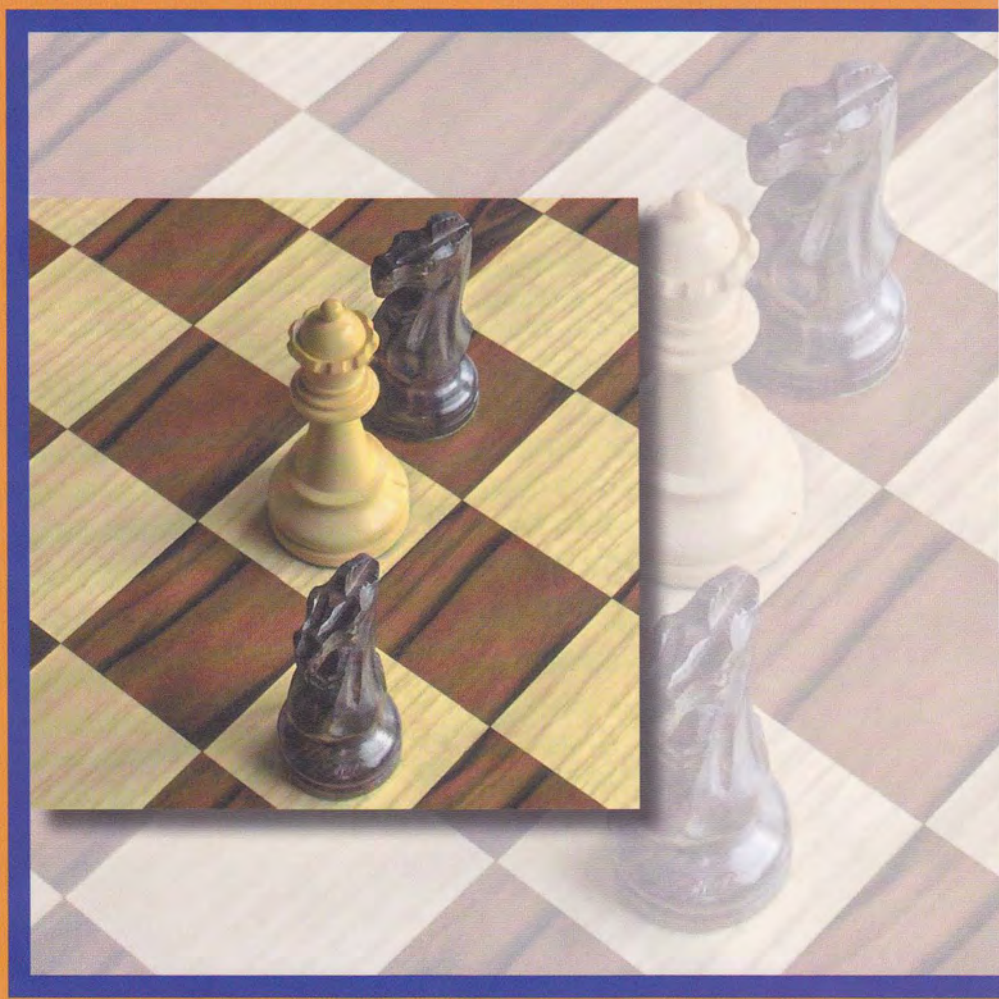
ARTUR YUSUPOV



BOOST YOUR CHESS 1

THE FUNDAMENTALS

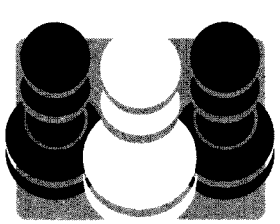
QUALITY CHESS

Boost Your Chess 1

The Fundamentals

By

Artur Yusupov



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BOOST YOUR CHESS 1

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Key to symbols used

△	White to move
▼	Black to move
⩲	White is slightly better
⩱	Black is slightly better
±	White is better
∓	Black is better
+–	White has a decisive advantage
–+	Black has a decisive advantage
=	equality
↑	with the initiative
→	with an attack
⯹	with compensation
⇄	with counterplay
∞	unclear
⩿	better is
∆	intending
□	only move
⊙	zugzwang
×	weak point
?	a weak move
??	a blunder
!	a good move
!!	an excellent move
!?	a move worth considering
?!	a move of doubtful value
#	mate

Preface

It was a pleasure to have Artur Yusupov working as my second, both personally and professionally. It is therefore an honour for me to write the preface to the new manual Build Up Your Chess with Artur Yusupov.

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

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

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

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

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

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

World Champion, Viswanathan Anand

Introduction

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

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

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

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

This book is the first volume in a series of manuals designed for players who are building the foundations of their chess knowledge. The reader will receive the necessary basic knowledge in six areas of the game – tactics, positional play, strategy, the calculation of variations, the opening and the endgame.

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

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

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

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

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

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

How to work with this book

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

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

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

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

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

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

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

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

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

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

GM Artur Yusupov

CHAPTER 1

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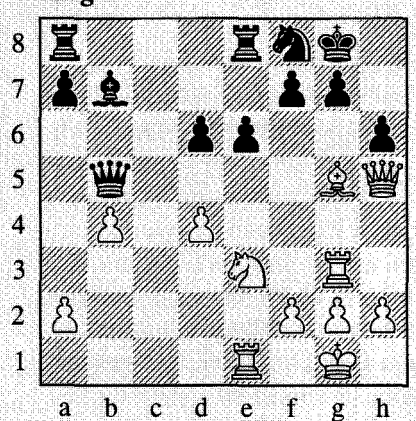
Diagram 1-1 △



The windmill

The windmill is one of the most beautiful combinations in chess. Kotov provided the definition of a windmill as *'a forcing series of attacks with discovered check.'*

The following famous game made this type of combination so well-known.

Diagram 1-1

C.Torre – Em.Lasker

Moscow 1925

The white bishop is pinned and attacked. However, White's surprising reply turns the tables.

1.♗f6!!

White sacrifices his strongest piece in order to set up a windmill.

1...♕xh5 2.♖xg7†

Now the white bishop and rook display unbelievable coordination.

2...♔h8 3.♖xf7†

White sets the windmill in motion. The rook first eliminates almost all of the black pieces on the seventh rank. The only way for Black to meet the discovered checks is with king moves.

It would be bad to play 3.♖g5† ♔h7 4.♖xh5? (White could still go back with 4.♖g7† and continue as in the game) 4...♔g6 5.♖b5 ♗c6 and Black wins a piece.

3...♔g8 4.♖g7† ♔h8 5.♖xb7†

It is important that the white bishop is not under attack. Otherwise it could not participate in the windmill without being in danger.

5...♔g8 6.♖g7† ♔h8 7.♖g5†

With another discovered check White wins back his queen. White could also have first taken the pawn on a7, but he did not want to unnecessarily open the a-file for the opposing rook.

7...♔h7 8.♖xh5 ♔g6

This double attack wins the piece back, but White will have a good three pawns more!

9.♖h3 ♔xf6 10.♖xh6†

1–0

The attacking side exploited the power of a rook-bishop battery. It is very important to learn how to coordinate these different pieces. They complement each other very well. We have already seen some similar examples of this in Chapters 2 and 7 of *Build Up Your Chess 1*.

The windmill and other similar attacking set-ups are very dangerous and often lead not 'only' to a gain of material, but also directly to mate.

Diagram 1-2

Variation from the game

V.Smyslov – M.Euwe

Zürich Candidates 1953

1.♗xe5!

A deflecting sacrifice. Another good move is 1.♕c5+–.

1...♖xe5 2.♕xe5! ♕xe5 3.♗xc6† ♔b8 4.♖b7† ♔a8

A typical windmill, which even leads to mate in this case.

5.♖b5#

Diagram 1-2 △

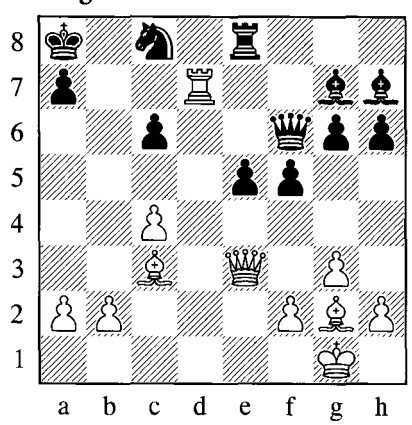


Diagram 1-3

N.N. – W.Steinitz

London 1869

Here is another example which confirms how strong the rook-bishop battery is.

1...♕h4!!

A spectacular move. The threat is 2...♖xg2† and then ...♕f2†, as well as the simple 2...♖2xf3.

2.♘xh4 ♗xe3!

The threat is 3...♖f1#. White is left with no satisfactory defence.

3.♘g6†

Other moves are no better:

a) 3.h3 ♖f1† 4.♔h2 ♗g1† 5.♔h1 ♘g3#.

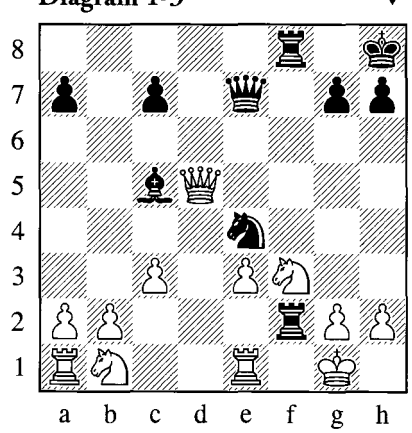
b) 3.g3 ♖e2† 4.♔h1 ♖xe1† 5.♔g2 ♖g1† 6.♔h3 ♘f2#.

c) 3.♘f3 ♖2xf3†–+.

3...hxg6 4.g3 ♖e2† 5.♔h1 ♖xe1†

Black has a forced mate.

