe3 h2+ 23 h1 xg2#.
20...e5?
Black’s bishops look like hungry wolves.
15 b3 c5!
Preparing 16...d5, with a clear advantage. The immediate 15...d5?! is inadequate due to 16 e3!
16 e3
Strengthening Black’s centre with 16 xe6 fx6 would not be a problem for Black.
16 e8!
Black defends energetically by tactical means, as 17 xc5? is not on due to 17...xe1+ 18 xe1 xc5 19 xe8+ xe8 20 xc5 e1#.
17 b4?!
White should concentrate on defence with 17 f3 or 17 ad1.
17...xb4! 18 a3 b6 19 c3 e6 14 f4 b7
20 a4
Black didn’t realize it was time for the harvest with 20...xg3! 21 hxg3 xe3! 22 xe3 h2+ 23 h1 xg2#.
20...e5?
Black’s bishops look like hungry wolves.
15 b3 c5!
Preparing 16...d5, with a clear advantage. The immediate 15...d5?! is inadequate due to 16 e3!
16 e3
Strengthening Black’s centre with 16 xe6 fx6 would not be a problem for Black.
16 e8!
Black defends energetically by tactical means, as 17 xc5? is not on due to 17...xe1+ 18 xe1 xc5 19 xe8+ xe8 20 xc5 e1#.
17 b4?!
White should concentrate on defence with 17 f3 or 17 ad1.
17...xb4! 18 a3 b6 19 c3 e6 14 f4 b7
20 a4
Black didn’t realize it was time for the harvest with 20...xg3! 21 hxg3 xe3! 22 xe3 h2+ 23 h1 xg2#.
20...e5?
Black’s bishops look like hungry wolves.
15 b3 c5!
Preparing 16...d5, with a clear advantage. The immediate 15...d5?! is inadequate due to 16 e3!
16 e3
Strengthening Black’s centre with 16 xe6 fx6 would not be a problem for Black.
16 e8!
Black defends energetically by tactical means, as 17 xc5? is not on due to 17...xe1+ 18 xe1 xc5 19 xe8+ xe8 20 xc5 e1#.
17 b4?!
White should concentrate on defence with 17 f3 or 17 ad1.
17...xb4! 18 a3 b6 19 c3 e6 14 f4 b7
20 a4
Black didn’t realize it was time for the harvest with 20...xg3! 21 hxg3 xe3! 22 xe3 h2+ 23 h1 xg2#.
20...e5?
Black’s bishops look like hungry wolves.
15 b3 c5!
Preparing 16...d5, with a clear advantage. The immediate 15...d5?! is inadequate due to 16 e3!
16 e3
Strengthening Black’s centre with 16 xe6 fx6 would not be a problem for Black.
16 e8!
Black defends energetically by tactical means, as 17 xc5? is not on due to 17...xe1+ 18 xe1 xc5 19 xe8+ xe8 20 xc5 e1#.
17 b4?!
White should concentrate on defence with 17 f3 or 17 ad1.
17...xb4! 18 a3 b6 19 c3 e6 14 f4 b7
20 a4
Black didn’t realize it was time for the harvest with 20...xg3! 21 hxg3 xe3! 22 xe3 h2+ 23 h1 xg2#.
20...e5?
Black’s bishops look like hungry wolves.
15 b3 c5!
Preparing 16...d5, with a clear advantage. The immediate 15...d5?! is inadequate due to 16 e3!
16 e3
Strengthening Black’s centre with 16 xe6 fx6 would not be a problem for Black.
16 e8!
Black defends energetically by tactical means, as 17 xc5? is not on due to 17...xe1+ 18 xe1 xc5 19 xe8+ xe8 20 xc5 e1#.
17 b4?!
White should concentrate on defence with 17 f3 or 17 ad1.
17...xb4! 18 a3 b6 19 c3 e6 14 f4 b7
20 a4
Black didn’t realize it was time for the harvest with 20...xg3! 21 hxg3 xe3! 22 xe3 h2+ 23 h1 xg2#.
20...e5?
Black’s bishops look like hungry wolves.
15 b3 c5!
Preparing 16...d5, with a clear advantage. The immediate 15...d5?! is inadequate due to 16 e3!
16 e3
Strengthening Black’s centre with 16 xe6 fx6 would not be a problem for Black.
16 e8!
Black defends energetically by tactical means, as 17 xc5? is not on due to 17...xe1+ 18 xe1 xc5 19 xe8+ xe8 20 xc5 e1#.
17 b4?!
White should concentrate on defence with 17 f3 or 17 ad1.
17...xb4! 18 a3 b6 19 c3 e6 14 f4 b7
20 a4
Black didn’t realize it was time for the harvest with 20...xg3! 21 hxg3 xe3! 22 xe3 h2+ 23 h1 xg2#.
20...e5?
Black’s bishops look like hungry wolves.
A draw is inevitable, as White just places his knight on the d3-square, blocking the extra black d-pawn, while Black has no way to break through. A sad end to an interesting game.

**Test 5**

Dynamic equality is a fact. Plan A (0 points) fails after 15...\(\text{d}7\)! 16 \(\text{f}3\) \(\text{e}7\), when Black is on top. Plan C (0 points) is also ineffective due to a simple combination, which we shall examine. Thus, Plan B (20 points) is the right one.

The game continued:

15 \(\text{d}3\)?! \(\text{x}e4\)!

With this simple combination Black assumes the advantage.

16 \(\text{x}e4\)!

White had to try 16 \(\text{x}e4\) \(\text{f}5\)! 17 \(\text{f}3\) \(\text{f}6\) 18 \(\text{xc}6\) \(\text{xc}6\) 19 \(\text{ad}1\) \(\text{b}6\), although Black has a clear advantage due to his strong bishop-pair. For practical reasons he tried to complicate the position a little bit, hoping for inaccuracies on Black’s part.

16...\(\text{x}c3\) 17 \(\text{xc}6\) \(\text{bc}6\) 18 \(\text{ad}1\) \(\text{d}5\)!

And Black complies! He should play the obvious 18...\(\text{ad}8\) 19 \(\text{d}3\) \(\text{b}4\)! 20 \(\text{bd}1\) \(\text{d}5\) 21 \(\text{d}e5\) \(\text{bc}8\)!

19 \(\text{e}5\) \(\text{xe}5\) 20 \(\text{d}1\) \(\text{f}6\) 21 \(\text{xc}5\) \(\text{a}5\)!! 22 \(\text{d}d4\) \(\text{a}4\)!!

Black’s last try could have been 22...\(\text{xe}4\) 23 \(\text{xe}4\) \(\text{a}4\) 24 \(\text{e}3\) \(\text{eb}8\), although White should be able to hold.

\(\frac{1}{2}\)−\(\frac{1}{2}\)

After 23 \(\text{xc}6\) \(\text{axb}3\) 24 \(\text{axb}3\) \(\text{xe}5\) the draw is obvious.

**Test 6**

Plans A (20 points) and C (20 points) are nearly identical and both good. Black should avoid Plan B (0 points).

The game continued:

49...\(\text{a}5\)

Nothing changes with 49...\(\text{e}1\) 50 \(\text{f}3\) (50 \(\text{e}3\)!! \(\text{e}7\)) 50...\(\text{a}5\).

50 \(\text{b}5\) \(\text{e}1\) 51 \(\text{f}3\) \(\text{e}8\) 52 \(\text{h}5\) \(\text{gxh}5\)

Pawn exchanges do not favour the superior side, but 52...\(\text{d}7\)?? (52...\(\text{f}6\)?? 53 \(\text{h}6\)? \(\text{gxh}6\) 54 \(\text{h}xh6\) \(\text{g}5\)!! 55 \(\text{f}4\) \(\text{f}5\)! and wins) is inferior: 53 \(\text{hxg}6\) \(\text{f}xg6\) 54 \(\text{e}3\) (54 \(\text{f}4\) \(\text{d}2\)) and \(\text{d}4\).

53 \(\text{gxh}5\) \(\text{d}7\) 54 \(\text{h}6\) \(\text{gxh}6\) 55 \(\text{h}xh6\) \(\text{e}6\) 56 \(\text{g}5\) \(\text{e}5\)

Black’s position remains won. He will capture the white f-pawn, reaching a theoretically won ending.

57 \(\text{e}3\) \(\text{f}5\) 58 \(\text{a}4\) \(\text{f}6\) 59 \(\text{f}4\) \(\text{g}6\) 60 \(\text{b}5\) \(\text{h}5\) 61 \(\text{c}4\)

The white king cannot guard the a5-pawn forever, as its counterpart will invade via the kingside, and capture the f-pawn: 61 \(\text{a}4\) \(\text{h}4\) 62 \(\text{b}5\) \(\text{h}3\) 63 \(\text{c}7\) \(\text{g}2\) 64 \(\text{f}4\) \(\text{f}3\) 65 \(\text{d}6\) \(\text{d}2\) 66 \(\text{c}7\) \(\text{e}4\) 67 \(\text{a}4\) \(\text{xf}4\) 68 \(\text{a}5\) \(\text{e}5\) 69 \(\text{d}2\) \(\text{d}3\) 70 \(\text{h}6\) \(\text{d}4\)! 71 \(\text{f}4\) \(\text{e}4\).

61...\(\text{h}4\) 62 \(\text{d}5\) (D)

62...\(\text{g}3\)!

Black could have won with 62...\(\text{a}4\)!! 63 \(\text{e}6\) (63 \(\text{c}4\) \(\text{g}3\) followed by ...\(\text{d}6\) and soon ...\(\text{h}3\)) 63...\(\text{a}3\) 64 \(\text{e}5\) (64 \(\text{xf}5\) \(\text{c}3\)!!) 64...\(\text{f}4\)! 65 \(\text{f}5\) \(\text{d}2\) 66 \(\text{e}4\) \(\text{c}1\)!! Now, however, the placement of the black bishop on a spot from which it cannot simultaneously protect his a-pawn and threaten the white f-pawn is undesirable.

63 \(\text{c}1\) \(\text{c}7\) 64 \(\text{c}6\)! \(\text{d}8\) 65 \(\text{b}5\) \(\text{g}3\) 66 \(\text{f}4\) \(\text{f}3\) 67 \(\text{d}2\) \(\text{e}2\) 68 \(\text{c}3\) \(\text{d}3\) 69 \(\text{e}5\) \(\text{c}2\) 70 \(\text{a}4\) \(\text{d}2\) 71 \(\text{b}5\) \(\text{d}3\) 72 \(\text{d}6\) \(\text{e}3\) 73 \(\text{a}4\) \(\text{c}4\) 74 \(\text{e}5\) \(\text{c}5\) 75 \(\text{b}8\) \(\text{c}6\) 76 \(\text{e}5\) \(\text{c}7\) 77 \(\text{c}3\) \(\text{c}5\)

Black has succeeded in switching his bishop to the right spot and will now head for the f-pawn with his king.

78 \(\text{d}2\) \(\text{c}4\) 79 \(\text{c}1\) \(\text{d}3\) 80 \(\text{b}3\) \(\text{e}2\) 81 \(\text{a}4\) \(\text{f}3\) 82 \(\text{d}2\) \(\text{e}4\) 83 \(\text{b}3\) \(\text{a}4\)??

A bad move, giving away the win. Black could have won with 83...\(\text{b}6\)! 84 \(\text{a}4\) \(\text{d}3\) 85 \(\text{a}1\) \(\text{e}3\).

84 \(\text{xa}4\) \(\text{xf}4\) 85 \(\text{a}5\)??

85 \(\text{e}1\)! \(\text{e}5\) 86 \(\text{b}5\) \(\text{f}4\) 87 \(\text{c}6\)! would have held the draw.

85...\(\text{e}5\) 86 \(\text{b}5\)
As 86 \( \text{d}2 \) brings no results (see the comment on White’s 61st move), White tries to reach a theoretical draw with his king behind the black pawn.

86...\( f4 \) 87 \( \text{c}4 \) \( \text{d}4 \) 88 \( \text{c}7 \) \( f3 \) 89 \( \text{g}3 \) \( \text{g}1 \) 90 \( \text{h}4 \)

White is reduced to moving his bishop, waiting for the opportunity to move his king to d5 when the black king moves away, or, alternatively, reach the promotion square with his king.

90 \( \text{e}1 \) \( \text{e}3 \) 91 \( \text{d}5 \) \( \text{f}2 \) 92 \( \text{b}4 \) \( \text{g}3 \) 93 \( \text{c}5+ \) \( \text{d}3 \)!! 94 \( \text{b}6 \) \( \text{e}1 \) 95 \( \text{c}5 \) \( \text{d}2 \) 96 \( \text{f}2 \) \( \text{e}2 \) 97 \( \text{h}4 \) \( \text{e}1 \) would also fail to save White.

90...\( \text{h}2 \) ?

Incomprehensible. 90...\( \text{e}3 \) 91 \( \text{d}5 \) \( \text{f}2 \) 92 \( \text{e}7 \) \( \text{e}1 \) 93 \( \text{c}5+ \) \( \text{d}3 \)!! brings about the position referred to in the previous comment.

91 \( \text{e}1 \)?

Both sides make consecutive mistakes, illustrating the difficulty of conducting this endgame. White could have achieved his aim with 91 \( \text{f}2 \) !.

91...\( \text{f}4 \) ?

91...\( \text{g}1 \) ! would have sufficed.

92 \( \text{f}2 \) \( \text{g}3 \) 93 \( \text{b}6 \) \( \text{e}1 \) 94 \( \text{d}3 \)!

Now White can achieve his aim by reaching a theoretically drawn position.

94...\( \text{g}3 \) 95 \( \text{e}4 \) \( \text{f}2 \) 96 \( \text{d}8 \) \( \text{g}2 \) (D)

In this ending the diagonal opposition loses. In order to reach the haven of the draw White must quickly place the g3-square under control by bringing his king to g4. If White continues mistakenly (i.e. practically offering Black a tempo) by moving his bishop, then he will lose; e.g., 97 \( \text{e}7 \) ? \( \text{g}1 \) 98 \( \text{h}4 \) \( \text{h}2 \) 99 \( \text{e}1 \) \( \text{g}3 \).

97 \( \text{f}5 \) ! \( \text{g}1 \) 98 \( \text{h}4 \) \( \text{f}2 \)

The difference is clear. After 98...\( \text{h}2 \) 99 \( \text{g}4 \) ! Black gets nowhere. White has reached the theoretical draw.

99 \( \text{d}8 \) \( \text{c}5 \) 100 \( \text{h}4 \) \( \text{e}7 \) 101 \( \text{e}1 \) \( \text{d}6 \) 102 \( \text{g}4 \) \( \text{b}4 \) 103 \( \text{h}4 \) \( \frac{1}{2}-\frac{1}{2} \)

**Test 7**

Plan A (5 points) is not bad, but Black seems able to keep White’s advantage to a minimum. Plan B (10 points) is also OK. White’s pressure, especially along the c-file, is strong, and the black d4-pawn irrelevant. But Plan C (20 points) is quite nice and highlights Black’s Achilles’ Heel.

The game continued:

22 \( \text{e}5 \) !? \( \text{dxe}5 \)

22...\( \text{xe}5 \) !? 23 \( \text{f}5 \) \( \text{d}7 \) 24 \( \text{xd}7 \) \( \text{xf}7 \) 25 \( \text{d}3 \) gives White sufficient compensation for the pawn.

23 \( \text{f}5 \) (D)

23...\( \text{xe}3 \) ?!

Black should not give up his dark-squared bishop so easily. A better try is 23...\( \text{d}7 \) 24 \( \text{xd}7 \) \( \text{xf}7 \) 25 \( \text{b}6 \) \( \text{b}5 \) 26 \( \text{f}5 \) with compensation.

24 \( \text{xe}3 \)

24 \( \text{d}6 \) ?! \( \text{xf}5 \) (24...\( \text{xf}2 \) ? 25 \( \text{xf}2 \) \( \text{d}8 \) 26 \( \text{xc}8 \) \( \text{xc}8 \) 27 \( \text{xf}6 \) \( \text{e}6 \) 28 \( \text{xc}6 \) \( \text{e}6 \) 29 \( \text{e}4 \) \( \text{f}5 \) 30 \( \text{d}7 \) )

24...\( \text{e}4 \)

Black tries to be active, but he should have preferred the modest 24...\( \text{d}7 \) 25 \( \text{a}3 \) \( \text{b}5 \) 26 \( \text{d}1 \), when White has compensation.

25 \( \text{fd}1 \)

25 \( \text{f}3 \) ?! \( \text{xf}5 \) 26 \( \text{xf}5 \) \( \text{e}5 \) 27 \( \text{e}3 \) \( \text{d}7 \) 28 \( \text{d}6 \) 29 \( \text{d}5 \) \( \text{f}6 \) 30 \( \text{ad}1 \) \( \text{c}8 \)
Maybe Black should have tried 30...b6!? 31 ∆d5! hx5 32 ∆d5 ♦g7 (32...hx8 33 ∆e7+ ♦h7 34 ♦c6) 33 ∆w4 ∆d8 34 ∆x5 ±.

31 ∆d5 ♦h8 (D)

32 ♦b3! ♦c6?
A serious error! 32...b8 33 ♦d5 ♦f5 34 ♦b6 ∆d8 35 ♦c4 b8 was essential.

33 ♦c4!
33 ♦xb7?! ∆exd6 34 ♦a8+ ♦h7 35 ∆xd6 ∆xd6 36 ♦xe4+ ♦g8 37 ♦e8+ ♦f8 38 ♦d5 ♦w6 39 ♦xe6 ♦xe6 40 g4 is only slightly better for White.

33...∆d8 34 ♦xb7 ♦c8 35 ♦b3! ♦d8 36 f3! e3?!
36...exf3?! 37 ♦xf3 ♦c8 38 ♦f2 ♦f6 39 ♦h3 +– is equally bad for Black, but 36...f5 37 ♦e2 ♦e8 38 fxe4 ♦xe4 39 ♦xe4 fxe4 (39...wxe4+ 40 ♦b7 +–) 40 ♦h3 ♦g7 41 ♦e1 ± was the only continuation. Now Black’s position falls apart.

37 ♦e2 ♦c8 38 ♦xe3 ♦xe3 39 ♦xe3 ♦f6 40 ♦b6! ♦f5?
A blunder, but 40...∆xb6 41 axb6 ♦g7 42 ♦e7 +– and 40...∆d8 41 ♦xd7 ♦xd7 42 ♦e8+ +– are also insufficient.

1-0

**Test 8**

Plan **A** (5 points) is not optimal, because after 13...∆h8?! 14 ∆xd6 ♦xd6 15 ♦e5 ♦f7 16 f4! White should retain a slight advantage and, most importantly, Black lacks counterplay. Plan **B** (10 points) does not look bad, but it is slow, allowing White to pursue his own plans on the queenside. Plan **C** (20 points), although not very common in such positions, is the best option.

The game continued:
90 MODERN CHESS PLANNING

A blunder in time-trouble. 29 g4 f3 30 g5 11f8 31 a8xe6 11xe6 32 11xe6 11xg5 33 11gl 11f4 34 11h3 was essential.

29...11h6! 30 11e3

30 11g2 11xd4 31 11gl 11xf4 +. 30...11f6! 0-1

Test 9

Exchanging queens will allow White to include his king in the proceedings. However, Black will not readily agree to that, so White has to force him. Plan A (3 points) doesn’t do much, as Black can defend with ...11c5 and/or sometimes obtain counterplay with ...e4. Plan B (8 points) also looks excellent, but Black might get some counterplay after 47 11f1 11c1 48 11b5 11gl. The correct plan is C (20 points).

The game continued:

47 11g5! 11c7 (D)

Or 47...11c3+ 48 11d2 11c2+ 49 11d3 e4+ 50 11xe4.

The game continued:

48 11f1!? 48 11xe6+ 11xe6 49 11xe6 11xe6 50 11xb7+ 11h6 51 a6 was also winning, but during the game White was wrongly afraid of the possibility of perpetual check after 51...11g4.

48...11c7

This looks like the only try, as 48...11c1 49 11b5 11c8 50 11e7+ leads to mate.

49 11d3 11c6 50 a4

The immediate 50 11e4 was possible, but White retains winning chances even in the endgame, in case something goes wrong with his attack.

50...11d7 51 11e4 11c1+

The endgame after 51...11xe4+ 52 11xe4 11f7 53 a6 bxa6 54 11xa6 11a7 55 11b5 and 11d2-c4 would be a slow death.

52 11e2 11b2+ 53 11f3 11c3 54 11xg6+ 11f8 55 11f6+! 11e8 56 11xe6+ 11d8 (D)

Or 56...11e7 57 11g8+ 11d7 58 11d5+ 11e8 59 11e4.

Test 10

In such difficult positions there cannot be more than one satisfactory plan. Plan B (0 points) is the worst of all, as after 38 11bd1 11ad8 39 11e3 11e6! Black would get at the white f6-pawn. Plan A (5 points) is also not optimal, as after 38 11xf4 gxf4 39 h4 Black can assume the initiative with 39...d5! 40 exd5 (40 11be1 dxe4 41 11xe4 11xe4+ 42 11xe4 11c6!) 40...e4. Although things are far from clear, I still prefer Black. Plan C (20 points) is correct.

The game continued:

38 h4! d5!

As the lines 38...11xg2 39 11xg2 gxh4 40 11h6 11g8 41 11f5 11g6 42 11xh4 and 38...h6? 39 hgx5 hgx5 40 11xf4 gxf4 41 11h2+ seem pleasant for White, Black tries to mix things up.

39 exd5 e4 40 hxg5?

White should try 40 11d1 e3! 41 11xe3 11xe3 42 11xe3 11xd5 43 11f2 11xc3+ 44 11f3 11xb1 45 11xb1 gxh4 46 11e1, when he ought to hold the position.

40...11g6?

40...exf3? 41 11xf4 and 40...11xg2? 41 11xg2 are out of the question, but Black can grab the advantage with 40...11xd5! 41 11e2 e3 42 11d4 (42 11e1 11f4 43 11f3 e2+ 42...11ad8.

41 11e2 e3 42 11d4! 11ad8 43 11f5!
White is after the black e-pawn, but first drives the strong b7-bishop to an inferior square.  

43...\textcolor{blue}{\textbf{c}}c8 44 \textcolor{red}{\textbf{xf}}3 \textcolor{blue}{\textbf{e}}5 45 \textcolor{red}{\textbf{xe}}3 \textcolor{blue}{\textbf{x}}xg5 46 d6!  
Back-rank mate ideas allow White to enforce this important advance.  

46...\textcolor{blue}{\textbf{b}}8 47 \textcolor{red}{\textbf{xc}}4 \textcolor{red}{\textbf{b}}7 48 \textcolor{red}{\textbf{xf}}7! \textcolor{red}{\textbf{h}}4 (D)  

\begin{center}
\textbf{W}
\end{center}

49 d7?  
White could win in various ways, such as 49 \textcolor{red}{\textbf{f}}1 \textcolor{red}{\textbf{d}}5 (49...\textcolor{red}{\textbf{d}}xg2 50 \textcolor{blue}{\textbf{e}}7) 50 \textcolor{blue}{\textbf{e}}7 \textcolor{red}{\textbf{x}}xg2 51 \textcolor{red}{\textbf{x}}xg2 \textcolor{red}{\textbf{x}}xg2+ 52 \textcolor{red}{\textbf{e}}xg2 53 \textcolor{blue}{\textbf{h}}3 or 49 \textcolor{red}{\textbf{d}}3 \textcolor{red}{\textbf{x}}xg2+ 50 \textcolor{red}{\textbf{g}}1 \textcolor{red}{\textbf{b}}7 51 \textcolor{red}{\textbf{d}}7! \textcolor{red}{\textbf{xd}}7 52 \textcolor{blue}{\textbf{e}}8+. True, the pawn advance in the game was quite tempting, but not the best move!  

49...\textcolor{red}{\textbf{x}}xg2 + 50 \textcolor{red}{\textbf{g}}1 \textcolor{blue}{\textbf{e}}4?  

The last mistake. 50...\textcolor{red}{\textbf{b}}7? 51 \textcolor{blue}{\textbf{e}}8+ and 50...\textcolor{blue}{\textbf{g}}8? 51 \textcolor{red}{\textbf{d}}3 \textcolor{red}{\textbf{g}}6 52 \textcolor{blue}{\textbf{e}}7 are clearly losing for Black, but he should try 50...\textcolor{red}{\textbf{c}}6! 51 \textcolor{blue}{\textbf{e}}8+ (51 \textcolor{red}{\textbf{d}}1?! \textcolor{red}{\textbf{f}}3+! 52 \textcolor{red}{\textbf{xf}}3 \textcolor{red}{\textbf{g}}3+ =) 51...\textcolor{blue}{\textbf{e}}8 52 \textcolor{red}{\textbf{xe}}8+ \textcolor{red}{\textbf{xe}}8 53 \textcolor{red}{\textbf{d}}xe8+ \textcolor{red}{\textbf{h}}6 54 \textcolor{blue}{\textbf{b}}4 \textcolor{blue}{\textbf{xb}}3 55 \textcolor{blue}{\textbf{xb}}3, with just a slight advantage for White.  

51 \textcolor{blue}{\textbf{e}}7?  
White thought that this was a killer! But he should play 51 \textcolor{blue}{\textbf{d}}1 \textcolor{red}{\textbf{f}}5 (51...\textcolor{red}{\textbf{f}}3+ 52 \textcolor{red}{\textbf{xf}}3 \textcolor{red}{\textbf{g}}3+ 53 \textcolor{red}{\textbf{f}}1 \textcolor{blue}{\textbf{h}}3+ 54 \textcolor{blue}{\textbf{e}}1 \textcolor{red}{\textbf{g}}3+ 55 \textcolor{red}{\textbf{d}}2 \textcolor{red}{\textbf{h}}3+ 56 \textcolor{blue}{\textbf{e}}1 \textcolor{blue}{\textbf{h}}1+ 55 \textcolor{red}{\textbf{d}}2 \textcolor{blue}{\textbf{xe}}4 56 \textcolor{blue}{\textbf{g}}x5 with a decisive advantage.  

51...\textcolor{red}{\textbf{f}}5?  
Not, of course, 51...\textcolor{red}{\textbf{xb}}1? 52 \textcolor{red}{\textbf{f}}7! but after 51...\textcolor{red}{\textbf{f}}3+! 52 \textcolor{red}{\textbf{xf}}3 \textcolor{red}{\textbf{g}}3+ Black would force a draw by perpetual check.  

52 \textcolor{red}{\textbf{xe}}4 \textcolor{red}{\textbf{xe}}3 53 \textcolor{red}{\textbf{xe}}3 \textcolor{blue}{\textbf{e}}5 (D)  

Or 53...\textcolor{blue}{\textbf{e}}5 54 \textcolor{red}{\textbf{xe}}5 \textcolor{blue}{\textbf{xe}}5 55 \textcolor{red}{\textbf{f}}1! \textcolor{blue}{\textbf{xe}}2 56 \textcolor{red}{\textbf{f}}7 +-.  

54 \textcolor{red}{\textbf{d}}4! \textcolor{red}{\textbf{g}}8  
There was no alternative, as the endgame after 54...\textcolor{blue}{\textbf{xe}}2 55 \textcolor{red}{\textbf{f}}7+ \textcolor{blue}{\textbf{e}}5 (55...\textcolor{blue}{\textbf{e}}5 56 \textcolor{red}{\textbf{e}}1) 56 \textcolor{red}{\textbf{f}}7 +-.  

The game continued:  

22...\textcolor{red}{\textbf{d}}xe4! 23 \textcolor{red}{\textbf{dxe}}4  
Black keeps a clear advantage after 23 \textcolor{red}{\textbf{d}}xe4 \textcolor{blue}{\textbf{xe}}4 (or 23...\textcolor{red}{\textbf{d}}d5) 24 \textcolor{red}{\textbf{dxe}}4 \textcolor{blue}{\textbf{b}}8.  

23...\textcolor{blue}{\textbf{b}}8! 24 \textcolor{red}{\textbf{d}}d2 \textcolor{red}{\textbf{d}}d4 25 \textcolor{red}{\textbf{d}}d3  
25 \textcolor{red}{\textbf{d}}xd4 \textcolor{blue}{\textbf{cxd}}4, with the idea ...\textcolor{red}{\textbf{d}}d7-c5, is not attractive for White.  

25...\textcolor{red}{\textbf{h}}5! 26 \textcolor{red}{\textbf{gf}}1 \textcolor{red}{\textbf{d}}d6! 27 \textcolor{red}{\textbf{xd}}4  
White’s hand is forced, as 27 \textcolor{red}{\textbf{c}}c4?! \textcolor{blue}{\textbf{d}}d7+! and 27...\textcolor{red}{\textbf{c}}c4? \textcolor{red}{\textbf{e}}e6! 28 \textcolor{red}{\textbf{d}}d4 \textcolor{red}{\textbf{h}}6! 29 \textcolor{red}{\textbf{f}}1 \textcolor{red}{\textbf{xe}}3
30 \( \text{Bxe6} \text{Bxe6} 31 \text{fxe3} \text{Bb3} 32 \text{Bxb3} \text{Bxb3} + - \) are not appealing.

27...\text{cx}d4 28 \text{c}4 \text{c}6 29 \text{Bfd2} \text{Bd7} 30 \text{Bb1} \text{Bb4}! 31 \text{Bh3} \text{Cc5} 32 \text{a5} \text{Bg7}

Threatening 33...\text{Bxe4}!.

33 \text{Bf3} \text{f6} 34 \text{Bd2} \text{Bc8}

34...\text{Bbc8} + and 34...\text{Bd3} + are also good enough.

35 \text{Bg3} \text{Bg4} 36 \text{Bc1} \text{Bc8} 37 \text{Bc4} \text{Bd2}?! Again 37...\text{Bd3} + was a stronger continuation.

38 \text{Bxg4}

 Forced (not 38 \text{Bxd2}? \text{Bxe2}! and Black wins at once).

38...\text{Bh}xg4 39 \text{Bxd2} \text{Bd3} 40 \text{Bb3} \text{Bb2} 41 \text{Bxc6} \text{Bxc6} 42 \text{Bf1}

There was no joy in the active 42 b4 \text{Bc2} 43 \text{Bb3} (43 b5 \text{Bx}d2 44 \text{Bxa}6 \text{Bc2} 45 \text{a7} \text{Bc8} 46 \text{Bb1} \text{Bd3}! + - or 43 \text{Bf1} \text{Bc4} 44 b5 \text{axb5} 45 \text{a6} \text{Bxa4} 46 \text{Bxa4} \text{Bxa4} 47 \text{a7} \text{Bb6} + -) 43...\text{Bc4} 44 \text{Bc5} \text{d3}! + -.

42...\text{Bc2}! 43 \text{Bd}2 \text{Bf7}! (D)

The king is an important piece in every endgame. Now Black is planning to invade with his king (...\text{Bd7}D6-C5-B4-C3 + +) if White does not push his b-pawn.

44 b4 \text{Bc}4 45 \text{Bd}3 \text{Bc3} + 46 \text{Bd}2 \text{Bd6} 47 \text{Bf1} \text{f5}! 48 \text{f3}

48...\text{Bxf5} \text{Bxf5} 49 \text{h}3 \text{d}3 + 50 \text{Bd}1 \text{Bd}3 51 \text{Bc}1 \text{Bc}1 + 52 \text{Bb1} \text{Bc}4 + -.

48...\text{Bxf3} + 49 \text{Bxf3} \text{f4}!!

The forcing variation 49...\text{f}xe4 50 \text{f}xe4 \text{Bc3} + 51 \text{Bf}2 \text{Bxe}4 + 52 \text{Bxe}4 \text{Bxe}4 53 b5 \text{axb5} 54 \text{Ba}1 \text{Bf}4 + 55 \text{Bc}2 \text{Bc}6 56 \text{a6} \text{Bf}8 57 \text{a7} \text{Ba}8 + + is much better.

50 \text{Bb1} \text{Bb5} 51 \text{Bd}1 \text{Bc8} 52 \text{Bb2} \text{Bc3} + 53 \text{Bc1} \text{Bc4}! 54 \text{Bb1} \text{Bb8} 55 \text{Ba}4 \text{Bf6} 56 \text{Bd2} \text{Bh8}! 57 \text{Bf1} \text{Bc3} 58 \text{Bb2} \text{g5}!

After some preparatory moves, Black is on the right track. By advancing his g-pawn he prepares the final blow.

59 \text{Bg}2 \text{Bb8} 60 \text{Bb2} \text{Bh8} 61 \text{Bg}2 \text{Bb8} 62 \text{Bb2} \text{g4}! 63 \text{Bd2}

No better is 63 \text{fxg}4 \text{Bg5}! 64 \text{h}3 \text{Bh4}!.

63...\text{Bxf3}

63...\text{Bh8} is even stronger.

64 \text{Bxf3} \text{Bb5}

Black should avoid 64...\text{Bxe4} 65 \text{Bae2}.

65 \text{Bd2} \text{Bg5}! 66 \text{Bf1} \text{f3}! 67 \text{Bxf3} + \text{Bf4} 68 \text{Bd2} \text{Bxe4} 69 \text{Bc}4 \text{Bc3} 70 \text{Bf2} + \text{Bg5} 71 \text{h}4 + 71 \text{Bd6} is met by 71...\text{Be5} 72 \text{Bf7} + \text{Bg6} and ...\text{Bd3}-\text{d2}.

71...\text{Bxh4} 72 \text{Bf5} (D)

Or 72 \text{Bf6} \text{e}4 73 \text{Ba}6 \text{Bb4} + -.

The game continued:

20 \text{Bbl}! \text{Bxc4} 21 \text{Bxc4} \text{Bc5} 22 \text{Bxe4} \text{Bxe4} 23 \text{Bxe4} \text{Be5} 24 \text{Bc4} 25 \text{Bb4} 26 \text{Bc3} 27 \text{Bb2} 28 \text{Bc1} 29 \text{Bc1} 30 \text{Bc1} 31 \text{Bc1} 

Test 12

In this position Black has managed to achieve good play. It would be 'unfair' to expect an advantage without Black’s help, although White should try his best. Plan A (0 points) is unsatisfactory, as after 20 \text{Bd3}? \text{Bd4}! Black gains the upper hand. Plan B (5 points) is in accordance with the position’s evaluation. A draw would not be far away, as White’s pressure is negligible. White should try Plan C (20 points). Even if it is not enough for a serious advantage, it maintains the pressure and forces Black to find concrete moves to keep White’s advantage to a minimum.