Diagram 1-3 ▼



6.♔g2 ♖g1† 7.♔h3 ♘f2† 8.♔h4 ♖f4†! 9.gxf4
Or 9.♔g5 ♖g4#.
9...♖g4#

Diagram 1-4 △

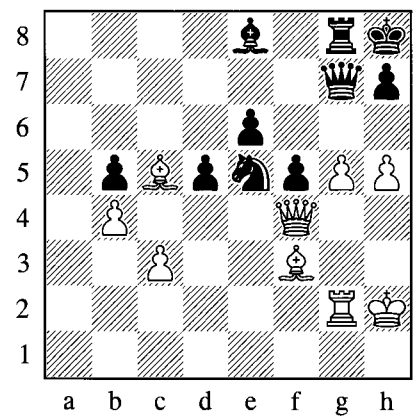


Diagram 1-5 △

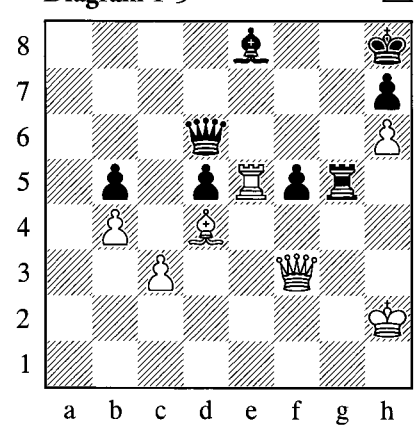


Diagram 1-4

O.Duras – R.Spielmann

Bad Pistyan 1912

1.♗d4!
White begins a forcing attack.
1...♘xf3† 2.♕xf3 e5 3.h6! ♕e7
If 3...♕c7, then 4.♕f4!+–.
4.♖e2
4.♕xd5! would be simpler: 4...exd4 5.♕xd4†+–.
4...♖xg5 5.♖xe5
White sets up his battery. There is a strong alternative in 5.♗xe5†! ♔g8 6.♗f4+–.
5...♕d6

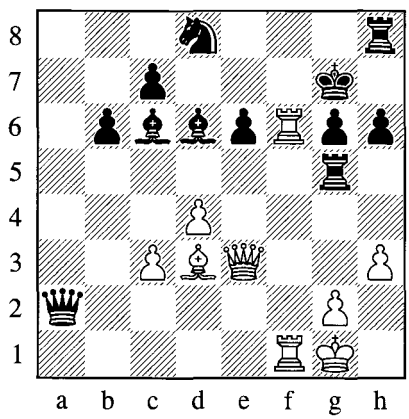
Diagram 1-5

The only chance. Black pins the white rook.
6.♕g3!!
White prepares an elegant way to unpin. But not the immediate 6.♔h1?? on account of 6...♕xh6†–+.
6...♕xh6†
6...♖xg3 7.♖xe8#
7.♕h3! ♕d6 8.♔h1!+–
Black cannot avoid losing a piece.

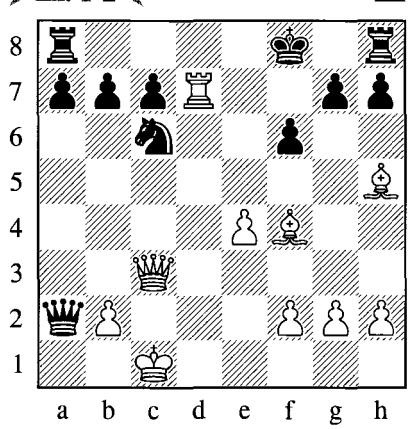
In the test which follows, you should try to set up a windmill! Calculate only the necessary variations. Always end your variations with an evaluation. It is important to concentrate on the first few moves and also to take into account the various possible replies by your opponent.

Exercises

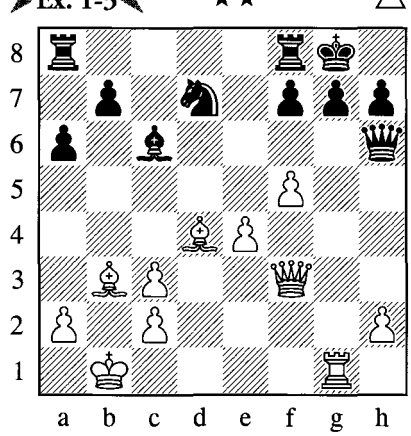
Ex. 1-1 ★ △



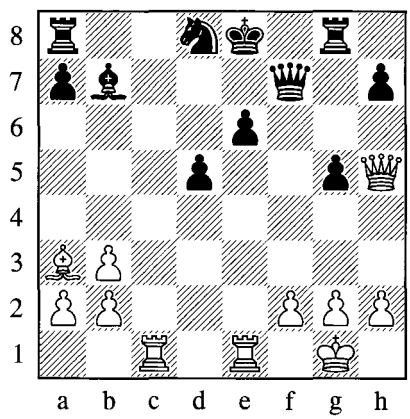
Ex. 1-2 ★★ △



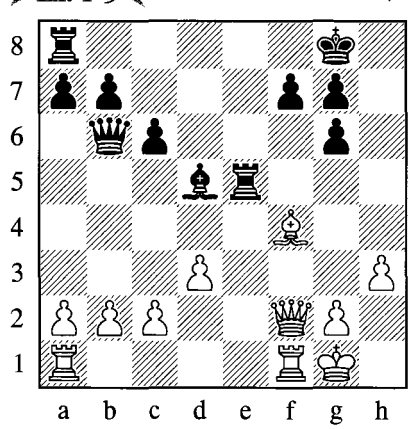
Ex. 1-3 ★★ △



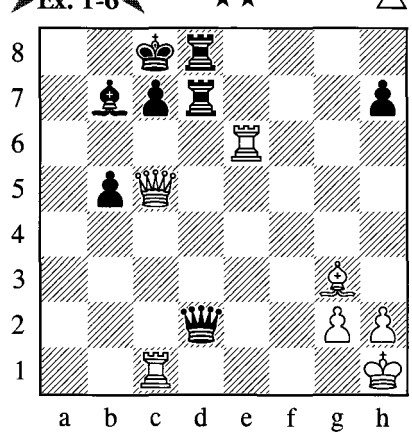
Ex. 1-4 ★★ △



Ex. 1-5 ★ ▼

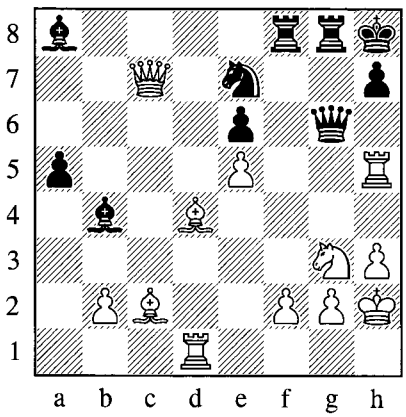


Ex. 1-6 ★★ △

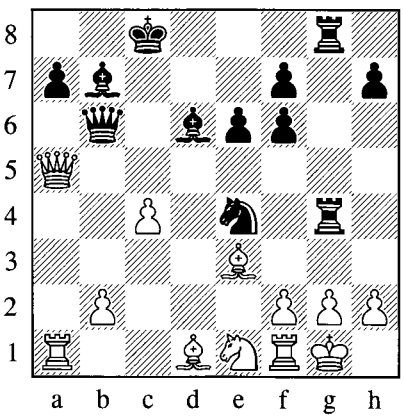


Exercises

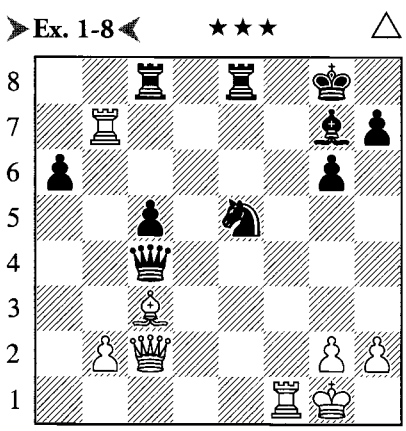
Ex. 1-7 ★★ ▼



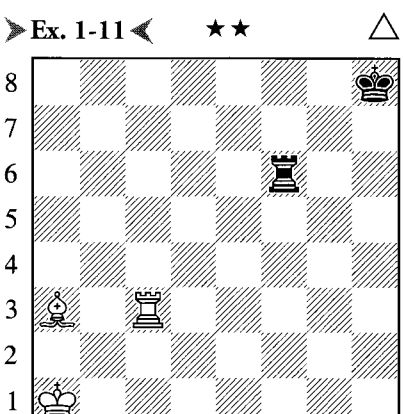
Ex. 1-10 ★★ ▼



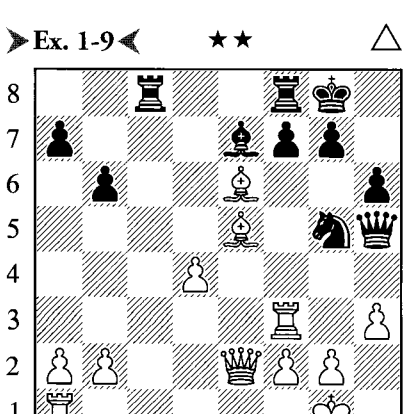
Ex. 1-8 ★★★ △



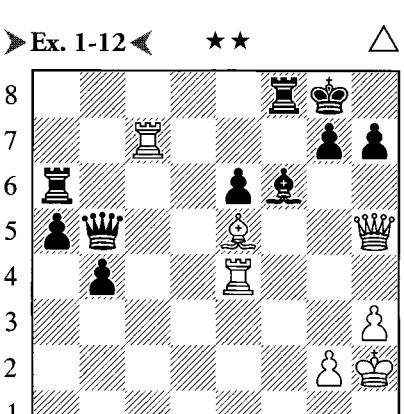
Ex. 1-11 ★★ △



Ex. 1-9 ★★ △



Ex. 1-12 ★★ △



Solutions

Ex. 1-1

Kreichik – Laitgeb

Vienna 1951

1.♕xg5!!+–

(1 point)

1...hxg5

If 1...♕xg2†, then 2.♕xg2 ♗xg2 3.♖xg6† ♔h7 4.♖xg2#.