The game continued:

20 \text{Bbl}! \text{Bxc4} 21 \text{Bxc4} \text{Be5}
White would be much better after 21...\textcolor{red}{\textbf{e8}}
22 \textcolor{red}{\textbf{xf4}} \textcolor{red}{\textbf{xe4}} 23 \textcolor{red}{\textbf{dxc6}} 24 \textcolor{red}{\textbf{dxc6}}
25 \textcolor{red}{\textbf{xf4}} \textcolor{red}{\textbf{xf6}} 26 \textcolor{red}{\textbf{dxf6}} +
Now Black needs to be on the alert.
24...\textcolor{red}{\textbf{g8}}
After this White should gain the advantage.
24...\textcolor{red}{\textbf{b2}} is bad due to 25 \textcolor{red}{\textbf{dxe6}} +
Black should try 24...\textcolor{red}{\textbf{f5}}? 25 \textcolor{red}{\textbf{dxf5}} \textcolor{red}{\textbf{xf5}} 26
\textcolor{red}{\textbf{c8}}+ \textcolor{red}{\textbf{f8}} 27 \textcolor{red}{\textbf{xf8}} +
28 \textcolor{red}{\textbf{g2}} \textcolor{red}{\textbf{cc2}} 29 \textcolor{red}{\textbf{f8}} +
29 \textcolor{red}{\textbf{f4}} +
25 \textcolor{red}{\textbf{dxc6}}
Wrong. 25 \textcolor{red}{\textbf{c6}} promises an advantage.
Black could force a draw with 25...\textcolor{red}{\textbf{e2}}! 26
\textcolor{red}{\textbf{xf7}} \textcolor{red}{\textbf{al+}} 27 \textcolor{red}{\textbf{g2}} \textcolor{red}{\textbf{aa2}} 28 \textcolor{red}{\textbf{fc7}} \textcolor{red}{\textbf{xf2}}+ 29
\textcolor{red}{\textbf{g1}} \textcolor{red}{\textbf{g2+}} 30 \textcolor{red}{\textbf{f1}} \textcolor{red}{\textbf{af2+}}.
26 \textcolor{red}{\textbf{g7}}!
White could go astray with 26 \textcolor{red}{\textbf{xf7}}? \textcolor{red}{\textbf{xb5}}
or 26 \textcolor{red}{\textbf{dxe6}}? \textcolor{red}{\textbf{xb7}}.
26...\textcolor{red}{\textbf{xb7}} 27 \textcolor{red}{\textbf{xf7}} \textcolor{red}{\textbf{d4}}
Or 27...\textcolor{red}{\textbf{g8}}? 28 \textcolor{red}{\textbf{c6}} ±.
28 \textcolor{red}{\textbf{c6}} \textcolor{red}{\textbf{a1+}}?
A critical mistake. With 28...\textcolor{red}{\textbf{c5}}! Black could keep White’s advantage to a minimum.
29 \textcolor{red}{\textbf{g2}} \textcolor{red}{\textbf{c5}} 30 \textcolor{red}{\textbf{b2}}!
White would lose his advantage with 30 e5?!
or 30...\textcolor{red}{\textbf{e1}} (D)
31 \textcolor{red}{\textbf{d8}}!
32 \textcolor{red}{\textbf{b7}} \textcolor{red}{\textbf{d4}} 33 \textcolor{red}{\textbf{c2}} ±.
Black seems to be doing OK, but actually
White holds the advantage, as he can apply effective pressure against the weak squares in
Black’s camp (d6 and f7). This task is now easier because there no defensive forces around
the black king.
Maybe 33...\textcolor{red}{\textbf{d2}} 34 \textcolor{red}{\textbf{e6+}} \textcolor{red}{\textbf{f6}} 35 \textcolor{red}{\textbf{xd4}}
\textcolor{red}{\textbf{xd4}} 36 \textcolor{red}{\textbf{d7}} was the lesser evil, but still not
enough to save Black.
34 \textcolor{red}{\textbf{fxe7}} + \textcolor{red}{\textbf{h5}} 35 \textcolor{red}{\textbf{xd6}} \textcolor{red}{\textbf{d2}}
35...\textcolor{red}{\textbf{h6}} 36 \textcolor{red}{\textbf{b5}} \textcolor{red}{\textbf{b1}} 37 \textcolor{red}{\textbf{d6}} \textcolor{red}{\textbf{b2}} 38 \textcolor{red}{\textbf{xd4}}!
\textcolor{red}{\textbf{xb7}} 39 e5 +
36 \textcolor{red}{\textbf{h7+}} \textcolor{red}{\textbf{g5}} 37 \textcolor{red}{\textbf{h4+}} 1-0
Black resigned in view of 37...\textcolor{red}{\textbf{f6}} 38 \textcolor{red}{\textbf{e8+}}
\textcolor{red}{\textbf{e5}} 39 \textcolor{red}{\textbf{e7}}.
Test 13
All three plans are satisfactory, but some are better than others! Plan A (10 points) is only
sufficient for equality and Plan C (5 points) has the disadvantage of not completing development. The c8-bishop is struggling to get into play. After 18...g5?! 19 f5 \textcolor{red}{\textbf{f8}} White should
continue 20 f6! (20 \textcolor{red}{\textbf{a4}} \textcolor{red}{\textbf{d7}} 21 \textcolor{red}{\textbf{d5}} \textcolor{red}{\textbf{e5}} 22
\textcolor{red}{\textbf{b3}} \textcolor{red}{\textbf{b6}} 23 \textcolor{red}{\textbf{d3}} ±) 20...\textcolor{red}{\textbf{h8}} 21 \textcolor{red}{\textbf{d4}}, with an unclear game. The game continued with the correct Plan B (20 points):
18...\textcolor{red}{\textbf{e5}} 19 \textcolor{red}{\textbf{exf5}} (D)
After 19 e5? g5! 20 fxg5 (20 \textcolor{red}{\textbf{e2}} \textcolor{red}{\textbf{xf4}} 21
\textcolor{red}{\textbf{xf4}} \textcolor{red}{\textbf{xe5}} +) 20...\textcolor{red}{\textbf{axf5}} 21 \textcolor{red}{\textbf{xf4}} \textcolor{red}{\textbf{xe5}} 22
\textcolor{red}{\textbf{de1}} \textcolor{red}{\textbf{f7}} Black can count on a healthy extra
pawn.
19...\textcolor{red}{\textbf{f8}}!
The main idea behind Black’s strategy.
20 \textcolor{red}{\textbf{g1}}?
It was better to try 20 f6! \textcolor{red}{\textbf{xf6}} 21 \textcolor{red}{\textbf{d4}}
\textcolor{red}{\textbf{xd4}} 22 \textcolor{red}{\textbf{xd4}} \textcolor{red}{\textbf{xf5}} 23 \textcolor{red}{\textbf{e4}} \textcolor{red}{\textbf{xe4}} 24 \textcolor{red}{\textbf{xe4}}
\textcolor{red}{\textbf{d8}} 25 \textcolor{red}{\textbf{fd1}} \textcolor{red}{\textbf{xd4}} 26 \textcolor{red}{\textbf{xd4}} \textcolor{red}{\textbf{e7}}, with just a slight advantage for Black.
20...\textcolor{red}{\textbf{xf5}} 21 \textcolor{red}{\textbf{e1}} \textcolor{red}{\textbf{e1}} 22 \textcolor{red}{\textbf{exel}} \textcolor{red}{\textbf{e6}} 23
\textcolor{red}{\textbf{e3}} \textcolor{red}{\textbf{d8}}
Black’s pieces are all optimally placed, pressurizing White’s pawns. A dream position for
every King’s Indian player!
24 \textbf{h2} \textbf{d4!}

Now, exchanging the dark-squared bishops would lead either to the loss of the f4-pawn or the black rook's invasion on its 7th rank.

25 \textbf{g3} \textbf{xe3} 26 \textbf{exe3} \textbf{d2} (D)

Test 14

Actually this is the kind of position we characterize as dynamic equality. This type of equality can easily be disturbed by the slightest slip. Both sides must create threats as soon as possible, so as not to fall into passivity. Plan B (5 points) leads to dead equality: 27 \textbf{c4} \textbf{c4} 28 \textbf{g2} \textbf{xb2} 29 \textbf{e7} \textbf{f8} 30 \textbf{e7} \textbf{e6} 31 \textbf{e8}+ \textbf{e7} 32 \textbf{f3} \textbf{c2} 33 \textbf{d1} \textbf{xa2} 34 \textbf{h8} \textbf{a3} 35 \textbf{f2} \textbf{xf4} 36 \textbf{h7}+ \textbf{d6} 37 \textbf{xb7} \textbf{xh3}+ 38 \textbf{g2} \textbf{f4}+ 39 \textbf{f2} \textbf{c3}+ 0-1

White cannot avoid material losses. Although he fought to the bitter end, the result could not be changed. Black converted his advantage slowly but steadily into victory.

27 \textbf{c4} \textbf{c4} 28 \textbf{g2} \textbf{xe3} 29 \textbf{e7} \textbf{f8} 30 \textbf{e7} \textbf{e6} 31 \textbf{e8}+ \textbf{e7} 32 \textbf{f3} \textbf{c2} 33 \textbf{d1} \textbf{xa2} 34 \textbf{h8} \textbf{a3} 35 \textbf{f2} \textbf{xf4} 36 \textbf{h7}+ \textbf{d6} 37 \textbf{xb7} \textbf{xh3}+ 38 \textbf{g2} \textbf{f4}+ 39 \textbf{f2} \textbf{c3}+ 0-1

Test 15

Now the game is decided, as White's extra material is worth its weight in gold in the endgame. Black slipped up on his 30th move and that was enough to seal his fate!

45...\textbf{a5} 46 \textbf{c5}+ \textbf{d4} 47 \textbf{d3} \textbf{a7} 48 \textbf{h3}+ \textbf{a4} 49 \textbf{c3} \textbf{b5} 50 \textbf{b3}+ \textbf{a4} 51 \textbf{c4} \textbf{b5} 52 \textbf{d6} \textbf{b4} 53 \textbf{a3} \textbf{b8} 54 \textbf{xf5} \textbf{a5} 55 \textbf{b3} \textbf{e7} 56 \textbf{d6}+ \textbf{c5} 57 \textbf{f3} \textbf{h7} 58 \textbf{e4}+ \textbf{e6} 59 \textbf{d2} \textbf{h1} 60 \textbf{f2} \textbf{c1} 61 \textbf{g4} \textbf{e6} 62 \textbf{xe4} \textbf{g3} 63 \textbf{g5} \textbf{c7} 64 \textbf{d3} \textbf{b6} 65 \textbf{e5}+ \textbf{c7} 66 \textbf{g6} \textbf{g1} 67 \textbf{f5} 1-0
c5 16 b4 +-} 15 cxd5 ♕b7 16 dxe6 fxe6 17 ♕c4 ♕f7 18 ♕c7 ±) 14 c5!? dxc5 15 ♕d2 ♕e7 16 ♕c4 ♕e7 17 ♕d6+ ♘xd6 18 ♕xd6 ♕xd6 19 ♕xd6 ♘c8 Black is fine. Plan B (10 points) has a point, as after 13 ♙h4 ♘b8 14 b3 g6! 15 ♚f3! ♗g4 16 ♕d2 ♗g7 17 h3 ♕e6 18 ♕fd1 ♕d8 White can switch back to the right track with 19 b4 ±, but of course White has lost valuable time. It is clear that Plan C (20 points) is the correct one and very effective at that.

The game continued:

13 b4! ♕b7?!
The lesser evil was 13...a6 14 a4 ♘b8 15 b5 ±, but not 13...♕e7?! 14 ♕d5 cxd5 15 cxd5 ♕b7 16 dxe6 fxe6 17 b5 ±.

14 b5 ♕e7 15 bxc6 ♕xc6 16 ♕d5 ♕d8 17 ♕b4!
A strong idea, preparing the c5 advance. Black has no problems after 17 ♕fd1?! O-O! 18 ♕b4 ♕c7 19 ♕xd6 ♕xd6 20 ♕xd7 ♕xd7 22 ♕xe5 ♖xb4 23 ♕xd7 ♕e8.

17...♕c7 18 ♕a6! (D)

Black could try 23...♕b6 24 ♕c3! (24 ♕c2? ♕xe3 25 ♕xe3 =) 24...♕xe3 25 ♕xe3 ♕xa2 26 ♕a3 ♕b2 27 ♕xa7, but White still has every reason to smile (±).

24 ♕d4! ♕b6 25 ♕e7+
Or 25 ♕g3 f6 26 ♕c1 ♕ae8 27 ♕xb6 axb6 28 ♕d4 ±.

25...♕h7 (D)

In time-trouble White goes astray. The right idea was 26 ♕a1! ♕b3 (26...♕xa1+? 27 ♕xal ♕xc5 28 ♕c3!) 27 ♕e3 ♕b4 28 ♕c6 ♕b2 29 ♕bl ♕a2 30 ♕xb6 axb6 31 ♕xb6 ±.

26...♕g8! 27 ♕xg8 ♕xg8 28 ♕a1 ♕e2 29 ♕e3 ♕xe3 30 ♕xe3 ♕xc5 31 ♕xc5 ♕c8 32 ♕xa7 ♕a8

The opposite-co loured bishop endgame is an easy draw. Black was lucky to escape into this.

33 ♕f3 ♕g6 34 ♕a6 ♕h7 35 ♕f2 ♕e8 36 ♕a5 ♕e6 37 ♕g4 ♕g8 38 ♕h3 ♕f6 39 ♕f4 ♕f7 40 ♕d7 41 ♕e3 ♕c6 42 ♕c5 ½-½

Test 16

Plans B (0 points) and C (0 points) are both bad for White. In the first case, after 18 dxc5? bxc5 19 ♕a4 ♕b5! 20 ♕c3 ♕b7 Black gets the upper hand. In the latter, after 18 e4? dxe4 19 ♕xe4 ♕xe4 20 ♕xe4 ♕xe4 21 ♕xe4 cxd4 22 ♕b4 (22 ♕xd4? ♕c5 23 ♕e3 ♕e6 ++) 22...♕c7 Black should also feel more than happy. So, White should choose Plan A (20 points), which is also a typical one in similar positions.

The game continued:

18 ♕e2! g6 19 ♕d2! ♕a8 20 ♕b1
20 b4?! c4 (20...cxb4 21 ♕a4! ♕c7 22 axb4 ±) 21 ♕b1 ♕c7 22 ♕bc3 ± is also playable.

20...c4 21 ♕bc3 b5?!
21...♕c7 22 b3 a6 ± is better.
22 \( \text{Qf4} \) \( \text{Cc7} \) (D)

A rather well-known mechanism, which prevents dangerous future queenside activity (...a5 and ...b4) by Black. The protected passed black c4-pawn is in most cases unimportant, as it is well blockaded by the monstrous knight on c3. In such a position, Black should be ready to respond to bxc4 with ...dxc4, creating his own chances on the queenside, and not with ...bxc4, when he is practically devoid of counterplay.

23 \( \text{b3!} \)

23...\( \text{xb3} \) is also an option, but then White is free to put pressure on Black’s weak pawns in the centre and on the queenside.

24 \( \text{xb3} \) \( \text{a5} \)

24...\( \text{xb3} \) allows White to pressurize Black’s weak pawns in the centre and on the queenside.

25 \( \text{bxc4} \) \( \text{dxc4} \) 26 \( \text{f4} \)

The threat was the simple 21...\( \text{Qb3} \).

21...\( \text{exd3} \)

Black can delay this exchange with 21...\( \text{Qc7} \), as a continuation like 22 \( \text{d4} \) \( \text{Qb3} \) 23 \( \text{a2} \) \( \text{a6} \) 24 \( \text{f4} \) \( \text{exd4} \) 25 \( \text{exd4} \) \( \text{wa7} \) is surely in his favour.

22 \( \text{xd3} \) \( \text{Cc7} \) \( \text{f4}?! \)

White felt he could be optimistic! Equality can be maintained with the simple 23 \( \text{a4} \) \( \text{bxa4} \) 24 \( \text{xa4} \) \( \text{c5} + 25 \text{h1} \) \( \text{Cc6} \).

23...\( \text{Qc5} + 24 \text{h1} \) \( \text{exf4}?! \)

Returning the favour. Black gets a somewhat better position with 24...\( \text{Cc4} \) 25 \( \text{f5} \) \( \text{Cc3} \) 26 \( \text{f3} \) \( \text{xd5} \) 27 \( \text{exd5} \) \( \text{f6} \).

25 \( \text{xf4} \) \( \text{Cc4} \) 26 \( \text{haf1} \)

26...\( \text{f5} + 27 \text{Gd4} \) \( \text{Qc7} \) leads to unclear play; White could have tried this.

26...\( \text{Qe5} \) 27 \( \text{h3} \) \( \text{Cbb8}?! \)

More precise is 27...\( \text{h6} \) 28 \( \text{xf7} + \text{xf7} \) 29 \( \text{xf7} \) \( \text{xf7} \) 30 \( \text{Gd6} \) \( \text{Cbb7} \) 31 \( \text{Gd8} + \text{h7} \) 32 \( \text{xf7} \) \( \text{xc3} \) 33 \( \text{Cf1} \) \( \text{d3} \) 34 \( \text{Gf8} \) \( \text{xe4} \) 35 \( \text{xd6} \) \( \text{f7} \), when the draw is very near.

28 \( \text{h4} \) \( \text{h6} \) (D)

29 \( \text{h6}?! \)

White settles for a draw by perpetual check. He could try 29 \( \text{g4} \) \( \text{xa3} \) 30 \( \text{g5} \) \( \text{bc8} \) 31 \( \text{g6} \) 32 \( \text{h4} + \text{h4} \) \( \text{xe3} \) 33 \( \text{g5} + \text{h7} \) 32 \( \text{h4} + \text{g8} \) 1/2-1/2

Test 17

Well, Black is not obliged to create weakness on the light squares around his king by playing ...\( \text{h8} \) and ...\( \text{f6} \), so Plan C (10 points), although not necessarily bad, is not that accurate. Plan B (5 points) has a point in general, but White can continue after 20...\( \text{Cxc6} \) by 21 \( \text{f4} \)! \( \text{ xf4} \) 22 \( \text{xf4} \) \( \text{e7} \) (22...\( \text{e5} \) 23 \( \text{d4} \) 23 \( \text{a2} \), with pressure. Plan A (20 points) is correct.

The game continued:

20...\( \text{c4} \) 21 \( \text{e3} \)

Test 18

Plan B (0 points) and Plan C (0 points), are not in accordance with the requirements of rook endings. Activity is the first rule and White should base his plans on that principle. Thus, the only correct plan is the active A (20 points).
The game continued:
26 axb5 axb5 27 axb5 axb5 28 axd6?! f5?!  
An inaccuracy. Black does not wish to make any concessions, but 28...a5! 29 axf6 axb3 30 c7 f8! 31 a7 b5 would leave White with only a symbolic advantage, as he can win the a-pawn with a6 or increase the pressure with g4 and h4-h5, but without realistic winning chances in the face of correct defence by Black.
29 g3+ f8?  
The last and decisive mistake. Black was forced to play 29...h8! 30 f6 f8! 31 h4! (31 f3 g7! 32 bxf5 bxf5 33 cxb5 b8 with a draw), when White retains a small advantage.
30 b6! a5! 31 xb7 b4 32 axb4 b3 33 axb3 gxf6 34 b5 b2 with a draw.
29 c4 b5! 30 axb5 cxb5 31 a7 f8 32 c7 f5 33 c5 b7 34 g4 b6 35 g5 1-0

Test 19
Plan A (20 points) is the most combative and the most appropriate, and there is not even the slightest risk involved. Plan B (15 points) is OK, but is equivalent to accepting a draw offer and shows a lack of fighting spirit. Plan C (5 points) only helps White and eases his task, as it creates weaknesses/targets for his bishop.

The game continued:
17 d2! d6 18 e1  
The alternative 18 d2 is also acceptable: 18...c4!? (18...dxe5 19 dxe5! (19 b1 a5) 19...c4! 20 cxd4 cxd4 21 e4 22 cxd4 e4 23 b3 e3 24 e3, with equal chances but not yet drawn!
18...f6 19 e3  
This natural developing move is much better than 19 d4?! cxd4 20 cxd4 cxd4 21 e4 22 cxd4 b6 23 e3 24 e3, with equal chances but not yet drawn!
19...b6 20 d5 c1 d3 22 d1?!  
Equality could be maintained by the modest 22 b3.
22...c4! 23 b3  
Much worse is 23 d2? c4 24 b3 d3! ±, but White can also try 23 cxd5 dxc5 24 d2 a5! ±.

Test 20
The watchword of the King’s Indian Defence is activity! Plan C (20 points) is the most effective. Plan A (0 points) and Plan B (0 points) play into White’s hands and leave him with all the pressure. In the first plan, after 21...b8 White should first play 22 b5! and then c6, a4, c4, etc. In the second, the pawn on d6 is hanging.

The game continued:
21...e7! 22 g3?!
White should try 22 \( \text{bxb6} \) \( \text{h5} \) or 22 \( \text{b5} \) \( \text{h5} \) 23 \( \text{c4} \) f5.  

22...h5! 23 h4  
Or 23 \( \text{bxb6} \) h4 24 \( \text{c4} \) \( \text{f8} \) 25 \( \text{w3} \) \( \text{h5} \), with the initiative for Black.  

23...\( \text{h6} \) 24 \( \text{c4} \) \( \text{d7} \)?? 25 \( \text{b1} \) f5 26 exf5  
The only move. Not 26 \( \text{xf2} \) f4 27 g4 \( \text{xh4} \) 28 \( \text{gxh5} \) \( \text{h8} \) 29 \( \text{xd6} \) \( \text{g8} \) \( \text{f} \).  

26...gxh5 27 \( \text{d3} \)?  
Force was 27 \( \text{xf2} \) \( \text{h8} \) 28 \( \text{g2} \) \( \text{f6} \) \( \text{f} \).  

27...\( \text{f6} \)?!  
Black slips. Stronger is 27...f4! 28 \( \text{e1} \) \( \text{fxg3} \) 29 \( \text{xg3} \) \( \text{h8} \) \( \text{f} \).  

28 \( \text{b2} \) \( \text{g6} \)  
Again, 28...f4? 29 \( \text{h2} \) \( \text{fxg3} \) 30 \( \text{h3} \) \( \text{h8} \) \( \text{f} \).  

29 \( \text{h2} \) e4 30 \( \text{e2} \)?  
An excellent idea, removing the b3-rook from the defence of its king (31 \( \text{d2} \) \( \text{f5} \) \( \text{f} \)).  

30...b5!!  
Test 21  
In Plan A (5 points) White's thinking process would seem justified after 12 \( \text{xf3} \) \( \text{cxd4} \)! 13 \( \text{cxd4} \) \( \text{exd4} \) 14 \( \text{c3} \)\( \text{f5} \) 15 \( \text{xf4} \) \( \text{cxd5} \), but Black is not obliged to accept the pawn sacrifice and can play 12...\( \text{d8} \)! instead. Plan B (0 points) creates no difficulties for Black. His better pawn-structure will prove to be a more significant strategic factor than White's bishop-pair. Plan C (20 points) is correct. Unbalanced and mobile pawn-structures generally favour the bishop-pair. Pawn weaknesses in the form of the white a- and c-pawns are unimportant, as Black cannot even approach them.  

The game continued:  
12 \( \text{dxe5} \) \( \text{xe5} \) 13 f3 \( \text{f5} \)  
13...\( \text{f5} \)!! 14 \( \text{xf5} \) \( \text{xf5} \) 15 e4 \( \text{e6} \) 16 \( \text{c1} \) \( \text{f} \) was a serious alternative for Black.  

14 \( \text{c1} \)!  
White has reached the desired position and is now ready for further kingside advances.  

14...\( \text{e7} \)!!  
Black should try 14...\( \text{h5} \) 15 \( \text{xf5} \) \( \text{xf5} \) 16 \( \text{e4} \) \( \text{b6} \) 17 a4 \( \text{e6} \) 18 \( \text{b1} \) \( \text{f} \). Black is obliged to seek exchanges, neutralizing to an extent White's initiative in the centre and on the kingside.  

15 \( \text{c4} \) \( \text{c7} \) 16 a4  
16 \( \text{g5} \) h6 17 \( \text{xf4} \) \( \text{f4} \) is also good.  

16...\( \text{d7} \) 17 \( \text{f4} \) \( \text{f8} \) 18 \( \text{d1} \) \( \text{e8} \)?  
A serious blunder, which ends the game abruptly. Black was obliged to struggle on with 18...\( \text{e7} \) 19 \( \text{e3} \).  

19 \( \text{f4} \) 1-0  

Test 22  
Plan A (0 points) is not acceptable. The exchange sacrifice is not that strong, and after 27 \( \text{ac1} \) White even enjoys a slight advantage. Plan C (5 points) is unclear after 28 \( \text{e5} \) \( \text{e4} \) 29 \( \text{dxe4} \) \( \text{dxe4} \), which Black should avoid as he has a better option: Plan B (20 points) is correct.  

The game continued:  
24...\( \text{e5} \)! 25 \( \text{ac1} \) \( \text{e5} \) 26 \( \text{c2} \)  
Black would retain the advantage even after 26 \( \text{c4} \) \( \text{dxe4} \) 27 \( \text{exd4} \).  

26...\( \text{b5} \) 27 \( \text{d4} \) \( \text{h5} \) 28 \( \text{g3} \)  
No better is 28 \( \text{g5} \) \( \text{xf7} ! \) (28...\( \text{xf4} ? \) 29 \( \text{xf4} \) \( \text{xf4} \) 30 \( \text{xf4} \) \( \text{xf7} \) 31 \( \text{exf7} \) \( \text{xf7} \) 32 \( \text{xc6} \) \( \text{xd4} \) 33 \( \text{h1} \) \( \text{f4} \) 34 \( \text{c8} \) \( \text{c8} \) \( \text{f} \) 29 \( \text{c8f} \) \( \text{xf7} \) 30 \( \text{e6} \) 31 \( \text{h4} \) \( \text{xf4} \) \( \text{f} \).  

28...\( \text{c8} \) 29 \( \text{e4} \) \( \text{h6} \)!  
This move is good enough, but 29...h6! 30 \( \text{c3} \) \( \text{d4f4} \) 31 \( \text{xf4} \) \( \text{xf4} \) 32 \( \text{xa4} \) \( \text{e6} \) \( \text{f} \) is even better.
30 \( \text{d}3 \)

Covering the e3-square, as 30 \( \text{c}2 \text{xe}6 31 \text{g}5 \text{e}3+! 32 \text{f}2 \text{hxg}5+! 33 \text{fxg}5 \text{g}5+! 34 \text{g}3 \text{e}4! 35 \text{g}2 \text{e}4 \text{is winning for Black.} \)

30...\( \text{xe}6 31 \text{g}5 \text{d}7 \)

Black has an appreciable advantage, thanks to his correct play so far.

32 \( \text{c}4 \) \( \text{h}5 33 \text{h}3 \text{xb}8 34 \text{xa}4 \)

Or 34 \( \text{xc}6 \text{xc}6 35 \text{e}6 \text{g}2 \text{xe}4 \).

34...\( \text{xb}2 35 \text{g}5? \)

(D)

A blunder in a difficult position. White didn’t like 35 \( \text{xc}6 \text{g}2 \text{xe}4 36 \text{a}4 \text{g}2 \text{a}2 \), but he had no choice.

35...\( \text{hx}f4?! \)

The concrete 35...\( \text{xe}2! 36 \text{xe}2 \text{hx}f4 \rightarrow \) would have been decisive, but Black’s time-trouble was not helping at all! Black now needed to put in some extra effort, but his advantage was still enough for the win:

36 \( \text{xf}4 \text{xf}4 37 \text{e}4 \text{a}8 38 \text{g}5 \text{h}6 39 \text{xf}4 \text{g}4+ 40 \text{e}3 \text{h}xg5 41 \text{xe}6 \text{xe}4 42 \text{h}1 \text{f}6 43 \text{a}4 \text{g}7 44 \text{e}3 \text{a}2 45 \text{a}5 \text{a}4! \)

46 \( \text{b}7 \text{f}7 47 \text{c}8 \text{xa}5 48 \text{e}1 \text{b}2 49 \text{c}6 \text{f}5 50 \text{a}8 \text{g}4 51 \text{a}3 \text{d}4 0-1 \)

Test 23

This one is a matter of pure theoretical knowledge. In order to give a correct assessment of this position, one should know what has been played here so far and how it was assessed. Plan B (0 points) worked well for Black in the final position suggested in it, but White can try (instead of 15 \( \text{a}4 \)) 15 \( \text{a}3! \), which changes the assessment to at least \( \mp \). Plan C (13 points) is not that bad, but Plan A (20 points) is clearly best. All these details (and many more!) can be found in A Complete Guide to the Grivas Sicilian (Gambit, 2005).
23 \[\text{\texttt{\textnumero}d3?! a4! \textfrak{T} is another try. In general Black should be happy with his share of the chances.}\]

23...d5! 24 \[\text{\texttt{\textnumero}g5}\]

Or 24 exd5 \texttt{\textnumero}xd5 25 \texttt{\textnumero}xe4 a4 (25...\texttt{\textnumero}xa3? 26 \texttt{\textnumero}xg7! \texttt{\textnumero}xb7 27 \texttt{\textnumero}xb2 \texttt{\textnumero}xb2 28 f5! with an attack) 26 \texttt{\textnumero}d4 g6 \textfrak{T}.

24...dxe4 25 \[\text{\texttt{\textnumero}e4 \texttt{\textnumero}d5?!}\]

The endgame resulting from 25...\texttt{\textnumero}xe4 26 \texttt{\textnumero}xe4 (26 \texttt{\textnumero}xe4 \texttt{\textnumero}xe4 27 \texttt{\textnumero}xe4 \texttt{\textnumero}xa3 28 \texttt{\textnumero}xg7 \texttt{\textnumero}xg7 29 bxa3 \texttt{\textnumero}c5 \textfrak{T}) 26...\texttt{\textnumero}xa3 27 \texttt{\textnumero}xg7 \texttt{\textnumero}xg7 28 bxa3 \texttt{\textnumero}xb1 29 \texttt{\textnumero}xb1 \texttt{\textnumero}ab8 30 \texttt{\textnumero}be1 \texttt{\textnumero}c3 would offer slightly better chances for Black. Obviously, Black was looking for something more.

26 \[\text{\texttt{\textnumero}d4}\]

26 f5 \texttt{\textnumero}a6!.

26...g6 27 \[\text{\texttt{\textnumero}d3 \texttt{\textnumero}d8} 28 \texttt{\textnumero}f3 \texttt{\textnumero}d7\]

28...\texttt{\textnumero}ac8?! 29 b3 \texttt{\textnumero}b5 \textfrak{T} is also good.

29 \[\text{\texttt{\textnumero}c1 \texttt{\textnumero}a4} 30 \texttt{\textnumero}f2\]

30 \texttt{\textnumero}e5?! \texttt{\textnumero}ac8 (30...f6?! 31 \texttt{\textnumero}c7! \texttt{\textnumero}d7 32 \texttt{\textnumero}c3! \texttt{\textnumero}b3 33 \texttt{\textnumero}xd5 \texttt{\textnumero}xd5 =) 31 \texttt{\textnumero}c3 \texttt{\textnumero}xc3 32 \texttt{\textnumero}xc3 \texttt{\textnumero}b3 \textfrak{T} was a reasonable option.

30...\texttt{\textnumero}ac8

30...\texttt{\textnumero}e3?! 31 \texttt{\textnumero}xe3 \texttt{\textnumero}xe4 \textfrak{T}.

31 \[\text{\texttt{\textnumero}c5?!}\]

A second slip. 31 \texttt{\textnumero}c3! \textfrak{T} is necessary.

31...\texttt{\textnumero}b5 32 \[\text{\texttt{\textnumero}e4 (D)}\]

32...\texttt{\textnumero}d3?! 

Returning the favour. 32...\texttt{\textnumero}xc1?! 33 \texttt{\textnumero}xc1 \texttt{\textnumero}xf4 34 \texttt{\textnumero}f6+ \texttt{\textnumero}xf6 35 \texttt{\textnumero}xf6 also muddies the waters, but 32...\texttt{\textnumero}b3! 33 \texttt{\textnumero}xc8 \texttt{\textnumero}xc8 34 \texttt{\textnumero}c3 a4 35 \texttt{\textnumero}xd5 \texttt{\textnumero}xd5 \textfrak{T} would increase Black's advantage.

33 \[\text{\texttt{\textnumero}g5?!}\]

A comedy of (slight) errors! Modest but correct was 33 \texttt{\textnumero}c3 \texttt{\textnumero}xc3 34 \texttt{\textnumero}xc3 \texttt{\textnumero}d5 35 \texttt{\textnumero}ce1 \texttt{\textnumero}cd8 \textfrak{T}.

33...\texttt{\textnumero}xc1 34 \texttt{\textnumero}xc1 \texttt{\textnumero}xf5! 35 \texttt{\textnumero}h4?

A typical time-trouble error, although after the forced 35 \texttt{\textnumero}h3 a4 36 \texttt{\textnumero}g1 h6 Black's advantage is undisputed.

35...h5 36 \texttt{\textnumero}f1 \texttt{\textnumero}c8?!

36...\texttt{\textnumero}xf4! 37 \texttt{\textnumero}xf7 \texttt{\textnumero}xf4 38 \texttt{\textnumero}h6+ \texttt{\textnumero}h7 39 \texttt{\textnumero}xf5 exf5 40 \texttt{\textnumero}xf4 \texttt{\textnumero}g5 -- is an easier path to victory.

37 \texttt{\textnumero}f2 e5! 38 fxe5

Or 38 \texttt{\textnumero}xe5 \texttt{\textnumero}xg5 39 fxg5 \texttt{\textnumero}fx2 40 \texttt{\textnumero}xf2 \texttt{\textnumero}c1+ 41 \texttt{\textnumero}f1 \texttt{\textnumero}xf1#. The rest was easy:

38...\texttt{\textnumero}fx2 39 \texttt{\textnumero}xf2 \texttt{\textnumero}xg5 40 \texttt{\textnumero}d4 \texttt{\textnumero}c2 0-1

A typical middlegame success of the 'Grivas Sicilian'!

\textbf{Test 24}

Plan B (0 points) certainly is not best, as it blocks one of the main pluses of White's position, the g2-bishop. Black is not forced to play the ridiculous 19...\texttt{\textnumero}xf5?, which gives White a clear advantage, but can choose the natural 19...\texttt{\textnumero}d7. After 20 \texttt{\textnumero}e7+ \texttt{\textnumero}h8 21 \texttt{\textnumero}ed5 \texttt{\textnumero}bd5 22 \texttt{\textnumero}xd5 \texttt{\textnumero}c6 White has not achieved much. Plan C (0 points) is also not of much help after 19...\texttt{\textnumero}d7 20 \texttt{\textnumero}d6 \texttt{\textnumero}c6. Plan A (20 points) is the best option. Sometimes even excellently-placed pieces have to retreat!

The game continued:

18 \[\texttt{\textnumero}b3! \texttt{\textnumero}c4\]

Best. Worse is 18...\texttt{\textnumero}bd7?! 19 \texttt{\textnumero}a5 \texttt{\textnumero}e5 20 b5 axb5 21 \texttt{\textnumero}xb5 \pm or 18...e5?! 19 \texttt{\textnumero}c5 \texttt{\textnumero}d4 20 b3 \texttt{\textnumero}b6 21 \texttt{\textnumero}d6 \texttt{\textnumero}a8 22 \texttt{\textnumero}d5 \texttt{\textnumero}xd5 23 \texttt{\textnumero}xd5 \texttt{\textnumero}e8 24 \texttt{\textnumero}d7 \texttt{\textnumero}xd7 25 \texttt{\textnumero}xd7 \pm.

19 \[\texttt{\textnumero}a2\]

The correct reaction. 19 \texttt{\textnumero}a5?! is naïve: 19...\texttt{\textnumero}xa5 20 bxa5 b6 =.

19...\texttt{\textnumero}d7?!

Black should choose 19...b6 20 \texttt{\textnumero}d4 \texttt{\textnumero}e5 21 \texttt{\textnumero}d2, keeping White's advantage to a minimum.

20 \[\texttt{\textnumero}c5 \texttt{\textnumero}c6\]

A retreat like 20...\texttt{\textnumero}c8 21 b3 \texttt{\textnumero}e5 22 b5 axb5 23 \texttt{\textnumero}xb5 b6 24 \texttt{\textnumero}a6 \texttt{\textnumero}xa6 25 \texttt{\textnumero}xa6 \pm wouldn't change much.

21 \texttt{\textnumero}xc6 \texttt{\textnumero}xc6 22 b3! \texttt{\textnumero}e5 23 \texttt{\textnumero}xa6

23 f4! \texttt{\textnumero}g6 24 \texttt{\textnumero}xa6 seems more accurate, although the text-move is also satisfactory.

23...\texttt{\textnumero}b6 24 \texttt{\textnumero}a5 \texttt{\textnumero}ed7

Or 24...\texttt{\textnumero}d5 25 \texttt{\textnumero}a4 \texttt{\textnumero}b5 26 e4 \texttt{\textnumero}f6 27 \texttt{\textnumero}c3 \pm.

25 \texttt{\textnumero}a4 \texttt{\textnumero}b7 26 \texttt{\textnumero}c1 \texttt{\textnumero}d5 27 \texttt{\textnumero}xc6 \texttt{\textnumero}xb4 28 \texttt{\textnumero}xb4 \texttt{\textnumero}xb4 (D)
29 \( \text{c7} \) \( \text{f6} \) 30 \( \text{c5} \) \( \text{e4} \) 31 \( \text{a4} \)
31 \( \text{d7} \) \( \text{d8} \) 32 \( \text{a4} \) \( \text{xa4} \) 33 \( \text{bxa4} \) is easier.

31...\( \text{xc5} \) 32 \( \text{xb4} \) \( \text{a6} \) 33 \( \text{eb7} \) \( \text{xb4} \) 34 \( \text{xb4} \) \( \text{d8} \)

A case with 4:4 pawns on the other flank and a passed b-pawn. The superior side is able to win, thanks to the presence of the fourth pair of pawns on the kingside.

35 \text{h4} \text{h5} 36 \text{b7} \text{d5} 37 \text{b4} \text{g5}?! 

Although this move does not have any bearing on the result of the game, creating weak pawns is a mistaken policy and allows White to win more easily.

38 \text{hxg5} \text{hxg5} 39 \text{h2} \text{d5} 40 \text{e3} \text{g7} 41 \text{g2} \text{d2} 42 \text{f3} \text{b2} 43 \text{b8} \text{f5} 44 \text{b5} \text{f6} 45 \text{b6} \text{e5} 46 \text{b7}!

The weak pawns that Black voluntarily created become targets for the white king.

46...\text{g7} 47 \text{g2} \text{c1} 48 \text{f4} \text{b2}+ 49 \text{f1} 1-0

Black resigned because after 49...\text{exf4} 50 \text{exf4} \text{h7} the white king enters via e6. This is easily done with \text{e1-d1-f1-c1-c2-c3-d5-e6} creating a zugzwang. Also winning was 49 \text{h3}.

Test 25

White actually holds the advantage, because Black lacks serious counterplay. However, by choosing Plan \text{A} (0 points), White forfeits his plus after 20 \text{e5}? \text{h6}! with the idea ...\text{f6}. Also, 20 \text{d2} \text{fe8}! 21 \text{h6} \text{h8} 22 \text{g2 e5}! allows Black back into the game, so Plan \text{C} (7 points) cannot be correct. Plan \text{B} (20 points) is the strongest, as Black’s queenside is really weak.

The game continued:

20 \text{wb3}! \text{e6} 21 \text{wb6} \text{a8} 22 \text{a3}

The threat of 23 \text{b3} forces Black to exchange queens.

22...\text{wc6} 23 \text{wb5}!

After 23 \text{b3}?! \text{xa4} 24 \text{xb7} \text{wc4} Black holds the barracks.

23...\text{wb5}?

A bad idea, based on a miscalculation. Black should continue with the immediate 23...\text{fc8} 24 \text{ea1}, when White’s plan of \text{d3}, \text{b3-b5} and \text{c2-b3} would give him the advantage.

24 \text{axb5} \text{fc8} 25 \text{ea1} \text{b6} 26 \text{b4}!

Black thought this was impossible, but the truth was different.

26...\text{f8} (D)

27 \text{bxa5}!

This was an easy combination to calculate. Of course 27 \text{d2}? \text{ab8}! or 27 \text{a4}? \text{xc3} would be naïve.

27...\text{xa3}?

A nice variation was 27...\text{g5} 28 \text{c7}!! \text{xa3} (28...\text{xc7} 29 \text{xb6} \text{xa3} 30 \text{xc7} \text{xa1}+ 31 \text{g2} \text{a8} 32 \text{b6} ++) 29 \text{xb6} \text{b2} 30 \text{xa8} \text{xa8} 31 \text{b7}+-.

28 \text{xb6}! \text{xb6}?

Black had to try 28...\text{xc3}! 29 \text{b7} \text{f8} 30 \text{b8} \text{xb8} \text{b1}+.

29 \text{xb8} \text{xb8} 30 \text{xa3} \text{xb6} 31 \text{b3} 

The endgame is won for White. The plans are well-known and can be found in a lot of textbooks. White will advance his king to the centre, exchange some central pawns and invade on either flank. In the meantime, Black can do nothing active or interfere with White’s plan.

31...\text{f8} 32 \text{f1} \text{e7} 33 \text{e2} \text{d6} 34 \text{d3} \text{e5}?! 