2.♖xg6† ♔h7 3.♖xe6† ♔g8 4.♖g6† ♔h7 5.♖xd6† ♔g8 6.♖g6† ♔h7 7.♖xc6† ♔g8 8.♖g6† ♔h7 9.♖xb6† ♔g8 10.♖g6† ♔h7 11.♖a6† ♔g8 12.♖xa2

1–0

Ex. 1-2

L.Schmid – Muth

1950

1.♕xf6†!!

(1 point)

1.♗h6! also wins easily.

1...gxf6 2.♗h6† ♔g8 3.♖g7† ♔f8 4.♖xc7† ♔g8 5.♖g7† ♔f8

Don't be impatient! The windmill can keep on working!

6.♖xb7† ♔g8 7.♖g7† ♔f8 8.♖xa7† ♔g8 9.♗f7†!!

(another 1 point)

This is the only winning move.

9...♕xf7 10.♖xa8† ♕e8 11.♖xe8† ♔f7 12.♖xh8

1–0

Ex. 1-3

A.Beni – Schwarzbach

Austria 1969

1.♕h3!!

(1 point)

After deflecting the black queen, White can open up the diagonals for both his bishops. 1.♕h5!!+– does this equally well.

On the other hand 1.♕f4? would be wrong. After a queen sacrifice, you must calculate your variations very carefully! Black plays 1...♕xf4 2.♖xg7† ♔h8 3.♖xf7† ♘e5 (or even 3...♕e5) and wins.

1...♕xh3 2.♖xg7† ♔h8 3.♖xf7† ♔g8 4.♖g7† ♔h8 5.♖g8#

(another 1 point for this variation)

Ex. 1-4

G.Antunac – R.Hübner

Dresden 1969

1.♖c7!!

(1 point)

1...♕xh5 2.♖e7† ♔f8 3.♖xb7† ♔e8 4.♖e7† ♔f8 5.♖xh7†

But not 5.♖xa7†? ♔e8 6.♖e7† ♔f8 7.♖xh7†? because of 7...♖xa3–+.

5...♔e8 6.♖xh5+–

(another 1 point for the whole variation)

Ex. 1-5

F.Dos Santos – M.Ginzburg

San Rafael 1992

1...♖e2!

(1 point)

2.♕xb6 ♖xg2† 3.♔h1 ♖xc2† 4.♔g1 ♖g2† 5.♔h1 ♖xb2† 6.♔g1 ♖g2† 7.♔h1 ♖xa2† 8.♔g1 axb6

0–1

Ex. 1-6

B.Verlinsky – I.Rabinovich

USSR Ch., Leningrad 1925

1.♕xc7†!

(1 point)

1...♖xc7 2.♖xc7† ♔b8 3.♖c1†

There is the equally good 3.♖c3†+–.

3...♔a7

3...♖d6 is followed by 4.♗xd6† ♔a7 5.♖a1† ♗a6 6.♖xa6†! ♔b7 (or 6...♔xa6 7.♗f4†+–) 7.♖b6†! ♔a7 8.♗c5+–.

Solutions

4.♖a1† ♗a6 5.♖axa6† ♔b7 6.♖eb6† ♔c8 7.♖a8† ♔d7 8.♖xd8† ♔xd8 9.♖d6†
1–0

(another 1 point for this variation)

Ex. 1-7

Afanasjev – Koshelev

USSR 1968

1...♕xh5!!

(1 point)

1...♘f5? would be bad: 2.♗xf5 ♖xf5 3.♖xf5 exf5 4.e6†+–

2.♘xh5 ♖xg2† 3.♔h1 ♖gxf2†

Of course not 3...♖gg8† 4.♔h2 ♖xf2†? due to 5.♗xf2 and Black will have to give perpetual check: 5...♖g2† 6.♔h1 ♖g5†=

4.♔g1 ♖g2† 5.♔h1 ♖xc2†

(another 1 point)

6.♔g1 ♖g2†

There is an even faster win: 6...♖g8†! 7.♔f1 ♗g2† 8.♔g1 ♗c6† 9.♔f1 ♗b5† 10.♕c4 ♗xc4† 11.♖d3 ♗xd3#

7.♔h1 ♖xb2† 8.♔g1 ♖g2†

Here too there is a win after 8...♖g8†!.

9.♔h1 ♖d2† 10.♔g1 ♖xd1† 11.♔h2 ♖d2† 12.♔g1

12.♔g3 is met by 12...♖g2† 13.♔h4 ♘f5#.

12...♖g2† 13.♔h1 ♖c2†

Or 13...♖f1†!.

14.♔g1 ♖xc7
0–1

Ex. 1-8

M.Taimanov – N.N.

Simultaneous 1964

1.♖xg7†!

(1 point)

1.♗xe5 (1 consolation point) is not so precise, as after 1...♕xf1†! 2.♔xf1 ♖xe5 Black has a rook, bishop and pawn for the queen and can still defend his position.

1...♔h8

1...♔xg7 2.♗xe5†+–

2.♗xe5!

(another 1 point)

2...♕xc2 3.♖f8†!

But not 3.♖xg6†?? ♖xe5–+.

3...♖xf8 4.♖xg6†
1–0

(1 point)

Ex. 1-9

Based on the game

B.Malich – Litkiewicz

East Germany 1967

1.♖xf7!

(1 point)

1.♗g4 (1 consolation point) is not so strong: 1...♘xf3† 2.♕xf3 ♕g5 3.♗xc8 ♖xc8±

1...♕xe2

1...♘xh3† 2.gxh3 ♕g6† is followed by 3.♕g4 ♕xg4† 4.hxg4 ♖xf7 5.♗xc8+–.

2.♖xg7† ♔h8 3.♖xe7†!

(1 point)

After 3.♖g8† ♔h7 White has to repeat moves by 4.♖g7† ♔h8.

3.♖xg5†?? would be bad, on account of 3...♗f6–+.

3...♕xe5 4.dxe5 ♖c2 5.♗b3 ♖cxf2 6.♖c1 ♖xb2 7.♖c6+–

Ex. 1-10

I.Boleslavsky – A.Ufimtsev

Omsk 1944

1...♖xg2†!

(1 point)

1...♕xa5?! 2.♖xa5 ♘d2 would not be so good, in view of 3.♗xg4 ♘xf1 4.♗xe6† fxe6 5.♔xf1±.

2.♘xg2 ♘d2! –+

(another 1 point)

Also possible is 2...♘c3!?–+; but 2...♖xg2†? 3.♔xg2 ♘g5† is refuted by 4.f3!±.

3.♕d5

3.♗xb6 is met by 3...♖xg2† 4.♔h1 ♖xh2† 5.♔g1 ♖h1#.

Solutions

3.f3 also leads to a quick loss: 3...♕xe3† 4.♔h1 ♕h6–+

4...♗xd5 5.cxd5 ♕xb2–+

Ex. 1-11

The end of a study by

L.Topko

1966

1.♗b2!

(1 point)

Preparing the battery for discovered checks.

1...♖f8

The echo variation is 1...♖h6 2.♖g3† ♔h7 3.♖g7† ♔h8 4.♔b1+–.

1...♖f7 runs into 2.♖h3† ♔g8 3.♖h8#; likewise, 1...♖g6 allows 2.♖c8† ♔h7 3.♖h8#.

2.♖c7† ♔g8 3.♖g7† ♔h8 4.♔a2+–

(1 point)

Black is in zugzwang and loses after any move he makes.

Ex. 1-12

V.Faibisovich – K.Lerner

USSR Ch. semifinal, Alma Ata 1971

Here it is all about achieving equality.

1.♗xf6!

(1 point)

1...♕xh5 2.♖xg7† ♔h8 3.♖f7†!

(1 point)

½–½

White delivers perpetual check, naturally avoiding 3.♖g5†? ♖xf6–+.

Scoring

Maximum number of points is **23**

20 points and above ····→ **Excellent**

16 points and above ····→ **Good**

12 points ····→ **Pass mark**

*If you scored less than **12** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 2

Contents

- ✓ Compact pawn structure
- ✓ Pawn islands
- ✓ Exploiting the weaknesses
- ✓ Evaluating the position

Pawn weaknesses

If we advance our pawns and these pawns are able to offer each other mutual support, then what we have are strong and mobile pawns. Without the support of other pawns, a single pawn can become very weak, since the opponent is in a position to attack it effectively with his pieces. **The superior pawn structure is an important and long-term strategic advantage.**

There are many situations in which a pawn structure is to some extent damaged: *doubled* or *backward* pawns, *isolated* or *hanging* pawns. Frequently it is simply impossible to hang on to the ideal compact structure. The pawn structure of the two sides can be evaluated rapidly by comparing the number of so-called *pawn islands*.

Diagram 2-1 △

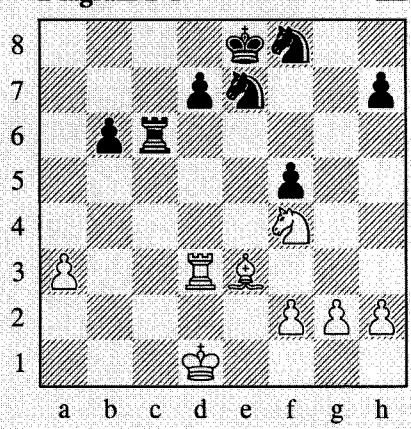


Diagram 2-1

Y.Averbakh – M.Taimanov

USSR Ch., Moscow 1948

Black has four pawn islands to worry about, White, on the other hand, only has two. White's pawn structure is considerably better. He is able to attack each of the opposing pawn weaknesses in turn. This advantage is simplest to exploit in the endgame, because then the opponent can find even less counterplay. Averbakh soon obtains a decisive material advantage.

1.♖b3 ♘c8 2.♖b5 ♖c3

Passive defence would hold out no prospects at all: 2...♖f6 3.♘d5 ♖d6 4.♔e2 ♘a7 5.♘c7†! ♔d8 6.♖xf5+–

3.♖e5†!

A useful intermediate check, which disrupts his opponent's defence.

3...♘e6

3...♔d8 is bad, due to 4.♘d5 with the threat of ♗g5†.

4.♘xe6 dxe6 5.♖xe6† ♔f7 6.♖h6

Another point of attack is quickly found.

6...♔g8

6...♔g7 7.♗d4† ♔xh6 8.♗xc3 leads to a simple

winning endgame, since the b-pawn is somewhat weak.

7.♖f6 ♖xa3 8.♗h6+–

The immediate 8.♖xf5 is also winning. The following moves need no further comment

8...♖d3† 9.♔e2 ♖d8 10.♖xf5 ♘d6 11.♖f4 b5 12.h4 ♘c4 13.h5 ♖b8 14.♔d3 ♘e5† 15.♔d4 ♘d7 16.♔c3 b4† 17.♔b2 ♖b6 18.♖g4† ♔f7 19.♖g7† ♔e6 20.♖xh7 ♖b5 21.♗g7 b3 22.♗d4 ♖d5 23.♗e3 ♖b5 24.♗d4 ♖d5 25.♗c3 ♖b5 26.♖xd7 ♔xd7 27.g4 ♔e6 28.h6 ♖b7 29.f4 ♔d5 30.♗g7 ♔c4 31.h7 ♖e7 32.h8=♕ ♖e2† 33.♔c1

1–0

Diagram 2-2

B.Spassky – Y.Averbakh

Kharkov 1963

White wins back the d4-pawn and is better placed, since Black has more pawn islands. The d6-pawn is particularly weak. White has a simple plan: direct his major pieces against the pawn weakness. But in doing so he has to be careful not to allow his opponent any unnecessary counterplay.

1.♗xf6 ♕xf6 2.♘xd4

Of course the exchange of queens would be to White's advantage. But after 2.♕xd4 the opponent keeps the queens on the board with 2...♘e5! and White would have to retreat his knight to a less attractive position. The exchange on e5 hardly comes under serious consideration, because after ...dxe5 Black's only weakness would disappear.

2...♘e5

2...♘c5 would be more interesting: 3.b4 (3.♕d2!? is also possible) 3...♘e6 4.♘f5 ♘f4, but here too White is better after 5.♕f3.

If 2...♗b7, then 3.♘f5 ♕xb2 4.♘xd6 and the knight has a splendid post on d6. In this variation White has exchanged a static advantage (the weak pawn) for very promising dynamic advantages (active knight placement, attacking chances).

3.♗b3 ♗d7

The bishop is developed here in order to control the f5-square.

4.♖c1

Diagram 2-2 △

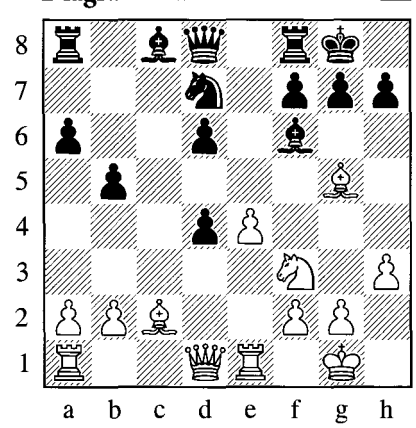
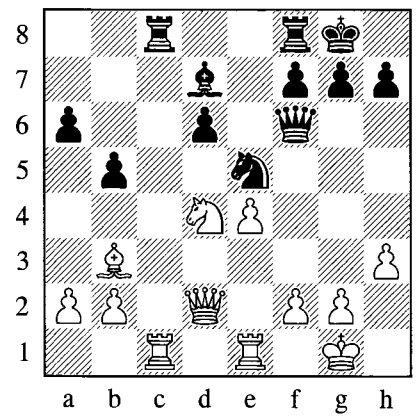


Diagram 2-3 ▼



4.♕d2 would be somewhat more precise.

4...♖ac8 5.♕d2

Diagram 2-3

5...♘g6

Black should try to swap off all the rooks, to make it harder for White to attack the d6-pawn. But White should keep at least one pair of rooks on the board. If 5...♖xc1 6.♖xc1 ♖c8, then 7.♖d1!? ♕g6 8.♕e3 ♘c4 9.♗xc4 bxc4 10.♘e2 ♗c6 11.♘g3! ♖e8 12.♕b6 ♗xe4 13.♖xd6±.

6.♖cd1! ♘e5

Nothing is achieved by 6...♘f4 on account of 7.♘e2±.

7.f4

White must swap off this active knight or drive it away.

7...♘c4 8.♗xc4 bxc4

8...♖xc4 9.b3 ♖c7 10.♘f3 ♖c6 is followed by 11.e5 and White wins the pawn.

9.♘e2!

A very strong regrouping. White brings his knight to c3, in order to better protect the central e-pawn. The d-file remains open for the major pieces. In addition, ♘d5 becomes a threat, the b2-pawn is better protected and the black d6-pawn is definitively fixed on its spot!

9...♗a4

Only a short-term success for Black. After a few moves the white rook will return to the d-file.

10.♖c1 ♖fd8 11.♘c3 ♗c6 12.♖cd1 h6

12...♖b8!? would, after 13.♖e2!, lead to the same situation as in the game.

13.♕e3 ♖b8 14.♖e2 ♖bc8

Black can no longer find any active play.

15.♖d4 ♗b7 16.♖ed2 ♕e7

Diagram 2-4 △

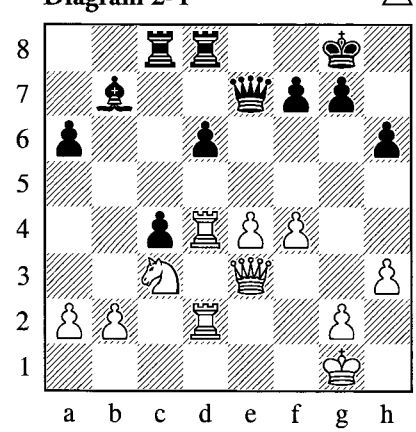


Diagram 2-4

Not only is the pawn on d6 weak, the same applies to its colleague on c4. Spassky finds another way to regroup in order to take possession of the weak square on d6.

17.♕g3! ♔f8 18.f5 ♖e8

18...♖c6 is met by the typical move 19.e5!+–.

19.♖xd6 ♕e5

After winning the pawn, White has no major problems, since the pawn structure of his opponent

is still weak. However, it is worth playing through the game until the very end, in order to see how this advantage is converted into the full point.

19...♗xe4 20.f6 gxf6 would be followed by 21.♖e2 (or 21.♕f4 ♗g6 22.♕xh6† ♔g8 23.♕f4 and White is clearly better) 21...♖cd8 22.♖xd8 ♕xd8 23.♖xe4 ♖xe4 24.♘xe4 ♕d4† 25.♘f2 and White is winning.

20.♕xe5 ♖xe5 21.♖2d4 a5 22.♖b6 ♗a8 23.♖a6 ♔e8 24.♔f2 ♔f8 25.♔e3 ♖ec5 26.♖d7 ♗c6 27.♖da7 a4 28.♔d4 ♗e8 29.♖b6 h5 30.g4 h4 31.♖bb7 ♖5c6 32.♘d5 ♖d8 33.g5 ♖cd6 34.♔xc4 ♖c6† 35.♔d4 ♖c2 36.♔e5 ♖c4 37.g6 f6† 38.♘xf6 gxf6† 39.♔xf6 ♖c6† 40.♔g5

1–0

Diagram 2-5

Eger – M.Taimanov

Luxembourg 1963

1...a4!

This game demonstrates how to obtain a better pawn structure. White would do better to decline the pawn sacrifice.

2.bxa4?!

Better is 2.♖ac1 (or 2.♖ab1) 2...a3 3.♗a1 and although the far-advanced a3-pawn has disrupted White's queenside, it also needs to be defended.

2.♘f1 a3 3.♖xd8† ♕xd8 4.♗c1 ♕d6 5.♗e3 ♖d8 (Sokolsky) leads to a better position for Black, who is in control of the only open file.

2...♘d7

Black wins back the a4-pawn and obtains the better pawn structure on the queenside.

3.♘b3 ♗f8!?

3...♘b6 is not so good, due to 4.♘c5.

However, 3...♖xa4! would be even simpler, since 4.♘bd4 is met by 4...exd4 5.♕xa4 dxc3 6.♗a3 ♕a8!–+.

4.a5 ♘xa5 5.♘xa5 ♖xa5 6.c4 ♗g7∓

Diagram 2-6

It is very interesting to watch how Black exploits his structural advantage.

7.♗f1 ♕a8

First he takes aim at the a2-pawn.

8.♗c3 ♖a3 9.♕b2 ♕a7 10.♖d2 ♖a8 11.♘e1

Diagram 2-5 ▼

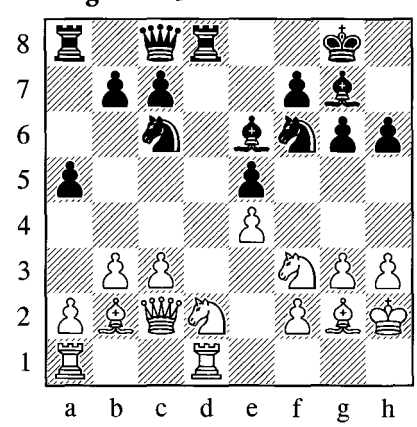


Diagram 2-6 △

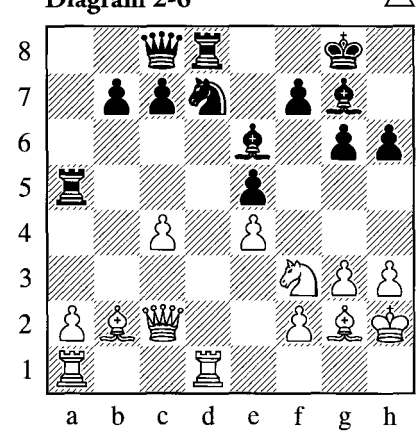


Diagram 2-7 ▼

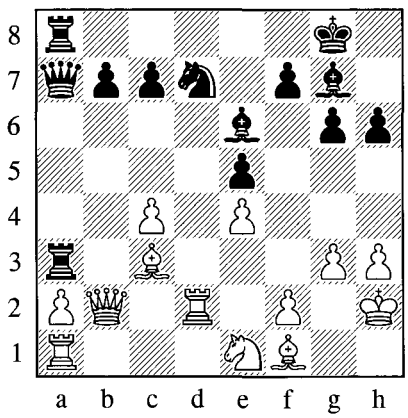


Diagram 2-7

White can still hang on to the pawn. Black now looks to the ending, in which he can attack the opposing weaknesses more easily.