This eases White’s task, although it doesn’t affect the final result.
35 c4! dxc4+ 36 ♗xe4 exd4 37 ♗xd4
And White is ready to execute the final phase of his plan (king invasion).
37...f6 38 ♗c4 ♗c7 39 ♗e3 ♗d6 40 ♗e8 1-0

Test 26
Plan B (0 points) is wrong, as Black just creates new weaknesses on his queenside. After 12...a5?! 13 ♗ad1 d4 White can gain at least a slight advantage with 14 ♗a4!. Plan A (13 points) is OK, but in my opinion Plan C (20 points) offers more possibilities to Black and therefore should be chosen.

The game continued:
12...dxc4 13 dxc4 ♗c5!?
13...e4 is also acceptable: 14 ♗d4 ♗f7 15 ♗ab1 ♗c8 16 ♗fd1 ∞.
14 ♗ac1 e4
Black should be careful, as 14...cxb5? 15 ♗xb5 ± is out of the question.
15 f3
The g2-bishop must come into play. 15 bxc6?! bxc6 (15...♗xe6?! 16 ♗d5 ♗f7 17 ♗fd1 ∞) 16 ♗d4 ♗f7 17 ♗fd1 ♗bd7 ∞.
15...exf3 16 ♗xf3 ♗bd7 17 ♗d5!? c5
The more tactical 17...♗e5! is also not bad: 18 ♗xf6+! ♗xf6 19 ♗g2 cxb5 20 ♘xb5 ∞.
18 ♗b2 ♗f7 19 ♗g2?!!
19 ♗ef4?! ♗e5 20 ♗xe5 ♘xe5 21 ♗xf6+ ♗xf6 22 ♗d5 ♗g7 23 ♗cd1, with equal prospects, was preferable, but White had a mistaken sacrifice in mind.
19...♗xd5 (D)

As a rule, when there is material advantage, simplification is welcome! In most cases, it is better (and advisable) to return some of the extra material, in order to reach an easily winning endgame.
20 ♗xg7?
A fatal mistake, caused by unjustified optimism. White had to play 20 cxd5 ♗xb2 21 ♘xb2 ♘xe3 22 ♗f4 ♘e8 23 d6 ♘b8 24 ♗fd1, when he has compensation for the pawn, but Black has the pawn!
20...♗xe3! 21 ♗a1
No real help is provided by 21 ♘c3 ♗xf1 22 ♘h8 ♘e5 23 ♘xe5 ♘e6 24 ♘xb7 ♘xe5 25 ♘xe5 ♘xe5 26 ♘xa8 ♘xe2 27 ♘xf1 ♘xa2 ∞.
21...♗xf1 22 ♘b2
It seems that Black can defend successfully against White’s threats on the long diagonal. 22 ♘f1 is no better: 22...g5 23 ♘c3 ♘e5 24 ♘e3 f4 25 gxf4 ♘f5 26 ♘xe5 gx4 −+
22...♗e5 23 ♘xf1 ♘d7! 24 ♘f4 ♘xc4+! 25 ♘g1 ♘d4+
Exchanging queens was a relief for Black, but 25...♘ad8 − would have been quite strong.
26 ♘xd4 ♘xd4 27 ♘xd4 ♘xa2 28 ♘d5 (D)

B

20 ♗xe3! 21 ♗a1
No real help is provided by 21 ♘c3 ♗xf1 22 ♘h8 ♘e5 23 ♘xe5 ♘e6 24 ♘xb7 ♘xe5 25 ♘xe5 ♘xe5 26 ♘xa8 ♘xe2 27 ♘xf1 ♘xa2 ∞.
21...♗xf1 22 ♘b2
It seems that Black can defend successfully against White’s threats on the long diagonal. 22 ♘f1 is no better: 22...g5 23 ♘c3 ♘e5 24 ♘e3 f4 25 gxf4 ♘f5 26 ♘xe5 gx4 −+
22...♗e5 23 ♘xf1 ♘d7! 24 ♘f4 ♘xc4+! 25 ♘g1 ♘d4+
Exchanging queens was a relief for Black, but 25...♘ad8 − would have been quite strong.
26 ♘xd4 ♘xd4 27 ♘xd4 ♘xa2 28 ♘d5 (D)

As a rule, when there is material advantage, simplification is welcome! In most cases, it is better (and advisable) to return some of the extra material, in order to reach an easily winning endgame.
28...♗ad8! 29 ♘f6+ ♗f7 30 ♘xe8 ♘xd4 31 ♘c7
Or 31 ♘xb7 ♘d5 (31...♗xe8 32 ♘e1 ∞) 32 ♘xd5+ ♘xd5 33 ♘c7 ♘d2 −+
31...♗c4 32 ♘e1 ♘d7! 33 ♘a8 ♘e7 34 ♘b1 ♘b6 35 ♘c6 ♘xc6 36 ♘xc6 ♘e8 0-1

Test 27
Plan B (5 points) is too slow and can only be considered a last resort in such a good position. Plan A (13 points) is in the right direction and would be chosen by most players. But here it only comes second to the strong Plan C (20 points).

The game continued:
17 f4!! gx4
Or 17...exf4 18 ♗xf4.
18 \( \text{c}x\text{f}4 \text{ b}6 \\
\text{Black declines the offer, as after 18...exf4 19} \text{c}x\text{f4} \text{ a}6 20 \text{e}5 \text{h}3 (20...f5 21 \text{e}6 \text{c}x\text{e}6 22 \text{dxe}6 \text{ex}e6 23 \text{w}f3 0-0-0 24 \text{w}e3 \pm or 20...fxe5 21 \text{exe}5 \text{f}8 22 \text{ex}f8+ \text{w}xf8 23 \text{w}h5 \text{c}f7 24 \text{xf}1 \text{d}1 \text{g}3 \text{w}xa2 22 \text{f}2 \text{w}a6 23 \text{ex}f6 \text{xf}6 24 \text{c}1+! \text{d}6 25 \text{b}2 \text{White has an enormous advantage. Nevertheless, as declining the sacrifice does not improve Black's position, he should have accepted it and put the onus on White to prove its correctness. In such cases, it is better to play with material in hand, rather than nothing at all in return for one's suffering.} \\
19 \text{c}h5 \text{g}8 20 \text{w}f3 \\
20 \text{g}7+ \text{f}7 21 \text{f}5 \text{xf}5 22 \text{xf}5 \pm is also strong, but slightly less effective. \\
20...\text{e}7?! (D) \\
\text{Black's position was not exactly a work of art, but he should at least have chosen 20...\text{c}f7 21 \text{xf}6+ \text{xf}6 22 \text{xf}6 \text{xf}5 22 \text{xf}5 \pm is also strong, but slightly less effective.} \\
21 \text{g}5! \text{ex}h5 \\
\text{Or: 21...fxg5 22 \text{f}8\#; 21...\text{f}7 22 \text{ex}h4 \text{h}6 23 \text{b}2 \text{f}8 24 \text{bf}2 \pm.}

22 \text{wh}5 \text{fxg}5 23 \text{wh}7+ 1-0

Test 28

Plan A (20 points) is the strongest. White's rooks will carry the day, as Black does not have enough resources to survive. I have to point out Black's best chance though, namely 23...\text{b}7! (instead of 23...\text{a}8 24 \text{e}3 \text{w}f6 25 \text{e}8+ \text{g}7 26 \text{e}3 \text{+}) 24 \text{w}d3 \text{g}7 25 \text{e}2 \text{w}g5 26 \text{fe}3 \text{e}6 27 \text{e}5 \pm. Plan C (0 points) is out of the question, as it is not in agreement with the position's evaluation and Black can create some counterplay with 23 \text{b}4 \text{f}5 24 \text{c}5 \text{f}4. Rooks operate on open files and this is the most important factor in such positions. The game continued with Plan B (16 points), which is quite similar to Plan A, but definitely not as good:

23 \text{Cc}c3 \text{g}7 24 \text{c}5 \text{e}6 25 \text{w}h4 \text{b}7 \\
\text{Maybe Black could try the endgame after 25...g5!? 26 \text{w}xg5 \text{g}xg5 27 \text{f}4 \text{f}5 28 \text{a}4 \pm.}

26 \text{fe}3 \text{w}g7 27 \text{b}4?! \\
27 \text{b}3 \pm is more to the point. Black's weak a pawn should stay on the board.

27...\text{xb}4 28 \text{xb}4 \text{b}8 29 \text{a}3! \\
\text{Rooks must operate on open files!}

29...\text{b}2? \\
29...d5 30 \text{cx}d6 \text{c}d6 31 \text{ac}3 \pm was Black's only acceptable continuation.

30 \text{ab}3? \\
\text{White could crown his efforts with a nice and not very difficult combination, prompted by Black's weak king: 30 \text{ex}e6! \text{dxe}6 (30...\text{fxe}6 31 \text{w}d8+ \text{g}7 32 \text{f}3 \pm or 30...\text{xa}3 31 \text{e}8+ \text{g}7 32 \text{d}4+ \text{h}6 33 \text{e}4 \text{f}6 34 \text{w}x\text{f}6 \text{xb}4 35 \text{h}4+ \pm) 31 \text{d}8+ \text{g}7 32 \text{f}3 \text{e}5 33 \text{e}7 \pm.}

30...\text{g}7 31 \text{a}3! \text{b}2? 32 \text{ad}3? \\
\text{Time-trouble caused this series of mutual mistakes.}

32...\text{xb}4? (D) \\
\text{After White's mistakes it is not inconceivable that Black could fight back with 32...\text{xb}4! 33 \text{e}7 \text{g}7 34 \text{b}3 \text{xb}3 35 \text{xb}3 \text{f}5! 36 \text{e}8+ \text{f}8 37 \text{w}x\text{f}8+ \text{f}7 38 \text{e}3 \text{d}5 39 \text{cx}d6 \text{c}d6 40 \text{xc}6. This position would give White only a slight plus in the endgame.}

33 \text{xe}6! \text{fxe}6 \\
\text{White also wins after 33...\text{dxe}6 34 \text{d}8+ \text{g}7 35 \text{e}7 or 33...\text{x}h4 34 \text{e}8+ \text{g}7 35 \text{g}x\text{h}4.}
34 \text{wd}8+ \text{\texttt{g}}7 35 \text{\texttt{e}}7+ \text{\texttt{g}}8 36 \text{\texttt{e}}8+ \text{\texttt{g}}7 37 \text{\texttt{f}}3 \text{\texttt{xc}}5 38 \text{\texttt{f}}7+ \text{\texttt{h}}6 39 \text{\texttt{wh}}8 \text{\texttt{g}}5 40 \text{h}4+ 1-0

**Test 29**

White surely has the advantage, but it is not a large one, as Black has no static weaknesses. Plan A (13 points) is very much to the point and very similar to the best answer, Plan B (20 points). Plan C (5 points) is less accurate, as after 18 c5 Black can play 18...\text{\texttt{dx}}c5! (18...\text{\texttt{dxc}}5?! 19 \text{\texttt{h}}3 \text{\texttt{e}}7 20 e5±) 19 e5 \text{\texttt{dx}}c6 bxc6 21 fxe5 \text{\texttt{g}}4 22 exd6 \text{\texttt{xe}}1+ 23 \text{\texttt{xe}}1 \text{\texttt{cx}}d6 24 \text{\texttt{x}}d6± 20 \text{\texttt{exf}}6 \text{\texttt{xf}}6+ 21 \text{\texttt{xe}}1 \text{\texttt{g}}5 22 \text{\texttt{xf}}6 \text{\texttt{xf}}6 24 \text{\texttt{xf}}6 \text{\texttt{g}}7 with equality. You deserve the 5 points only if you calculated these variations.

The game continued:

18 \text{\texttt{ae}}3! \text{\texttt{ae}}7
18...\text{\texttt{dx}}c5 19 \text{\texttt{dt}}d1 \text{\texttt{g}}4 20 h3 \text{\texttt{g}}6 21 \text{\texttt{d}}4 is also slightly better for White.

19 \text{\texttt{de}}1 \text{\texttt{hf}}8 20 a3 b6 21 b4 axb4 22 axb4

**Plan A**

Black must be careful, as 22...\text{\texttt{f}}7 is powerfully met by the thematic but surprising thrust 23 e5! \text{\texttt{gx}}g2 24 e6; e.g., 24...\text{\texttt{xe}}6 25 \text{\texttt{xe}}6 \text{\texttt{h}}3 26 \text{\texttt{e}}7.

23 h3 \text{\texttt{f}}7 24 \text{\texttt{d}}3 \text{\texttt{b}}7

Black could try 24...f5!? 25 exf5 \text{\texttt{xe}}3 26 \text{\texttt{xe}}3 \text{\texttt{xe}}3 27 \text{\texttt{xe}}3 \text{\texttt{gx}}g2 28 \text{\texttt{gx}}g2 \text{\texttt{xf}}5 (28...\text{\texttt{xc}}4? 29 \text{\texttt{xe}}6+ \text{\texttt{xe}}6 30 \text{\texttt{xf}}6 \text{\texttt{xf}}6 31 \text{\texttt{b}}5± 29 \text{\texttt{c}}3±.

25 \text{\texttt{d}}4 \text{\texttt{ae}}6 26 b5 \text{\texttt{c}}8? (D)

A serious mistake. 26...\text{\texttt{h}}7 27 \text{\texttt{h}}2 \text{\texttt{c}}5 28 \text{\texttt{xc}}5 bxc5 (28...\text{\texttt{dxc}}5 29 e5± 29 b6?! \text{\texttt{b}}x6 30 \text{\texttt{xd}}6 \text{\texttt{xc}}4 31 \text{\texttt{xb}}6± was Black’s best option. Now a tactical shot determines the result.

Or 27...\text{\texttt{dc}}5 28 \text{\texttt{xc}}5 dxc5 29 \text{\texttt{d}}5 \text{\texttt{e}}6 30 \text{\texttt{fx}}6±.

28 \text{\texttt{d}}5 \text{\texttt{ff}}8 29 e6!

This is much better than 29 \text{\texttt{ex}}d6 \text{\texttt{xe}}3 30 \text{\texttt{xe}}3 \text{\texttt{xe}}3 31 \text{\texttt{xe}}3 \text{\texttt{fx}}d6 32 \text{\texttt{e}}8+ \text{\texttt{ff}}8 33 \text{\texttt{xf}}8+ \text{\texttt{xf}}8 34 g4±.

29...\text{\texttt{dc}}5 30 \text{\texttt{dx}}c5 dxc5 31 f5 \text{\texttt{d}}8 32 \text{\texttt{de}}4

**Test 30**

It is really to create winning chances, but Black should try to do so with Plan A (20 points). Plan B (0 points) is bad, because after 17...\text{\texttt{dd}}4? 18 \text{\texttt{de}}1 \text{\texttt{bb}}8 19 e5 (19 \text{\texttt{dx}}d4 \text{\texttt{xd}}4 20 \text{\texttt{xd}}4 \text{\texttt{xd}}4 21 \text{\texttt{dd}}5 \text{\texttt{c}}6 22 c4!±) 19...\text{\texttt{dc}}6 White can continue with 20 \text{\texttt{dx}}d4! \text{\texttt{dx}}d4 21 \text{\texttt{db}}5 \text{\texttt{f}}6 22 \text{\texttt{edx}}d4 \text{\texttt{edx}}d4 23 \text{\texttt{edx}}d4 \text{\texttt{edx}}d4 24 \text{\texttt{edx}}d4 \text{\texttt{fxe}}5 25 \text{\texttt{fxe}}5±. The expectations arising from Plan C (5 points) are overoptimistic.

17...\text{\texttt{dx}}f6 18 h3 e5 19 f5 \text{\texttt{dd}}4 20 \text{\texttt{f}}xg6 \text{\texttt{de}}2+ 21 \text{\texttt{xe}}2 \text{\texttt{xe}}4 22 \text{\texttt{gf}}7+ \text{\texttt{xf}}7 23 g4 both players have chances.

The game continued:

17...\text{\texttt{dd}}4! 18 \text{\texttt{dx}}d4

18 \text{\texttt{dd}}1 is not much different after 18...e5! (18...\text{\texttt{ff}}6 19 \text{\texttt{dx}}d4 \text{\texttt{dx}}d4 20 \text{\texttt{dx}}d4 \text{\texttt{dx}}d4 21 \text{\texttt{ee}}4 22 \text{\texttt{e}}1 =.) 19 \text{\texttt{ff}}1 \text{\texttt{ff}}6 20 \text{\texttt{dx}}d4 \text{\texttt{dx}}d4 21 \text{\texttt{dd}}2 \text{\texttt{fe}}8±.

18...\text{\texttt{dx}}d4 19 \text{\texttt{dd}}1 e5! 20 \text{\texttt{ff}}2 \text{\texttt{ex}}f4

Black would also enjoy a slight advantage after 20...f6!? 21 \text{\texttt{dd}}1 \text{\texttt{cc}}5.

21 \text{\texttt{gx}}f4 \text{\texttt{cc}}5 22 \text{\texttt{dd}}1 a5 23 \text{\texttt{bb}}1 f6 24 \text{\texttt{cc}}1?!

Passive play cannot be advisable. 24 \text{\texttt{gg}}3 \text{\texttt{ff}}7 25 a3 \text{\texttt{ee}}6 26 h3 f5 was more natural.

24...\text{\texttt{ff}}7 25 a3 a4 26 \text{\texttt{bb}}1

Again White should proceed with 26 \text{\texttt{gg}}3 g5 27 \text{\texttt{dd}}3 \text{\texttt{ee}}6. Now Black grabs his chance and increases his advantage.

26...g5! 27 \text{\texttt{ff}}1 h6 28 \text{\texttt{fg}}5

Or 28 \text{\texttt{dd}}1 \text{\texttt{gx}}f4 29 \text{\texttt{ff}}4 \text{\texttt{ee}}5 ±.

28...\text{\texttt{hx}}g5 29 \text{\texttt{gg}}3 \text{\texttt{ee}}5 30 \text{\texttt{dd}}1

Forced, as 30 \text{\texttt{ff}}5? is inadequate: 30...\text{\texttt{ff}}3 31 \text{\texttt{hh}}1 \text{\texttt{dd}}2+ ±.

30...\text{\texttt{ee}}6 31 \text{\texttt{aa}}2 (D)

31...d3!

Exchanges should be in Black favour, as his king will be able to penetrate into White’s camp.

32 \text{\texttt{cx}}d3 \text{\texttt{cx}}d3 33 \text{\texttt{dx}}d3?!

It is strange that when it became necessary, White failed to move his king! 33 \text{\texttt{bb}}1 \text{\texttt{dd}}7 was forced, although Black will succeed in
converting the advantage into the full point sooner or later.

33...\( \text{exd}3 \) 34 \( \text{f1} \)

There is no meaningful alternative. 34 \( \text{exd}3 \) also loses: 34...\( \text{Qxd}3 \) 35 \( \text{Qe}2 \) \( \text{Qe}5 \) 36 \( \text{Qb}1 \) \( \text{Qc}5 \) 37 \( \text{Qc}3 \) \( \text{Qxe}4 \) 38 \( \text{Qxa}4 \) \( b5 \) 39 \( \text{Qb}6 \) \( f5 \) 40 \( \text{Qc}2 \) \( \text{Qd}4 \) -+

The game was decided quite quickly:

34...\( \text{Qd}2 \) 35 \( \text{Qf}5 \) \( \text{Qxe}4 \) 36 \( h4 \) \text{gxh4} 37 \( \text{Qxh}4 \) \( \text{Qc}5 \) 38 \( \text{Gg}6 \) \( \text{Qd}3 \) 39 \( \text{Qf}4+ \) \( \text{Qxf}4 \) 40 \( \text{Qxf}4 \) \( b5 \)
41 \( \text{Qb}4 \) \( \text{Qd}5 \) 42 \( b3 \) \text{axb}3+ 43 \( \text{Qxb}3 \) \( \text{Qe}5 \) 44 \( \text{Qc}3 \) \( f5 \) 45 \( \text{Qb}1 \) \( f4 \) 0-1

Test 31

Loss of time is unacceptable in modern chess. Of course I do not mean the manoeuvre \( \text{Qd}2-\text{f}1-\text{e}3 \), which is quite common in this position and has a specific and important aim, but the useless prophylactic \( h3 \) move. So, the right plan should be A (20 points). The other two plans are commonly used in this type of position (without the useless \( h3 \) of course) and are also playable. Both of them (B and C) achieve 13 points each.

The game continued:

8...d5! 9 \text{exd}5

Alternatively, White could try 9 \( \text{b}5! \) ? \( \text{Qc}7 \), when although Black should be satisfied, the game remains complex.

9...\( \text{Qxd}5 \) 10 \( \text{Qxd}5 \) \( \text{Qxd}5 \) 11 \( \text{Qe}3 \)

The pseudo-active 11 \( \text{Qg}4?! \) gives Black the advantage after 11...0-0 12 \( \text{Qh}6 \) \( \text{Qf}6 \) 13 \( \text{Qe}3 \) \( \text{Qxc}4 \) 14 \( \text{Qxc}4 \) (14 \( dxc4 \) \( \text{Qh}8 \) ?) 14...\( \text{Qh}8 \).

11...\( \text{Qxc}4 \) 12 \( \text{Qxc}4?! \)

Although this is the most natural move, White should have preferred 12 \( dxc4 \) \( \text{Qxd}1+ \) 13 \( \text{Qxd}1 \) 0-0-0+ 14 \( \text{Qe}1 \) \( \text{Qg}5! \) 15 \( \text{Qd}5 \) \( \text{Qxc}1 \) 16 \( \text{Qxc}1 \) \( \text{Qb}4! \) with just a very small advantage for Black.

Test 32

Plan A (0 points) is inadequate. After 33 \( \text{Qg}2 \) \( \text{Qf}6 \) 34 \( \text{Qf}3 \) Black should play 34...\( e4! \), with an equal position. Plan C (0 points) is also not helpful to White, as he is unable to improve his position. The only correct plan is B (20 points).

12...0-0 13 a4

Securing c4 for the knight.

13...\( \text{Qd}5 \! \! 

Black’s centralized pieces and good central control give him the advantage.

14 0-0 \( \text{Qad}8 \) 15 \( \text{Qe}1 \)

Black would hold the advantage even after the more natural 15 \( \text{Qc}1 \) \( f5! \) 16 \( f4 \) \( \text{Qf}6 \).

15...\( \text{Qd}4 \) 16 \( \text{Qe}3 \) \( \text{Qe}6! \) 17 \( \text{Qd}2 \) \( \text{Qg}5! \)

The tempting 17...\( \text{Qg}6?! \) 18 \( \text{Qh}1 \) \( \text{Qxc}2? \) 19 \( \text{Qxc}2 \) \( \text{Qd}x3 \) 20 \( \text{Qc}3 \) \( \text{Qxc}2 \) 21 \( \text{Qxe}5 \) \( \text{Qf}6 \) 22 \( \text{Qxc}3 \) or 17...\( f5?! \) 18 \( \text{Qc}3 \) \( f4? \) 19 \( \text{Qd}4 \) would have relinquished Black’s advantage.

18 \( \text{Qc}1 \) (D)

White’s pieces are passive and misplaced. Therefore, this is the right moment to open up the position, trying to benefit from their misplacement. This is a common and well-known strategy.

18...\( e4! \) 19 \( dxe4 \) \( \text{Qxe}4 \) 20 \( f3?! \)

Black’s threat was 20...\( \text{Qxe}3 \) 21 \( \text{Qxe}3 \) (21 \( \text{Qxe}3 \) \( \text{Qxe}3 \) 22 \( \text{Qxe}3 \) \( \text{Qxe}2+ \) ) 21...\( \text{Qxc}2 \). White should have played 20 \( c3 \) \( \text{Qb}3 \) 21 \( \text{Qd}1 \) \( \text{Qfe}8 \) (or 21...\( \text{Qxa}4 \) ?), although Black has a clear advantage.

20...\( \text{Qe}5! \) 21 \( \text{Qf}2 \) \( \text{Qe}2+! \) 0-1

White resigned in view of 22 \( \text{Qxe}2 \) \( \text{Qxd}2 \) 23 \( \text{Qxd}2 \) \( \text{Qxe}3+. \) A rather quick game, decided in the opening.

Test 32

Plan A (0 points) is inadequate. After 33 \( \text{Qg}2 \) \( \text{Qf}6 \) 34 \( \text{Qf}3 \) Black should play 34...\( e4! \), with an equal position. Plan C (0 points) is also not helpful to White, as he is unable to improve his position. The only correct plan is B (20 points).

The game continued:

33 \( b3! \) \( \text{axb}3 \)
Or:

a) 33...a3 34...f2!...f6 35...g4!...xf2 36...xf2, and the threat of...f3+ followed by...f8 and...e3-e4 decides.

b) 33...f6 34...xa4!...xa4 35...b3, threatening...b7 or...b5.

34...axb3...f6

Forced, as otherwise the rook transfer...a2-a5 is immediately decisive.

35...a2...f6 36...tb3, threatening...tb7 or...tb5.

34 axb3...f6

Forced, as otherwise the rook transfer...a2-a5 is immediately decisive.

35...a2...f6 36...tb3...fb6 37...ta5...xb3 38...xc5...b7

White has exchanged two of the four weak black pawns (a4 and c5) but paradoxically his advantage has increased! Naturally, there is a logical explanation for this phenomenon, and it consists of the increased activity of the white rook and the possibility it has gained of accessing Black’s remaining weaknesses, at the same time driving its black counterpart into passivity.

39...e6!...e7?!

Black ‘sacrifices’ a pawn, intending to free his rook from the protection of c7. Had he remained passive instead, then White would have won the black e5-pawn anyway, with...f2-e3-e4. From a practical viewpoint, the move in the game is the indicated course of action.

40...e6+...d7 41...xe5...b2 (D)

Now we see the idea behind 42...f5!!.

44...d7 45...e6...c2 46...g6...xc4 47

The two connected passed pawns will beat the isolated passed c-pawn. The white king’s participation in the battle was not required (a very rare occurrence), as the white rook was exceptionally active.

49...c2 50...h4 c5 51...h5 c4 52...h8...e2 53

It seems that Black has enough counterplay to draw the game, as he has cut off the white king on its back rank and will now place his rook behind the white c-pawn. However...

42...f5!!

By means of a series of accurate moves, White weakens the g6-square, in order to make it accessible to the white rook.

42...e7 43...h5 h6

43...c2? 44...xh7...f6 45...h4.

44...e5+!

The game continued:

11...c5! e5

Forced, as 11...e5? 12...a5...c8 13...xe5 dxe5 14...c6! is extremely good for White.

12...xd6...xd6

Although White retains a serious advantage in any case, Black should consider 12...xd6 13...xd6...d6 14...d1 exf4 15...d6 fxg3 16 hxg3 ± or 12...xf4 13...xe7...xe7 14...d4...fd7 14...xb7 15...xe5...xb5 16 e4 dxe4 17...xf6...xf6 18...xe4...d8. So, the correct choice is Plan C (20 points). It is quite important to open up the position when we have short-term advantages, as explained in the evaluation.

The game continued:

11...c5! e5

Forced, as 11...e5? 12...a5...c8 13...xe5 dxe5 14...c6! is extremely good for White.

12...xd6...xd6

Although White retains a serious advantage in any case, Black should consider 12...xd6 13...xd6...d6 14...d1 exf4 15...d6 fxg3 16 hxg3 ± or 12...xf4 13...xe7...xe7 14...d4...fd7 14...xb7 15...xe5...xb5 16 e4 dxe4 17...xf6...xf6 18...xc6+...xc6 19...b5 ±.

13...g5...e7

13...0-0 fails to 14...xf6 gxf6 15...e4, while 13...e6 14...xf6 gxf6 15...e4...e7 16...bc5 is similar to the game continuation.

14...xf6!

It is important for White to gain central squares for his knights.

14...gxf6

Obviously 14...gxf6 15...c5...f5 16...d5 was not attractive either.

15...d5...d6

Trying to get his poor a8-rook into play.

16...e1!

The second white knight is ready to invade Black’s position.

16...d8 17...c5...b8

Or 17...c8? 18...e4+–.

18...e3!
An important move, gaining control over the d4-square and allowing the white queen to be transferred to the kingside. Black is lost.

18...\text{\textit{e}6}

The alternatives 18...c8 19 \text{\textit{f}3} \text{\textit{d}6} 20 \text{\textit{e}4} and 18...\text{\textit{x}c5} 19 \text{\textit{x}f6+} \text{\textit{e}7} 20 \text{\textit{d}5+} \text{\textit{d}6} 21 \text{\textit{h}5} \text{\textit{b}6} 22 \text{\textit{f}d1} +– are hopeless for Black.

19 \text{\textit{e}6}! \text{\textit{x}e6} 20 \text{\textit{h}5+} \text{\textit{d}7}?

He had to play 20...\text{\textit{f}8} 21 \text{\textit{g}e7} 22 \text{\textit{c}4} ±.

21 \text{\textit{g}3} \text{\textit{x}f6}! (D)

\textit{B}

1-0

White wins the house after 21...\text{\textit{x}f6} 22 \text{\textit{f}7+} \text{\textit{e}7} 23 \text{\textit{f}d1}+.

\textbf{Test 34}

Plan C (0 points) is completely irrelevant to the needs of the position. Black must avoid 16...\textit{d}4? (after 14 \textit{f}4 \textit{e}7 15 0-0 \textit{c}5 16 \textit{d}e1) 17 \textit{a}4! ±, but after 16...\textit{d}7 17 \textit{h}1 he has an equal game. Plan B (5 points) is too artificial, as White improves only his queen. Nevertheless, it is interesting (14 \textit{w}a4 \textit{f}5 15 \textit{xf}5 \textit{xf}5 16 0-0). Plan A (20 points) is the best choice and the one in accordance with the requirements of the position.

The game continued:

14 \text{\textit{c}2}! \text{\textit{g}5}

The alternative was 14...\textit{d}4 15 \textit{c}3! \textit{e}7 (15...\textit{xc}3 16 \textit{xc}3!) 16 0-0 with a slight advantage for White.

15 \textit{c}3! \textit{h}8

An even less clear position could arise after 15...\textit{w}g2?! 16 \textit{g}1 \textit{f}3 17 \textit{h}7+ \textit{h}8 18 \textit{xf}6 \textit{xf}6 19 \textit{xd}5. Black was not willing to try it.

16 \textit{g}3 \textit{e}8 17 \textit{h}4?! \textit{g}4

After 17...\textit{xe}3+! 18 \textit{f}1 \textit{f}4 19 \textit{e}2 \textit{xe}2 20 \textit{xe}2 \textit{d}4 21 \textit{f}3 I would prefer White’s position, but this is probably a matter of taste.

18 \textit{e}2!?

White must be careful. The alluring 18 \textit{xf}6 \textit{xf}6 19 \textit{e}2 \textit{xe}3 20 0-0 \textit{h}4 is unclear.

18...\textit{e}6 19 \textit{h}5! \textit{h}5?

A forced exchange, as 19...\textit{e}5? is met by 20 \textit{xf}6 \textit{xf}6 21 \textit{xd}5 \textit{f}5 22 \textit{d}3 \textit{x}d3 23 \textit{xd}3 ±.

20 \textit{h}5 \textit{d}7 21 \textit{f}3 \textit{c}6 22 \textit{h}5! \textit{h}6 23 \textit{h}4+?

White should probably try 23 0-0 \textit{ac}8 24 \textit{d}2 ±.

23...\textit{ac}8 24 \textit{g}4! \textit{d}4!

24...\textit{f}8? is rather passive: 25 \textit{dd}4 ±.

25 \textit{gx}d4?!

White tries to complicate. 25 \textit{xc}6 \textit{wg}4 26 \textit{xd}4 \textit{xe}3+ 27 \textit{fx}e3 \textit{g}3+ 28 \textit{f}2 \textit{xf}2+ 29 \textit{xf}2 \textit{xe}6 is equal.

25...\textit{e}5?

A serious error. 25...\textit{xf}3! keeps the game unclear: 26 \textit{gxf}3 \textit{e}5 27 \textit{d}7 \textit{xc}3+ 28 \textit{bc}3.

26 \textit{g}4! \textit{e}7 27 \textit{xc}8 \textit{xd}4 28 \textit{xd}4 \textit{xc}8 (D)

\textit{W}

White has won a pawn but this is not the only positive aspect of his position. The presence of opposite-coloured bishops guarantees White attacking possibilities.

29 \textit{f}5! \textit{e}8 30 \textit{g}4 \textit{f}6?

The only chance was 30...\textit{g}8 31 \textit{e}5 \textit{xe}5 32 \textit{xe}5 \textit{f}6 33 \textit{d}4 \textit{d}8 34 \textit{f}3 \textit{d}5 35 \textit{h}4 \textit{g}8 36 \textit{g}4 ±.

31 \textit{ex}g7! \textit{ex}g7 32 \textit{g}6+ \textit{f}8 33 \textit{b}4 1-0

\textbf{Test 35}

Plan A (0 points), is completely wrong, giving up the bishop-pair and helping Black to get rid
of his weakness without any loss of material. Plan B (10 points) is OK, but White does not need to play in this way. Opposite-coloured bishops can help Black in his defensive efforts, as White’s a-pawn is also weak. The correct plan is C (20 points); then White can slowly but surely cash in the desired point.

The game continued:

23 \(\text{wc5! } \text{d6} \)

The alternative was 23...\(\text{we6} 24 \text{xc2 } \text{g6} 25 \text{h5 } \text{d6} 26 \text{f3 } \pm \).

24 \(\text{f3 } \text{a6} 25 \text{b4 } \text{e4}! \) \((D)\)

A passive continuation like 25...\(\text{we6} 26 \text{a1 } \text{c4} 27 \text{xa3 } \text{e6} 28 \text{xc4 } \text{xc4} 29 \text{c5 } \pm\) would only play into White’s hands.

26 \(\text{xe4!} \)

26 \(\text{wc2 } \text{f5} 27 \text{b3 } \pm\) is also good.

26...\(\text{xe4} 27 \text{f8}+?\)

White overlooked a tactical blow. 27...\(\text{xa3 } \pm\) is enough for a clear advantage.

27...\(\text{h7} 28 \text{xf7 } \text{e6} \)

Black should play 28...\(\text{h3!!} 29 \text{gxh3} (29 \text{f3 } \text{xf3} 30 \text{gxf3 } \text{c5} 31 \text{xc5 } \text{g6}+ 32 \text{h1 } \text{g2+ } 33 \text{g1 } \text{h3=} 29...\text{c5} 30 \text{xc5 } \text{g6}+ 31 \text{xf6}+ (31 \text{f1? } \text{d3 } 32 \text{e1 } \text{g1}#) 31...\text{xf6}+ 32 \text{f1 } \text{d3 } 33 \text{g2 } \text{g6} 34 \text{b4}, with a draw.

29 \(\text{e7 } \text{g6} 30 \text{f3 } \text{c5} \)

Nothing is changed by 30...\(\text{xa2} 31 \text{xa3 } \text{e6} 32 \text{f2 } \pm\) or 30...\(\text{h3} 31 \text{g3 } \text{f5} 32 \text{f2 } \text{g4} 33 \text{f8 } \pm\).

31 \(\text{xc5 } \text{xa2 } 32 \text{e4}! \)

Not 32 \(\text{xa3? } \text{d3 } 33 \text{b4 } \text{xe3 } 34 \text{h1 } \text{g6 } \pm\).

32...\(\text{e6 } 33 \text{xa3 } \text{h3 } 34 \text{xc2 } \text{f6} 35 \text{c3 } \text{d7} 36 \text{d5 } \text{c6} 37 \text{d6 } \text{h5} 38 \text{e3 } \text{h4} 39 \text{e5?} \)

39 f4! \(\text{g4} 40 \text{f2 } \pm\) is a clear-cut route to victory.

39...\(\text{xd6} 40 \text{g5 } \text{d1+ } 41 \text{f2 } \text{f7}?!\)

More stubborn was 41...\(\text{f6}! 42 \text{f4 } \pm\).

42 \(\text{b2 } \text{g6} 43 \text{c3 } \text{f8} 44 \text{a5?!}\)

44 \(\text{e5}\) wins immediately.

44...\(\text{b1} \) \((D)\)

45 \(\text{e3!}\)

Preparing 46 \(\text{a8}.\) The immediate 45 \(\text{a8}\) fails to 45...\(\text{xb2 } \pm\).

45...\(\text{h6} 46 \text{a8! } \text{e8} 47 \text{xe8 } \text{we8} 48 \text{g7+ } \text{h5}\)

48...\(\text{g5} 49 \text{f6+ } \text{h5} 50 \text{h7}.\)

49 \(\text{g4+ } 1-0\)

Mate follows: 49...\(\text{hxg3} 50 \text{h7+ } \text{g5} 51 \text{h4}.\)

Test 36

Plan A (0 points) is not dangerous for White, as after 15...\(\text{e6} 16 \text{b3 a5 } 17 \text{a3 } \text{e8} 18 \text{b5} unpleasant threats have appeared, such as \(\text{d6}\) and \(\text{c5}\). Plan C (10 points) seems to be OK, but White is not really threatening an early a5 advance and so he is not obliged to weaken the b5-square. So, Plan B (20 points), though somewhat artificial, is a good choice and allows Black to obtain a good game. It must be mentioned that the immediate 15...\(\text{e5}\) is bad, not due to the variations given earlier, but because of 16 \(\text{d6!} (16 \text{b3? } \text{f5! } 17 \text{a1 } \text{d8 } \mp) 16...\text{c7 } 17 \text{d4! (17 \text{xd5? } \text{xd5 } 18 \text{xd5 } \text{b7 } \mp) 17...\text{e6} 18 \text{a5 } \text{c5} 19 \text{xb6 } \text{xb4 20 bxa7 } \text{xa7} 21 \text{xd5 } \text{d8} 22 \text{d2!! } \text{e7} 23 \text{xe6 } \text{xe6} 24 \text{c2 } \pm.\)

The game continued:

15...\(\text{d7!} 16 \text{b3}\)

This is premature. With 16...\(\text{b8!} 17 \text{b2 e5}\) 18 a5 \(\text{a8} 19 \text{c2 } \text{c7}\) Black secures a slight advantage.