11...♕b6!

11...♘b6 12.♗xe5 ♗xe5 13.♕xe5 ♘xc4 fails to 14.♗xc4 ♗xc4 15.♖ad1 with the threat of ♖d8†.

12.♕xb6 ♘xb6

Now Black attacks the c4-pawn.

13.c5! ♖xc3

13...♘d7 14.♗b4 ♖xa2 would be simpler.

14.cxb6 cxb6 15.♖b2

White is now hoping for counterplay down the b-file.

15...♖ca3

If 15...♗f8, then 16.♘d3.

16.♖xb6 ♖xa2 17.♖ab1?

The loss of the f-pawn weakens the kingside. The only chance would be 17.♖xa2 ♖xa2 18.♔g2 ♖a1 19.♘f3 ♖a7 (19...♗xh3† 20.♔xh3 ♖xf1 21.♔g2 ♖a1 22.♖xb7 ♖a4 23.♖b8† ♔h7 24.♖b7) 20.♘e1∓.

17...♖xf2† 18.♔g1 ♖fa2 19.♖xb7 ♖8a3 20.g4 ♗f6 21.♖1b2 ♖g3† 22.♗g2 ♖aa3

The dark squares are weak and allow the black pieces to penetrate decisively.

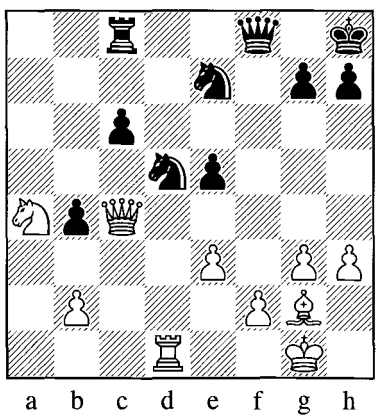
23.♔h2 ♗g5 24.♘c2 ♖ac3 25.♔g1 ♗c1

0–1

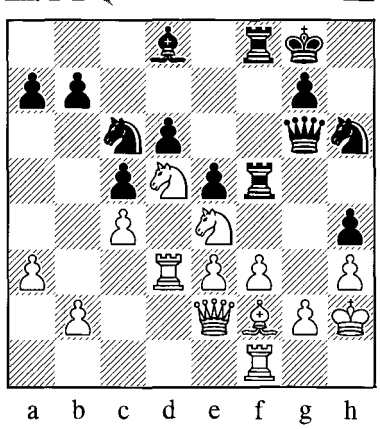
It has to be understood that, when evaluating a position, it is not only the pawn structure which is important, but also other elements of the position (e.g. piece activity, the presence of an open file or the open position of the opposing king). Sometimes these factors can even play a greater part and more than compensate for a weakened pawn structure!

Exercises

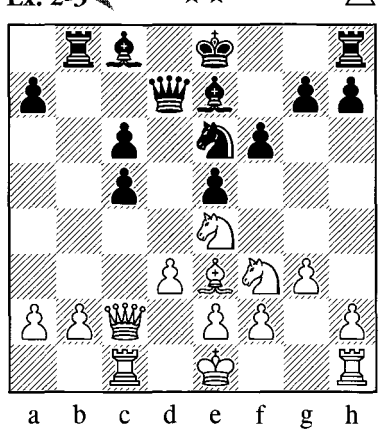
Ex. 2-1 ★ △



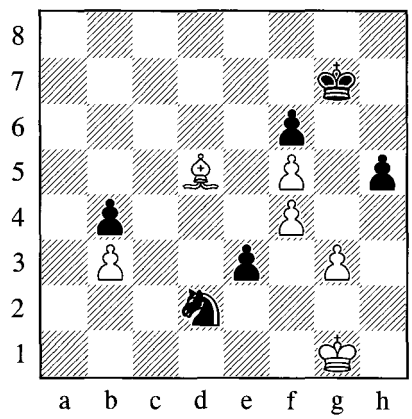
Ex. 2-2 ★ △



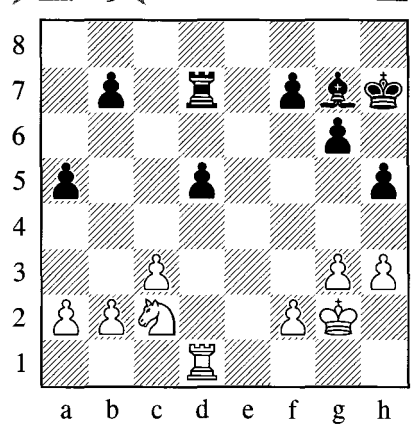
Ex. 2-3 ★★ △



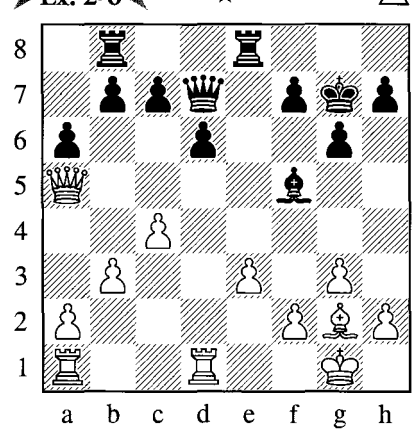
Ex. 2-4 ★★ ▼



Ex. 2-5 ★★ △

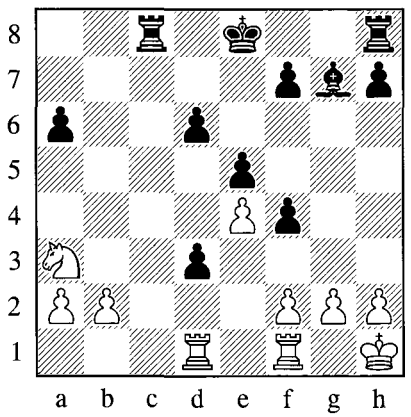


Ex. 2-6 ★ △

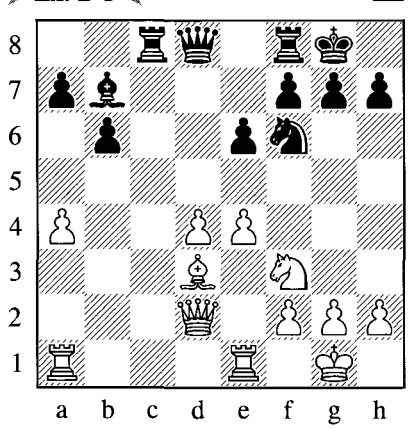


Exercises

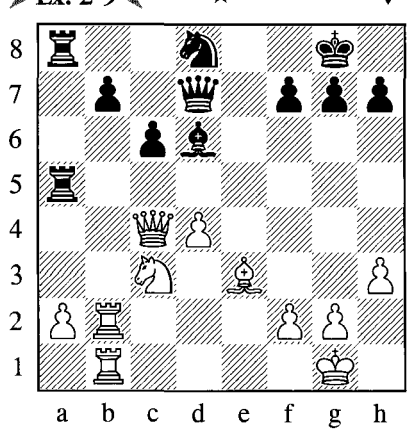
Ex. 2-7 ★★ ▼



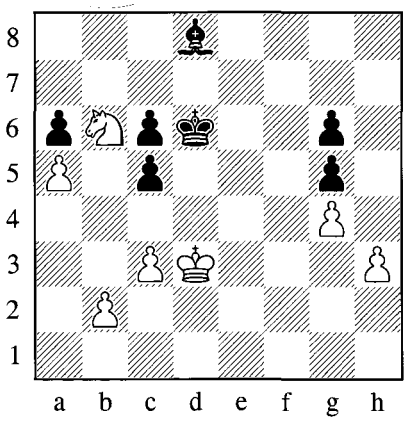
Ex. 2-8 ★ △



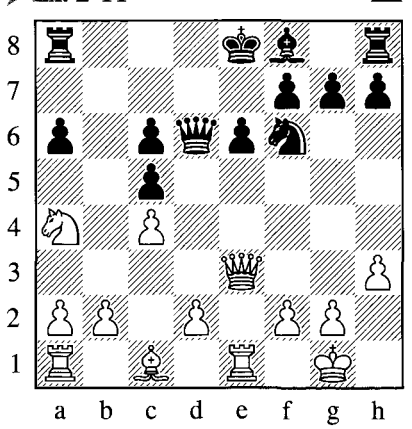
Ex. 2-9 ★ ▼



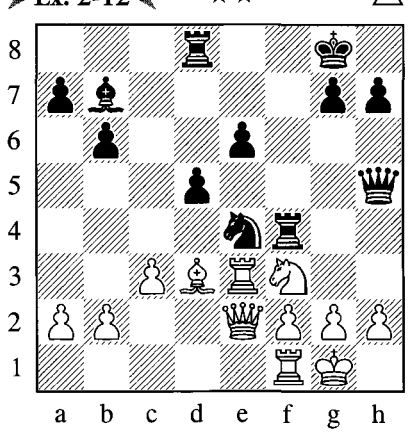
Ex. 2-10 ★ △



Ex. 2-11 ★ △



Ex. 2-12 ★★ △



Ex. 2-1

R.Fine – A.Alekhine

Margate 1937

White can simply win the b4-pawn.