17 \(\text{c2 } \text{b8}\)
The alternative was 17...\( \text{b7} \) 18 a5 \( \text{c8} \) 19 a6 (19 \( \text{b4} \) d4) 19...\( \text{xa6} \) 20 \( \text{b4} \) \( \text{b7} \) 21 \( \text{xd5} \) \( \text{=} \) and Black should have seriously considered it.

18 a5 \( \text{a4} \) ?
A blunder. The only move was 18...\( \text{c4} \) 19 \( \text{xd5} \) \( \text{xd5} \) 20 \( \text{xd5} \) \( \text{a3} \) \( \text{d8} \) 22 \( \text{f1d1} \) \( \text{b7} \) =.

19 \( \text{d2} \) \( \text{c5} \) 20 \( \text{b4} \)
Now White has a clear advantage.

20...\( \text{tb5} \) 21 \( \text{xd5} \) \( \text{xd5} \) 22 \( \text{xd5} \) \( \text{f5} \) 23 \( \text{c4}! \)
Most precise, as 23 e4? \( \text{xe4} \) 24 \( \text{xe4} \) \( \text{xe4} \) 25 \( \text{xf8} \) \( \text{xf8} \) would give Black some compensation.

23...\( \text{xb4} \)
Also unattractive was 23...\( \text{xb8} \) 24 \( \text{xb5} \) \( \text{xb5} \) 25 \( \text{xb2} \) e4 (25...\( \text{xc} \) 26 \( \text{xc} \) 26 \( \text{xb1} \) e3 27 \( \text{xc5} \) \( \text{xc5} \) 28 \( \text{xe3} \) \( \text{xb1} \) 29 b4 and \( \text{xb1} \) =.

24 \( \text{xb4} \) \( \text{xb1} \) 25 \( \text{xb1} \) \( \text{b8} \)
25...\( \text{c8} \) 26 \( \text{d5} \) \( \text{f8} \) is no different.

26 \( \text{c6} \) \( \text{b7} \) 27 \( \text{d1} \) \( \text{f6} \) 28 b4 \( \text{a4} \)
Or 28...\( \text{xe6} \) 29 \( \text{d6} \) \( \text{g7} \) 30 \( \text{xe6} \) fxe6 31 e4 =.

29 \( \text{d6} \) \( \text{g7} \) (D)

30 e4!
Paralysing Black. The rest is easy.

30...\( \text{c3} \) 31 \( \text{f3} \) \( \text{c7} \)
31...\( \text{e7} \) 32 \( \text{xe7} \) \( \text{xe7} \) 33 \( \text{c6} \) =.

32 \( \text{d3} \) \( \text{a2} \) 33 b5 \( \text{c3} \) 34 b6 axb6 35 axb6 \( \text{b7} \) 36 \( \text{a5} \) \( \text{b8} \) 37 b7 \( \text{a4} \) 38 \( \text{c6} \) 1-0

\( \text{c1} \) \( \text{g7} \) 27 \( \text{xe2} \) White stands much better! Plan B (5 points) is naïve and offers no more than equality. Plan C (20 points) is the optimal choice: it is straight to the point of contesting the initiative.

The game continued:

20...\( \text{e6!} \) 21 \( \text{e3} \)
White’s alternative was 21 \( \text{xe6} \) \( \text{xe6} \) 22 \( \text{b3!} \) (22 \( \text{xe3?} \) \( \text{c8} \) =+) 22...\( \text{g3} \) 23 \( \text{d1} \) \( \text{h3} \) 24 \( \text{f4} \) \( \text{xc3} \) 25 \( \text{xd5} \) \( \text{h7} \) 26 \( \text{g5} \) \( \text{f8} \) =.

21...\( \text{f4} \) 22 \( \text{f2} \) \( \text{f6} \)
Black could also think about the immediate 22...\( \text{g5} \) !? 23 \( \text{h1} \) \( \text{f6} \) 24 \( \text{d1} \) (24 \( \text{a4} \) b6) 24...\( \text{d7} \) =.

23 \( \text{d2} \)
White would love somehow to solve the problem of his passive bishop, but he can’t, even after 23 \( \text{a4} !? \) b6! 24 \( \text{c6} \) \( \text{b8} \) 25 \( \text{b5} \) a6 26 \( \text{fl} \) b5 =.

23...\( \text{h4} \) 24 \( \text{f2} \) \( \text{f6} \) 25 \( \text{d2} \) \( \text{g5} \) !
Repeating moves is not a bad habit, as it can help to avoid time-trouble. But of course two times are enough!

26 \( \text{h1} \) \( \text{d7} \) 27 \( \text{g1} \) ?! (D)
An inaccuracy. White should have opted for 27 \( \text{b1} \) b6 28 \( \text{b3} \) \( \text{g3} \) 29 \( \text{f2} \) \( \text{xf2} \) 30 \( \text{xf2} \) \( \text{c8} \) =.

27...\( \text{g3} \) ! 28 \( \text{e1} \) \( \text{h5} \) ?!
The idea is obvious, but 28...\( \text{e2} \) ! 29 f4 \( \text{xe3} \) 30 \( \text{xe2} \) \( \text{f6} \) = is more forceful.

29 f4 \( \text{xf4} \) 30 \( \text{xf4} \) \( \text{xf4} \) 31 \( \text{g3} \) \( \text{f6} \) 32 \( \text{h2} \) \( \text{e8} \) 33 \( \text{d2} \) \( \text{e5} \) 34 \( \text{g2} \) \( \text{e3} \) ! 35 \( \text{b3} \) \( \text{xd2} ?! \)
Time-trouble (and blindness!) prevented the execution of the simple but effective combination 35...\( \text{g3} \) ! 36 \( \text{xe3} \) \( \text{f1+} \) 37 \( \text{g1} \) \( \text{xe3} \) =.

Test 37
Plan A (0 points) with 20...\( \text{g3} \) ? is inadequate. After 21 f4! (21 \( \text{e3?} \) \( \text{h2}+ \) 22 \( \text{f1} \) b6 \( \text{f} \) would really be strong) 21...\( \text{h8} \) 22 \( \text{e2} \) \( \text{h4} \) 23 \( \text{g5} \) \( \text{h5} \) 24 \( \text{g3} \) \( \text{h7} \) 25 \( \text{xd5} \) \( \text{xc3} \) 26
36...\textbf{Qxd2} \textbf{Qe3} 37 \textbf{Qe2}?! 
The last mistake. White could still fight on with 37 \textbf{Qxd5} \textbf{Qxg3} 38 \textbf{Qg2} \textbf{Qe4} 39 \textbf{Qxg6+ Qh7} 40 \textbf{Qxf7} \textbf{Qxh3+} 41 \textbf{Qg1} \textbf{Qxc3} \pm. It is clear that in the final position of this line White is doing better than in the game!

37...\textbf{Qb5}! 38 \textbf{Qd4} \textbf{Qc4} 
Now it’s all over. The finish was:

39 \textbf{Qxc4} dxc4 40 \textbf{Qe2} \textbf{Qf6} 41 \textbf{Qb2} b6 42 a4 \textbf{Qe4} 43 a5 bxa5 44 \textbf{Qa2} a4 45 h4 a3 46 \textbf{Qd4} 0-1

White’s flag fell, making things easier for both sides!

\textbf{Test 38}

Plan A (0 points) is bad, as Black also gets his share of counterplay. Plan B (10 points) would be a reasonable choice, but it is inferior to Plan C (20 points). This is a characteristic example of the transformation of advantages, where the superior side is not carried away by the initial evaluation of the position but seeks to discover its truly significant aspects.

The game continued:

32 \textbf{Qa2}! \textbf{Qd7} 33 \textbf{Qc3} \textbf{Qe6} 34 b4! axb4 35 \textbf{Qxb4} \textbf{Qxb4}?! 
Black should keep the bishops on the board, making White’s task more difficult. A possible continuation could be 35...\textbf{Qc7}. Then White must play really carefully in order to win: 36 a5 \textbf{Qa6} and now:

a) Not the alluring 37 g4? fxe4! (37...f4? 38 h4 h6 39 h5 gxh5 40 gxh5 \textbf{Qd8} (40...\textbf{Qd6} 41 \textbf{Qg2} \textbf{Qxb4} 42 \textbf{Qg6+ Qd7} 43 \textbf{Qxb4} \pm) 41 \textbf{Qd2}! \textbf{Qe7} 42 \textbf{Qxe7} \textbf{Qxe7} 43 \textbf{Qb4} \textbf{Qe6} 44 \textbf{Qg2} ++ 38 fxe4 g5! (38...\textbf{Qd8}? 39 \textbf{Qd2} \textbf{Qc7} 40 g5 \textbf{Qa7} 41 \textbf{Qa2} \textbf{Qa6} 42 \textbf{Qf2} \textbf{Qd8} 43 h4 \textbf{Qa7} 44 \textbf{Qf8} ++) 39 \textbf{Qc3} h6 40 \textbf{Qh2} \textbf{Qd8} (40...\textbf{Qa7}? 41 h4 \textbf{Qxa5}? 42 hxg5 hxg5 43 \textbf{Qh6}+ ++) 41 \textbf{Qd2} \textbf{Qc7}, when White has got nowhere.

b) 37 exf5+! gxf5 38 g4 \textbf{Qf6} 39 \textbf{Qc3} \textbf{Qe6} 40 h4 \textbf{Qd6} (or 40...fxg4 41 fxg4 e4 42 \textbf{Qf7} 43 \textbf{Qf2}+! \textbf{Qe8} 44 \textbf{Qf5} \pm) 41 g5 e4 42 fxe4 fxe4 43 h5 \textbf{Qe5} 44 \textbf{Qxe5} \textbf{Qxe5} 45 g6! hxg6 h6!++

Clearly it would have been easier in this case for White to go astray.

36 \textbf{Qxb4} \textbf{Qd6} 37 a5! \textbf{Qa6} (D)

Forced, as after 37...f4? 38 a6 g5 39 \textbf{Qa1} h6 40 \textbf{Qc4} h5 41 \textbf{Qa3} \textbf{Qd7} 42 \textbf{Qc5} \textbf{Qc7} 43 \textbf{Qa4} h4 44 \textbf{Qa3} \textbf{Qa8} 45 a7 \textbf{Qb7} 46 \textbf{Qd6} the win is simple.

\textbf{Test 39}

Plan B (0 points) and Plan C (0 points) are out of the question, as White cannot benefit from the time that Black needs to complete his development in this way. In such cases White must attack the centre as quickly as possible, so Plan A (20 points) is the only acceptable option.

The game continued:

13 \textbf{c4}! \textbf{Qd6} 
Or 13...\textbf{Qa5} 14 \textbf{Qac1} \textbf{Qe7} 15 \textbf{Qe5} and White is much better.

14 a5 \textbf{Qc7} 15 dxc5 \textbf{Qxc5} 
15...\textbf{Qxc5} makes no effective difference: 16 \textbf{Qxc5} \textbf{Qxc5} (16...\textbf{Qxc5} 17 cxd5 \textbf{Qxd5} 18 \textbf{Qe3} \textbf{Qc5} 19 \textbf{Qxd4}! \textbf{Qxg2} 20 \textbf{Qac1} ++) 17 \textbf{Qxb4} 0-0 18 cxd5 \textbf{Qxd5} 19 \textbf{Qac1} ±

16 \textbf{Qxb4}

Even 16 a6 \textbf{Qa8} 17 \textbf{Qd4} ± was good.
16...0-0
Black would stand miserably after 16...\textcolor{red}{\text{\textit{\texttt{c}}}}e4 17 \textcolor{red}{\textit{w}}a4+ \textcolor{red}{\textit{\texttt{c}}}c6 18 \textcolor{red}{\textit{w}}c2 ± as well.
17 \textcolor{red}{\textit{c}}xd5 \textcolor{red}{\textit{\texttt{x}}xd5} 18 \textcolor{red}{\textit{\texttt{a}}}c1 \textcolor{red}{\textit{\texttt{w}}}e7 19 \textcolor{red}{\textit{f}}f4 \textcolor{red}{\textit{\texttt{x}}f4}
20 \textcolor{red}{\textit{g}}xf4?! 
Or 20 \textcolor{red}{\textit{\texttt{x}}}xf4 \textcolor{red}{\textit{\texttt{b}}}b3 21 \textcolor{red}{\textit{\texttt{x}}}c8 \textcolor{red}{\textit{\texttt{x}}}c8 22 e4 \textcolor{red}{\textit{\texttt{c}}}c4
23 \textcolor{red}{\textit{\texttt{e}}}e5 \textcolor{red}{\textit{\texttt{b}}}b5 24 \textcolor{red}{\textit{f}}f1 ±.
20...\textcolor{red}{\textit{\texttt{c}}}c7 21 \textcolor{red}{\textit{\texttt{e}}}e5
21 f5?! \textcolor{red}{\textit{\texttt{x}}}xf3 22 \textcolor{red}{\textit{\texttt{x}}}xf3 exf5 23 \textcolor{red}{\textit{\texttt{f}}}f4 ± was a reasonable alternative.
21...\textcolor{red}{\textit{\texttt{x}}}g2 22 \textcolor{red}{\textit{\texttt{x}}}g2 f6 (D)

\textcolor{red}{\textit{Solutions}} 111

White is forced to return the extra material, as there is no other way to make progress. In return he will obtain a protected passed pawn.
39...\textcolor{red}{\textit{\texttt{h}}}b2 40 \textcolor{red}{\textit{h}}4! \textcolor{red}{\textit{\texttt{h}}}h2 41 f5+ \textcolor{red}{\textit{\texttt{h}}}h6 42 e5!
A better try than 42 \textcolor{red}{\textit{g}}g3 \textcolor{red}{\textit{\texttt{e}}}e2.
42...\textcolor{red}{\textit{\texttt{h}}}h3+!
42...\textcolor{red}{\textit{\texttt{x}}}h4? 43 e6 or 42...fxe5? 43 \textcolor{red}{\textit{g}}g3! \textcolor{red}{\textit{\texttt{e}}}e2 44 \textcolor{red}{\textit{\texttt{xe}}}xe5 would have been clearly mistaken.
43 \textcolor{red}{\textit{g}}g2 \textcolor{red}{\textit{\texttt{hx}}}h4
The careless 43...\textcolor{red}{\textit{\texttt{xe}}}xe3?? loses to 44 exf6!.
44 \textcolor{red}{\textit{e}}e6 \textcolor{red}{\textit{\texttt{e}}}e4?!
44...\textcolor{red}{\textit{g}}6! would have led to a draw.
45 \textcolor{red}{\textit{\texttt{f}}}f3 \textcolor{red}{\textit{\texttt{xe}}}xe5 46 \textcolor{red}{\textit{e}}e4 \textcolor{red}{\textit{\texttt{h}}}h4
46...\textcolor{red}{\textit{g}}6? is only seemingly strong: 47 \textcolor{red}{\textit{\texttt{f}}}f7! gxf5 48 \textcolor{red}{\textit{\texttt{xf}}}xf6+ \textcolor{red}{\textit{\texttt{g}}}g7 49 \textcolor{red}{\textit{\texttt{f}}}f7+ \textcolor{red}{\textit{\texttt{g}}}g8 50 \textcolor{red}{\textit{e}}e5 and White wins.
47 \textcolor{red}{\textit{e}}e8 \textcolor{red}{\textit{\texttt{h}}}h7 48 \textcolor{red}{\textit{\texttt{d}}}d8! \textcolor{red}{\textit{g}}6
Black has run out of useful moves. His rook is forced to remain passive on e5, while 48...\textcolor{red}{\textit{\texttt{h}}}h6? 49 \textcolor{red}{\textit{\texttt{h}}}h8+ \textcolor{red}{\textit{\texttt{g}}}g5 50 \textcolor{red}{\textit{\texttt{h}}}h6 51 \textcolor{red}{\textit{\texttt{g}}}g7 or 48...\textcolor{red}{\textit{h}}3? 49 \textcolor{red}{\textit{\texttt{d}}}d2! is undesirable.
49 \textcolor{red}{\textit{\texttt{f}}}f4
After 49 \textcolor{red}{\textit{\texttt{d}}}d5 \textcolor{red}{\textit{g}}7! 50 \textcolor{red}{\textit{\texttt{xe}}}xe5?! fxe5 51 \textcolor{red}{\textit{e}}e7 \textcolor{red}{\textit{\texttt{f}}}f7 52 \textcolor{red}{\textit{f}}6 \textcolor{red}{\textit{g}}5 White obtains no more than a drawish queen ending.
49...\textcolor{red}{\textit{\texttt{g}}}g7 50 \textcolor{red}{\textit{\texttt{d}}}d7+ \textcolor{red}{\textit{\texttt{g}}}g8 51 \textcolor{red}{\textit{\texttt{c}}}c7 h3 52 \textcolor{red}{\textit{c}}c2
\textcolor{red}{\textit{\texttt{g}}}g7 53 \textcolor{red}{\textit{\texttt{h}}}h2 g5+ 54 \textcolor{red}{\textit{\texttt{f}}}f3 \textcolor{red}{\textit{\texttt{a}}}a5 1-0
At the same time Black resigned. Instead, he had to try 54...\textcolor{red}{\textit{g}}4+? 55 \textcolor{red}{\textit{\texttt{f}}}f4! (55 \textcolor{red}{\textit{\texttt{x}}}xe4? 56 \textcolor{red}{\textit{\texttt{f}}}f3 \textcolor{red}{\textit{\texttt{h}}}h4 57 \textcolor{red}{\textit{\texttt{g}}}g3 \textcolor{red}{\textit{\texttt{h}}}h5! 58 \textcolor{red}{\textit{\texttt{g}}}g4 \textcolor{red}{\textit{\texttt{g}}}g5+) 55...\textcolor{red}{\textit{\texttt{h}}}h6 56 \textcolor{red}{\textit{\texttt{g}}}xg4! \textcolor{red}{\textit{\texttt{xe}}}xe4+ 57 \textcolor{red}{\textit{\texttt{x}}}hxh3 \textcolor{red}{\textit{\texttt{g}}}g5 58 \textcolor{red}{\textit{\texttt{f}}}f2, when White can gain slight winning chances by moving his rook to the e-file at the right moment, but the actual win is still in doubt.

\textcolor{red}{\textit{Test 40}}

Plan A (0 points) in fact looks quite bad: after 23...\textcolor{red}{\textit{\texttt{c}}}c8??! 24 \textcolor{red}{\textit{\texttt{xe}}}e8 \textcolor{red}{\textit{\texttt{xe}}}e8 25 a4 \textcolor{red}{\textit{f}}f5 26 \textcolor{red}{\textit{\texttt{x}}}xf5! gxf5 27 a5 \textcolor{red}{\textit{\texttt{f}}}f6 28 \textcolor{red}{\textit{\texttt{c}}}c6 \textcolor{red}{\textit{\texttt{a}}}a8 29 \textcolor{red}{\textit{\texttt{c}}}c7 Black is tied down to defence, allowing White to claim the advantage. Plan C (0 points) is also bad. White must play not 24 \textcolor{red}{\textit{\texttt{b}}}b5?, but 24 \textcolor{red}{\textit{\texttt{f}}}f2! f5 25 \textcolor{red}{\textit{\texttt{e}}}e3, with an advantage. So, Plan B (20 points) is in fact the only acceptable choice for Black.

The game continued:
23...\textcolor{red}{\textit{\texttt{x}}}xb5! 24 \textcolor{red}{\textit{\texttt{e}}}e2?

White must avoid 24 \textcolor{red}{\textit{\texttt{x}}}xb5?! axb5 25 \textcolor{red}{\textit{\texttt{c}}}c2 \textcolor{red}{\textit{\texttt{fa}}}a8 26 \textcolor{red}{\textit{\texttt{xb}}}xb5 \textcolor{red}{\textit{\texttt{xa}}}a2 27 \textcolor{red}{\textit{\texttt{bb}}}b2 \textcolor{red}{\textit{\texttt{a}}}a1+ 28 \textcolor{red}{\textit{\texttt{f}}}f2 f5!, when Black has the initiative and some winning
chances. However, he should prefer 24...\(\text{f}2\) or even 24 \(\text{d}1\)!, with equal chances.

24...\(\text{xe}2\) 25 \(\text{xe}2\) \(\text{xc}8\)! 26 \(\text{f}2\) \(\text{xc}5\)!

Preparing the ...f5 break, as the immediate 26...f5 27 e5! dxe5 28 \(\text{e}6\) would not trouble White.

27 \(\text{eb}2\) f5 28 \(\text{c}6\)

After 28 \(\text{b}7\)? \(\text{xb}7\) 29 \(\text{xb}7\) \(\text{c}2+\) 30 \(\text{g}3\) \(\text{f}6\) White faces multiple problems.

28...\(\text{a}5\)! 29 \(\text{c}4\) \(\text{b}5\)!

White was threatening 30 a4!, locking in the a5-rook. Black will now be able to use the ‘shy’ a7-rook as well.

30 \(\text{bb}4\)

30 \(\text{xb}5?\) \(\text{axb}5\) 31 \(\text{c}2\) fxe4 32 fxe4 \(\text{f}6\) would bring Black a quick victory, as the white pawns on a2 and e4 will prove very weak and one of them will soon be captured.

30...\(\text{ab}7\) 31 a3 \(\text{a}5\) 32 \(\text{xb}5\) \(\text{xb}5\) 33 \(\text{c}7\) \(\text{f}6\) 34 \(\text{a}7\) \(\text{c}5\) 35 g3 h5 (D)

Test 41

Plan \(\text{A}\) (0 points) and Plan \(\text{B}\) (0 points) are too passive, giving up the extra material and leaving White with the initiative on the queenside. In the first case, after 27...\(\text{h}6\)? 28 \(\text{xb}6\) \(\text{xb}6\) 29 \(\text{xa}5\) \(\text{a}7\) 30 \(\text{c}3\) White has a clear advantage. In the second, White can take the pawn with 28 \(\text{xa}5\)! as Black has no way to exploit the pin. The energetic Plan \(\text{C}\) (20 points) consists of an excellent exchange sacrifice and seems to be the only acceptable path. Before we go on, I should mention that this was a 30-minute game, which explains the many mistakes from both sides. Nevertheless, it was a very interesting game.

The game continued:

27...\(\text{xc}5\)! 28 \(\text{b}6\) \(\text{e}6\) 29 \(\text{xa}8\) \(\text{xa}8\) 30 \(\text{c}3\) \(\text{d}4\) 31 \(\text{f}1\) h4!

Ensuring control over the dark squares across the whole board! Black has reasonable compensation for the exchange and a fair share of the chances.

32 \(\text{a}3\) \(\text{a}7\) 33 \(\text{e}4\)!

Better is 33...\(\text{bc}2\) 34 \(\text{a}4\) \(\text{xe}3\) 35 \(\text{f}e3\) \(\text{e}6\) \(\text{c}5\) with an unclear position.

33...\(\text{f}6\)!

34 \(\text{c}1\)??

Naive. 34...\(\text{bc}2\)! was not so difficult.

35 \(\text{a}4\)??

Missing 35 \(\text{xb}4\)! \(\text{axb}4\) 36 \(\text{xa}7\), etc.

35...\(\text{e}7\)!

Or 35...\(\text{bc}2\)!! 36 \(\text{xd}4\) \(\text{xd}4\) \(\text{c}4.\)

36 \(\text{c}3\) \(\text{c}5\) 37 \(\text{e}1\) \(\text{e}7\) 38 \(\text{c}4\) \(\text{d}8\) 39 \(\text{a}1\) \(\text{a}8\) 40 \(\text{d}3\)!

White goes astray. 40 f3! f5 41 exf5 gxf5 \(\infty\) is essential.

40...\(\text{e}8\)!

Black should play 40...\(\text{xe}4\)! 41 \(\text{xb}4\) \(\text{xd}3\) 42 \(\text{b}2\) c4 \(\text{c}5\).

41 \(\text{f}1\) \(\text{a}8\) 42 \(\text{c}4\)!

42 \(\text{d}3\) is wrong, but 42 f3! was again necessary.

42...\(\text{bc}2\)!

Many mistakes! 42...\(\text{dc}2\)! 43 \(\text{e}1\) \(\text{c}6\) 44 \(\text{b}3\) \(\text{xe}3\) 45 \(\text{fxe}3\) \(\text{xe}4\) \(\text{c}5\) was quite good for Black.

43 \(\text{e}1\) \(\text{xe}4\) 44 \(\text{xd}4\)?
44 \( \text{d2} \) \( \text{b4} \) 45 \( \text{c3} \) \( \text{f4} \) was not attractive, but it was the only real option for White.

44...\( \text{xd4} \) 45 \( \text{ca1} \) \( \text{f4}! \)

Due to his superiority on the dark squares, Black has a clear advantage.

46 \( \text{c3} \)??

Maybe White should try 46 \( \text{xa5} \) !? \( \text{xa5} \) 47 \( \text{xa5} \) e4 48 \( \text{xc5} \) \( \text{xc5} \) 49 \( \text{xc5} \) e3 50 \text{fxe3} \( \text{xe3} + 51 \text{h1} \text{f4} \mp \), but who wants to defend such an endgame?

46...\( \text{d6} \) 47 \( \text{e3} \) \( \text{f5} \)

The alternative was 47...\( \text{xe3} \) 48 \( \text{f3} \) \( \text{c2} \) 49 \( \text{xa5} \) \( \text{xa5} \) 50 \( \text{xa5} \) \( \text{f3} \mp \).

48 \( \text{xa5} \) \( \text{xa5} \) 49 \( \text{xa5} \) e4! 50 \( \text{c4} \) \( \text{f4} \) 51 \( \text{a3} \)

Also hopeless was 51 \( \text{xd4} + \) \( \text{cxd4} \) 52 \( \text{xf5} \) \( \text{xf5} \) 0-1.

51...\( \text{e3} \)??

Wrong! 51...\( \text{e3} \) is very strong (52 \( \text{f3} \) \( \text{b1} + \) 53 \( \text{f2} \) \( \text{g3} \#) and quickly brings positive results.

52 \( \text{a7} \) \( \text{c6} \) 53 \( \text{c3} + \) \( \text{e5} \) 54 \( \text{b3} \)?

54 \( \text{d2} \) \( \text{g5} \) 55 \( \text{f1} \) \( \text{f4} \mp \) is necessary.

54...\( \text{e5} \)??

Black could (again) crown his efforts with 54...\( \text{f4} ! \) 55 \( \text{e3} \) \( \text{h2} + \) 56 \( \text{f1} \) \( \text{f4} \) 57 \( \text{c3} + \) \( \text{d4} \) 58 \( \text{xf7} + \) \( \text{h6} \) \( \text{f} \).

55 \( \text{e3} \) \( \text{d4} \) 56 \( \text{e2} \)??

An equal endgame arises after 56 \( \text{d2} ! \) e3 57 \( \text{fxe3} \) \( \text{b1} + \) 58 \( \text{f1} \) \( \text{e4} \) 59 \( \text{e2} \) \( \text{g3} \) 60 \( \text{f2} \) \( \text{xfl} + 61 \text{xf1} \) \( \text{xe3} + 62 \text{xf2} \) \( \text{e2} + 63 \) \( \text{f1} \) \( \text{xf2} \) 64 \( \text{xf2} \) \( \text{f4} \).

Now White cannot last long.

56...\( \text{f4} ! \) 57 \( \text{b7} \) (D)

There was nothing better: 58 \( \text{f3} \) \( \text{e5} \) 0-1.

58...\( \text{xe3} + \) 59 \( \text{h1} \) \( \text{e4} \) 60 \( \text{b2} + \) Or 60 \( \text{xf7} + \) \( \text{xf7} \) 61 \( \text{xf7} \) \( \text{g3} + 62 \text{h2} \) \( \text{xe2} + \).

60...\( \text{d4} \) 61 \( \text{c2} \) \( \text{g3} + \) 62 \( \text{h2} \) \( \text{f1} + 0-1 \)

White resigned in view of 63 \( \text{h1} \) \( \text{h2} \#.

**Test 42**

Plan C (0 points) has no underlying logic and is surely the worst option. The other two plans are correct and give Black a winning position. In my opinion Plan B (20 points) is the best, purely on practical reasons. Targeted pawns must first be blockaded and then captured! Plan A (17 points) is met quite often in practice and is one we must keep in mind in most endgames (and even middlegames): exchanging quantity for quality!

The game continued:

36...\( \text{xf3} \) 37 \( \text{xc6} \)

White must accept the offer, as otherwise he just loses a pawn.

37...\( \text{xc6} \) 38 \( \text{xf3} + \) \( \text{g5} \) 39 \( \text{g3} \) \( \text{d6} \)?

Black loses his way! With 39...\( \text{xf6} ! \) 40 \( \text{c2} \) \( \text{h4} \) 41 \( \text{g2} \) g5 42 \( \text{d3} \) \( \text{f4} \) 43 \( \text{e3} \) \( \text{h3} \) 44 \( \text{g1} \) \( \text{xe4} \) 45 \( \text{h1} + \) \( \text{g2} \) 46 \( \text{h6} \) \( \text{g3} + 47 \text{d2} \) 48 \( \text{xb6} \) \( \text{f3} \) 49 b4 \( \text{xb4} \) 50 axb4 g3 he could cash the point in.

40 \( \text{c2} \) \( \text{d4} \) 41 \( \text{b3} ! \) \( \text{d6} \)

41...\( \text{xe4} \) leads to equality: 42 \( \text{xb6} \) g5 43 \( \text{c6} \) \( \text{d5} \) 44 \( \text{e3} \) \( \text{f4} \) 45 \( \text{f6} + \) \( \text{f5} \) 46 \( \text{xf5} + \) \( \text{xf5} \) 47 \( \text{d3} \) g4 48 b3.

42 \( \text{g3} \) \( \text{h4} ! \) 43 \( \text{g1} \) \( \text{d4} ?! \)

Black’s last chance for 43...\( \text{g5} ! \).

44 \( \text{e1} \) (D)

44 g5 \( \text{g4} \) 45 \( \text{e1} \) \( \text{xe5} \) 46 \( \text{b6} \) b5 47 \( \text{b6} \) c4 48 \( \text{c3} \) is equal.
The correct reaction! Not 47 axb4? cxb4.
47...\textit{\textsuperscript{x}}g4 48 a5 \textit{\textsuperscript{f}}f5?!
Black loses his head in his desire to win. He should have opted for 48...\textit{\textsuperscript{f}}f3 49 a6 \textit{\textsuperscript{d}}d7 50 \textit{\textsuperscript{b}}b7 \textit{\textsuperscript{d}}d6 51 a7 \textit{\textsuperscript{a}}a6 =.

49 a6 \textit{\textsuperscript{d}}d7 50 \textit{\textsuperscript{c}}c6 g4 51 \textit{\textsuperscript{x}}xc5+ \textit{\textsuperscript{e}}e4 52 \textit{\textsuperscript{c}}c4+ \textit{\textsuperscript{x}}xe4 53 \textit{\textsuperscript{x}}xb4 g3

And White (in time-trouble) accepted the draw offer! Of course 54 \textit{\textsuperscript{b}}b7?! g2 55 a7 g1\textit{\textsuperscript{w}} 56 a8\textit{\textsuperscript{w}}! \textit{\textsuperscript{d}}d1+ 57 \textit{\textsuperscript{c}}c3 \textit{\textsuperscript{d}}d3+ 58 \textit{\textsuperscript{c}}c4 \textit{\textsuperscript{c}}c2+ 59 \textit{\textsuperscript{b}}b5 \textit{\textsuperscript{b}}b3+ 60 \textit{\textsuperscript{c}}c6 \textit{\textsuperscript{c}}c4+ 61 \textit{\textsuperscript{b}}b6 \textit{\textsuperscript{d}}d6+ 62 \textit{\textsuperscript{a}}a5 \textit{\textsuperscript{a}}a5+ 63 \textit{\textsuperscript{b}}b6 \textit{\textsuperscript{b}}b5+ 64 \textit{\textsuperscript{a}}a6 \textit{\textsuperscript{a}}a5# and 54
\textit{\textsuperscript{b}}b3+ \textit{\textsuperscript{e}}e2 55 \textit{\textsuperscript{x}}xb3 \textit{\textsuperscript{x}}xb3+ 56 \textit{\textsuperscript{c}}c2 \textit{\textsuperscript{c}}c2+ 57 \textit{\textsuperscript{b}}b1 \textit{\textsuperscript{a}}a2 58 \textit{\textsuperscript{b}}b2 \textit{\textsuperscript{a}}a1 59 \textit{\textsuperscript{a}}a5 \textit{\textsuperscript{a}}a5#!

49 a6 \textit{\textsuperscript{d}}d7 50 \textit{\textsuperscript{e}}e6 g4 51 \textit{\textsuperscript{f}}fxe6+ \textit{\textsuperscript{e}}e4 52 \textit{\textsuperscript{f}}f2 \textit{\textsuperscript{x}}xe6 53 \textit{\textsuperscript{x}}xd6 \textit{\textsuperscript{f}}f5+ 54 \textit{\textsuperscript{g}}g3 \textit{\textsuperscript{x}}xg3 55 \textit{\textsuperscript{h}}h2 \textit{\textsuperscript{h}}h2 56 \textit{\textsuperscript{g}}g2 \textit{\textsuperscript{g}}g2 57 \textit{\textsuperscript{f}}f1 \textit{\textsuperscript{x}}xg2 58 \textit{\textsuperscript{e}}e1 \textit{\textsuperscript{e}}e1 is a clear-cut win for White.

27...\textit{\textsuperscript{w}}d7!

Forcing a transition to an excellent endgame, where Black has minimal saving chances in view of the multiple weaknesses in his pawn-structure (e6, a6).

27...\textit{\textsuperscript{e}}e5
Black's other options did not offer any serious hope:

a) 27...\textit{\textsuperscript{w}}a8 is met by 28 \textit{\textsuperscript{d}}d6! intending 29 \textit{\textsuperscript{x}}xe6 or 29 \textit{\textsuperscript{x}}xa6.

b) 27...\textit{\textsuperscript{x}}xd7 28 \textit{\textsuperscript{x}}xd7 \textit{\textsuperscript{a}}a8 29 \textit{\textsuperscript{b}}b7! (29 \textit{\textsuperscript{e}}e7 a5 30 \textit{\textsuperscript{x}}xe6 axb4 31 axb4 \textit{\textsuperscript{a}}a1+ 32 \textit{\textsuperscript{g}}g2 \textit{\textsuperscript{b}}b1 33 \textit{\textsuperscript{e}}e4 also wins) and the white king will attack the black e-pawn.

28 \textit{\textsuperscript{w}}xc8 \textit{\textsuperscript{x}}xc8 29 \textit{\textsuperscript{d}}d6! \textit{\textsuperscript{c}}c3 30 \textit{\textsuperscript{a}}a6 \textit{\textsuperscript{f}}f7
Black should have tried the immediate 30...\textit{\textsuperscript{e}}e4 31 \textit{\textsuperscript{a}}a6 (31 \textit{\textsuperscript{f}}f1 e3!) 31...\textit{\textsuperscript{x}}xa3 32 \textit{\textsuperscript{x}}xe4, when White still wins but his task is at least more difficult.

31 \textit{\textsuperscript{f}}f1 \textit{\textsuperscript{e}}e4
Or 31...\textit{\textsuperscript{c}}c2 32 \textit{\textsuperscript{a}}a5 \textit{\textsuperscript{a}}a2 33 \textit{\textsuperscript{x}}xb5 \textit{\textsuperscript{x}}xa3 34 \textit{\textsuperscript{x}}xe5.

32 \textit{\textsuperscript{a}}a2 \textit{\textsuperscript{b}}b3 33 \textit{\textsuperscript{h}}h5! (D)

A standard idea, very often seen in this type of endgame. White is in no hurry to exchange the queenside pawns, but instead creates further weaknesses in Black's kingside pawn-structure.

B

33...\textit{\textsuperscript{g}}g7?
Black's alternative try, 33...\textit{\textsuperscript{h}}h6 34 \textit{\textsuperscript{g}}g4! \textit{\textsuperscript{h}}h3 35 \textit{\textsuperscript{a}}a5 \textit{\textsuperscript{f}}f6 36 \textit{\textsuperscript{x}}xb5 \textit{\textsuperscript{x}}xa3 37 \textit{\textsuperscript{x}}f5+! \textit{\textsuperscript{e}}e6 38 b5 \textit{\textsuperscript{b}}b3 39 \textit{\textsuperscript{d}}d2, would not have changed the outcome.

34 \textit{\textsuperscript{h}}h6! \textit{\textsuperscript{g}}xh6 35 \textit{\textsuperscript{x}}xe6 \textit{\textsuperscript{x}}xa3 36 \textit{\textsuperscript{h}}h5!
36 \textit{\textsuperscript{x}}xe7+ also wins, but White does not wish to allow Black any counterplay with his b-pawn.
White’s plans are now easy to establish. First he will push his b-pawn to b7 and then:
a) If the black king stays on the kingside, White will win the black e-pawn and then push his f-pawn as well. A possible continuation is 38...\textit{g}7 39 b5 h6 40 b6 \textit{h}7 41 b7 \textit{g}7 42 \textit{d}2 \textit{h}7 43 \textit{c}2 \textit{b}6 44 \textit{c}3 \textit{g}7 45 \textit{d}4 \textit{b}4+ 46 \textit{d}5, and Black is forced to abandon the protection of his e-pawn as the threat of 47 \textit{c}6! \textit{c}4+ 48 \textit{b}5 is decisive.

b) If the black king moves to the queenside, then White will, at the appropriate moment, exchange his b-pawn for Black’s kingside footsoldiers.

The above-mentioned plans are considered ‘elementary’ and can be found in many endgame works.

38...\textit{e}7 39 b6 \textit{d}7 40 b7 \textit{c}7 42 \textit{h}8 \textit{xb}7

Or 42...\textit{xb}7 43 \textit{h}7+ \textit{c}6 44 \textit{xb}7 \textit{xb}7 45 \textit{c}3.

43 \textit{xb}5 \textit{c}6 44 \textit{e}5 1-0

Black resigned in view of 44...\textit{b}4 45 \textit{c}3 \textit{d}6 46 \textit{xe}4.

Test 44

In such positions it is important to create immediate pressure. Black’s pieces are not ready to defend in all parts of the board, as time is needed for regrouping. Plan A (13 points) is obviously good but slow, and Plan C (10 points) might give Black some counterplay via the a-file, which will be opened. The right strategy is to open the centre, i.e. Plan B (20 points).

The game continued:

17 e4! dx\textit{e}4 18 \textit{d}4 \textit{d}7

Black cannot play 18...\textit{xd}4? 19 \textit{xd}4 \textit{xd}4 due to 20 \textit{c}3.

19 \textit{g}5! \textit{a}5 20 h4!

The attack is growing. The idea of h5 and transferring the queen towards the black king is quite strong.

20...\textit{d}5 21 \textit{c}3 \textit{g}7 22 \textit{e}1!

White could protect his d4-pawn with 22 \textit{c}3, but this is not as important as the transfer of his queen to the kingside. The threat of 23 \textit{c}4 forces Black to accept the sacrifice, which opens more lines against the exposed black camp.

22...\textit{xd}4 23 \textit{xd}4 \textit{xd}4 24 \textit{d}1!

With many threats, such as 25 \textit{b}5. Black is undeveloped (the c8-bishop and c8-rook are still on their starting squares) and the weak spots at d6 and f6 are a nightmare for him.

24...\textit{e}5 25 \textit{e}3 (D)

25...\textit{f}6?

Black cracks under pressure, as so often happens. His only chance was 25...\textit{f}8 26 \textit{e}2! \textit{d}7 27 \textit{f}4, with a clear advantage for White.

26 \textit{f}4!

Winning a piece. The rest was easy:

26...\textit{d}5 27 \textit{xe}5 \textit{xe}3 28 \textit{xe}3 \textit{xe}5 29 \textit{e}2 b5 30 \textit{f}3 \textit{b}8 31 \textit{a}7 \textit{b}7 32 \textit{d}4 1-0

Test 45

Advanced and well-protected pawns often lay the groundwork for ideas and plans. Here, the e5-pawn offers a direction for our kingside plans. If White tries Plan A (3 points) or C (3 points), Black can continue with 18...b5!, preparing the manoeuvre ...\textit{b}6-c4 and ...a5, with more than enough counterplay on the queenside. The queenside is the only part of the board where Black can create counterplay, so the logical approach for White is to be active on the opposite side. Plan B (20 points) is correct.

The game continued:

18 \textit{e}4! \textit{d}7 19 \textit{g}4 \textit{h}8?!

19...\textit{h}7! is more accurate: 20 \textit{d}2 \textit{ac}8 21 \textit{d}4 \textit{d}3 22 \textit{xb}7 \textit{xb}7 23 b5 \textit{d}5 24 a4 \textit{b}4 25 \textit{c}6 \textit{xd}2 26 \textit{xb}4 \textit{e}2+ 27 \textit{g}2 \textit{xb}4 28 \textit{xb}4 \textit{d}4 29 \textit{ac}1 ±.

20 \textit{h}5 \textit{g}8? (D)

A fatal mistake. Black should try 20...\textit{h}7 21 \textit{d}2 \textit{ac}8 22 \textit{ac}1 ±.

21 \textit{h}6! \textit{g}x\textit{h}6 22 \textit{h}x\textit{h}6 \textit{f}5

There is no salvation, as 22...\textit{fe}8 23 \textit{e}4! (23 \textit{g}5? \textit{xe}5 24 \textit{xa}5+ \textit{f}8 25 \textit{h}6+ \textit{g}7 26 \textit{b}5)
26 \( \text{Wh}4+ \text{Kh}8 27 \text{Qd}1 \text{Qd}8 = \) 23...f5 24 exf6 \( \text{Qxf}6 25 \text{Qg}4+ \text{Kh}7 26 \text{Qe}5 \text{Qc}7 27 \text{Qe}1 \) gives White too strong an attack.

23 \( \text{Qg}6+ \text{Kh}8 24 \text{Qd}4! \text{Qc}8 \)
Or 24...\( \text{Qd}8 25 \text{Qxe}6 \text{Qe}8 26 \text{Qd}4 \text{Qc}7 27 \text{Qxf}5 \)+. 

25 \( \text{Qad}1 \text{Qd}8 \) (D)

26 \( \text{Qxf}5! \text{Qf}8 27 \text{Be}4! \)
All of White’s forces are participating in the attack. The end was short:

27...\( \text{Qg}7 28 \text{Wh}4+ \text{Qg}8 29 \text{Qxd}5 \text{exd}5 30 \text{Qxd}5! 1-0

**Test 46**

Plan A (0 points) is obviously no fun for Black and Plan B (5 points) is not really threatening. It is easy to see that the only real option is Plan C (20 points).

The game continued:

17...\( \text{Qe}7! 18 \text{Qh}3 \text{Qae}8 19 \text{Qg}5 \text{Wh}6! 20 \text{f4} \text{Qg}4 21 \text{Qxc}6 \text{Qxc}6 22 \text{Qxe}7 \text{Qxe}7 23 \text{Be}1 \)

White must be on the alert. 23 f5? is inadequate: 23...\( \text{Qe}3 24 \text{Qf}4 \text{Qe}5 25 \text{g4} \text{Wh}6 --. \)

23...\( \text{Qe}3 24 \text{We}2 \text{h}6 25 \text{Qe}4 \)
Or 25 \( \text{Qf}3 \text{Wa}6 26 \text{a4} \text{Qa}5 \). 

25...\( \text{Qe}6 26 \text{c4} \text{b}6 27 \text{Qf}3 \text{f}5 28 \text{Qd}2 \text{We}8? \)

An over-optimistic move. 28...g5! 29 \( \text{Qxc}6 \text{Qxc}6 30 \text{Qf}3 \text{Qg}6 31 \text{Qe}5 \text{Qg}7 \) is much better.

29 \( \text{Qe}2! \)
White grabs his chance. 29 \( \text{Qf}1? \) is wrong:

29...\( \text{Qc}2! 30 \text{Qxe}6 \text{Qxe}6 31 \text{Qa}8+ \text{Kh}7 \). 

29...\( \text{Qh}7?! \)
Maybe Black should try 29...g5 30 fxg5 hxg5 31 \( \text{Qf}1 \text{g}4 32 \text{Qf}4 \text{Qd}1 33 \text{Qg}5+ \text{Qh}8 \). 

30 \( \text{Qf}1! \)
White is now back in the game.

30...\( \text{Qe}7 31 \text{h}3 \text{b}5 32 \text{Qxe}3 \text{bxc}4 33 \text{bxc}4 \text{dxe}3 34 \text{Qg}2 \text{Qa}4 35 \text{Qd}5 \text{Qd}1 36 \text{Qxf}5+ \text{g}6 37 \text{Qg}4 \text{Qxd}3 38 \text{h}4 \text{h}5 39 \text{Qf}3 \text{a}5 40 \text{f}5! \)

Although Black tried to be tricky, White didn’t stray from the right path and, with precise play, held the equilibrium.

40...\( \text{Qxf}5 41 \text{Qxf}5 \text{gx}f5 42 \text{Qf}3 \text{Qe}4 43 \text{Qxe}3 \text{Qxc}4 44 \text{Qg}6 \text{Qg}7 45 \text{Qc}6 \text{a}4 46 \text{Qa}6 \text{Qf}7 47 \text{Qh}6 \text{Qc}2 48 \text{Qc}6 \text{Qxa}2 49 \text{Qxc}5 \text{Qe}6 50 \text{Qf}4?! \)

This does not give the draw away, but 50 \( \text{Qa}5! \text{a}3 51 \text{Qf}4 \text{Qf}2+ 52 \text{Qe}3 \text{Qg}2 53 \text{Qf}3 \text{Qa}2 54 \text{Qf}4 = \) is an easier path.

50...\( \text{Qf}2+ 51 \text{Qe}3 \text{Qb}2! 52 \text{Qc}6+? \)
White loses his head! 52 \( \text{Qa}5 \text{Qb}4 53 \text{Qf}3 = \) was not that difficult to find.

52...\( \text{Qe}5? \)
52...\( \text{Qd}5! \) is surely best.

53 \( \text{Qc}5+ \text{Qe}6 54 \text{Qc}6+? \text{Qd}5! 55 \text{Qh}6 \)
No better is 55 \( \text{Qa}6 \text{Qb}4 56 \text{Qa}5+ \text{Qc}4 57 \text{Qxf}5 \text{a}3 --. \)

55...\( \text{Qe}5?! \)
Although this does not spoil Black’s advantage, 55...a3! 56 \( \text{Qxh}5 \text{Qb}3+ 57 \text{Qd}2 (57 \text{Qf}4 \text{Qb}4+ 58 \text{Qf}3 \text{Qa}4 59 \text{Qxf}5+ \text{Qe}6 60 \text{Qc}5 \text{a}2 \) --) 57...a2 58 \( \text{Qxf}5+ \text{Qc}4 59 \text{Qa}5 \text{xg}3 -- \) is more precise.

56 \( \text{Qh}5 \text{Qb}3+ 57 \text{Qf}2 \text{Qe}4! 58 \text{Qg}2 \) (D)
58 \( \text{Qh}8 \) also loses: 58...\( \text{Qb}2+ 59 \text{Qg}1 \text{a}3 60 \text{Qa}8 \text{a}2 --. \)

58...\( \text{Qb}8! \)
Of course! In the endgame, rooks generally belong behind passed pawns. How many times have we forgotten this principle and how times have we wondered how we could possibly forget it?

59 \( \text{Qh}7 \text{Qa}8 60 \text{Qe}7+ \text{Qd}5 61 \text{Qe}1 \text{a}3 62 \text{Qa}1 \text{a}2 63 \text{Qf}3 \text{Qe}5 64 \text{Qe}1+ \text{Qf}6 65 \text{Qa}1 \text{Qg}6 66 \text{Qf}4 \text{Qa}5 67 \text{Qe}3 \)
67 g4 is met by 67...\( \text{Qa}4+ 68 \text{Qe}3 \text{fxg}4 --. \)
67...\texttt{a}a3+ 68 \texttt{f}f2
Or 68 \texttt{f}f4 \texttt{f}f6 69 h5 \texttt{a}a4+ 70 \texttt{e}e3 \texttt{g}5 and the h-pawn falls.

68...\texttt{h}h5 69 \texttt{g}g2 \texttt{g}g4 70 \texttt{h}h2 \texttt{a}a8! 71 \texttt{g}g2 \texttt{a}a4 72 \texttt{h}h2 \texttt{a}a3! 73 h5 \texttt{x}hxh5 74 \texttt{h}h3 \texttt{f}4 75
\texttt{h}h2 \texttt{f}xg3+ 76 \texttt{g}g2 \texttt{g}g4 77 \texttt{c}c1 \texttt{f}f4 0-1

\textbf{Test 47}
Plan \texttt{C} (5 points) is out of the question, as it only promises equality after 21 b4?! \texttt{d}d8 22 \texttt{b}b3 c4! 23 \texttt{a}a5 cxd3 24 \texttt{x}xc7 \texttt{x}xc7 25 \texttt{x}xc7 \texttt{d}xc7 26 \texttt{x}xb7 \texttt{g}xb7. White’s idea is generally correct, but it cannot be realized in this particular position. Plan \texttt{A} (5 points) is also just equal, as White’s bishop will never be allowed to attack Black’s queenside pawns, while Black is ready to exchange all the major pieces. The correct plan is \texttt{B} (20 points).

The game continued:
21 a4! \texttt{d}d8 22 e4 !?
An interesting idea. White restrains the power of the black bishop, at the same time gaining control over important central squares.

22...\texttt{e}ef6
Also possible is 22...\texttt{b}b8 23 \texttt{e}e5 \texttt{e}ef6 24 \texttt{h}3 ±.

23 \texttt{e}e5!
White cannot hope for more than equality after the premature 23 axb5 axb5 24 b4 \texttt{a}a7 25 h3 \texttt{b}b6 26 bxc5 \texttt{x}xc5 27 d4 \texttt{x}xc2 28 \texttt{x}xc2 \texttt{d}xc2 29 \texttt{w}xc2 b4.

23...\texttt{x}xe5?!
Black should prefer 23...\texttt{w}b8! 24 h3 ±, as on his previous move.

24 \texttt{x}xe5 \texttt{d}d7 25 \texttt{b}b2 \texttt{c}c6 26 axb5 axb5
(D)

27 b4!
The time has come!

27...\texttt{b}7

Maybe Black should choose 27...\texttt{c}xb4 28 \texttt{w}xb4 \texttt{f}f6 29 d4 \texttt{e}e8 30 h3 instead, although White holds the advantage.

28 \texttt{b}b3?
After this miscalculation Black is back in the game. White could get a clear advantage with the natural 28 bxc5 \texttt{x}xc5 (28...\texttt{d}xc5 29 \texttt{x}xb5 \texttt{a}6 30 \texttt{b}b6 \texttt{c}c6 31 e5 \texttt{x}xb6 32 \texttt{a}a8 \texttt{a}a8 33 \texttt{x}xc5 ±) 29 \texttt{x}xc5 \texttt{d}xc5 30 d4 \texttt{d}d7 31 \texttt{a}a1 \texttt{a}a6 32 e5 \texttt{w}a7 33 \texttt{d}d4.

28...\texttt{c}4! 29 \texttt{a}a5 \texttt{b}6?
Black slips again. 29...\texttt{w}a6 30 \texttt{f}f1 \texttt{w}b6 31 \texttt{a}xb7 \texttt{w}xb7 32 dxc4 bxc4 33 \texttt{x}xc4 \texttt{x}xc4 34
\texttt{a}a8 \texttt{w}xe4 35 \texttt{d}xc4 \texttt{w}xe4 36 \texttt{c}c3 ± was not that bad.

30 \texttt{w}e5! \texttt{w}b8?
The final and fatal mistake. 30...\texttt{w}a6! is essential: 31 \texttt{e}e7 \texttt{b}b7 (31...\texttt{d}d7 32 \texttt{d}d4 \texttt{w}xb7 33 dxc4 e5 34 \texttt{d}d3 bxc4 35 \texttt{e}e4 ±) 32 \texttt{d}d1 \texttt{a}a4 33 \texttt{f}f1! f6 (33...h6 34 dxc4 bxc4 35 \texttt{w}a5 \texttt{x}xa5 36 bxa5 \texttt{b}b4 37 e5 ±) 34 \texttt{d}d4 \texttt{b}b7 35 dxc4 bxc4 36 \texttt{h}h3! ±.

31 \texttt{x}xb5 \texttt{a}a8 1-0

\textbf{Test 48}
Plan \texttt{B} (0 points) is not a serious option. After 25 \texttt{c}c5? \texttt{d}d7! Black’s threats are still valid, while White has in the meantime also misplaced his rook. Of course Black shouldn’t exchange any rooks, as then he is forfeiting his potential pressure down the half-open files. Plan \texttt{C} (0 points) is more than fine for Black after 25 \texttt{d}d2 a5! 26 \texttt{c}c4 \texttt{a}a8 27 \texttt{b}b3 \texttt{e}e8!. The only correct plan is \texttt{A} (20 points).

The game continued:
25 \texttt{e}e1! \texttt{a}a8 26 \texttt{g}g3+ \texttt{h}h8 27 \texttt{c}c2 \texttt{g}g8?
The wrong direction, as there is nothing for Black in the g-file. 27...a5! 28 \texttt{c}c4 ±/± was essential.
28 ugeot5 29 b3

White’s advantage has increased further.

29...h6 30 wd6 giatan 31 ège 8g7 32 ężxc5

The other capture is even worse: 32...l:txg5?!

33 ęg4! ǳd5 34 ęe3! ęg6 35 ęc3!

The c-file is more important. 35 ęh3? ęh7 gives White nothing.

35...we7 36 ęg3 ęa3 37 h3?! Time-trouble prevented White from finding the straightforward 37 h4! ęa1+ 38 ęh2 ęh7 39 ęe5+! --.

37...ęd7 38 ęh2?!

Still playing safely. The active 38 f4!, aiming at the black king, is decisive: 38...węa1+ 39 ęh2 ęb2 40 fxg5 ęxg2 41 gxf6 +--.

38...ęc6?!

Black should seek survival chances in the endgame. 38...węd6! 39 ęxd6 ęxd6 40 ęe4 ęc6 41 ęc4 ± was essential.

39 ęd3

39 f4! ęxd4 40 fxg5 ęd2 41 ęe3 ęd6 42 ęxd6 ęxd6 43 gxf6 ęxf6 44 g4 +-- was still the right path to follow.

39...ęe4? 40 ęe3?

40 ęxf6! +-- wouldn’t be that difficult to find with a little more time on the clock.

40...ęd5 (D)

41 f4!

Finally White understood what he had to do!

41...ęc7

There is no solution to be found: 41...węd6 42 fxg5 ęxg3+ 43 ęxg3 + or 41...gxf4 42 ęxf4 ęe7 43 ęg3.

42 f5+ ęxf5 43 ęxc7 fxg4 44 ęd7 g3+ 45 ęxg3 ęxb3 46 ęxb7 1-0

Test 49

Plan B (20 points) was the correct one. After 24 ęxe4! fxe4 25 ęxe4 Black can only play the obscure but absolutely necessary 25...węxh3+! (25...ęf6? 26 ęe7+ ęg6 27 ę蚝1+ -- or 25...ęe5? 26 ęf4+ ęe8 27 ę蚝5+! dxe5 28 ęx5+ ęd8 29 ęf6+ ęd7 30 ęe1 +) 26 ęxh3 ęf6+ 27 ęh4! ęxh4 28 ę蚝4+ ęg6?! (28...ęg2?!?) 29 ęf4+ ęf6 30 ęg5 ęf5 31 ęx5+ ęxf5 32 ęf4 ęd3 33 ęxd6 ęxc4 34 ęd1, even if this gives White good winning chances. Plan C (0 points) plays into Black’s hands. After 24 f3? ęe5! 25 ę蚝1 ęxg6! only Black can be better. Plan A (8 points) is the second-best choice and should merely give White somewhat better chances in a complicated position. Unfortunately, this was the path that I chose. The game continued:

24 ę蚝1? ęg6? (D)

Black missed the correct defence: 24...ęe5! 25 ęxg6 ęxg6 26 ęg1+ ęg6 27 ęf4 ęa6 28 ęb1! ±.

25 ęf4?

But now the thematic sacrifice was even stronger! After 25 ęxe4! fxe4 26 ęxe4 ęxh3+ (26...ęe5 27 ęf4+ ęe8 28 ęf8+ ęd7 29 ęxg6 ęxg6 30 ęg7+ ęe8 31 ęx5+ dxe5 32 ęf8+ ęd7 33 ęf7+ ęd6 34 ęf8#) 27 ęxh3 ęf6+ 28 ęe6+ ęxh6+ 29 dxe6+ ęe8 (29...ęe7 30 ęxg6 ęxg6 31 ęg5 +) 30 ęf3 ęxh6 31 ęf4 White should win without much trouble.

25...ęa6

Another possibility is 25...ęe5?! 26 ęd1 ęxa2 (26...ęd3?! 27 ęh5! ęb2! (27...ęxf4?? 28 ęxh7+ ęf6 29 ęxg6+ ęxg6 30 ęg1 +) 28 ęxh7+ ęg7 29 ęxg7+ ęxg7 30 ęxg6+ ęxg6 31 ęg1+ ęh5 32 ęxd6 ęxa2 33 ęb3
\[ \text{Test 50} \]

Plan C (20 points) is the best one, and highlights the secret of such positions: knights can prove better pieces than bishops here. Of course, we should not underestimate Plan A (17 points), because Black retains the option of a potential \( \text{\textvisiblespace}\text{x}e2 \), but we should not embrace Plan B (10 points), although objectively it doesn’t change the position’s evaluation too much. A lot of positions are equal, but because of the difference in the strength of the various plans available, as well as the implementation of the appropriate exchanges, they can turn out very pleasantly.

The game continued:
14...\( \text{\textvisiblespace}\text{x}e2! \) 15 \( \text{\textvisiblespace}\text{x}e2 \) \( \text{\textvisiblespace}\text{x}d4 \) 16 \( \text{\textvisiblespace}\text{x}d4 \) \( \text{\textvisiblespace}\text{cxd4} \) 17 \( \text{\textvisiblespace}\text{xd4} \) \( \text{\textvisiblespace}\text{b6}! \)? 17...\( \text{\textvisiblespace}\text{c5} \) 18 \( \text{\textvisiblespace}\text{d3} \) is equal.
18 \( \text{\textvisiblespace}\text{c3} \) 18 \( \text{\textvisiblespace}\text{xb6}! \)? is also playable: 18...\( \text{\textvisiblespace}\text{xb6}! \) 19 \( \text{\textvisiblespace}\text{c3} \) (19 a3?! \( \text{\textvisiblespace}\text{xa3} \) 20 b3 \( \text{\textvisiblespace}\text{a6} \) 20...\( \text{\textvisiblespace}\text{c5} \) 20 \( \text{\textvisiblespace}\text{xc5} \) \( \text{\textvisiblespace}\text{xc5} = \).
18...\( \text{\textvisiblespace}\text{c5} \) 19 \( \text{\textvisiblespace}\text{d2} \) \( \text{\textvisiblespace}\text{xe3} \) 20 \( \text{\textvisiblespace}\text{xe3} \) \( \text{\textvisiblespace}\text{f8} \) 21 f5! The correct idea, seeking counterplay in the right direction. There was no time for delay: 21 \( \text{\textvisiblespace}\text{xe2} \) g6! 21...\( \text{\textvisiblespace}\text{d7}?! \)
21...\( \text{\textvisiblespace}\text{xe2} \) 22 e6 \( \text{\textvisiblespace}\text{xe6} \) \( \text{\textvisiblespace}\text{c5} \) 24 \( \text{\textvisiblespace}\text{xd5} \) \( \text{\textvisiblespace}\text{f8} \) = was not to Black’s liking.
22 \( \text{\textvisiblespace}\text{xe6} \)?

White should refrain from this immediate exchange, which reduces his pressure on the kingside. 22 \( \text{\textvisiblespace}\text{xe2}! \) is correct: 22...\( \text{\textvisiblespace}\text{xe5}! \) 23 \( \text{\textvisiblespace}\text{xe6} \) \( \text{\textvisiblespace}\text{xe6} \) 24 \( \text{\textvisiblespace}\text{d5} \) \( \text{\textvisiblespace}\text{f8} \) 24 \( \text{\textvisiblespace}\text{f1} \) g6 25 \( \text{\textvisiblespace}\text{g4} \) \( \text{\textvisiblespace}\text{e8} \) 26 \( \text{\textvisiblespace}\text{xf5} \) \( \text{\textvisiblespace}\text{xe5} \) 27 \( \text{\textvisiblespace}\text{xe5} \) \( \text{\textvisiblespace}\text{xe5}+ \) 28 \( \text{\textvisiblespace}\text{f4} \) \( \text{\textvisiblespace}\text{xf4}+ \) 29 \( \text{\textvisiblespace}\text{xf4} \) \( \text{\textvisiblespace}\text{xe5} \) 30 \( \text{\textvisiblespace}\text{xe4} \) \( \text{\textvisiblespace}\text{xe5} \) 31 \( \text{\textvisiblespace}\text{d3} \) a5, with equal chances.
22...\( \text{\textvisiblespace}\text{xe6} \) 23 \( \text{\textvisiblespace}\text{xe2} \)
22...\( \text{\textvisiblespace}\text{xf6} \)?

Worse is 23 \( \text{\textvisiblespace}\text{c1}?! \) \( \text{\textvisiblespace}\text{f8} \) 24 \( \text{\textvisiblespace}\text{d4} \) \( \text{\textvisiblespace}\text{f5} \) =.
23...\( \text{\textvisiblespace}\text{f8} \) 24 \( \text{\textvisiblespace}\text{d1}?! \)
24 \( \text{\textvisiblespace}\text{ae1} \) a5 25...\( \text{\textvisiblespace}\text{h8}?! \)

Not, of course, 24...a5? \( \text{\textvisiblespace}\text{d5}! \), but after 24...\( \text{\textvisiblespace}\text{xe5}! \) 25 \( \text{\textvisiblespace}\text{xe5} \) \( \text{\textvisiblespace}\text{f5} \) 26 \( \text{\textvisiblespace}\text{d4} \) \( \text{\textvisiblespace}\text{f1} \) \( \text{\textvisiblespace}\text{h5} \) 27 \( \text{\textvisiblespace}\text{h1} \) \( \text{\textvisiblespace}\text{f8} \) 28...\( \text{\textvisiblespace}\text{b6} \) 27 \( \text{\textvisiblespace}\text{xb4} \) \( \text{\textvisiblespace}\text{f6} \) Black can claim a significant advantage.
25 \( \text{\textvisiblespace}\text{g5} \) \( \text{\textvisiblespace}\text{c5} \) (\text{\textvisiblespace}\text{D})

Covering the important e7-square, while retaining the pressure on the white e5-pawn. Instead, 25...\( \text{\textvisiblespace}\text{b6}?! \) 26 \( \text{\textvisiblespace}\text{g4} \) \( \text{\textvisiblespace}\text{e7} \) 27 \( \text{\textvisiblespace}\text{d4} \) \( \text{\textvisiblespace}\text{c4} \) 28 \( \text{\textvisiblespace}\text{b3} \) \( \text{\textvisiblespace}\text{b6} \) 29 c3 \( \text{\textvisiblespace}\text{bxc3} \) 30 \( \text{\textvisiblespace}\text{c1} \) would be a step in the wrong direction.
26 \text{g}4 \text{we7}
26...\text{f5}? 27 \text{xd5} \text{wc7} 28 \text{d6} \text{xe5} 29 \text{d4} \text{f3+} 30 \text{xf3} \text{xf3} 31 \text{g2} \approx \text{is hardly positive for Black.}
27 \text{d4}?! 
The only move was 27 \text{d3}.
27...a5?! 
Again Black failed to find the strong continuation 27...\text{f5}! 28 \text{xd5} h5 29 \text{xd7} \text{xd7} 30 \text{c4} a5 \text{f}.
28 \text{f4} \text{xf4}! 29 \text{xf4} 
After 29 \text{gx4} \text{f8} 30 h4 \text{c5} 31 \text{h3} \text{f7} 32 \text{f2} a4 Black also holds a pleasant and safe advantage.
29...\text{f8} 30 \text{e3} \text{c5} 31 \text{d3} 
A queen exchange by 31 \text{xc5} \text{xc5} 32 h4 \text{a4} 33 \text{h3} \text{e8} 34 b3 \text{c3} 35 \text{f2} \text{g8} \text{=} \text{would be a disaster for White.}
31...\text{c7} 
31...\text{f5}?! 32 \text{a6} \text{f8} 33 \text{d3} \text{g8} \text{f} is also good.
32 \text{a6} \text{c5} 33 \text{b5} h6! 
Not falling into the trap with 33...\text{b8}?! 34 \text{f2} \text{g8} 35 \text{e2}.
34 \text{c3} \text{d7} (D) 
34...\text{f2}?! 35 \text{e2} \text{f5} \text{f}.
35 \text{e2}?! 
White should opt for 35 \text{e2} \text{f5} 36 \text{a6} \text{b6} (36...\text{b6}?! 37 \text{e1} \text{f2} \text{f} 36...\text{xc2}?! 37 \text{xe6} d4 38 \text{e1} \text{f2} 39 \text{d5} d3 40 e6 d2 41 exd7 dxe1 \text{w} 42 d8\text{w}+ \text{h7} 43 \text{g8}+ \text{g6} 44 \text{b6}+ \text{f6} 45 \text{b7} \text{xe2}+ 46 \text{xe2} \text{f2} 47 \text{e8}+ =) 37 \text{xe2} \text{c5} \text{f}, although his position is far from good.
35...\text{xe5} 36 \text{a6} \text{f6} 
Black’s best course is probably 36...\text{f3+} 37 \text{xf3} \text{xf3} 38 \text{g2} \text{e5} \text{f}.
37 \text{b3} \text{c6} 38 \text{d3} \text{d6} 
38...\text{b6} 39 \text{xd5} \text{d4}! 40 \text{e3} \text{f2}+ 41 \text{h1} \text{xc2} \text{f}.
39 \text{c4} \text{bxc3} 40 \text{xc3} e5? (D) 
The safest was 40...\text{f5} 41 \text{d2} a4 42 \text{bxa4} \text{e5} \text{f}. Now White gets some play, as his bishop finds some targets.
41 \text{d2} d4 42 \text{c4} 
42 \text{xc6} \text{xc6} 43 \text{xc6} \text{xc6} 44 \text{g2} \text{c3} \text{f} is no help to White, but maybe he should try 42 \text{d3}?! \text{f}.
42...\text{e7}?! 
A nice idea, intending to attack White’s bishop when it comes to e4 (...\text{g8}-f6), allowing Black’s central pawns to advance to good effect.
43 \text{e4} \text{f8} 44 \text{c2} \text{g8} 45 \text{b5}? 
White had to seek survival chances in the endgame with 45 \text{xc5}! \text{xc5} (45...\text{b8} 46 \text{xa5} \text{f6} 47 \text{e1} \text{f}) 46 \text{xc5} \text{f2}+ 47 \text{g1} \text{e2}! (47...\text{xa2}?! 48 \text{c8}) 48 \text{f5} e4! 49 \text{xa5} (49 \text{c8} d3 wins for Black) 49...d3 50 \text{f1} g5 \text{f}, although his mission would remain difficult. After the text-move, his position collapsed fairly quickly.
45...\text{f6} 46 \text{d3} \text{xe4} 47 \text{exe4} d3 48 \text{c6} \text{d7} 0-1.
Test 51

All these plans are at least quite good for Black, but some are better than others! Plan A (20 points) is OK and Plan C (27 points) is the one employed in the game. But even better, if only slightly, is Plan B (30 points).

The game continued:

13...\(\text{\&}e6\) 14 \(\text{\&}h5++\)

White had nothing better. The presence of queens on the board cannot be bad for Black.

14...\(\text{\&}xh5\) 15 \(\text{\&}xh5++\) \(\text{\&}e7\) 16 b3?! 

Although the text seems to be a natural move, preparing to develop with tempo (17 \(\text{\&}a3+\)), 16 \(\text{\&}d2!++\) \(\text{\&}g8\) 17 g3 \(\text{\&}ad8\) 18 \(\text{\&}e2\) f5 ++ was preferable.

16...\(\text{\&}d5\) 17 \(\text{\&}a3+\) \(\text{\&}e6\) (D)

18 \(\text{\&}g4++\)

The alternative was 18 \(\text{\&}f3\) e4 19 \(\text{\&}g4++\) f5 20 \(\text{\&}e2\) (20 \(\text{\&}h3\) e3 21 \(\text{\&}e2\) \(\text{\&}e4\) 22 \(\text{\&}c1\) \(\text{\&}ad8\) 23 \(\text{\&}xe3\) f1 \(\text{\&}++\) 24 \(\text{\&}xf1\) \(\text{\&}d3++\) 25 \(\text{\&}f2\) \(\text{\&}xe3++\) 26 \(\text{\&}xe3\) \(\text{\&}xf1\) ++) 20...\(\text{\&}ad8\) 21 \(\text{\&}c2\) e3 ++.

18...f5 19 \(\text{\&}h3\) \(\text{\&}hg8\) 20 \(\text{\&}d2\)

After 20 \(\text{\&}e2\), a typical variation could go 20...\(\text{\&}xg2\) 21 \(\text{\&}xg2\) \(\text{\&}xg2\) 22 \(\text{\&}f1\) \(\text{\&}xh2\) 23 \(\text{\&}d2\) \(\text{\&}g8\) 24 \(\text{\&}c4\) \(\text{\&}g4\) 25 \(\text{\&}xb6\) \(\text{\&}e4++\) 26 \(\text{\&}f3\) \(\text{\&}xb6\) 27 \(\text{\&}c1\) \(\text{\&}e1\) 28 \(\text{\&}xf2\) e4+ 29 \(\text{\&}g3\) \(\text{\&}hh1\) 30 \(\text{\&}c2\) \(\text{\&}hg1++\) 31 \(\text{\&}h2\) f4 ++.

20...\(\text{\&}xg2\) 21 \(\text{\&}xg2\) \(\text{\&}xg2\) 22 \(\text{\&}f1\)

22 \(\text{\&}e2\) f1 \(\text{\&}++\) 23 \(\text{\&}xf1\) \(\text{\&}xh2\) ++.

22...\(\text{\&}d8\) 23 \(\text{\&}e2\) \(\text{\&}xd2++\)

The simple 23...e4 24 \(\text{\&}c4\) f4 25 \(\text{\&}xb6\) f3+ 26 \(\text{\&}e3\) \(\text{\&}f5!!\) 27 \(\text{\&}ad1\) \(\text{\&}xd1\) 28 \(\text{\&}xd1\) \(\text{\&}g1++\) is also sufficient.

24 \(\text{\&}xd2\) e4 25 \(\text{\&}f8\)

Or 25 c4 \(\text{\&}d4\) 26 \(\text{\&}ad1\) f4 ++. White tries a smart plan (\(\text{\&}f8\), b4 and \(\text{\&}c5\)) to force an exchange of the annoying b6-bishop.

25...f4 26 b4

26 \(\text{\&}h6\) \(\text{\&}f5\) 27 h4 e3+ 28 \(\text{\&}e2\) \(\text{\&}e4\) 29 \(\text{\&}xf4\) \(\text{\&}xf4\) ++.

26...\(\text{\&}g5\)?

26...e3+ 27 \(\text{\&}e2\) \(\text{\&}f5\) 28 \(\text{\&}c5\) \(\text{\&}e4\) 29 \(\text{\&}xe3\) \(\text{\&}xe3\) ++ was simplest.

27 \(\text{\&}c5\)? (D)

White goes on with his plan, but he should prefer 27 a4! f3! 28 \(\text{\&}h6\) e3+ 29 \(\text{\&}c2\) \(\text{\&}g2\) 30 \(\text{\&}xe3\) (30 a5? \(\text{\&}e2\) 31 axb6 e1 \(\text{\&}++\) ++) 30...\(\text{\&}xe3\) 31 \(\text{\&}d3\) \(\text{\&}g5\) ++.

Test 52

Plan A (3 points) does not look bad; alas, it deprives White of a useful plan on the other side of the board. Plan B (10 points) gives White a slight plus, but still things look far from easy, as Black can set up an appropriate defence. Plan C (30 points) shows the correct handling of such endgames and is a model treatment.

The game continued:

22 g4! \(\text{\&}e7\)

Black must sit and wait. 22...g5?! is even worse, as White can reply 23 \(\text{\&}e2\) followed by h4 and \(\text{\&}g3\)-f5, increasing his advantage.

23 h4 b5

A forced move, to meet the threat of \(\text{\&}c2\)-b3 by placing the knight on b6. However, this move further weakens the queenside dark squares.

24 h5
White’s initiative on the kingside is dangerous, but there is also a threat to Black’s centre involving an eventual c2-b3 followed by g5. The immediate 24 c2?! d7 25 b3 b6 would allow Black to consolidate.

24...d7 25 exd8 c2 26 h1!

As White cannot use the c-file effectively, he switches to the h-file, which may prove even more valuable.

26...f8
26...b6? is unplayable: 27 hxg6 hxg6 28 xg6+ fxg6 29 h7+ --.

27 hxg6 hxg6 28 e2

By stationing his king on d2, White not only neutralizes the enemy rook but also renews the threat of c2-b3. Black must cover the invasion squares of the white rook, leaving his knight to defend the weak d5-pawn.

28...f6 29 d2 g7 30 e2

As the black king is far away, this was the right moment for the white king to invade on the queenside and especially to a5, which Black weakened with his forced 23rd move.

30...xcl 31 xc1 f6 32 d2 b4

If 32...c6 (preparing 33...a5) then 33 a4! -- would do the job.

33 c2 a5 (D)

34 b5!

The last important move, after which Black cannot prevent the white king from penetrating his queenside.

34...e6 35 xe6 fxe6 36 b3 g5 37 a4 e5 38 xax5 exd4 39 exd4 f4 40 d7! e3 41 b6 a8 42 a7 xd4 43 f4! 1-0

Test 53
Plan C (0 points) actually implies fishing around without any concrete purpose. Although at first sight it looks good, it just spoils White’s position. Plan B (5 points) is naive and, although it keeps a slight advantage, Black should certainly be happy to face it. That he chose the strong and very effective Plan A (30 points) shows the strength of the young Kasparov!

The game continued:

14 d5! exd5 15 g2 c6 16 0-0 f6

Other moves are hardly better:

a) 16...f5?! 17 f3! f7 18 c5 e6 19 dxe4 c6 20 h5 h8 21 f6+! gxf6 22 xg6+ e7 (22...dxe6 23 cxd6+ fxe6 24 c5 c8 25 cxd6 =) 23 cxd6 (23 cxd6 f5 24 e3 c5 25 d5 c8 26 c4 =) 23 dxe6 24 cxd6 25 cxd8 cxd8 26 xeb5 ++.

17 e1!

Much better than the immediate 17 e4?! dxe4 18 dxe4 c7. 17...e7?!

Black should try 17...f7, although after 18 e4 dxe4 19 c5 f5 20 h5 White’s position is clearly preferable.

18 g4! f7 19 h5 h7 20 e4 dxe4 21 gxe4!

Exchanging light-squared bishops would allow White access to the important g6-square.

21 c4xe4 22 xe4

22 xex4 f8 23 c6+ g8 24 c6 g7 25 xec6 ± is also good.

22...c8

Probably the only defence, as 22...f8?! 23 cxd1 d5 24 xex6! += and 22...b6 23 c6+ f8 24 g4! c8 25 g5 += are too easy.

23 cxd1 f7? (D)

A slip in an already bad position can be truly fatal. 23...c6 24 c5 c5 25 c6+ f8 26 bxc5 d5 27 e4 ± was the only try.

24 xf6!! gx6

Forced: 24...xf6?! 25 c6+ f8 26 xf6 gx6 27 e6 ++.

25 c6+ f8 26 c1!