1.e4! ♘f6 2.♕xb4±

(1 point)

The game continued:

2...♖d8 3.♖xd8 ♕xd8 4.♘c5 ♕d6 5.♕c3 h6 6.♘d3 ♘d7 7.h4 ♘g6 8.♗h3 ♘gf8 9.b4 h5 10.♘c5 ♘f6 11.♕c4 ♕e7 12.♘b3! ♕d6 13.♘a5 ♕d2 14.♘xc6 ♕e1† 15.♗f1 ♘xe4 16.♕e2 ♕xe2 17.♗xe2 g6 18.♘xe5 ♘c3 19.♗d3 ♔g7 20.f4 ♘d5 21.b5 ♔f6 22.♔f2 ♘b6 23.♔e3 ♘a4 24.♔d4 ♘e6† 25.♔d5 ♘c7† 26.♔c6 ♘e6 27.b6 ♘d8† 28.♔d7 ♘e6 29.b7 ♘ac5† 30.♔c8

1–0

Ex. 2-2

A.Kotov – N.Kopylov

USSR Ch., Moscow 1951

Here too, White can attack the weak d6-pawn directly.

1.♘dc3!

(1 point)

1...♘f7 2.♖fd1 ♗e7 3.♘b5 ♖d8 4.♕d2±

Black can no longer protect the d6-pawn. In the game, there followed a sacrifice born of despair.

4...♘d4

If 4...a6, then 5.♘bxd6 ♘xd6 6.♘xd6 ♖xd6 7.♖xd6 ♗xd6 8.♕xd6 ♕xd6 9.♖xd6+–.

5.exd4 exd4 6.♘c7 ♘e5 7.♘d5 ♕f7 8.♕e1 g5 9.♖b3 ♘xc4 10.♘xe7† ♕xe7 11.♘xg5! ♘e3

11...♕xg5 12.♗xh4+–

12.♗xe3 dxe3 13.♘e4 d5 14.♖xe3 dxe4 15.♖xe4 ♖xd1 16.♕xd1 ♖e5 17.♖g4† ♔h8 18.♕d2 ♖e6 19.♕c3†

1–0

Ex. 2-3

M.Taimanov – A.Suetin

USSR Ch., Kiev 1954

1.♘xc5

(1 point)

1.b3 would not be so good, because of 1...♘d4.

1...♗xc5 2.♗xc5 ♘xc5 3.♕xc5 ♖xb2 4.♘xe5!

(another 1 point)

The point of White's play. After 4.♕xc6? ♕xc6 5.♖xc6 ♗b7 6.♖c7 ♔d8! 7.♖c1 ♖xa2 Black would already be better.

4...♕e6

4...fxe5? 5.♕xe5†+–

5.♕xc6† ♕xc6 6.♘xc6± ♗h3 7.f3 0–0 8.♔f2 ♖e8 9.♘d4 ♖xa2 10.♖a1 ♖b2 11.♖xa7+–

Ex. 2-4

A.Rubinstein – A.Alekhine

London 1922

1...♔f8!

(2 points)

The black king first goes to d4, to defend its own passed pawn. After that the king can also carry on to c3 and attack the opposing b3-pawn.

2.♔g2 ♔e7 3.♗g8 ♔d6 4.♗f7 ♔c5 5.♗xh5 ♘xb3 6.♔f3

6.g4 is followed by 6...♘d2 7.♗f7 b3 8.♗xb3 ♘xb3 9.g5 (9.♔f3 ♔d4 10.g5 ♔d3 11.gxf6 ♘c5 12.f7 ♘d7–+) 9...♘d4 10.gxf6 ♔d6–+.

6...♔d4 7.♗f7 ♔d3!–+ 8.♗xb3 ♔d2 9.♗c4 b3 10.♗xb3 e2

0–1

Ex. 2-5

M.Botvinnik – D.Bronstein

World Ch(3), Moscow 1951

In the game White played:

1.a4?

Solutions

And Black was able to hold his position.

1...♖d8 2.♔f3 ♗f6± 3.♘d4 ♔g7 4.♘b5 ♔f8 5.♘c7 d4 6.c4 ♗e7 7.♘d5 ♗c5 8.♔e2 ♖e8† 9.♔d3 b6 10.g4 ♔g7 11.♖h1 h4 12.g5 ♖e5 13.♖g1 ♔f8 14.f3 ♔g7 15.f4 ♖e8 16.♔d2 ♖e6 17.♖e1 ♖xe1 18.♔xe1 ♔f8 19.♔e2 ♔e8 20.♔d3 ♔d7 21.♔e4 ♔d6 22.♘f6 ♔e6

½–½

Instead of that, White could have attacked the d5-pawn at once and won:

1.♘e3!

(1 point)

1...d4 2.♘c2 d3 3.♘d4! ♗xd4 4.♖xd3±

(another 1 point for this variation)

Ex. 2-6

A.Yusupov – Mankus

Moscow 1977

1.c5!

(1 point)

This weakens the black pawn structure.

1...♕e7 2.cxd6 cxd6 3.♕b6±

Now Black has three pawn islands instead of two and his pawn on d6 is weak.

3...♗e4?

Better is 3...♖ed8 4.♖d4 ♖d7 5.♖c1±.

4.♕d4† ♔g8 5.♗xe4 ♕xe4 6.♕xe4 ♖xe4 7.♖xd6+–

Ex. 2-7

G.Iskov – A.Yusupov

Esbjerg 1980

1...d5!

(2 points)

The threat was ♖xd3, after which the d6-pawn would also become weak. For that reason Black must sacrifice the d6-pawn in order to support his stronger pawn on d3.

1...f5 (only 1 point) 2.♖xd3 fxe4 would not be so good, on account of 3.♖xd6.

2.exd5?!

2.f3 is countered by 2...d4!? 3.♖xd3 ♗f8!∓.

2.♖xd3!? would be an improvement: 2...dxe4 3.♖d6 ♖a8∓

2...e4∓ 3.b3?

3.♖fe1 would be more stubborn: 3...f5 4.♖xd3 ♗xb2∓

3...0–0–+ 4.♘c4 ♖cd8 5.d6 ♗c3

Intending ...♗b4.

6.a3?!

The immediate 6.g3 would be more stubborn.

6...♖fe8 7.g3?! e3! 8.gxf4 e2 9.♖g1† ♔f8 0–1

Ex. 2-8

A.Yusupov – J.Eslon

C'an Picafort 1981

1.a5!

(1 point)

A typical idea. White swaps off his potentially weak pawn and in doing so also weakens the opposing pawn structure.

1...♕c7 2.axb6 axb6 3.♖ac1±

Black is left with a weakness on b6.

Ex. 2-9

G.Levenfish – V.Mikenas

USSR Ch., Moscow 1940

1...b5!

(1 point)

2.♕e2 ♕e6∓

Black prepares b4, after which the a2-pawn will be left without the support of the knight.

3.♗c1

3.d5? would be bad, due to 3...♕e5.

3...b4! 4.♘e4

4.♕xe6 ♘xe6 5.♘e4 ♗c7–+

4...♖xa2 5.♖xa2

5.♘xd6 ♕xe2–+

5...♖xa2 6.♕f3 ♗f8–+

Solutions

Ex. 2-10

V.Simagin – P.Keres

Moscow 1963

1.♔c4!

(1 point)

The c5-pawn is weak. The white king must attack it!

1...♗c7 2.♘a4! ♗xa5 3.♘xc5

The weak a6-pawn now falls.

3...♗b6 4.♘xa6+– ♗e3 5.♘b4 ♗c1 6.b3 ♗f4 7.♘c2 ♗e5 8.♘d4 ♗f6 9.b4 ♗e7 10.♘f3 ♗f6 11.♔d3 c5 12.b5 ♔d5 13.c4† ♔e6 14.♔e4 ♔d6 15.b6 ♔c6 16.♘e5†

Eyeing the weakness on g6.

16...♔b7

16...♔xb6 17.♘d7†+–

17.♘d7 ♗d4 18.♔d5

Finally the weakness on c5 is targeted.

1–0

Ex. 2-11

R.Kholmov – Goljak

Ashkhabad 1961

1.b3!

(1 point)

This prepares ♗a3 with an attack on the weakness on c5.

1...♗e7 2.♗a3 ♘d7 3.♖ad1! e5

3...0–0 4.d4±

4.♘xc5!! ♘xc5 5.d4 exd4

5...♕c7 6.♗xc5 ♗xc5 7.dxc5 f6 8.f4+– (Kholmov)

6.♖xd4 ♕e6 7.♕d2! ♕xe1†

7...♕f5 8.g4+–

8.♕xe1 ♘e6 9.♕e4 ♖c8 10.♗d6+–

Ex. 2-12

A.Yusupov – S.Hmadi

Tunis 1985

1.♘d4!

(2 points)

In the endgame it is easier to exploit the opposing pawn weaknesses.

1.♖e1 (1 point) would be weaker, since the f2-pawn still needs to be defended.

Nor would 1.♗xe4 (also 1 consolation point) be exact, due to 1...dxe4 2.♘d4 ♕xe2 3.♘xe2 (not 3.♖xe2? ♗a6) 3...♖f7 4.♘g3 ♖d2⇄.

1...♕xe2

1...♕h6 2.f3 e5 3.♘c2±

2.♖xe2 ♖f6 3.♖fe1

Aiming at the weakness on e6.

3...e5 4.♘b3!

4.♘c2? is bad, because of 4...♘c5.

4...a5 5.f3 a4 6.♘c1 ♘d6 7.♖xe5+–

Scoring

Maximum number of points is **17**

15 points and above ➝ **Excellent**

12 points and above ➝ **Good**

9 points ➝ **Pass mark**

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

CHAPTER 3

Contents

- ✓ The weakness of the back rank
- ✓ Typical combinations
- ✓ A far-advanced pawn
- ✓ Deflection

Back rank combinations

In this chapter we shall take a look at another typical motif in combinations: the weakness of the back rank.

When files are opened, it is the time for the major pieces. Then you have to be especially careful and protect the back rank. A bolt-hole for your king is often extremely necessary. Back rank combinations are extremely effective and mainly employ the typical ideas of deflection and the double attack.

Diagram 3-1 ▼

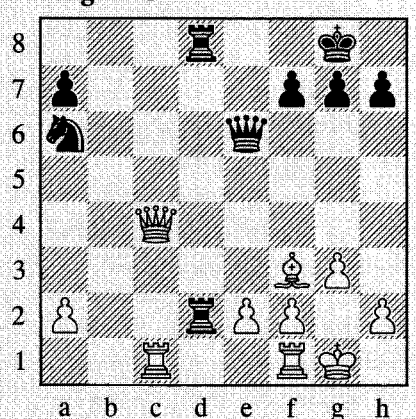


Diagram 3-1

V.Tukmakov – A.Kochiev

Ashkhabad 1978

1...♖xa2?

Black does not spot the danger. The correct continuation is 1...♕xc4 2.♖xc4 ♖xa2 3.♖b1 ♖a5! and White has only a positional advantage.

Now comes a tactical blow which exploits the weakness of the back rank.

2.♗d5!

Black cannot take the bishop in view of the weakness of his back rank (2...♕xd5 3.♕xd5 ♖xd5 4.♖c8†+–), which means that he loses the a2-rook.

1–0

Diagram 3-2 △

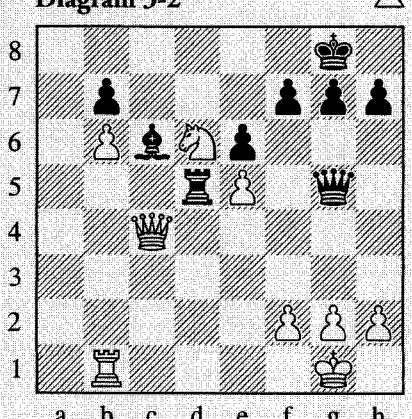


Diagram 3-2

B.Sliwa – G.Stoltz

Bucharest 1953

In this position there is firstly a typical combination involving promotion.

1.♕xc6! bxc6 2.b7 ♕d8 3.b8=♕

Black now counters with a deflection.

3...♖d1† 4.♖xd1 ♕xb8

But here White exploits the weakness of the back rank again and wins the queen.

5.♘b7!+–

Black has no defence against ♖d8†. After a few more moves he resigned.

Diagram 3-3

Another typical mating combination.
1...♕xf2†!! 2.♖xf2 ♖b1† 3.♖f1 ♗c5† 4.♔h1 ♖xf1#

Diagram 3-3 ▼

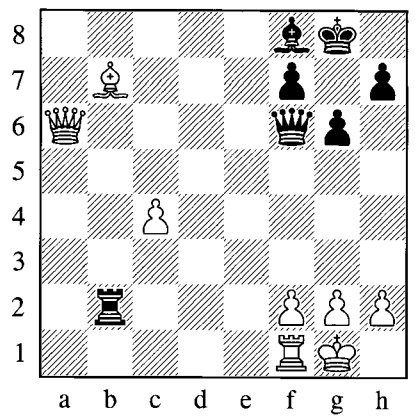


Diagram 3-4

A.Alekhine – Johner

Trinidad 1939

A far-advanced pawn can play a decisive role in back rank combinations.
1.♖c8!
1.♖c7? would not be so good, since it gives Black time to make his back rank secure: 1...g6 2.♕d6 ♕xd6 3.exd6 ♔g7!
1...♖xc8
Black has no choice. 1...♕xd7 allows the typical finish 2.♕f8†! ♖xf8 3.♖xf8#.
2.♕e7!
The key move. The threats are d8=♕† and ♕xe6. The queen is taboo on account of mate after 2...♕xe7 3.dxc8=♕†.
1–0

Diagram 3-4 △

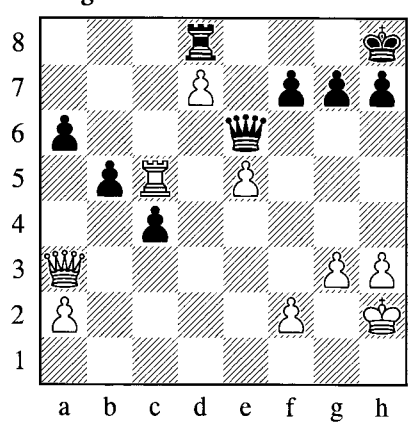


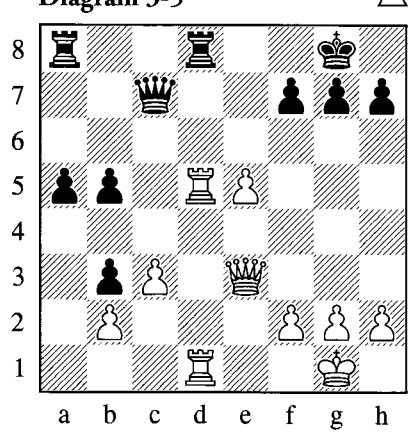
Diagram 3-5

D.Minic – K.Honfi

Vrnjacka Banja 1966

In order to deflect the black major pieces from the defence of the back rank, White is even prepared to sacrifice his queen!
1.♕a7!!+–
A typical deflecting sacrifice, which compelled Black to resign on the spot.
As the following variations show, Black no longer has any chance to hold the position:

Diagram 3-5 △



a) 1...♕xa7 2.♖xd8†+–
b) 1...♖xa7 2.♖xd8†+–
c) 1...♕c8 2.♖xd8† ♕xd8 3.♖xd8† ♖xd8 4.g3+–
d) 1...♖dc8 2.♕xc7 ♖xc7 3.♖d8†+–

Diagram 3-6 ▼

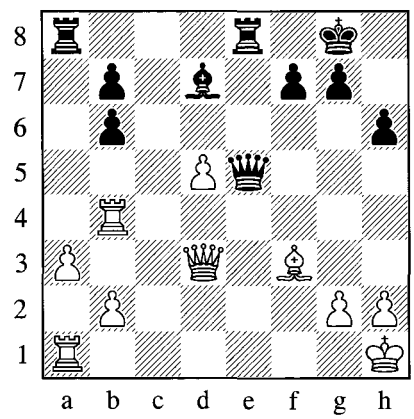


Diagram 3-6

V.Mikenas – D.Bronstein

USSR Ch., Tallinn 1965

Black's next move hits White like a bolt from the blue.

1...♖xa3!!

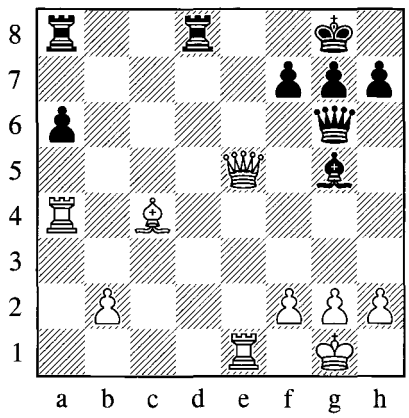
White resigned, in view of the following variations:

a) 2.♖xa3 ♕e1†–+
b) 2.♕xa3 ♕e1† 3.♖xe1 ♖xe1#
c) 2.bxa3 ♕xa1† 3.♖b1 ♖e1† 4.♖xe1 ♕xe1†–+

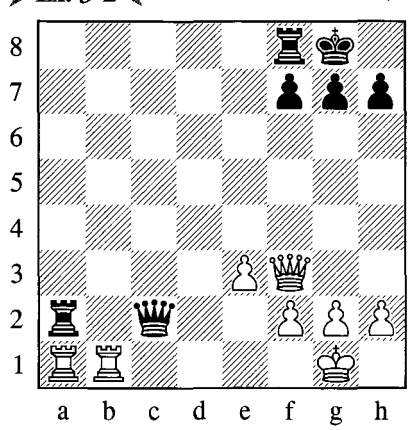
In the test which follows please try to exploit the weakness of the back rank just as energetically. Deflect the opponent's pieces – the best way being with the help of a double attack. You absolutely must have these important combinations in your tactical arsenal!