A very difficult but highly effective idea! White’s position was so good that he could also play 26 xex7 xe7 27 xf6 h7 28 c5 xh8 xd6 29 hxg6+.

26...d5

Or 26...c8 27 c6+ c8 28 xex6 f8 29 c6+ f8 30 c8 ++.

27 e4!
More pieces are joining the attack! The immediate 27 \( \text{\textbf{\( \text{\texttt{\textbf{\( \text{\texttt{xh6+? is wrong: 27...\texttt{\texttt{\texttt{\texttt{xh6+ g8! 29 d4 f8! \(∞.}
\begin{align*}
27...\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{d6 28 g4 f7 29 xh6+ e8}
29...\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{xh6 30 g8} or 29...\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{xh6 30 g7+ e8 31 xh8+ d7 32 xh6+–.}
30 g7 1-0
\end{align*}

Black resigned due to 30...\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{xg8 31 h6 and White wins.

Test 54
Plan A (0 points) is out of the question, as it completely misses the target. After 35 b7 d5 36 g3 White can drum up enough counterplay to maintain the equilibrium. Plan B (10 points) is certainly a better choice, giving Black a clear advantage. But Plan C (30 points) enables Black to play effectively a piece up, as the g2-bishop is completely buried.

Play continued:
30...g6! 31 g4 h4!
The miserable g2-bishop will never again participate in the game, and victory for Black cannot be far away.

32 b5 axb5 33 axb5 f8 34 e4 e7 35 gxf5 gxf5 (D)
19...\(\text{Q}b8\) 20 \(\text{Q}a2!\)
With the idea of 21 a5.

20...\(\text{Q}a8\)
Black rejects the passive position arising after 20...a5?! 21 \(\text{Q}c4\) \(\text{Q}h7\) 22 \(\text{d}6\) \(\text{Q}e6\) 23 \(\text{Q}b5\) (23 \(\text{d}7\) ? \(\text{Q}e7\) \(\infty\)) 23...\(\text{Q}xe4\) 24 \(\text{x}e4\) \(\text{Q}d7\) 25 c3 \(\pm\).

21 d6
A more secure advantage could be obtained with the simple 21 a5! \(\text{bxa}5\) 22 \(\text{d}6\) \(\text{Q}b5\) 23 \(\text{Q}a4\).

21...\(\text{Q}e6\) 22 \(\text{Q}d5?\) (D)
Wrong! White can preserve an advantage with the typicl 22 a5.

22...\(\text{Q}h8?\!\)
Black had to make a hard decision. 22...\(\text{Q}f8?\!\)
23 \(\text{Q}d6!\) \(\text{Q}x\!f6\) 24 d7 \(\text{Q}x\!e4\) 25 \(\text{Q}xe8\) \(+\) \(\text{Q}xe8\) 26 \(\text{Q}x\!e4\) \(\pm\) and 22...\(\text{Q}h7?\!\)
23 \(\text{Q}e7\) \(\text{Q}d7\) 24 \(\text{Q}d5\) f5 25 \(\text{Q}x\!a8\) \(\text{Q}x\!a8\) 26 \(\text{Q}d5!\) \(\text{Q}d8\) 27 d7 \(\text{Q}f8\) 28 \(\text{Q}d6\) \(\text{Q}b8\) 29 c3 \(\pm\) are also unpleasant, but Black could retain fair drawing chances with 22...\(\text{Q}x\!d5!\) 23 \(\text{Q}x\!d5\) \(\text{Q}d7\) 24 a5 b5! (24...\(\text{b}x\!a5?\) 25 \(\text{Q}d2!\) \(\pm\)) 25 \(\text{Q}x\!c5\) \(\text{Q}x\!c5\) 26 \(\text{Q}x\!c5\) \(\text{Q}x\!c8\) 27 \(\text{Q}d5\) \(\text{Q}x\!c2\) 28 \(\text{Q}x\!c1\) \(\text{Q}x\!e8\)! (not 28...\(\text{Q}x\!c1?!\) 29 \(\text{Q}x\!c1\) \(\text{Q}x\!e6\) 30 \(\text{Q}c7\) \(\text{Q}x\!d6\) 31 \(\text{Q}b7\) \(+\)) 29 \(\text{Q}x\!c2\) \(\text{Q}x\!c2\) 30 f4 \(\text{Q}h7\). These variations are long and would have been difficult to calculate over the board.

23 \(\text{Q}e7!\) \(\text{Q}b7?\!\)
Better is 23...\(\text{Q}x\!e4\) (23...\(\text{Q}x\!e7\) 24 \(\text{d}xe7\) \(\text{Q}x\!e7\) 25 \(\text{Q}d6\) \(\text{Q}x\!d6\) 26 \(\text{Q}x\!d6\) \(+\) ) 24 \(\text{Q}x\!e6\) \(\text{Q}x\!e7\) 25 \(\text{d}xe7\) \(\text{Q}x\!e4\) 26 \(\text{Q}x\!e4\) \(\text{Q}x\!e6\) 27 \(\text{Q}d7\) \(+\).

24 \(\text{Q}x\!e6\) \(\text{Q}x\!e6\) 25 \(\text{Q}x\!g6\)+ \(\text{Q}h7\) 26 \(\text{Q}e7\) c4
Or 26...\(\text{Q}d7\) 27 \(\text{Q}e2\) \(+\).

27 \(\text{Q}x\!e2\) b5?\!
Black’s position was lost anyway, but allowing a mate can be considered a mistake nevertheless.

28 \(\text{Q}g5!\) 1-0

Black resigned, faced with 28...\(\text{h}x\!g5\) 29 \(\text{Q}h5+\) \(\text{Q}h6\) 30 \(\text{Q}g6+\) \(\text{Q}h8\) 31 \(\text{Q}x\!h6\).

**Test 56**
Plan A (5 points) in a way helps Black as White voluntarily closes down the h-file, when Black might have his share of counterplay. Plan C (0 points) is inadequate, as it gives Black compensation for the pawn after 14...\(\text{Q}c7!\). White should really care about Black’s counterplay, so by using Plan B (30 points) he manages to obtain a much better position.

The game continued:

12 \(\text{Q}g5!\) \(\text{Q}e7\)
As mentioned, 12...c6? is inadequate: 13 e5! (13 \(\text{Q}x\!d6?!\) \(\text{Q}a5\) with compensation) 13...\(\text{d}x\!e5\) 14 \(\text{Q}x\!d8\) \(\text{Q}x\!d8\) 15 \(\text{Q}x\!d8\) \(\text{Q}x\!d8\) 16 \(\text{Q}x\!e4\) \(\text{Q}x\!e4\) 17 \(\text{Q}x\!d8\) \(\text{Q}h6+\) 18 \(\text{Q}b1\) \(\text{Q}f2\) 19 \(\text{Q}g1\) \(\text{Q}e3\) 20 \(\text{Q}e2\).

13 g4 \(\text{Q}f8\) 14 \(\text{Q}b1\)
The immediate 14 h4 \(\text{Q}d7\) 15 h5 is also possible, but White is not in a hurry!

14...a6 15 h4 (D)

15...\(\text{Q}h6\)
Black is ill-advised to play 15...h5? 16 \(\text{Q}x\!f6\) \(\text{Q}x\!f6\) 17 \(\text{g}x\!h5\) \(\text{g}x\!h5\) 18 \(\text{Q}g1+\) \(\text{Q}h7\) 19 \(\text{Q}d5\) \(\text{Q}x\!d5\) 20 \(\text{Q}x\!d5\) \(\text{Q}e5\) 21 \(\text{Q}b3\) b5 22 f4 \(\text{Q}e6\) 23 \(\text{Q}f3\) \(+\), but 15...\(\text{Q}d7?!\) is a serious alternative: 16 h5 \(\text{Q}e5\) 17 \(\text{Q}e2\) h6 18 \(\text{Q}e3\) g5 19 f4 \(+\).

16 \(\text{Q}x\!f6!\) \(\text{Q}x\!f6\) 17 g5 \(\text{h}x\!g5\)
Or 17...\(\text{g}x\!g7\) 18 h5! \(\text{h}x\!g5\) 19 \(\text{Q}h3\) \(\text{Q}d8\) 20 \(\text{h}x\!g6\) \(\text{Q}x\!g6\) 21 \(\text{Q}x\!g5\) \(+\).

18 \(\text{h}x\!g5\) \(\text{Q}g7\)
18...\(\text{Q}x\!c3\) 19 \(\text{Q}x\!c3\) \(\text{Q}g7\) 20 \(\text{Q}x\!c7\) is winning for White.

19 f4
19 \(\text{Q}d3!\) c6 20 \(\text{Q}h2\) \(\text{e}7\) 21 \(\text{Q}h7+\) \(\text{Q}f8\) 22 f4 \(+\) looks like a better continuation for White.
Still, the text-move does not spoil White’s position.

19...\( \texttt{\textbf{g}4} \) 20 \( \texttt{\textbf{e}1} \)!
Correct! 20 \( \texttt{\textbf{e}2} \)? \( \texttt{\textbf{x}e2} \) 21 \( \texttt{\textbf{w}xe2} \) \( \texttt{\textbf{w}e7} \) ± is not quite as good.

20...\( \texttt{\textbf{c}6} \)
20...\( \texttt{\textbf{x}c3} \) is not a solution either, as after 21 \( \texttt{\textbf{w}xc3} \) \( \texttt{\textbf{g}7} \) 22 \( \texttt{\textbf{w}g3}! \) \( \texttt{\textbf{h}5} \) 23 \( \texttt{\textbf{c}4} \) \( \texttt{\textbf{d}4} \) 24 \( \texttt{\textbf{d}5} \) c6 25 c3 \( \texttt{\textbf{c}5} \) 26 \( \texttt{\textbf{b}3} \) it is quite unlikely that Black will survive.

21 \( \texttt{\textbf{e}2}! \) \( \texttt{\textbf{x}e2} \) 22 \( \texttt{\textbf{x}e2} \) f5
A desperate try, giving the black king an escape-route, but alas Black does not even come close to using it. The alternative was 22...d5 23 e5 \( \texttt{\textbf{w}b4} \) 24 \( \texttt{\textbf{h}e2} \) \( \texttt{\textbf{a}d8} \) 25 \( \texttt{\textbf{h}7} \) +–.

23 gxf6 \( \texttt{\textbf{w}xf6} \) (D)

24 \( \texttt{\textbf{g}1} \)!
A difficult decision, but there is nothing more to expect from the h-file. The new (and important) target is the pawn on g6 and in general the g-file.

24...\( \texttt{\textbf{f}8} \)
Or 24...\( \texttt{\textbf{w}d4} \) 25 \( \texttt{\textbf{c}1} \).
25 \( \texttt{\textbf{g}4} \) \( \texttt{\textbf{a}e8} \) 26 \( \texttt{\textbf{h}e2} \) \( \texttt{\textbf{e}7} \) 27 a3! a5 28 \( \texttt{\textbf{d}3} \) \( \texttt{\textbf{f}7} \) 29 e5!!
As White has placed all his pieces optimally, the final assault begins.

29...\( \texttt{\textbf{d}xe5} \)
29...\( \texttt{\textbf{w}f5} \) is no better: 30 \( \texttt{\textbf{w}xd6} \) \( \texttt{\textbf{h}d7} \) 31 \( \texttt{\textbf{c}5} \) +–.

30 \( \texttt{\textbf{e}4} \) \( \texttt{\textbf{e}6} \)
The other queen move, 30...\( \texttt{\textbf{w}f5} \), also loses:
31 \( \texttt{\textbf{w}d8} \) +\( \texttt{\textbf{f}8} \) 32 \( \texttt{\textbf{x}g6} \) +\( \texttt{\textbf{g}7} \) 33 \( \texttt{\textbf{f}6} \) +–.
31 \( \texttt{\textbf{x}g6} \) \( \texttt{\textbf{c}8} \)
31...\( \texttt{\textbf{d}5} \) 32 \( \texttt{\textbf{x}g7} \) +\( \texttt{\textbf{x}g7} \) 33 \( \texttt{\textbf{f}6} \) + and
31...\( \texttt{\textbf{f}5} \) 32 \( \texttt{\textbf{d}8} \) +\( \texttt{\textbf{h}7} \) 33 \( \texttt{\textbf{g}4} \) are also hopeless for Black.

32 \( \texttt{\textbf{d}6} \) 1–0

After 32...e4 33 \( \texttt{\textbf{b}3} \) all hope for Black has evaporated.

Test 57
Plan B (0 points) is bad, as Black can sacrifice the exchange, i.e. instead of 18...\( \texttt{\textbf{c}xe5} \)? he can try 18...\( \texttt{\textbf{x}e5} \)! 19 fxe5 \( \texttt{\textbf{d}xe5} \), when he can feel satisfied. Plan C (10 points) is not that bad, but it offers only a slight advantage for White in the final position, as many pieces have been exchanged and the pawn-majority has not yet started to roll forward. That’s why Plan A (30 points) is the best choice!

The game continued:
17 \( \texttt{\textbf{h}f6}! \) \( \texttt{\textbf{xf6}} \) 18 e5 \( \texttt{\textbf{b}2} \)
Black’s alternatives were no better: 18...\( \texttt{\textbf{d}ad8} \)
19 \( \texttt{\textbf{f}3} \) \( \texttt{\textbf{b}4} \) 20 \( \texttt{\textbf{a}2} \) \( \texttt{\textbf{h}7} \) 21 \( \texttt{\textbf{e}4} \) ± or 18...\( \texttt{\textbf{b}4} \)
19 \( \texttt{\textbf{e}2} \) \( \texttt{\textbf{a}e8} \) 20 \( \texttt{\textbf{a}3} \) ±.

19 \( \texttt{\textbf{c}1}! \) \( \texttt{\textbf{d}ad8} \) (D)
No better is 19...\( \texttt{\textbf{h}7} \) 20 e6 fxe6 21 \( \texttt{\textbf{e}4} \)!
\( \texttt{\textbf{e}3} \) 22 \( \texttt{\textbf{b}1} \) \( \texttt{\textbf{d}4} \) 23 \( \texttt{\textbf{d}4} \) \( \texttt{\textbf{x}d4} \) 24 \( \texttt{\textbf{x}b7} \)
\( \texttt{\textbf{h}8} \) 25 \( \texttt{\textbf{e}6} \) \( \texttt{\textbf{a}7} \) 26 \( \texttt{\textbf{a}7} \) \( \texttt{\textbf{a}7} \) 27 \( \texttt{\textbf{c}6} \) ±.

20 \( \texttt{\textbf{f}3} \) \( \texttt{\textbf{d}5} \) ?!
This cannot be the solution to Black’s problems. The only try was 20...\( \texttt{\textbf{h}7} \) 21 e6 fxe6 22 \( \texttt{\textbf{e}4} \) \( \texttt{\textbf{d}6} \) 23 \( \texttt{\textbf{b}1} \) \( \texttt{\textbf{a}3} \) 24 \( \texttt{\textbf{g}4} \) \( \texttt{\textbf{h}8} \) 25 \( \texttt{\textbf{x}e6} \) ±, or even 20...\( \texttt{\textbf{h}5} \) 21 f5 ±.

21 \( \texttt{\textbf{d}5} \) \( \texttt{\textbf{x}d5} \) 22 \( \texttt{\textbf{x}d5} \) \( \texttt{\textbf{d}4} \)
Black must exchange queens, as otherwise he could get mated. For instance, 22...\( \texttt{\textbf{a}3} \) 23 \( \texttt{\textbf{b}3} \) +–.

23 \( \texttt{\textbf{c}d1} \)
23 \( \texttt{\textbf{b}3} \) b6 24 e6 +– is also good.

23...\( \texttt{\textbf{e}3} \)
Snatching the pawn with 23...\( \texttt{\textbf{x}a4} \) is equally hopeless: 24 e6 \( \texttt{\textbf{x}d5} \) 25 \( \texttt{\textbf{w}xd5} \) b6 26 exf7+ \( \texttt{\textbf{x}f7} \) 27 \( \texttt{\textbf{w}e6} \) \( \texttt{\textbf{f}8} \) 28 \( \texttt{\textbf{d}8} \) \( \texttt{\textbf{c}2} \) 29 f5 +–.

24 \( \texttt{\textbf{x}e3} \) \( \texttt{\textbf{x}e3} \) 25 \( \texttt{\textbf{f}3} \) \( \texttt{\textbf{c}5} \) 26 e6 (D)
White has accomplished his main plan and is now winning.

26...\( \text{exd5} \)

This is the only try (not 26...\( \text{fxe6?} \) 27 \( \text{exxe6+} \ \text{wh7} \) 28 \( \text{wh3} \#), but still not enough to save the game.

27 \( \text{exd5} \) \( \text{b6} \) 28 \( \text{exf7+} \) \( \text{wh8} \) 29 \( \text{whd3} \) \( \text{ec8} \) 30 \( \text{g3} \) \( \text{whf6} \) 31 \( \text{ed7} \) \( \text{ec8} \) 32 \( \text{eg2} \) \( \text{ee4} \) 33 \( \text{ed7} \) \( \text{exa4} \) 34 \( \text{ed6+} \) \( \text{ee7} \) 35 \( \text{exg6} \) \( \text{ea2+} \) 36 \( \text{ef3} \) 37 \( \text{exg7+} \) \( \text{ef6} \) 38 \( \text{ea7} \) a3 39 h4 b5 40 \( \text{ea6+} \) \( \text{ee7} \) 41 \( \text{ed5?} \)

41 \( \text{ec3} \) \( \text{ef2+} \) 42 \( \text{eg4} \) \( \text{ed6} \) 43 \( \text{ee3+} \) \( \text{ed7} \) 44 \( \text{ed3+} \) would have been simpler. White’s position is so overwhelming that he can even afford some minor mistakes!

41...\( \text{ec2} \) 42 \( \text{eh5} \) \( \text{ef7} \) 43 \( \text{eh7+} \) \( \text{eg8} \) 44 \( \text{eb7} \) a2 45 \( \text{ea8+} \) \( \text{ef8} \) 46 \( \text{gb4} \) 47 h5 \( \text{eh2} \) 48 f5 1-0

Test 58

Plan A (5 points) is not particularly demanding and is quite drawish. Plan B (0 points) is inadequate as well, as after 27...\( b4 \) 28 \( \text{xf1} \) \( \text{wh6} \) Black would even stand slightly better. The correct plan is C (30 points), where White in fact risks very little. He can’t prove an advantage, ‘only’ an initiative, but Black must be on the alert to hold the balance.

The game continued:

25 \( \text{exd6!?} \) \( \text{exd6} \) 26 \( \text{exd6} \) \( \text{ef8} \)

This is best. Alternatives like 26...\( \text{be8?} \) 27 \( \text{xf1} \) \( \text{c4} \) 28 \( \text{xc4} \) \( \text{bxc4} \) 29 \( \text{g6+} \) \( \text{g8} \) 30 \( \text{xf8} \) \( \text{xf8} \) 31 \( \text{d8} \) + and 26...\( \text{xa2?} \) 27 \( \text{g6+} \) \( \text{g8} \) 28 \( \text{xf8} \) \( \text{xf8} \) 29 \( \text{d8} \) b4 30 \( \text{cb4} \) axb4 31 \( \text{g4} \) ± are inferior.

27 \( \text{g4}! \) b4?!

Black should try 27...\( \text{fxg4!} \) 28 \( \text{xe4} \) \( \text{f5!} \) 29 \( \text{f6} \) \( \text{wd7} \) 30 \( \text{g6+} \) (not 30 \( \text{xf5??} \) \( \text{d1} \) 31 \( \text{g2} \) \( \text{f3+} \) 32 \( \text{g1} \) \( \text{e1} \#), while White should also avoid 30 \( \text{xf5??} \) \( \text{exe4} \) 31 \( \text{f6+} \) \( \text{g7} \) 32 \( \text{xb5}! \) \( \text{f8} \) 33 \( \text{g7} \) 34 \( \text{h5+} \) \( \text{g6} \) 35 \( \text{g3} \) \( \text{a4} \) 36 a3 \( \text{f6} \) \( \text{f6} \) 30...\( \text{g6} \) 30...\( \text{g8} \) 31 \( \text{d5+} \) \( \text{xd5} \) 32 \( \text{f8+} \) \( \text{f8} \) 33 \( \text{e7+} \) \( \text{h8} \) 34 \( \text{xd5} \) ±) 31 \( \text{xa6+} \) \( \text{g7} \) 32 \( \text{xa6+} \) \( \text{g8} \) 34 \( \text{h5} \), when White certainly has enough compensation for the material, but the outcome remains uncertain.

28 \( \text{exb4} \) \( \text{bc8?} \)

This is a definite mistake. After 28...\( \text{xa2} \) 29 \( \text{gxf5} \) \( \text{axb4} \) 30 \( \text{g6+} \) \( \text{g8} \) 31 \( \text{exe4} \) or 28...\( \text{xb4} \) 29 \( \text{exe6} \) \( \text{exe6} \) 30 \( \text{d8+} \) \( \text{g7} \) 31 \( \text{gxf5} \) \( \text{whf5} \) 32 \( \text{d7+} \) White has the initiative, but Black can defend more stubbornly.

29 \( \text{h3?!} \)

A loss of time. 29 \( \text{exe6!} \) \( \text{exe6} \) 30 \( \text{d8+} \) \( \text{xd8} \) 31 \( \text{xd8+} \) \( \text{g7} \) 32 \( \text{bxa5} \) ± was strong.

29...\( \text{fxg4} \) 30 \( \text{g5?!} \)

As 30 \( \text{exe4} \) \( \text{c1+} \) 31 \( \text{g2} \) \( \text{f5} \) (31...\( \text{g3} \) 32 \( \text{exh7} \)!! \( \text{+-} \)) 32 \( \text{d5} \) \( \text{gxh3+} \) (with compensation) and 30 \( \text{exe6} \) \( \text{exe6} \) 31 \( \text{exe6} \) \( \text{exe6} \) 32 \( \text{bxa5} \) e3 33 fxe3 \( \text{exe3+} \) 34 \( \text{h2} \) \( \text{we5+} \) 35 \( \text{g3} \) \( \text{xb2} \) were not appealing to White, he decided to try something different.

30...\( \text{g3} \) ?

And Black bites the hook! 30...\( \text{xa2} \) 31 \( \text{bxa5} \) \( \text{g3} \) 32 \( \text{exe3} \) \( \text{g8} \) 33 \( \text{we5+} \) \( \text{g7} \) (with compensation) was his only acceptable try.

31 \( \text{we5+} \) \( \text{g8} \) 32 \( \text{g5+} \) \( \text{h8} \) 33 \( \text{we5+} \) \( \text{g8} \) 34 \( \text{exe4!} \) \( \text{xa2} \) 35 \( \text{g5+} \) \( \text{g7} \) \( \text{D} \)

35...\( \text{h8} \) is no better: 36 \( \text{g6}+! \) \( \text{h6} \) 37 \( \text{xe6} \) +.

36 \( \text{exh7++!} \) \( \text{h8} \)

36...\( \text{hxg7} \) 37 \( \text{g6} \) \( \text{c7} \) 38 \( \text{h2} \) \( \text{b8} \) 39 \( \text{h5+} \) \( \text{g8} \) 40 \( \text{xa5} \) ± would not change the outcome.

37 \( \text{g6} \) \( \text{c5} \)
Or 37...axb4 38 $h2 +–, and the threats are deadly.

38 $h4+ $g8 39 $h2! $e7 40 $h7+! $f7 40...$xh7 41 $g4+ $f7 42 $d7+ $e7 43 $xe7+ $xh7 44 $xc8 +–.

41 $g6+ $g8 42 $f6! $g7 43 $f5! 1-0

Black resigned in view of 43...$xf5 44 $h6+ $g8 45 $xf5, 43...$xf6 44 $h5+ or 43...$g8 44 $g6+ $f7 45 $h7+ $e8 46 $h8+.

Test 59

Plan A (0 points) even gives Black the advantage after 17...c5! 18 $xg6 fxg6 + and is of course inadequate. Plan B (5 points) allows Black to equalize by 18...$b6 19 $d3 $d5 20 $xd5 $xd5 21 $f2 $xd3 22 $xd3 $ac8 23 $c3 g6. Plan C (30 points) is correct.

The game continued:

15 $d5! $e5

There was not much choice: 15...0-0-0?! 16 dxe6 $f6 17 $d4 $c5 18 $h3 $f7 19 $c4 $d7 20 $f4 ± or 15...0-0! 16 dxe6 $f6 17 $h3 $c5 18 $d4 $f7 19 $g3 e5 20 $c4+ $e8 21 $f5 ±.

16 $h3 0-0-0

 Forced: 16...0-0-0? 17 dxc6 $xc6 18 $xd7 $xd7 19 $xe5 +–.

17 $d2 $b8 18 $c4 $b6 19 $xb6

Also 19 $e3 ± was quite OK, keeping more pieces on the board.

19...$xb6

19...axb6?! 20 $f5 b5 21 $d3 ±.

20 $d3

Threatening 21 dxc6 $xc6 22 $d5! +–.

20...$a8 21 $a3 $df8 22 $f5!

Stopping Black’s future activity on the kingside. 22 $g1? $f6 + would not be to White’s liking.

22...$h7

Renewing the idea (planning ...g6 and ...f6 +–).

23 $gd1 g6

Black should have seriously considered playing 23...c5 ±, but this was not an easy decision.

24 dxc6! $xc6!

24...gx$5? is naïve. After 25 $d5 $xc6 (or 25...$d8 26 $b3 +–) White can choose between 26 $xe7 and 26 $c3, both winning.

25 $d7 $c7? (D)

Falling into the trap! Also bad was 25...$d8? 26 $xd6! $xd6 27 $xd6 +–, but Black could stay in the game with 25...$b8! 26 b3 $c7 27 $h3 ±.

26 $xc6+!!

An excellent sacrifice, allowing the rest of the white pieces to join a violent attack. Moreover, White is effectively not material down for the time being, as Black’s extra piece is the miserable h7-bishop. It is the quality and not the quantity of the pieces that counts in chess.

26...$xc6 27 $d5 $d8

Or 27...$d7 28 $c3 $c8 29 $a6 $b7 30 $xb7+ $xb7 31 $b3+ $a8 32 $xe7 +–.

28 $c3 $b7

Other moves don’t help: 28...$d7 29 $a6 +–; 28...$a4 29 $d3! $b7 30 $b4 +–.

29 $b3 $c6

Everything works out for White! 29...$xb6 is met by 30 a4 +–.

30 $xd3! $a5

Although Black would lose the endgame after 30...$b6 31 $xb6+ axb6 32 $xd6 $xd6 33 $a6+ $b8 34 $xc8+ $xc8 35 $xb6 $xc6+ $a8 36 $xc5+ $b7 37 $e7+ $a8 38 $b4 +–, maybe he had to play in this way, but during a game this is a hard decision to make.

31 $dc3! $xc3 32 $wa6!!

Finishing the job in style! Black resigned in view of the forced variation 32...$c8 33 $d6+ $xb6 (33...$b8 34 $xc8+ $c7 35 $xc3 +–) 34 $xb6 $b8 35 $xb8+ $xb8 36 $c6 +–. 1-0

Test 60

Pawn-majorities and minorities can give us a direction to follow when choosing a plan. It is best for White to try his hand with Plan B (30 points). Plan A (5 points) is certainly inferior and does not give Black any serious problem,
although White seems to be doing OK – that’s why it receives some points. Plan C (15 points) is quite similar to Plan B, but White does not need to waste valuable time by moving his queen without a good reason.

The game continued:

14 f4! $\mathcal{d}d7$!

14...f5?! 15 $\mathcal{d}f2$ a6 16 e4 would guarantee White a better position due to the weakness of the e6-square, but 14...$\mathcal{c}e8$?! 15 $\mathcal{d}f2$ a6 16 g4 b5 17 g5 $\mathcal{d}d7$ is probably a better try, as at least the white knight does not come to e4.

15 g4! a6 16 a4 $\mathcal{e}e8$

The alternative was 16...$\mathcal{f}f6$ 17 $\mathcal{f}f2$ h6 18 h4 g5 19 hxg5 hxg5 20 e3 ±.

17 g5 $\mathcal{f}f8$ 18 $\mathcal{h}h1$! b5?!

An interesting pawn sacrifice, aimed at getting some counterplay. A passive reaction, such as 18...g6 19 $\mathcal{h}h3$ or 18...$\mathcal{b}b8$ 19 b3, wouldn’t change the evaluation (±).

19 axb5 axb5 20 $\mathcal{a}xb5$ $\mathcal{w}b6$ (D)

Or 20...$\mathcal{b}b6$ 21 $\mathcal{bc}3$ $\mathcal{c}c4$ 22 $\mathcal{d}d3$ $\mathcal{a}a6$ (22...$\mathcal{xb}2$? 23 $\mathcal{w}b5$ ++) 23 $\mathcal{g}g3$, with the idea 24 f5, g6 ±.

25 b3!

White is playing really strongly! 25 f5 $\mathcal{e}e5$! would allow Black some chances.

25...$\mathcal{b}b6$ 26 g6!

Not, of course, 26 f5?! $\mathcal{a}a3$ 27 g6 f6!.

26...fxg6

Black did not have much choice: 26...hxg6 27 $\mathcal{w}h4+$ $\mathcal{g}g8$ 28 $\mathcal{g}g5$ -- or 26...f6 27 $\mathcal{g}xh7$, with $\mathcal{g}xf6$ coming.

27 $\mathcal{f}f5$ $\mathcal{g}xf5$ 28 $\mathcal{e}xe5$ $\mathcal{d}d7$ 29 $\mathcal{d}df1$!

29 $\mathcal{d}xd6$? would only assist Black after 29...$\mathcal{a}a6$ 30 $\mathcal{w}xd6$ $\mathcal{w}xc3$! (30...$\mathcal{f}f8$? 31 $\mathcal{g}g3$ $\mathcal{g}g6$ 32 e4 ±) 31 $\mathcal{w}xd7$ $\mathcal{a}a6$ 32 $\mathcal{d}df1$ $\mathcal{g}g8$ 33 d6 $\mathcal{e}e2$ ×.

29...$\mathcal{e}e5$ 30 $\mathcal{f}f4$

It is too early for 30 $\mathcal{g}g5$ $\mathcal{w}g4$ 31 $\mathcal{a}xe5$?! $\mathcal{w}xg3$ 32 $\mathcal{a}xe8$ $\mathcal{w}xg2$+! 33 $\mathcal{w}xg2$ $\mathcal{a}xe8$ ×.

30...$\mathcal{b}b6$

30...$\mathcal{a}a6$ 31 $\mathcal{a}a4$ $\mathcal{c}c8$ 32 $\mathcal{g}xg6$ hxg6 33 $\mathcal{w}xg6$, with $\mathcal{g}g5$ -- to follow, would not solve Black’s problems.

31 $\mathcal{g}g5$ $\mathcal{g}g6$ (D)

31...$\mathcal{e}e7$ also loses: 32 $\mathcal{f}f7+$ $\mathcal{g}f7$ 33 $\mathcal{a}xf7$ $\mathcal{f}f8$ 34 $\mathcal{e}e4$ $\mathcal{g}g8$ 35 $\mathcal{a}xh7+$ $\mathcal{g}h7$ 36 $\mathcal{g}g1$ ×.

21 $\mathcal{b}bc3$

Better than 21 $\mathcal{a}a3$?! $\mathcal{a}a6$! with some counterplay.

21...$\mathcal{w}b4$

21...$\mathcal{a}a6$ is answered with 22 $\mathcal{f}f3$, intending $\mathcal{h}h3$ and $\mathcal{e}1-h4$.

22 $\mathcal{w}d3$ $\mathcal{b}b6$ 23 $\mathcal{g}g3$! $\mathcal{h}h8$

23...$\mathcal{a}a5$? is inadequate due to 24 $\mathcal{a}xd5$ $\mathcal{b}b5$ 25 $\mathcal{f}f6+$ $\mathcal{g}xf6$ 26 $\mathcal{g}xf6+$ $\mathcal{h}h8$ 27 $\mathcal{a}xd5$ +.

24 $\mathcal{d}cd1$ $\mathcal{c}c4$

Alternatives like 24...$\mathcal{a}a4$ 25 $\mathcal{b}b1$ or 24...$\mathcal{c}c8$ 25 f5 $\mathcal{e}e5$ 26 g6 $\mathcal{a}xf5$ 27 $\mathcal{g}g5$! were of much help either.

Now White can crown his efforts with a nice and very effective combination.

32 $\mathcal{f}f7+$ $\mathcal{g}g8$ 33 $\mathcal{w}xg6$! 1-0

Black resigned due to 33...hxg6 34 $\mathcal{h}h4$, with mate to follow on h8.

Test 61

Plan A (0 points) is a bad idea, as Black will enjoy an excellent middlegame after 18...$\mathcal{e}e5$!.

What is more important, White has not managed to exchange any pieces. Plan C (20 points) is a standard one, which most chess-players would go for, but the availability of the excellent Plan B (30 points) relegates it to second
choice. Let’s see how this plan worked in practice:

15 \( \triangleleft h4 \) ! \( \triangleleft d6 \)
15 ... \( \triangleleft x e 2 \) 16 \( \triangleleft x e 2 \) \( \triangleleft e 4 \) 17 \( \triangleleft f 5 \) is pleasant for White.

16 g3 \( \triangleleft g6 \)?

Black had to play the modest 16 ... \( \triangleleft x e 2 \) 17 \( \triangleleft x e 2 \) \( \triangleleft e 7 \) 18 \( \triangleleft d 3 \) ±. White could rely on his slight but secure advantage.

17 \( \triangleleft b 5 \)
17 \( \triangleleft x g 6 \)? hxg6 18 \( \triangleleft f 3 \) \( \triangleleft f d 8 \) 19 \( \triangleleft g 2 \) ± also good for White.

17 ... \( \triangleleft e 6 \) 18 \( \triangleleft x f 6 \) \( \triangleleft x f 6 \)

Inadequate was 18 ... \( \triangleleft x f 6 \) 19 \( \triangleleft g 4 \) f5 20 \( \triangleleft f 3 \), guaranteeing Black a slow but certain death!

19 \( \triangleleft x g 6 \) hxg6 18 ... \( \triangleleft x f 6 \) 19 \( \triangleleft f 3 \) \( \triangleleft f d 8 \) 19 \( \triangleleft g 2 \) ±.

20 ... \( \triangleleft c d 8 \) 21 \( \triangleleft d 4 \) \( \triangleleft e 5 \)?

White misses his chance. He should play the not so difficult 20 \( \triangleleft x d 5 \) ! \( \triangleleft x d 5 \) 22 \( \triangleleft x d 5 \) \( \triangleleft b 2 \) 22 ... \( \triangleleft c 4 \) \( \triangleleft x a 2 \) 22 \( \triangleleft d 7 \) \( \triangleleft c d 8 \) 23 \( \triangleleft x b 7 \) ±.

21 ... \( \triangleleft c d 8 \) 21 \( \triangleleft d 4 \) \( \triangleleft e 5 \)?

White would retain a slight advantage after 21 ... \( \triangleleft e 5 \) ?! 22 \( \triangleleft g 2 \) \( \triangleleft f e 8 \) 23 \( \triangleleft c 2 \), but it was time for Black to equalize with 21 ... \( \triangleleft x d 4 \) ! 22 \( \triangleleft x d 4 \) \( \triangleleft x d 4 \) 23 \( \triangleleft x d 4 \) \( \triangleleft f e 8 \).

22 \( \triangleleft x c 6 \) ! bxc6 23 \( \triangleleft d 3 \) ! \( \triangleleft d 6 \)

The opposite-coloured bishops do not guarantee the draw. Black’s central pawn-chain is really weak and White can benefit from it.

23 ... \( \triangleleft x d 4 \) ?! is even less satisfactory in view of 24 \( \triangleleft x d 4 \) ! \( \triangleleft x d 4 \) 22 ... \( \triangleleft f 6 \) 22 ... \( \triangleleft c 4 \) \( \triangleleft f 4 \) and e5.

24 \( \triangleleft g 2 \) ?!

Although this does not spoil White’s advantage, 24 \( \triangleleft c 5 \)! is more to the point: 24 ... \( \triangleleft e 7 \) (24 ... \( \triangleleft b 2 \) 25 \( \triangleleft b 1 \) \( \triangleleft a 3 \)? 26 b4 ++) 25 \( \triangleleft f c 1 \) \( \triangleleft b 2 \) 26 \( \triangleleft d 7 \) \( \triangleleft f 6 \) ±.

24 ... \( \triangleleft e 7 \) 25 \( \triangleleft c 5 \) ! \( \triangleleft b 7 \) 26 \( \triangleleft f c 1 \) \( \triangleleft b 2 \) ! 27 \( \triangleleft x c 2 \) \( \triangleleft a 3 \) 28 \( \triangleleft a 5 \) \( \triangleleft b 4 \) 29 \( \triangleleft a 4 \) \( \triangleleft f 6 \) (D)

30 a3 \( \triangleleft e 7 \) 31 b4 and \( \triangleleft a 6 \) was also very strong, but White wanted to weaken the black d5-pawn further.

30 ... \( \triangleleft e 8 \)

Or 30 ... \( \triangleleft e 4 \) 31 \( \triangleleft x e 4 \) \( \triangleleft b 8 \) 32 \( \triangleleft c 4 \) c5 33 \( \triangleleft x b 7 \) \( \triangleleft x b 7 \) 34 \( \triangleleft f 3 \) \( \triangleleft e 7 \) 35 a3 \( \triangleleft d 2 \) 36 \( \triangleleft x c 5 \) ±.

31 exd5 \( \triangleleft x d 5 \) 32 \( \triangleleft f 3 \) \( \triangleleft d 8 \) 33 a3! \( \triangleleft e 7 \) 34 \( \triangleleft a 5 \) \( \triangleleft f 5 \) 35 b4

White’s advantage is obvious as the vital black pawn will fall.

35 ... \( \triangleleft b 6 \) 36 \( \triangleleft a 6 \)

One cannot really criticize this move, but White could have played the stronger 36 \( \triangleleft x d 5 \)! \( \triangleleft x d 5 \) 37 \( \triangleleft x d 5 \) a5 38 \( \triangleleft c 4 \) axb4 39 \( \triangleleft f 7 \) \( \triangleleft h 7 \) 40 \( \triangleleft e 2 \) \( \triangleleft f 6 \) 41 \( \triangleleft e 4 \) \( \triangleleft g 5 \) 42 axb4 +–.

36 ... \( \triangleleft b 8 \) 37 \( \triangleleft d 4 \) ! \( \triangleleft f 6 \)

Or 37 ... \( \triangleleft b 5 \) 38 \( \triangleleft x a 7 \) \( \triangleleft f 6 \) 39 \( \triangleleft d 1 \), with \( \triangleleft a 5 \) +– to come.

38 \( \triangleleft x a 7 \) \( \triangleleft e 5 \) 39 \( \triangleleft e 3 \) \( \triangleleft a 1 \)

Exchanging queens with 39 ... \( \triangleleft x e 3 \) 40 fxe3 would not trouble White: 40 ... \( \triangleleft e 5 \) 41 b5 \( \triangleleft x e 3 \) 42 b6 \( \triangleleft b 3 \) 43 a4 +–.

40 \( \triangleleft c 1 \) \( \triangleleft e 5 \) 41 \( \triangleleft e 2 \) \( \triangleleft b 8 \) 42 \( \triangleleft c 2 \) ! \( \triangleleft x f 3 \) !

A last attempt to muddy the waters with some tactics. 42 ... d4 loses to 43 \( \triangleleft d 3 \).

43 \( \triangleleft x f 3 \) d4 44 \( \triangleleft e 6 \) ! \( \triangleleft d 3 \) 45 \( \triangleleft d 2 \) \( \triangleleft g 5 \) 46 \( \triangleleft d 1 \) \( \triangleleft h 7 \) 47 \( \triangleleft g 2 \) 48 \( \triangleleft f 3 \) ! \( \triangleleft d 7 \)

Or 48 ... \( \triangleleft e 8 \) 49 \( \triangleleft f 7 \) \( \triangleleft e 1 \) 50 \( \triangleleft x g 6 \) \( \triangleleft a 8 \) 51 \( \triangleleft h 6 \) (51 ... \( \triangleleft a 8 \) 52 \( \triangleleft x g 8 \) + \( \triangleleft x g 8 \) 53 \( \triangleleft x g 5 \) \( \triangleleft x d 1 \) 54 \( \triangleleft d 5 \) ++) 52 \( \triangleleft x h 6 \) + \( \triangleleft x h 6 \) 53 \( \triangleleft x d 2 \) +–.

49 \( \triangleleft a 5 \) \( \triangleleft w d 8 \) 50 \( \triangleleft a 8 \) \( \triangleleft w c 7 \) 51 \( \triangleleft e 8 \) \( \triangleleft w c 2 \) 52 b5 \( \triangleleft d 3 \)

52 ... \( \triangleleft e 7 \) 53 \( \triangleleft w a 8 \) +–.

53 \( \triangleleft w x f 7 \) \( \triangleleft f 6 \) 54 \( \triangleleft w g 8 \) + \( \triangleleft h 6 \) 55 \( \triangleleft w h 8 \) + 1-0

Mate follows: 55 ... \( \triangleleft g 5 \) 56 \( \triangleleft h 4 \) + \( \triangleleft f 5 \) 57 \( \triangleleft f 4 \) !

Test 62

In Hedgehog positions it is not very common to sacrifice the c4-pawn for the initiative so early, but in this particular position this is the strongest plan. Plan C (30 points) is the correct choice. Plan A (10 points) gives White a slight plus due to his better pawn-structure and is only an inferior choice here because Plan C is so strong. Plan B (5 points) leads to a typical Hedgehog position, where White has a spatial advantage, but nothing more.

The game continued:

12 c5! dxc5
12...bxc5? 13 ∆c4 ∆c6 14 ∆bd6+ ∆xd6 15 ∆xd6+ ∆e7 16 e5! +- is inadequate for Black, but maybe he should consider succumbing to an inferior endgame with 12...∆xc5 13 ∆c4 ∆fxe4 14 ∆xe4 ∆xe4 15 ∆xe4 ∆xe4 16 ∆cxd6+ ∆xd6 17 ∆xd6! (17 ∆xd6? ∆xd6! 18 ∆xd6 ∆d8 19 ∆xd8+ ∆xd8 +) 17...∆xd6 18 ∆xd6+ ∆e7 19 ∆xe4 ±. He would then have some chances to hold the draw.

13 ∆c4 e5

The alternative was 13...∆c6 14 ∆bd6+ ∆xd6 15 ∆xd6+ ∆e7 16 e5 ∆d5 (16...∆xe5 17 ∆f5+! exf5 18 ∆xc6 ∆d6 19 ∆xd6+ ∆xd6 20 ∆xa8 ∆xa8 21 ∆f4 is much better for White) 17 ∆g4! 18 fxg5 (17...∆xe5 18 ∆f5+! ∆d7 18...exf5 19 ∆xg5 ∆e6 20 ∆f6 21 exf5 fxe5 22 ∆g5 ∆f8 23 ∆ad1 +++) 19 ∆xe5 ∆g8 20 ∆xh7! (19...gxf6 20 ∆d1+) 21 ∆f4 g6 19 ∆h6+ ∆g8 20 ∆e2 ±. 14 f4 ∆c6

Or 14...∆a6! 15 ∆a4! ∆xb5 16 ∆xb5 a6! 17 ∆c6 ∆c8 18 ∆xe5 ±. 15 ∆c3

White could also try 15 ∆a4!?; e.g., 15...a6?! (15...∆xb5 transposes to the previous note) 16 ∆bd6+ ∆xd6 17 ∆xc6 +-. 15...b5

Probably the best, as 15...∆e7 16 ∆d5 ∆d8 17 fxe5 ∆xe5 18 ∆f4 ∆fd7 19 ∆h5! +– is not acceptable for Black. 16 fxe5 bxc4

Also hopeless is 16...∆xe5 17 ∆xe5 ∆xe5 18 ∆f4 ∆d4+ 19 ∆xd4 cxd4 20 e5 ∆xg2 21 exf6+ ∆d7 22 ∆xb5 ∆b7 23 ∆ad1 +–. 17 exf6 (D)

B

17...∆e5?!

The final slip in a very difficult position. Black’s only chance to fight was 17...∆e5?! 18 ∆f4 ∆d4+ 19 ∆e3! 0-0-0 (19...∆xd1+? 20 ∆xd1 0-0-0 21 ∆h3 ∆g8 22 ∆d5 +–) 20 ∆e2 ∆e5 (20...∆xf6? 21 ∆xc4 +–) 21 ∆d1 ∆d3 22 e5, with a clear plus for White. 18 ∆d5 ∆d6 19 ∆g5 g6 20 b3!

Opening more lines can only be to White’s benefit. 20...cxb3 21 axb3 h6 22 ∆d2 ∆b8 23 ∆a6 c4

Or 23...∆d6 24 ∆f4 ∆b7 25 ∆a1 0-0 26 ∆e7 +–. 24 bxc4 ∆c5+ 25 ∆e3 ∆xe3+ 26 ∆xe3 ∆b7 27 ∆b3! ∆d7 28 ∆d4!

Game over! The poor knight has nowhere to hide. 28...∆g4 29 h3 ∆xd5 30 exd5 0-0

Finally the black king has completed his duty, but the cost was high. 31 hxg4 ∆fe8 32 ∆a2 ∆e1+ 33 ∆h2 h5 34 ∆g5 ∆f5 35 ∆f4 ∆c8 36 ∆f2 1-0

Test 63

Plan A (0 points) is totally pointless and White simply equalizes. Plan B (10 points) could be a serious option, as White’s c-pawn is more of a weakness than a strength, but the presence of the excellent Plan C (30 points) makes the decision clear.

The game continued:

20...∆xb4! 21 ∆xb2 ∆xb2 22 ∆xb2 ∆xc4 23 ∆e5?!

White should try 23 ∆c2 f6 24 h4 e5 25 g3 ∆dc8 26 ∆d2 ∆c2 27 h5 ∆f7, although his position would still be miserable. 23...∆c3 24 ∆d2 ∆c5 25 f4 ∆dc8 26 a3 ∆c2 27 ∆xc2 ∆xc2 (D)

This is the position Black aimed for when he played 20...∆xb2. Black’s advantage is decisive.
Here we have an endgame, the phase of a chess game when a rook and just one pawn are often superior to two minor pieces, in contrast to a middlegame. There, the two minor pieces can prove really powerful, particularly if they can be employed in an attack against the king. Here Black has a rook and two pawns (not just one). Secondly, White has no counterplay, no passed pawns, and no objects to attack, while Black can attack the weak a3-pawn and simply create a passed pawn on the queenside – and one in the centre, if necessary. Therefore we can evaluate the position as won for Black; the active position of his rook and bad placement of the white king make Black’s task easier.

28 \textit{b4} f6! 29 \textit{\texttt{f3}} \textit{\texttt{f7}} 30 \textit{\texttt{d4}} \textit{\texttt{e4}} 31 \textit{\texttt{e2}} a5 32 \textit{\texttt{d2}}

Or 32 \textit{\texttt{c3}} \textit{\texttt{a4}} 33 \textit{\texttt{b2}} b5 34 \textit{\texttt{f2}} b4 35 axb4 axb4 --.

32...\textit{\texttt{c2}} 33 \textit{\texttt{c1}}

33 \textit{\texttt{e3}} \textit{\texttt{a2}} 34 \textit{\texttt{xb6}} \textit{\texttt{xa3}} --.

33...\textit{\texttt{b5}} 34 \textit{\texttt{f2}} \textit{\texttt{b4}} 35 axb4 axb4 36 \textit{\texttt{e3}} \textit{\texttt{b3}} 37 \textit{\texttt{d3}} \textit{\texttt{xc1}}! 38 \textit{\texttt{xc1}} b2 39 \textit{\texttt{c2}} bxc1+! 40 \textit{\texttt{xc1}} \textit{\texttt{g6}}

The pawn ending is easily won. The end was:

41 \textit{\texttt{d2}} \textit{\texttt{f5}} 42 \textit{\texttt{e3}} \textit{\texttt{g4}} 43 \textit{\texttt{e4}} h5 0-1

\textbf{Test 64}

Plan \textbf{C} (0 points) gives chances only to Black, as it even blocks the retreat of the white queen. Black has many ways to meet 31 f4?, such as 31...\textit{\texttt{xc1}} 32 \textit{\texttt{f2}} (32 \textit{\texttt{xc1}}! \textit{\texttt{xc1}}+ 33 \textit{\texttt{f2}} \textit{\texttt{b2}}+ 34 \textit{\texttt{e2}} \textit{\texttt{d4+}} 35 \textit{\texttt{g3}} \textit{\texttt{c3+}}! 36 \textit{\texttt{xe4}} \textit{\texttt{f6+}} 37 \textit{\texttt{g5}} \textit{\texttt{h8}}+) 32...\textit{\texttt{xd1}} 33 \textit{\texttt{xd1}} \textit{\texttt{c1}} 34 \textit{\texttt{e2}} \textit{\texttt{h1}} --. Plan \textbf{B} (5 points) with 31 \textit{\texttt{ed3}} is only slightly better for White: 31...\textit{\texttt{f3+}} 32 \textit{\texttt{g2}} (32 \textit{\texttt{xf3}} \textit{\texttt{xf3}} 33 d6 exd6 34 \textit{\texttt{xf6+}} \textit{\texttt{h8}} =) 32...\textit{\texttt{e5}} 33 \textit{\texttt{e3}} \textit{\texttt{c3}} 34 \textit{\texttt{d4}} \textit{\texttt{c4}} 35 \textit{\texttt{xc4}} \textit{\texttt{xc4}} 36 \textit{\texttt{xc4}} \textit{\texttt{xc4}} 37 \textit{\texttt{a3}} \textit{\texttt{c8}} 38 \textit{\texttt{e3}} \textit{\texttt{g6}} 39 \textit{\texttt{a5}}. Plan \textbf{A} (30 points) is best.

The game continued:

31 d6! exd6

There was no choice: 31...\textit{\texttt{xc1}}? 32 dxe7 \textit{\texttt{xd1+}} 33 \textit{\texttt{xd1}} +.

32 \textit{\texttt{ed3}} \textit{\texttt{e7}}

Other moves do not improve Black’s lot: 32...\textit{\texttt{xd7}} 33 f4! \textit{\texttt{c5}} 34 f5! \textit{\texttt{e5}} 35 \textit{\texttt{fxg6}} \textit{\texttt{g6}} 36 \textit{\texttt{f1}} \textit{\texttt{g5}} 37 \textit{\texttt{wxe5+}} 38 \textit{\texttt{wxe4}} ± or 32...\textit{\texttt{c6}}?! 33 \textit{\texttt{e3}} b5 34 \textit{\texttt{wxe5}} g5 35 \textit{\texttt{xd6}} \textit{\texttt{xd6}} 36 \textit{\texttt{xd6+}} ±.

33 \textit{\texttt{xd6}} \textit{\texttt{e1+}} 34 \textit{\texttt{exe1}} \textit{\texttt{f3+}} 35 \textit{\texttt{f1}} \textit{\texttt{xd6}} 36 \textit{\texttt{e6}}!!

In good positions small combinations often arise, quickly resolving matters.

36...\textit{\texttt{d2}}+

No different is 36...\textit{\texttt{exe6}} 37 \textit{\texttt{wxe6+}} \textit{\texttt{f8}} (37...\textit{\texttt{h8}} 38 \textit{\texttt{h6+}} \textit{\texttt{g8}} 39 \textit{\texttt{exe6+}} ++) 38 \textit{\texttt{xf6+}} \textit{\texttt{e8}} 39 \textit{\texttt{d4+}} 40 \textit{\texttt{xe6+}} +

37 \textit{\texttt{e2}} \textit{\texttt{fxe6}} 38 \textit{\texttt{wxe6+}} \textit{\texttt{f8}} 39 \textit{\texttt{f6+}} \textit{\texttt{e8}}

Or 39...\textit{\texttt{g8}} 40 \textit{\texttt{xe6+}} \textit{\texttt{h7}} 41 \textit{\texttt{f5+}} --.

40 \textit{\texttt{a4+}} \textit{\texttt{c6}} 41 \textit{\texttt{xc6+}} \textit{\texttt{bxc6}}?!

Maybe Black had to try the endgame resulting from 41...\textit{\texttt{wxc6}} 42 \textit{\texttt{wxe6+}} \textit{\texttt{d7}} 43 \textit{\texttt{xe2}} \textit{\texttt{d5+}} 44 \textit{\texttt{e3}} \textit{\texttt{xa2}} 45 \textit{\texttt{wxe7}} 46 \textit{\texttt{wxe7}} \textit{\texttt{a3+}} 47 \textit{\texttt{wxe7}} \textit{\texttt{bxc3+}} 48 \textit{\texttt{gxh7}} \textit{\texttt{d5+}} 49 \textit{\texttt{wxe7}}

But this would also be pretty hopeless. Still, it is better to fight with one pawn less than two, even if the result should be the same!

42 \textit{\texttt{g6+}} \textit{\texttt{d7}} 43 \textit{\texttt{w2}} (D)

This is the end of White’s combination that started on move 36. He recovers his sacrificed piece and, with two extra pawns in a queen ending, he has no trouble cashing in. The end was:

43...\textit{\texttt{e7}} 44 \textit{\texttt{xd2}} \textit{\texttt{e5+}} 45 \textit{\texttt{f3}} c5 46 \textit{\texttt{h4}} \textit{\texttt{f6+}} 47 \textit{\texttt{g3}} \textit{\texttt{e5+}} 48 \textit{\texttt{f4}} \textit{\texttt{c3+}} 49 \textit{\texttt{w3}} \textit{\texttt{c2}} 50 \textit{\texttt{h5}} e4 51 \textit{\texttt{h6}} \textit{\texttt{f6}} 52 \textit{\texttt{d4+}} e5 53 \textit{\texttt{d6+}} \textit{\texttt{g5}} 54 \textit{\texttt{h7}} \textit{\texttt{c3+}} 55 \textit{\texttt{g2}} e4 56 \textit{\texttt{w8}} 1-0

\textbf{Test 65}

Plan \textbf{A} (20 points) cannot be bad, as it is rather typical for such positions. Still, although safe, it is slow. Plan \textbf{B} (5 points) gives White a chance to fight back with 26 e4!, although Black must still be somewhat better. But Plan \textbf{C} (30 points) is excellent and shows how the ‘logical imagination’ of a strong GM converts an unquestionable positional advantage into a full point on the scorecard. He does not ‘sit on his hands’,
waiting for the fruits to fall; instead he shakes the tree with great vigour!

The game continued:
25...\texttt{a9e7!} 26 \texttt{e9a1} \texttt{f5}

Now the threat of ...\texttt{cxe3} becomes very real.

27 \texttt{a2} \texttt{cxe3}!

There was no reason to prepare this sacrifice further. White’s position falls apart.

28 \texttt{fxe3} \texttt{exe3} 29 \texttt{f2}

There was no real alternative: 29 \texttt{d2} \texttt{h5} 30 \texttt{a1} \texttt{e5} --.

29...\texttt{h4}

Black wants to collect all the white pawns (d4 and b4).

30 \texttt{d2}

And not 30 \texttt{g1}?! \texttt{e1}+ 31 \texttt{xel} \texttt{xe1}+ 32 \texttt{xe1} \texttt{xd4} --.

30...\texttt{xd4}

Black could also consider 30...\texttt{xd4} 31 \texttt{xd4} \texttt{dxd4} 32 \texttt{d2} \texttt{f5} 33 \texttt{g1} \texttt{h4} ±.

31 \texttt{g1}?

31...\texttt{h3}? \texttt{b3} wasn’t a real alternative, but White had to try 31 \texttt{g1}! \texttt{f5} 32 \texttt{e2} \texttt{f6} 33 \texttt{xd1} \texttt{e5} 34 \texttt{f4} \texttt{h4}, when Black has the advantage but White can still put up a real fight.

31...\texttt{f5}! 32 \texttt{xf5}?!

Making Black’s task easier. More practical chances were to be found in 32 \texttt{g1} \texttt{xb4} 33 \texttt{xd5} \texttt{xc5} 34 \texttt{f6}+ \texttt{g7} 35 \texttt{xe8}+ \texttt{xe8} or 32 \texttt{f4} \texttt{g3}+ 33 \texttt{g1} \texttt{g5} 34 \texttt{xf7} \texttt{xf1} 35 \texttt{xf1} \texttt{g3} 36 \texttt{d7} \texttt{e6} 37 \texttt{f8}+ \texttt{g7} 38 \texttt{xd4}+ \texttt{h6} 39 \texttt{f1} \texttt{e1} 40 \texttt{h8}+ \texttt{g5} 41 \texttt{d8}+ \texttt{e7} 42 \texttt{xe1} \texttt{xe1}+ 43 \texttt{h2} \texttt{h4}, although White’s position is objectively lost in either case.

32...\texttt{gxg5} 33 \texttt{d1}
Plan B (30 points) is very much to the point and a typical textbook example.

The game continued:
18 \( \text{\&d4!} \) \( \text{\&f6} \) 19 \( \text{b5!} \)

It is important to strengthen control over the important c6 outpost.

19...\( \text{\&xg2} \) 20 \( \text{\&xg2} \) \( \text{\&d5} \) 21 \( \text{\&c6} \) \( \text{\&d7} \) 22 \( \text{\&c2!} \)

If Black succeeded in exchanging the a-pawns and the queens, then he would be able to reduce White’s advantage. 22 \( \text{\&xd5} \)? \( \text{\&xd5} \) +

23 \( \text{\&f3} \) \( \text{\&xf3} + \) 24 \( \text{\&xf3} \) \( \text{a6} \) would not be much for White.

22...\( \text{\&b7} \) 23 \( \text{a4} \) \( \text{h6} \) 24 \( \text{e4} \) \( \text{\&e5} \) 25 \( \text{\&d3} \) \( \text{\&xc1} \)

Preparing \( \text{\&d4} \), which would paralyse Black. 27 \( \text{\&d1} \) ± is a reasonable alternative.

27...\( \text{\&xb7} \) 23 \( \text{a4} \) \( \text{h6} \) 24 \( \text{e4} \) \( \text{\&e5} \) 25 \( \text{\&d3} \) \( \text{\&xc1} \)

26 \( \text{\&xc1} \) \( \text{a6} \) 27 \( \text{\&c4!} \)

Test 68

Plan B (0 points) has been tried in practice, but without any good results for Black. An example is 17 \( \text{\&d4!} \) \( \text{\&xf3} + \) 18 \( \text{\&xf3} \) \( \text{e5} \) 19 \( \text{\&c3} \) \( \text{\&d4} \) 20 \( \text{\&g3} \) \( \text{\&d8} \) 21 \( \text{\&xd4} \) \( \text{exd4} \) 22 \( \text{\&e2} \) \( \text{f5} \) 23 \( \text{\&xd4} \) \( \text{fxe4} \) 24 \( \text{\&e2} \) \( \text{\&e5} \) 25 \( \text{\&e3} \) \( \text{\&h4} \) 26 \( \text{\&xe4} \) \( \text{\&f5} \) 27 \( \text{\&d5} + \) \( \text{\&h8} \) 28 \( \text{\&d2} \) ±. Maybe Black can improve his play somewhere, but he is still the clear underdog. Plan C (15 points) is typical for both sides. White can claim a slight advantage after 16 \( \text{\&d2} \). Far more interesting is Plan A (30 points).

The game continued:
13...\( \text{\&xc3)!} \) 14 \( \text{\&xc3} \) \( \text{f6} \)

The dark squares around the black king need to be covered. Not 14...\( \text{\&c5?!} \) 15 \( \text{\&h6} \) (15 \( \text{\&xc5}?! \) \( \text{dxc5} \) 16 e5 \( \text{b6} \) 17 \( \text{\&e4} \) \( \text{\&b7} \) 18 \( \text{\&ab1} \) ±) 15...\( \text{\&d8} \) 16 \( \text{\&g5} \) ±.

15 \( \text{\&c2} \) \( \text{\&c5} \) 16 \( \text{\&h2} \) \( \text{e5} \) 17 \( \text{\&h6} \) \( \text{\&d8} \) 18 \( \text{\&g4?} \)

An important slip. White should transfer his knight to e3 via f1: 18 \( \text{\&f1} \) \( \text{\&e6} \) 19 \( \text{\&e3} \) \( \text{\&f7} \) 20 \( \text{h4} \) \( \text{\&e7} \) ±.

18...\( \text{\&e7?!} \)

Black returns the favour. 18...\( \text{\&xg4)!} \) 19 \( \text{\&xg4} \) \( \text{\&a5} \) 20 \( \text{\&e2} \) \( \text{\&f7} \) 21 \( \text{\&e3} \) (21 \( \text{\&d5} \) g5!)

21...\( \text{\&xc2} + \) 22 \( \text{\&xc2} + \) \( \text{\&xc2} \) 23 \( \text{\&xc5} \) \( \text{dxc5} \) 24 \( \text{\&b3} \) b5 leaves him with excellent chances.

19 \( \text{\&e3} \) \( \text{\&e6} \) 20 \( \text{\&d5} \) \( \text{\&f7} \) 21 \( \text{\&e3} \) \( \text{\&ac8} \) 22 \( \text{\&xc5}?! \)

22 \( \text{\&ab1} \) gives White the advantage.

22...\( \text{\&xc5} \) 23 \( \text{\&ab1} \) \( \text{\&a5} \) 24 \( \text{\&f1} \) ±...

White could immediately play 25 f4 \( \text{\&xd5} \) 26 exd5 exf4 27 \( \text{\&xf4} \) ±.
25...\textit{f8} 26 \textit{d3} \textit{xd5} 27 \textit{cxd5} 27 \textit{exd5}?! \textit{wc7} 28 \textit{we3} 4ce8 \infty.  
27...c4 28 \textit{ce2} b5?  
A mistaken idea, as now White can invade via the a-file. 28...\textit{wc7}! ± should be preferred.  
29 a4! \textit{wd7} 30 \textit{axb5} axb5 31 \textit{we3}!  
31 f4? \textit{db7} 32 fxe5 fxe5 33 \textit{we3} \textit{xf1}+ 34 \textit{xf1} 4ef8 is only equal.  
31...\textit{db7} 32 \textit{de1} \textit{ec5} 33 \textit{ea1} \textit{ec7} 34 \textit{ea6}  
35 \textit{eg4} 36 \textit{ec6} g5  
Forced, as 36...\textit{eb7} is met by 37 f4.  
37 \textit{fa1} \textit{eb8} 38 \textit{h4}! h6 39 \textit{ea7} b4 (D)  
39...\textit{xa7} 40 \textit{xa7} \textit{eb7} 41 \textit{xe7} \textit{xe7} 42 cxb4 \textit{cb7} 43 \textit{eg8}+ \textit{eh7} 44 \textit{wh5} +=.  

\begin{center}
\begin{tikzpicture}
\end{tikzpicture}
\end{center}

40 \textit{wc5}?  
Too optimistic. 40 cxb4 \textit{xb4} 41 hxg5 hgx5 42 \textit{ea8} would bring victory.  
40...\textit{eb7} 41 \textit{xb7} \textit{xb7} 42 \textit{xe7}+ \textit{xe7}  
43 cxb4 c3 44 b5?  
Losing all of his remaining advantage, which could have been retained by 44 hgx5 hxg5 45 \textit{ec1} 46 \textit{de6} 46 \textit{xc3} 47 \textit{xe4} 47 \textit{ec2} ±. Now it's a draw.  
44...\textit{de6} 45 b6 \textit{bb7} 46 \textit{ec1} 47 \textit{f3} \textit{g3}+ 48 \textit{hh2} \textit{ee2} 49 \textit{ec2} 50 \textit{xc3}  
51 \textit{xe6} 1/2-1/2  

Test 69  
Plan A (5 points) fails to focus on the merits of White's position. Exchanging pieces cannot be a good idea when there are no dividends to be extracted from it. Black is equal after 16...\textit{xf6}.  
Plan C (0 points) is worse still. After 14...0-0-0! 15 \textit{de4} h5! 16 \textit{xb7}+ \textit{xb7} 17 ghx5 \textit{xh5} 18 \textit{ab1} f5 Black even gets a plus. The early g-pawn advance only offers a target to Black for opening the h-file with a well-timed...h5. So, Plan B (30 points) is best.  
The game continued:  
14 \textit{xf2} 0-0  
If Black went the other way (14...0-0-0), White would be slightly better with 15 a4 a5 16 e4.  
15 \textit{g4}  
Now that Black has castled kingside, this move is possible. 15 e4 g4 16 \textit{d2} \textit{g5} 17 \textit{af1} ± is an alternative.  
15...c5  
An attack on White's g4-pawn is fruitless: 15...\textit{f6}? 16 h3 h5 17 \textit{af1} hxg4 18 \textit{g5} \textit{h5} 19 \textit{h7}+ \textit{h8} 19 \textit{xf7}! +=.  
16 \textit{d2} \textit{ac8} 17 \textit{af1} d5?!  
A bad move, assisting White's plans. He had to try 17...\textit{g7} 18 \textit{de4} cxd4 19 cxd4 d5 20 \textit{d2} dxc4 21 \textit{xc4} ± (and then avoid 21...b5?! 22 \textit{wb3}).  
18 \textit{cxd5}  
18 \textit{g6}?! is also interesting: 18...f6! (not 18...\textit{xf6}? 19 \textit{wg6+} \textit{g7} 20 \textit{we6+} \textit{h8} 21 \textit{xf7} \textit{xf7} 22 \textit{xe6} \textit{f8} 23 \textit{w5} +=) 19 cxd5 \textit{xd5} 20 \textit{d3} cxd4 21 exd4 ±.  
18...\textit{d5} 19 \textit{e4}  
It is even stronger to insert 19 \textit{h7}+ first. Then 19...\textit{g7} loses to 20 \textit{xf7}+.  
19...\textit{cxd4}  
Or 19...b5 20 \textit{wd3} a6 21 a4 \textit{bb8} 22 axb5 axb5 23 \textit{xd5} exd5 24 e4 ±.  
20 \textit{exd4} b5 21 \textit{wd3} a6 22 \textit{a4}  
22 \textit{xd5} exd5 23 \textit{f5} \textit{we6} 24 \textit{f3} \textit{xc7} 25 \textit{xd5} \textit{xc3} 26 \textit{xc5}+ hxg5 27 \textit{xc3} \textit{xc4} 28 \textit{xe3} ± could also be considered by White.  
22...\textit{bx4}  
There was little choice: 22...\textit{bb8}? 23 axb5 axb5 24 \textit{xd5} exd5 25 \textit{f5} \textit{we6} 26 \textit{f3} +-.  
23 c4 \textit{xe4} 24 \textit{xe4}  
White's advantage is beyond question. He threatens c5 and then \textit{d6xf7}. Black's a-pawns will eventually drop. Black needs some primitive action, but this is not easy to drum up. A line like 24...\textit{e5} 25 d5 \textit{dc5} 26 d6 \textit{we6} 27 \textit{xc5} \textit{xc5} 28 \textit{f6} \textit{xc4} 29 \textit{h3}! (29 \textit{g6}+? \textit{h7}! --+) leaves him helpless.  
24...\textit{b4} (D)  
An active try. The alternative was 24...\textit{f5} 25 \textit{gxf5} exf5 26 \textit{c3}! (26 \textit{xf5}? \textit{xf5} 27 \textit{xf5} \textit{f8} 28 \textit{xf8}+ \textit{xf8} ±) 26...f4 27 c5 ±.  
25 \textit{h3}?  
An over-optimistic idea. 25 c5! \textit{bb3} 26 \textit{xa6} ± is correct.
25...\texttt{Wc4!}

Only this way! The passive 25...\texttt{g7}? 26 \texttt{Qf6 \texttt{We7} 27 \texttt{Cxf6} \texttt{Wxf6} 29 \texttt{Qxf6} \texttt{Qh6}+ \texttt{g7} 31 \texttt{Qxg5+ f6} 32 \texttt{e3} is hopeless for Black.

26 \texttt{Wxh6}

Black has excellent compensation after 26 \texttt{Qd6 \texttt{Wxd4} 27 \texttt{Qxc8 \texttt{xc8} 28 \texttt{Wxh6 e3} \approx.}

26...\texttt{Wxd4} 27 \texttt{Qxg5+ g7}?! 27...\texttt{h8}! is more precise: 28 \texttt{Qh4+ g8} 29 \texttt{g5} (29 \texttt{Qg5} \texttt{h8} 30 \texttt{Qg3 \texttt{d4} \approx}) 29...\texttt{Ae4} 30 \texttt{Ab1 a3} \approx.

28 \texttt{Qe7}! \texttt{h5}?

A major error. Alternatives like 28...\texttt{cd8}? 29 \texttt{Qd2} ++ or 28...\texttt{Qc7}? 29 \texttt{Qf6} ++ were not helpful either, but Black should have played 28...\texttt{Wd4}? 29 \texttt{Qe1 Qg7} (29...\texttt{c7} 30 \texttt{h3} \texttt{g5} \texttt{h8} 31 \texttt{h5}+ \texttt{g8} 32 \texttt{g5}, with only a slight advantage for White.

29 \texttt{Qf6+ h6} 30 \texttt{Wb3}!

This is probably what Black missed. The white queen returns to the attack, and Black is helpless! It’s true that when you focus on one flank, you can easily miss moves in other parts of the board. But of course, this cannot be a serious excuse!

30...\texttt{Qxg4}

30...\texttt{Wh6} 31 \texttt{g5 Qg6} (31...\texttt{Wh4} 32 \texttt{Qf4} ++) 32 \texttt{g3} ++ or 30...\texttt{Qe7} 31 \texttt{Qa1 Qd3} 32 \texttt{Qd7}+ \texttt{g7} 33 \texttt{Qf3}! ++.

31 \texttt{Qh3}+ \texttt{h6} 32 \texttt{Ab3}

32 \texttt{Qf4}! \texttt{g5} 33 \texttt{Qh4 \texttt{c5}+ 34 \texttt{Qh1} ++ is more clear-cut.

32...\texttt{Ae5} 32...\texttt{Qg5} is met most simply by 33 \texttt{Qe4}! ++. 33 \texttt{Qd7} 34 \texttt{Qf4}! \texttt{g6} 34 \texttt{Qf6 \texttt{h5} 35 \texttt{Qc3} ++ was another direct winning continuation. But White can finish off the game as he pleases.

33...\texttt{Ab5} 34 \texttt{Qxf5 exf5} 35 \texttt{Qf8 \texttt{d4}+ 35...\texttt{Wxf8} 36 \texttt{Qxf5} ++.

36 \texttt{Qh1 g7} 37 \texttt{Qa3 Qg4} 38 \texttt{h3 Qe3} 39 \texttt{We7 Wb6} 40 \texttt{Qd7} 1-0

Test 70

Plan \texttt{B} (0 points) helps White in no way, and costs him his advantage. By placing his knight on the c5-outpost, Black achieves at least equal chances. Plan \texttt{C} (5 points) fails to impress much, as Black can regroup his knight effectively (28...\texttt{Qf6} and ...\texttt{Qd5}). Plan \texttt{A} (30 points) is correct, and very strong too!

The game continued:

25 \texttt{g4}! \texttt{h6}

Black could consider 25...\texttt{g5}?! 26 \texttt{h4}! \texttt{gxh4} (26...\texttt{h5}?! 27 \texttt{gxh5 gxh4} 28 \texttt{h6}) 27 \texttt{g5} \texttt{Qh5} 28 \texttt{Qg4 Qg7} 29 \texttt{Qh6}+ \texttt{h8} 30 \texttt{Wxh4} ± as an alternative.

26 \texttt{h4} (D)

26...\texttt{Wc5}?! 26...\texttt{Wf8} 27 \texttt{h5} \texttt{Wb7} 28 \texttt{Wd6 Qe8} ±. He could then hope to benefit from the weakened white king some day. Anyway, in the endgame his survival chances are close to zero.

27 \texttt{g5 hxg5} 28 \texttt{hxg5 \texttt{Wxd4} 29 \texttt{Qxd4 Qh5} \texttt{h5} \texttt{Qxd6} 34 \texttt{f4} \texttt{Qf5} 35 \texttt{Qd3}, when White has a simple plan: \texttt{Qg6-} \texttt{h7}, \texttt{g6}, and \texttt{a4-a5} ++.

30 \texttt{Qg2 Qh7}

Alternatives such as 30...\texttt{Qf8} 31 \texttt{Qg6} \texttt{Qe8} (31...\texttt{e5} 32 \texttt{Qe4 Qf4+} 33 \texttt{Qxf4}! +) 32 \texttt{Qf3} \texttt{e5} 33 \texttt{Qe4} and \texttt{Qg4} ++ and 30...\texttt{Ae5} 31 \texttt{Qe6} \texttt{Qc8} 32 \texttt{Qd7} \texttt{Qe8} 33 \texttt{Qf3} \texttt{Qf6} 34 \texttt{Qe7} ± are not really helpful.

31 \texttt{f4}?!
A slip. 31 ♤f3! is better: 31...♗c5 (31...♗f8+ 32 ♤g4 ♤f5 33 ♤d3 ♦g6 34 ♤d7+ ♤g7 35 ♤xa7 +-) 32 ♤e4 ♖b5 (32...♗a5 33 ♤d6! +-) 33 ♤d8! ♖xc4 (33...g6 34 ♤d7+ ♤g8 35 ♤d4) 34 ♦g6+ ♤h6 35 ♦f6+ 36 ♤e3 +-. 31...♗f8 32 ♤f3 ♤f5 33 ♤d3 (D)

33...g6?!
Black returns the favour. He should continue 33...e5!:

a) 34 ♤g4? exd4 35 ♦xf5 ♤g3+ and then:
   a1) 36 ♤e6 ♦g6 37 ♤e5+ (37 ♤e5 ♤e2 38 ♤e4 ♤h5) 37...♕h5 38 ♤d5 ♤e2 (38...♕f5? 39 ♤e4 ♖g6 40 ♦d3) 39 ♤e4 ♖h4 40 ♦c6 ♦d3 41 ♦fxd3 ♦xf4+ 42 ♤e4 ♤xg5 43 ♦xa7 ♤e2 =.
   a2) 36 ♤e5 ♤g6 37 ♦a4 (37 ♦xd4 ♦f5 or 37 ♦c5 ♦xc5 ♤e2 38 ♤c6 ♤d3) 39 ♤e4 ♖h4 40 ♦c6 ♦d3 41 ♦fxd3 ♦xf4+ 42 ♤e4 ♤xg5 43 ♦xa7 ♤e2 =.

b) 34 ♦xe5 ♦xf4 35 ♦e4 ♦f8 (35...♕e2 36 ♦g6+ ♦h6 37 ♦d7 ♤g3+ 38 ♦d5 ±) 36 ♦d7. White’s advantage is obvious but Black has in any case improved his chances, as he is no longer dead lost.

34 ♤d7+ ♤g8 35 ♤g4!
35 ♤e7?? is naïve: 35...♖xf4! 36 ♖xf4 e5. 35...♗a5 36 ♤e5 ♤xa3 37 ♤xg6
White is winning. The black king has been caught in multiple mating-nets.

37...♕g7
Or 37...♕g3 38 ♤e7 ♖f5 39 ♤xe6 ♤e3+ 40 ♤h5 ♤xc4 41 ♤e7+ ♦f7 42 ♦f5 +-. 38 ♤d8+ ♦f7 39 ♤e5+ ♦e7 40 ♤c6+ ♦f7 41 ♤d7+ ♦f8
41...♕g6 42 ♤e7+ ♦h7 (42...♕f7 43 ♤f5+) 43 ♦f5 +-. would not make a difference.
42 ♦g6 ♤e8
42...♕f5 43 ♤g5 +-. 43 ♤f7+ 1-0
Black resigned in view of 43...♕g8 44 ♤e7+ ♤h8 45 ♤h7#. The final violent attack was particularly impressive. We do not see such attacks in endgames that often.

Test 71
Plan A (2 points) offers next to nothing. Black can even play 10...c4, with a good game. Plan C (15 points) is not that bad, although the position remains unclear, with chances for both sides. So, Plan B (30 points), while not a terribly strong one, forces Black to work hard in order to restrain White’s advantage and is worth trying out.

The game continued:
8 e5!? dxe5 9 ♤xe5 ♤xg2 10 ♤xg2 ♤bd7 10...♗f6?? loses on the spot to 11 ♤f3!.
The main alternative is 10...♗d6!? 11 ♤f3 ♤a7 12 ♤e1 ±.
11 ♤xd7 ♤xd7 12 ♤f3 ♤c8 13 a4!
The first two of White’s ideas have been accomplished.

13...♗e7?!
An inaccurate move, which only helps White to open and use the a-file. Black had to accept the slightly inferior position after 13...b4 14 ♤e4 ♤xe4 15 ♤xe4 (15 dxe4! c4 =) 15...♗c6 16 ♤xc6+ ♤xc6 17 b3 ♤h5 18 ♤b2 ♤h7 19 ♤ae1 ♦g6 20 ♦f4.

14 axb5 axb5 15 ♤a5!
Unpleasant problems start to appear for Black. In any case, now he is forced to play the undesirable ...b4.

15...b4 16 ♤d4!
16 ♤a4?! ♤d5! gives White little.
16...c4?
A second slip in only 16 moves can be too much. Black didn’t like the position arising after 16...0-0 17 b3, when his pawns are fixed on his bishop’s squares, but this was the lesser evil.

17 dxc4 ♤c7 18 ♤xf6+!
The optimistic 18 ♤a8? is wrong in view of 18...♗xc4! =.

18...♕xf6 19 ♤a4! ♤xc4 20 c3! ♤b8
The following forcing line was also possible: 20...♕c7 21 ♤a7 ♖xc3 22 ♤b7 ♖c6+ 23 ♤xc6+ ♖xc6 24 ♤a8+ ♖d8 25 ♤d1 ♤e7 26 ♤bxc3 ♖xc3 27 ♤b2 ♖b3 28 ♤a7+ ♤e8 29 ♤xg7 ♤g8 30 ♤xd8+! ♖xd8 ± 31 ♤a8+ +-.
21 \textit{e}e1!

White's continuous threats are too much for Black! He is always short of a single tempo (...0-0) to reach a satisfactory position. Now White is threatening 22 \textit{e}e4.

21...\textit{e}e7 22 \textit{a}a7!

Black has surely been regretting his 13th move for some time now, but White insists on reminding him!

22...h6

Black's problems are difficult to solve. He could try 22...h5 (22...g5? 23 \textit{x}xg5!) 23 \textit{f}f4 \textit{d}d8 24 \textit{g}g5 (24 \textit{e}e5 h4 25 \textit{x}xg7 \textit{h}h7 26 \textit{f}f6 \textit{xf}6 27 \textit{xf}6 \textit{c}c6+ 28 \textit{g}g1 is also very good for White) 24...f6 25 \textit{b}b7 \textit{d}d5+ 26 \textit{x}xd5 \textit{xd}5 27 \textit{xe}6 \textit{d}d7 28 \textit{a}a8+ \textit{d}d8 29 \textit{xd}8+ \textit{xd}8 30 \textit{e}e3 \textit{b}xc3 31 \textit{b}xc3, when he could put up some resistance in this objectively lost ending.

23 \textit{f}f4 \textit{d}d8 (D)

24 \textit{e}e5!

As the g5-square has been covered, White uses another one, forcing a further weakening of the 7th rank. With \textit{b}b7 to come sooner or later, White can expect to force capitulation shortly.

24...f6 25 \textit{c}c7! \textit{c}c8 26 \textit{b}b7! 1-0

Black resigned in view of 26...0-0 27 \textit{d}d6!. An impressive fact about this game was that Black never managed to find the time to castle.

22...\textit{d}d8 23 \textit{x}xc4 \textit{d}d6. Plan C (20 points) is an interesting one, but it is rather unnecessary. The approach of the white king to the centre in the rook ending is simple and sufficient.

The game continued:

22 \textit{x}xc4 \textit{d}d2

Black could try to keep the queens on the board, but then he would encounter problems with his king as well.

23 \textit{c}c1

23 \textit{e}e4?! \textit{cd}8!, threatening ...\textit{e}e2 and ...\textit{d}d1+, gives Black too much counterplay.

23...\textit{xc}2 24 \textit{xc}1 \textit{e}e6!

Much better than 24...\textit{g}g7?! 25 \textit{b}b2 \textit{c}c6 26 \textit{b}b7 with great pressure.

25 \textit{g}g2?!

White would get nothing out of 25 \textit{b}b2?! \textit{b}b6!, but 25 \textit{a}a4! \textit{c}c7 26 \textit{g}g2 f5 27 \textit{f}f3 was the correct move-order. Now Black can activate his rook.

25...\textit{a}a6!

Black's rook has reached an active position.

26 a4

Probably the only move, as after 26 \textit{f}f3?! \textit{a}a3! White cannot make any further progress.

26...h6?!

No salvation is offered by 26...f5? 27 \textit{xc}5 \textit{xc}5 28 \textit{xc}5 \textit{xa}4 29 \textit{xf}5. A typical variation is 29...a5 30 \textit{f}f3 \textit{al} 31 h4 a4 32 \textit{a}a3 33 h5 h6 34 g4 \textit{g}g7 35 e4 \textit{a}a2 36 \textit{xe}3 \textit{al} 37 \textit{a}a6 \textit{a}a2 (37...\textit{e}4 38 \textit{f}f4) 38 e5 \textit{al} 39 \textit{f}f4 \textit{f}f1 40 f3 \textit{al} 41 \textit{f}f3 a2 42 f4.

Black had to try 26...\textit{g}g7 27 \textit{f}f3 \textit{g}g6 28 \textit{e}e2 (28 \textit{g}g4+ \textit{g}g5!) 28...f5 29 \textit{d}d2! (there is nothing better) 29...\textit{d}d6 (29...\textit{e}e5?! 30 \textit{d}d8 and 29...\textit{d}d2+?! 30 \textit{xd}2 are inferior) 30 \textit{xd}5 \textit{xd}5 31 \textit{c}c2 \textit{f}f6 32 \textit{b}b2, with good winning chances for White, although the game is far from over.

27 \textit{f}f3 \textit{f}f8 28 \textit{e}e2 \textit{a}a5?!

This allows the c2-rook to get into action. Instead:

28...\textit{e}e7?! is not very attractive either: 29 \textit{xc}5 \textit{xc}5 30 \textit{xc}5 \textit{xa}4 31 \textit{h}h5! \textit{f}f8 (31...\textit{al} 32 \textit{xb}6 a5 33 h4 a4 34 \textit{h}h8 a3 35 \textit{a}a8+--) 32 \textit{xb}6 \textit{g}g7 33 \textit{h}h5 \textit{al} 34 h4 a5 35 \textit{f}f3 a4 36 \textit{a}a5 a3 37 g4! (37...\textit{f}f4? \textit{a}a2 38 f3 \textit{al} 39 h5 a2 40 g4 \textit{g}7 allows Black to resist) 37...\textit{h}h1 (37...\textit{a}a2 38 h5 \textit{al} 39 \textit{a}a6+--.

b) A much better defence was 28...\textit{h}h5 29 \textit{h}h4 \textit{d}d5 30 \textit{c}c2! (30 \textit{b}b2? \textit{b}b6 31 \textit{b}b5! \textit{xb}5

Test 72

Plan A (30 points) is based on the correct evaluation of the position and is logical and good. Plan B (27 points) is also not that bad and can transpose to the main game. But Black should not play (after 22 \textit{c}c1) 22...\textit{d}d3?! 23 \textit{xc}4 \textit{a}a3? due to 24 \textit{g}g4+ \textit{h}h8 25 \textit{h}h4, but just
32 axb5 \( \text{g7} \) 33 \( \text{\textit{f3}} \) \( \text{d6} \) 34 \( \text{\textit{xc5}} \) \( \text{\textit{b6}} \) =
30...\( \text{\textit{g7}} \) 31 \( \text{\textit{d3}} \) \( \text{\textit{xd3}} \) 32 \( \text{\textit{xd3}} \) ±.

29 \( \text{\textit{b2}} \)!

White’s rook becomes active, while Black’s is forced into passivity. The difference can be seen in the final result.

29...\( \text{\textit{d6}} \) 30 \( \text{\textit{b8}}+ \) \( \text{\textit{e7}} \) 31 \( \text{\textit{h4}} \)!

31 \( \text{\textit{b6}} \)

There was no difference with 31...\( \text{\textit{c6}} \) 32 \( \text{\textit{e4}}+\) \( \text{\textit{e6}} \) 33 \( \text{\textit{b7}}+ \) \( \text{\textit{d6}} \) (33...\( \text{\textit{f8}} \) 34 \( \text{\textit{h4}} \) \( \text{\textit{c6}} \) 35 \( \text{\textit{hxh6}} \) \( \text{\textit{g7}} \) 36 \( \text{\textit{h4}} \) \( \text{\textit{c4}} \) 37 \( \text{\textit{b4}} \) c3 38 \( \text{\textit{h4c4}} \) ++) 34 \( \text{\textit{f4}} +.\)

32 \( \text{\textit{e8}} \) \( \text{\textit{d7}} \) 33 \( \text{\textit{h8}} \) \( \text{\textit{b4}} \) 34 \( \text{\textit{e4xh6}} \) \( \text{\textit{b6}} \)

Or 34...\( \text{\textit{gxa4}} \) 35 \( \text{\textit{xf6}} \) \( \text{\textit{b2}}+ \) 36 \( \text{\textit{f3}} \) \( \text{\textit{a2}} \) 37 \( \text{\textit{g2}} \) \( \text{\textit{e7}} \) 38 \( \text{\textit{f4}} +.\)

35 \( \text{\textit{b6h7}} \) \( \text{\textit{axa4}} \) 36 \( \text{\textit{xf6}}+ \) \( \text{\textit{c6}} \) 37 \( \text{\textit{xf6}}+ \) \( \text{\textit{b5}} \) 38 \( \text{\textit{xb6}}+ \) \( \text{\textit{axb6}} \) (D)

39 \( \text{\textit{h4}} \)!

Now White wins without much trouble. His pawn-mass on the kingside cannot be stopped and his king is closer to the enemy pawns.

39...\( \text{\textit{a2}}+ \)

39...\( \text{\textit{c4}} \) 40 h5 \( \text{\textit{b5}} \) 41 h6 \( \text{\textit{a6}} \) 42 \( \text{\textit{g4}} +-.\)

40 \( \text{\textit{f3 c4}} \)

40...\( \text{\textit{a7}} \) 41 \( \text{\textit{g4}} \) \( \text{\textit{c7}} \) 42 \( \text{\textit{e2}} \) \( \text{\textit{c4}} \) 43 \( \text{\textit{d2}} \) \( \text{\textit{b4}} \) 44 \( \text{\textit{b8}} \) \( \text{\textit{d7}} \) + 45 \( \text{\textit{c2}} \) b5 46 h5 c3 47 h6 +-.\)

41 h5 \( \text{\textit{a7}} \) 42 \( \text{\textit{c8}}+ \) \( \text{\textit{f7}}\) + 43 \( \text{\textit{e2}} \) \( \text{\textit{b4}} \) 44...\( \text{\textit{g7}} \) 44 \( \text{\textit{e4}} \) \( \text{\textit{g5}} \) 45 h6 \( \text{\textit{h5}} \) 46 \( \text{\textit{h8}} \) c3 47 g4 \( \text{\textit{h1}} \) 48 \( \text{\textit{d3}} \) \( \text{\textit{b4}} \) 49 f4 \( \text{\textit{b3}} \) 50 \( \text{\textit{c8}} +-.\)

44 g4 \( \text{\textit{h7}} \) 45 f4 \( \text{\textit{b5}} \) 1-0

Test 73

Plan A (30 points), which is standard for such structures, is correct. Plan B (0 points) is inadequate: 18...\( \text{\textit{f7}} \) 19 \( \text{\textit{c4}} \) \( \text{\textit{f8}} \) 20 e5! \( \text{\textit{dxe5}} \) 21 d6 ±. Plan C (15 points), although not that bad, is rather slow and gives White many options to keep the game unclear.

The game continued:

18...\( \text{\textit{xf4}} \) 19 \( \text{\textit{xf4}} \)!

Maybe White had to try the modest but acceptable 19 \( \text{\textit{f1}} \) \( \text{\textit{d7}} \) 20 \( \text{\textit{c4}} \) \( \text{\textit{e5}} \) 21 \( \text{\textit{xe5}} \) \( \text{\textit{xe5}} \) 22 \( \text{\textit{f3}} \) \( \text{\textit{h8}} \)!

21 \( \text{\textit{e2}} \) 22 \( \text{\textit{f3}} \) \( \text{\textit{c4}} \)

The g-file will also play an important part in the game.

23 \( \text{\textit{h1}} \) \( \text{\textit{g8}} \) 24 \( \text{\textit{a3}} \)

An interesting idea, trying to get some extra protection for the h-pawn along the third rank.

24...\( \text{\textit{xf3}} \) 25 \( \text{\textit{xf3}} \) \( \text{\textit{e5}} \) 26 \( \text{\textit{h5}} \)

The ‘passive’ 26 \( \text{\textit{d1}} \) \( \text{\textit{h4}} \) 27 \( \text{\textit{f1}} \) \( \text{\textit{g4}} \) 28 \( \text{\textit{wd3}} \) \( \text{\textit{xd1}} \) 29 \( \text{\textit{xd1}} \) \( \text{\textit{xf2}} \) + is no improvement.

26...\( \text{\textit{xf6}} \)

26...\( \text{\textit{g5}} \) 27 \( \text{\textit{xf5}} \) \( \text{\textit{g6}} \) 28 \( \text{\textit{e4}} \) \( \text{\textit{d4}} \) + is also good.

27 \( \text{\textit{f1}} \) !

I think White had to play 27 \( \text{\textit{e2}} \) \( \text{\textit{g5}} \) 28 \( \text{\textit{f3}} \) \( \text{\textit{h5}} \) for better or worse.

27...\( \text{\textit{g5}} \) 28 \( \text{\textit{f3}} \) \( \text{\textit{h5}} \) 29 \( \text{\textit{wd3}} \)

Or 29 \( \text{\textit{g1}} \) \( \text{\textit{g4}} \) 30 \( \text{\textit{h4}} \) \( \text{\textit{g5}} \) (30 \( \text{\textit{wd3}} \) c4 31 \( \text{\textit{xc4}} \) \( \text{\textit{dxh3}} \) +-) 30...\( \text{\textit{hxg5}} \) 31 \( \text{\textit{wd3}} \) \( \text{\textit{h5}} \) +.

29...\( \text{\textit{c4}} \) (D)
Solutions 139

hxg3 33 fxg3 (33 wxb8 g2+ 34 g2 fxg2+ 35 g1 h2+ 36 g2 h2 g1 w+ 37 g1 wxf2+ 38 h1 g2+ 33 g1 fxg2+ 37 g1 d4+ 38 h2 f2+ 39 g2 wxf2#).

30...hxg3! 31 gxf3
31...g4 32 f3 f7-+

There was no good answer to the threat of...

32...fxe2 33 wxe2 gbg8 34 g2 wxf4 35 g3 h4! 0-1

Test 74

Plan A (5 points) gives away White’s main advantage, his domination of the 7th rank, and allows Black to make an easy draw. Plan B (15 points) is not that bad, but Black can ease his defence by 26...gxh5. Plan C (30 points) is best.

The game continued:

26 h6! ed6 27 e7 g5
27...ad8 28 exa7 b3 29 ed2 g5 30 eb2 c4 31 e3 xh6 (31...xd4? 32 b4!) 32 ec2 d5 33 ec5 ed6 34 ed3 xe4+ 35 fxe4 doesn’t solve Black’s problems either, but it was an option.

28 ed1! xe4
28...f8 is no better: 29 ec5 xe4 30 fxe4 e8 31 exg5 xh6 (31...xe4? 32 g8+ xg8 33 c8+ mates, or 31...xh6? 32 g7 xg7 and again 33 g8+ forces mate) 32 e5 he6 33 f3! ± (and not 33 xa7? e8e7 34 a8a+ e8 35 xe8+ xe8 =).

29 ec8+ ed8 30 edx8+ edx8 31 fxe4 f5?
A serious mistake. Black’s only chance lay in 31...f8! 32 e3 d6 33 d5 xh6 34 c8+ e7 35 ec7+ e8 36 d4. White stands better, but Black can put up a decent fight.

32 ec3 fxe4 (D)
33 ec7!
The king’s power in the endgame is well known. Therefore, it is most important that the enemy king is not allowed to join the battle.

33...ed6 34 ec7+ e8
34...f8 35 exh7 g8 36 g7+ f8 37 exg5 xh6 38 xe4+-.

35 exg5 edx6 36 d5!
36...xe4? g6! would ruin everything.

36...a5
Now 36...g6 is impossible due to 37 xg6 hxg6 38 d6.

37 fe4 a4 38 ec3 a3
There was nothing better. A nice variation that shows the weakness of the black king is 38...a6 39 ed3! a3 40 d6 ed4 41 d5 ec5 42 cc6 ec6+ 43 b7 a2 44 d7 a1 w 45 d8 w+ g7 46 g5 ec6 47 ed7+ h8 48 d8+ g7 49 w7+ h6 50 w4+ g7 51 ed7+, with mate to follow.

39 xa3 eg8
Or 39...eg7 40 axa7+ f8 41 g4 ec6 42 f5 ed6 43 ce5 ec6 44 exh7 xg4 45 ec6 ec4+ 46 d7 ec4 47 ed8+ f7 48 ec8+-.

40 ed4 ef8 41 ec3!
Once more cutting off Black’s king!
41...eh2
There was no salvation: 41...ed6 42 g3 ef7 43 cc5 eg8 44 ec6+-.
42 ec2 eh1 43 d6 e5 44 ec5 ec1+ 45 ed6 eb1+ 46 ec7!
Certainly not 46...xa5?? ed1 47 ec6 ef7=.
46...ec1+ 47 ed8 a4 48 ea2! 1-0

Black resigned due to 48...ac4 49 d7 h5 50 a3 h4 51 fn3+ g7 52 w7 e4+ 53 ad6 d4+ 54 ef6 ed2 55 ef7+ g8 56 ef5 or 48...eg1 49 d7 a3 50 ef2+ eg7 51 ed7.

Test 75

Plans A (5 points) and B (7 points) did not offer more than an equal position in most of the games where they were employed. Black always managed to handle White’s threats and he actually achieved a plus-score. Plan C (30 points) is very logical and enables White to achieve a serious advantage.

The game continued:

18 exd4! exd4 19 ec5 wd5
Or 19...wc7 20 xe4 zb7 21 wfd3 wbc8 22 a4=.
20 w6!
Black’s e4-pawn must be attacked immediately. It is also important that the queen protects the c3-bishop.

20...\f5

An active try. 20...f5 21 f3! ± is again good for White.

21 g4!

White is playing with great accuracy. 21 f3? is inadequate: 21...\xc5! 22 dxc5 \xc5+ 23 \h1 exf3 24 xf3 \fe8.

21...\g6

21...f6 22 \xc6 \xc6 23 gxf5 ± isn’t attractive for Black either.

22 f3! b4

Now 22...\xc5 isn’t possible: 23 dxc5 \xc5+ 24 \h1 exf3 25 xf3 \fe8 26 b4 \d6 27 \g3! ±. The same goes for 22...exf3 23 xf3 \e6 24 \xc6 ±.

23 fxe4 \e6 24 \a2! (D)

White’s centre would be destroyed after the greedy 24 \xb4? \f6.

24...\f6?!

Black’s only chance was to be found in the modest 24...\fd8! ±.

25 \xc6!

Now White’s passed pawns will run like a steamroller. White could go wrong here with 25 d5? \e7 26 d6 \e6 27 \xg6 \xb2 28 xf8 \d4+ 29 \h1 xf8 30 \c1 \e5.

25...\xc6 26 e5 \a6 27 xf6 \fe8

Or 27...\xf6 28 \f2! \xf2+ 29 xf2 \bc8 30 \c1 ±. It is important for White to exchange queens (or major pieces in general), as then Black will not be able to create any counterplay against the white king, allowing the c- and d-pawns to finish the job.

28 \f1!

More accurate than 28 \g3?! \xf6 29 \f1 \a6 30 d5 \xa2 31 \d4 ±.

28...\e2 29 \f2! \xg4 30 h3 \g5

Black tries his best: 30...\h5 31 \e1! +- is hardly troublesome for White.

31 \c1

The obvious-looking 31 d5?! allows some counterplay after 31...\e4!.

31...\h5

31...\xf6 32 \xf6 \xf6 33 \f4 is winning for White.

32 \f4 \bd8

32...\bc8 33 \e5! wouldn’t help Black either.

33 c6 \e4

Or 33...\e2 34 c7 \c8 35 \f3 +-.

34 c7 \c8 35 \e1 \g6 (D)

Exchanging pieces would make things even easier for White: 35...\xg2 36 \xe8+ \xe8 37 \xg2 \g6 38 \g4 +- and the pawns cannot be stopped.

36 \xe4!

A second exchange sacrifice on the same square! How often do we see that? Now the situation is clarified.

36...\xe4 37 d5 \e8 38 d6 \e1+ 39 \h2 \f5 40 \g3 \g6 41 \g5!

White can also win by 41 \g4 \c5 42 d7 \g1+ 43 \g3 \e3+ 44 \h4 +− (or 44 \xe3 \xe3+ 45 \f4 \f2+ 46 \f3 +−) but the text-move is the most accurate.

41...\xg5

Or 41...\d3 42 \h6!.

42 \xg5 \d1 43 \c6 \e2+ 44 \g3 1-0

White queens after 44...\d3+ 45 \f4.
### Evaluation Table

<table>
<thead>
<tr>
<th>Test</th>
<th>Possible scores</th>
<th>Your Score</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>A</td>
<td>B</td>
</tr>
<tr>
<td>1</td>
<td>20</td>
<td>18</td>
</tr>
<tr>
<td>2</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>3</td>
<td>5</td>
<td>10</td>
</tr>
<tr>
<td>4</td>
<td>20</td>
<td>10</td>
</tr>
<tr>
<td>5</td>
<td>0</td>
<td>20</td>
</tr>
<tr>
<td>6</td>
<td>20</td>
<td>0</td>
</tr>
<tr>
<td>7</td>
<td>5</td>
<td>10</td>
</tr>
<tr>
<td>8</td>
<td>5</td>
<td>10</td>
</tr>
<tr>
<td>9</td>
<td>3</td>
<td>8</td>
</tr>
<tr>
<td>10</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>11</td>
<td>20</td>
<td>7</td>
</tr>
<tr>
<td>12</td>
<td>0</td>
<td>5</td>
</tr>
<tr>
<td>13</td>
<td>10</td>
<td>20</td>
</tr>
<tr>
<td>14</td>
<td>20</td>
<td>5</td>
</tr>
<tr>
<td>15</td>
<td>0</td>
<td>10</td>
</tr>
<tr>
<td>16</td>
<td>20</td>
<td>0</td>
</tr>
<tr>
<td>17</td>
<td>20</td>
<td>5</td>
</tr>
<tr>
<td>18</td>
<td>20</td>
<td>0</td>
</tr>
<tr>
<td>19</td>
<td>20</td>
<td>15</td>
</tr>
<tr>
<td>20</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>21</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>22</td>
<td>0</td>
<td>20</td>
</tr>
<tr>
<td>23</td>
<td>20</td>
<td>0</td>
</tr>
<tr>
<td>24</td>
<td>20</td>
<td>0</td>
</tr>
<tr>
<td>25</td>
<td>0</td>
<td>20</td>
</tr>
<tr>
<td>26</td>
<td>13</td>
<td>0</td>
</tr>
<tr>
<td>27</td>
<td>13</td>
<td>5</td>
</tr>
<tr>
<td>28</td>
<td>20</td>
<td>16</td>
</tr>
<tr>
<td>29</td>
<td>13</td>
<td>20</td>
</tr>
<tr>
<td>30</td>
<td>20</td>
<td>0</td>
</tr>
<tr>
<td>31</td>
<td>20</td>
<td>13</td>
</tr>
<tr>
<td>32</td>
<td>0</td>
<td>20</td>
</tr>
<tr>
<td>33</td>
<td>0</td>
<td>3</td>
</tr>
<tr>
<td>34</td>
<td>20</td>
<td>5</td>
</tr>
<tr>
<td>35</td>
<td>0</td>
<td>10</td>
</tr>
<tr>
<td>36</td>
<td>0</td>
<td>20</td>
</tr>
<tr>
<td>37</td>
<td>0</td>
<td>5</td>
</tr>
<tr>
<td>38</td>
<td>0</td>
<td>10</td>
</tr>
<tr>
<td>39</td>
<td>20</td>
<td>0</td>
</tr>
<tr>
<td>40</td>
<td>0</td>
<td>20</td>
</tr>
<tr>
<td>41</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>42</td>
<td>17</td>
<td>20</td>
</tr>
</tbody>
</table>

### Your Score

#### Test Possible scores

<table>
<thead>
<tr>
<th>Test</th>
<th>A</th>
<th>B</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>43</td>
<td>0</td>
<td>5</td>
<td>20</td>
</tr>
<tr>
<td>44</td>
<td>13</td>
<td>20</td>
<td>10</td>
</tr>
<tr>
<td>45</td>
<td>3</td>
<td>20</td>
<td>3</td>
</tr>
<tr>
<td>46</td>
<td>0</td>
<td>5</td>
<td>20</td>
</tr>
<tr>
<td>47</td>
<td>5</td>
<td>20</td>
<td>5</td>
</tr>
<tr>
<td>48</td>
<td>20</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>49</td>
<td>8</td>
<td>20</td>
<td>0</td>
</tr>
<tr>
<td>50</td>
<td>17</td>
<td>10</td>
<td>20</td>
</tr>
<tr>
<td>51</td>
<td>20</td>
<td>30</td>
<td>27</td>
</tr>
<tr>
<td>52</td>
<td>3</td>
<td>10</td>
<td>30</td>
</tr>
<tr>
<td>53</td>
<td>30</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>54</td>
<td>0</td>
<td>10</td>
<td>30</td>
</tr>
<tr>
<td>55</td>
<td>0</td>
<td>10</td>
<td>30</td>
</tr>
<tr>
<td>56</td>
<td>5</td>
<td>30</td>
<td>0</td>
</tr>
<tr>
<td>57</td>
<td>30</td>
<td>0</td>
<td>10</td>
</tr>
<tr>
<td>58</td>
<td>5</td>
<td>0</td>
<td>30</td>
</tr>
<tr>
<td>59</td>
<td>0</td>
<td>5</td>
<td>30</td>
</tr>
<tr>
<td>60</td>
<td>5</td>
<td>30</td>
<td>15</td>
</tr>
<tr>
<td>61</td>
<td>0</td>
<td>30</td>
<td>20</td>
</tr>
<tr>
<td>62</td>
<td>10</td>
<td>5</td>
<td>30</td>
</tr>
<tr>
<td>63</td>
<td>0</td>
<td>10</td>
<td>30</td>
</tr>
<tr>
<td>64</td>
<td>30</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>65</td>
<td>20</td>
<td>5</td>
<td>30</td>
</tr>
<tr>
<td>66</td>
<td>0</td>
<td>5</td>
<td>30</td>
</tr>
<tr>
<td>67</td>
<td>0</td>
<td>30</td>
<td>5</td>
</tr>
<tr>
<td>68</td>
<td>30</td>
<td>0</td>
<td>15</td>
</tr>
<tr>
<td>69</td>
<td>5</td>
<td>30</td>
<td>0</td>
</tr>
<tr>
<td>70</td>
<td>30</td>
<td>0</td>
<td>5</td>
</tr>
<tr>
<td>71</td>
<td>2</td>
<td>30</td>
<td>15</td>
</tr>
<tr>
<td>72</td>
<td>30</td>
<td>27</td>
<td>20</td>
</tr>
<tr>
<td>73</td>
<td>30</td>
<td>0</td>
<td>15</td>
</tr>
<tr>
<td>74</td>
<td>5</td>
<td>15</td>
<td>30</td>
</tr>
<tr>
<td>75</td>
<td>5</td>
<td>7</td>
<td>30</td>
</tr>
</tbody>
</table>

### Your Total:

#### Rating Results

- **2550 – 2750**: Grandmaster
- **2400 – 2549**: International Master
- **2250 – 2399**: FIDE Master
- **2100 – 2249**: National Master
- **1950 – 2099**: Strong club player
- **1800 – 1949**: Good club player
- **1650 – 1799**: Average club player
- **1180 – 1649**: Lower club or social player
Index of Players

List of Grivas’s Opponents

Numbers refer to pages. A bold number indicates that the named player had White. Otherwise Grivas had White. An italic number indicates the page where the solution and game continuation are given.

Allahverdiev 34, 102
Anand 13, 87
Andersson 51, 114
Avrukh 50, 113
Babula 28, 97
Barlov 19, 91
Bousios 16, 89; 37, 104
Chernov 40, 105
Chiburdanidze 12, 86
Cooper, J. 20, 92
Daniilidis 10, 84
Emms 25, 96
Fragiadakis 57, 118
Gavrilakis 36, 103; 58, 119
Ghinda 14, 87
Hossain 39, 105
Ignatiadis 56, 117
Ivanisević 45, 109
Kalesis, N. 24, 95; 53, 115
Kapnisis, S. 42, 107
Karayiannis 43, 107
Kofidis, A. 22, 94
Kotronias 9, 84
Kourkounakis 32, 100
Logothetis 55, 117
Mastoras 54, 116
Mastrokoukos 46, 110
Meister, P. 48, 111
Milov, V. 49, 112
Moutousis 21, 93
Papaioannou 30, 98
Poluektov 35, 102
Porfiriadis 26, 96; 27, 97
Pountzas 41, 106
Pretos 31, 99
Rama 29, 98
Shahtathtinski 52, 115
Sideris 15, 88
Skalkotas 47, 110
Skembris 11, 85
Smyslov 23, 94
Todorčević 18, 90
Veličković 38, 104
Velikov 17, 90
Vouldis 33, 101
Yusupov 44, 108

Index of Other Games

Numbers refer to pages. When a player’s name appears in bold, that player had White. Otherwise the first-named player had White. An italic number indicates the page where the solution and game continuation can be found.

ABRAMOVIC – Sosonko 62, 123
ALMASI, Z. – Dorfman 76, 133; Slipak 71, 130
ANDERSSON – Kasparov 61, 122
ANDRIANOV – Atalik 72, 131
ARONIAN – Topalov 83, 139
ATALIK – Andrianov 72, 131
BANIKAS – Skembris 81, 138
BRADFORD – Browne 70, 129
BROWNE – Bradford 70, 129
CAMPORA – Cebalo 65, 125
CAPABLANCA – Janowski 8
CEBALO – Campora 65, 125
CHERNIN – Zaichik 64, 124
DAUTOV – Polgar, J. 75, 132
DE FIRMIAN – Seirawan 69, 128
DORFMAN – Almasi, Z. 76, 133
Fedorowicz – Geller 66, 126  
Gelfand – Grishchuk 80, 137  
Geller – Fedorowicz 66, 126  
Graf – Yusupov 77, 134  
Grishchuk – Gelfand 80, 137  
Gufeld – Kavalek 59, 121  
Harikrishna – Hossain 79, 136  
Hossain – Harikrishna 79, 136  
Janowski – Capablanca 8  
Karpov – Salov 68, 127  
Kasparov – Andersson 61, 122  
Kavalek – Gufeld 59, 121  
Kramnik – Nikolic 73, 131  
Krasenkow – Sakaev 78, 135  
Larsen – Miles 60, 121  
Miles – Larsen 60, 121; Shipov 74, 132  
Milos – Rogers 67, 127  
Motylev – Rublevsky 82, 139  
Nikolic – Kramnik 73, 131  
Polgar, J. – Dautov 75, 132  
Rogers – Milos 67, 127  
Rublevsky – Motylev 82, 139  
Sakaev – Krasenkow 78, 135  
Salov – Karpov 68, 127  
Seirawan – de Firmian 69, 128  
Shipov – Miles 74, 132  
Short – Zysk 63, 123  
Skembris – Banikas 81, 138  
Slipak – Almasi, Z. 71, 130  
Sosonko – Abramovic 62, 123  
Topalov – Aronian 83, 139  
Yusupov – Graf 77, 134  
Zachik – Chernin 64, 124  
Zysk – Short 63, 123  

Index of Openings

Numbers refer to pages. Codes are ECO codes.

**English Opening**

A13 55; A21 34; A29 36; A32 41

**Queen’s Gambit**

D07 29, 35, 43; D15 26, 56; D18 65; D27 51, 74; D32 69; D34 80; D35 73; D41 22; D45 42; D55 10

**Grüenfeld Defence**

D91 72; D94 52

**Catalan Opening**

E03 32

**Bogo-Indian Defence**

E11 53

**Queen’s Indian Defence**

E12 60, 61, 78; E13 77; E14 71; E15 9, 24, 70, 75, 83; E18 68

**Nimzo-Indian Defence**

E30 11

**King’s Indian Defence**

E60 44; E61 81; E68 21; E71 45; E73 49; E75 13; E80 30, 48; E90 46; E92 28, 50; E97 20

**Modern Benoni**

A74 15

**Dutch Defence**

A80 16; A90 62

**Pirc Defence**

B07 64

**Sicilian Defence**

B20 18; B22 17; B23 38, 54, 58, 79; B30 25, 27, 39; B33 31, 66; B42 76; B53 23

**Petroff Defence**

C43 82

**Ruy Lopez (Spanish)**

C64 59; C77 19; C83 14; C84 12
Other Classic Middlegame Books from Gambit Publications

**Chess for Zebras**  
*Jonathan Rowson*  
"...overflow with sheer common sense, practical insight and good humour. Rowson annotates many games in great depth and with unusual objectivity." – IM Craig Pritchett, GLASGOW HERALD  
256 pages, 248 x 172 mm; $29.95 / £17.99

**Secrets of Modern Chess Strategy**  
*John Watson*  
"Marvellously written, scholarly and persuasive ... the best available discursive history of strategic developments in modern chess" – John Hurley, SUNDAY TRIBUNE  
272 pages, 248 x 172 mm; $29.95 / £19.99

**50 Essential Chess Lessons**  
*Steve Giddins*  
“One of those books I wish I had 30-40 years ago. I would’ve become a master (if I had taken the time to study it).” – Bob Long, CHESSCO  
160 pages, 248 x 172 mm; $24.95 / £14.99

**The Grandmaster’s Mind**  
*Amatizia Avni*  
“Original and extremely interesting ... lots of fun, but it’s also an important and most welcome addition to chess literature.” – IM Jeremy Silman, SILMAN’S REVIEWS  
176 pages, 210 x 145 mm; $23.95 / £13.99

**Modern Chess Analysis**  
*Robin Smith*  
“Despite being a chess professional who uses chess software almost every day to analyse and prepare for games, I learned numerous new techniques from Smith’s book” – GM Ian Rogers, CANBERRA TIMES  
176 pages, 248 x 172 mm; $24.95 / £15.99

**How to Play Dynamic Chess**  
*Valeri Beim*  
“...simply the best I have ever read on this topic. I suspect even some players of the first rank will find something to think about, and the rest of us will have our games adjusted forever.” – Don Aldrich, CHESS TODAY  
176 pages, 248 x 172 mm; $27.50 / £15.99

**Secrets of Chess Defence**  
*Mihail Marin*  
“Mihail has written a book that will change your mind about defence as an important element to the game.” – Michael Stevenson, NZ CHESS MAGAZINE  
176 pages, 248 x 172 mm; $24.95 / £15.99

**Understanding Chess Move by Move**  
*John Nunn*  
“Beautifully put together. Anyone who plays over the games in it slowly and carefully is bound to improve his understanding of chess ... one of the very best books of the past decade of so” – Peter Connolly, CHESSVILLE  
240 pages, 248 x 172 mm; $19.95 / £14.99

**Creative Chess Strategy**  
*Alfonso Romero*  
“I was excited by numerous brilliantly played top-level games that I’d never seen ... to me, this is the most entertaining and absorbing of recent books that deal with strategy” – IM John Watson, TWIC  
224 pages, 248 x 172 mm; $24.95 / £17.99

**Understanding Pawn Play in Chess**  
*Dražen Marović*  
“Serious study of this book will reward any player, regardless of their standard” – GM Danny Gormally, WEEKEND CHESS  
208 pages, 210 x 145 mm; $21.95 / £14.99

About the Publisher: Gambit Publications Ltd is passionate about creating innovative and instructive chess books. Gambit specializes in chess, and the company is owned and run exclusively by chess masters and grandmasters.
Good planning is central to good chess. A plan gives meaning to manoeuvres and tactical devices, forming a coherent whole that brings us closer to our goals. The modern understanding of chess planning has evolved considerably since the days of the “grand plan”, whereby a player might even try to map out the whole course of the game. Nowadays, top-class players appreciate that the opponent’s ideas also deserve respect, and our own plans must take them into account too. Modern grandmasters plan with great purpose but also flexibly, ready to adjust or even change direction completely when the situation demands it.

Grivas provides 75 superb practical examples where it is important to make the right plan. Once the critical position is reached, he guides you through the options and challenges you to find the best path. Detailed solutions are provided, with a full discussion of the pros and cons of the various options.

Grandmaster Efstratios Grivas lives in Athens and is also an International Arbiter and Organizer. He has represented his country on a great many occasions, winning an individual gold medal at the 1989 European Team Championship and an individual silver medal at the 1998 Olympiad. He is a FIDE Senior Trainer and an experienced writer. This is his sixth book for Gambit.

Other chess titles from Gambit include:

- **Beating the Fianchetto Defences**
- **Chess College 3: Technique**
- **Secrets of Chess Endgame Strategy**
- **Mastering the Chess Openings Volume 1**
- **50 Essential Chess Lessons**
- **Winning Chess Explained**
- **Creative Chess Opening Preparation**
- **How to Calculate Chess Tactics**