Exercises

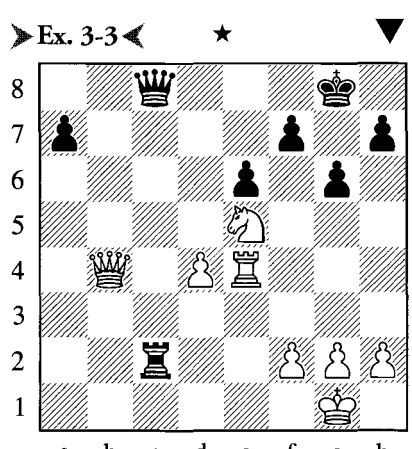
Ex. 3-1 ★ △



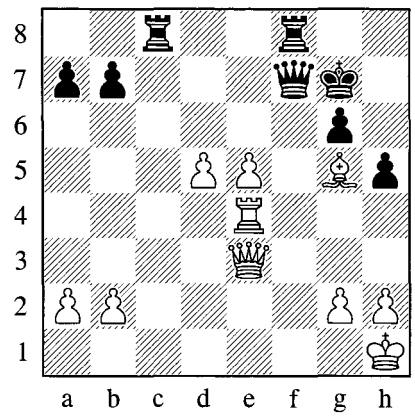
Ex. 3-2 ★ ▼



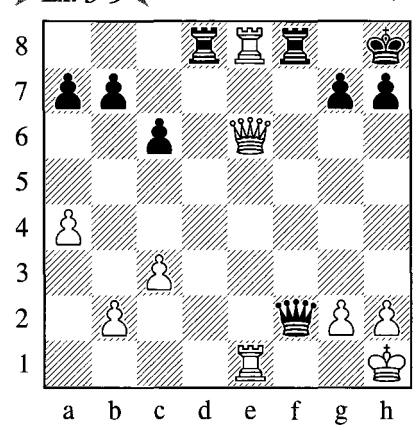
Ex. 3-3 ★ ▼



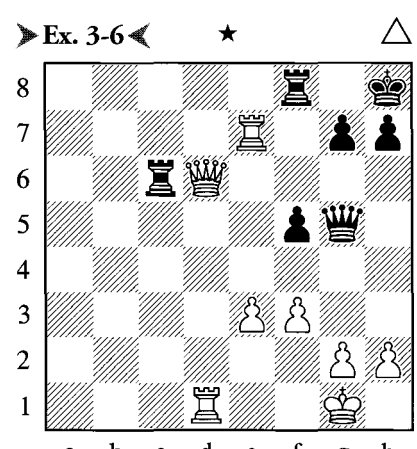
Ex. 3-4 ★ ▼



Ex. 3-5 ★★ ▼

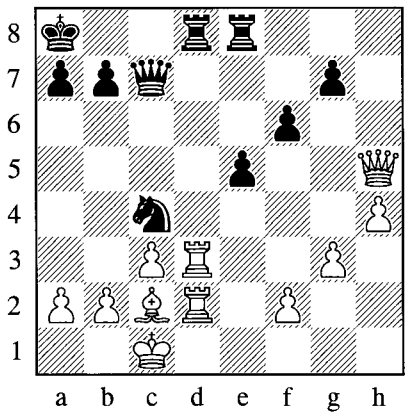


Ex. 3-6 ★ △

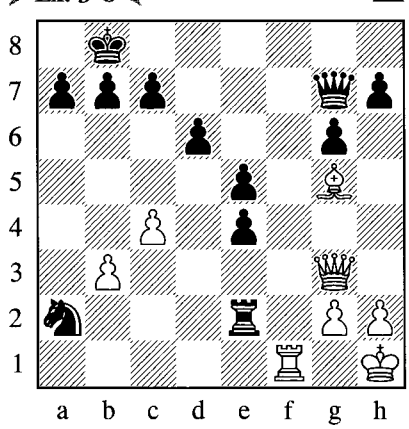


Exercises

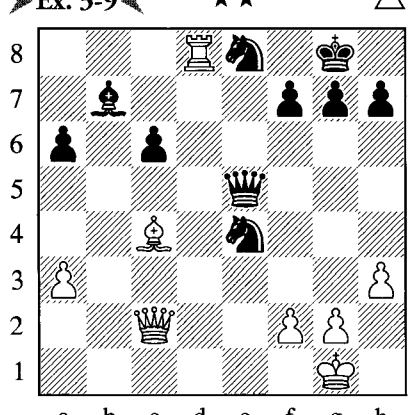
Ex. 3-7 ★★ △



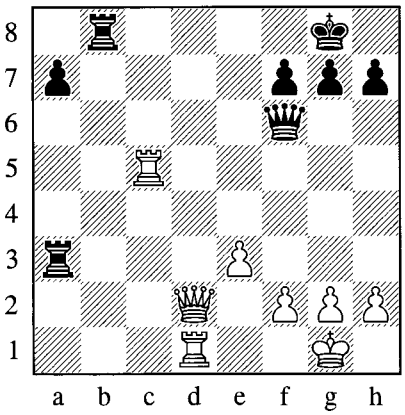
Ex. 3-8 ★★ △



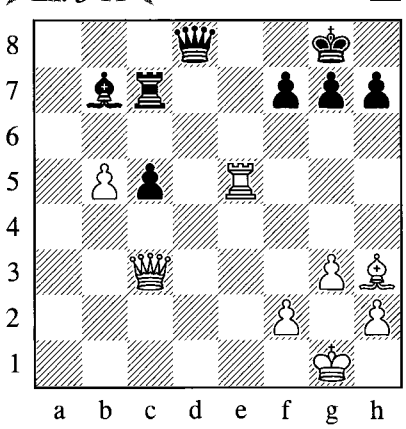
Ex. 3-9 ★★ △



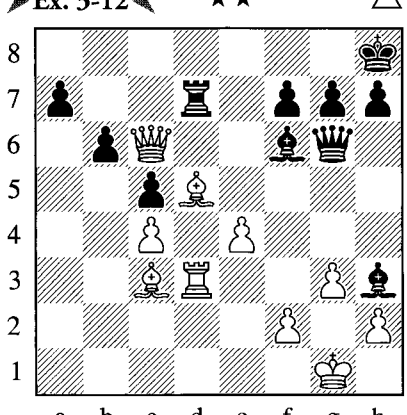
Ex. 3-10 ★★ △



Ex. 3-11 ★★ △



Ex. 3-12 ★★ △



Ex. 3-1

V.Jansa – Jongsma

Budva 1963

1.♖xa6!

(1 point)

Double attack and deflection.

1...♖xa6 is met by 2.♕e8†+–.

1–0

Ex. 3-2

N.N. – N.N.

1...♕b2!–+

(1 point)

Once more there are two rooks protecting the back rank, and yet again there is a way to exploit the lack of a bolt-hole. The threat is now 2...♖xa1.

But Black had to avoid 1...♖fa8?? which loses to 2.♕xa8†.

2.♕d1

2.♖xb2 ♖xa1†–+

2...♕xf2†

0–1

Ex. 3-3

Novichkov – Luzganov

1963

1...♕b7!

(1 point)

Double attack and deflection.

White resigned at once. 2.♕e1 is followed by 2...♕xe4! 3.♕xe4 ♖c1†–+.

On the other hand, 1...♖c1†? would have been a mistake, in view of 2.♖e1 ♕b7 3.♕d2+–.

Ex. 3-4

Engelgard – Schulze

1958

1...♖c1†!

(1 point)

Deflection.

But not 1...♕f1†? 2.♕g1!±.

White resigned, since after 2.♕xc1 there follows 2...♕f1†–+.

Ex. 3-5

N.N. – K.Richter

1957

1...♖dxe8!

(1 point)

1...♕xe1† (1 consolation point) would not be so strong: 2.♕xe1 ♖fxe8∓.

2.♕xe8 h6!

(another 1 point)

The threat is now simply ...♖xe8. The queen has no good retreat, e.g 3.♕e4 ♕f1†–+ or 3.♕e2 ♕xe2 4.♖xe2 ♖f1#.

0–1

Ex. 3-6

P.Frydman – T.Regedzinski

Lodz 1938

1.♖f7!

(1 point)

1.♕xc6 would not be so good, due to 1...♕xe7±; nor 1.♕d8?! in view of 1...♖c8.

Black resigned. He either loses a whole rook or is mated.

1...♖xf7 is met by 2.♕d8†+–; if 1...♖fc8, then 2.♖f8†+–; and 1...♕xe3† loses after 2.♔h1 ♖g8 3.♕xc6+–.

Ex. 3-7

P.Keres – P.Troeger

Hamburg 1960

1.♖xd8†!

(1 point)

1.♕f7?! (1 consolation point) would not be so strong: 1...♖c8 2.♕xc7 ♖xc7 3.♖d8† ♖c8 4.♖xc8† ♖xc8 5.♖d7+– offers White 'only' a winning endgame.

1.♖d7? is answered by 1...♕b6!±.

Solutions

1...♖xd8 2.♕f7!

(another 1 point)

Black resigned, since after 2...♕c8 3.♖xd8 ♕xd8 4.♕xc4 he loses his knight.

Ex. 3-8

Streck – Barash

1912

1.♗h6!

(1 point)

1...♕xh6?

1...♕g8 would be more stubborn: 2.♖f8† ♕xf8 3.♗xf8 ♘c1 4.h3 b6 5.♗h6±

2.♕h4!

(another 1 point)

2.♕g5! would be just as good, but not 2.♕h3?? ♕xh3 3.♖f8† because of 3...♕c8–+.

1–0

Ex. 3-9

B.Malich – J.Kort

Amsterdam 1971

1.♕b2!

(1 point)

Double attack and deflection.

After 2.♗xf7†? ♔xf7 3.♖d7† ♔f8 4.♖xb7 c5 White is worse.

1...♕e7

1...♕xb2 2.♖xe8#

2.♕xb7!

(another 1 point)

2.♖xe8†? ♕xe8 3.♕xb7=

2...♕xd8

2...♕xb7 3.♖xe8#

3.♕xf7†

1–0

Ex. 3-10

Guldin – Bagdatiev

1963

1.♕b4!

(1 point)

There is the equally good 1.♕c1! ♕a6 2.♖c6!+– (2 points for this variation).

1...♖d8

1...♖xb4 2.♖c8†+–; 1...♖b3 2.♕xb3+–

2.♖cd5!

(another 1 point)

Black resigned, in view of 2...♖xd5 3.♕b8†+–.

Ex. 3-11

B.Ivkov – E.Eliskases

Munich Olympiad 1958

1.♕d2!

(1 point)

Deflection.

After 1.♕d3 Black can reply 1...♕a8, as in the game.

1...♕a8

Other moves also lose:

a) 1...♕f8 2.♕e3+– and then ♖e8.

b) 1...♕b8 2.♗d7+– and ♖e8†.

2.♕a5!

(1 point)

Another good move is 2.♕e1!+– (also 1 point).

2...♕b8

Or 2...f6 3.♕xa8† ♗xa8 4.♖e8† ♔f7 5.♖xa8+–.

3.♕xc7!

1–0

Ex. 3-12

Based on the game

P.Keres – G.Levenfish

USSR Ch., Leningrad 1947

1.♗e6!

(2 points)

1.♗xf7? would be bad: 1...♕xf7 2.♖xd7 ♕xd7 3.♕a8† ♕d8–+.

Nothing is achieved by 1.♕c8†?! ♗d8!, nor by 1.♗xf6?! ♕xf6 2.♕xf6 gxf6=.

1...h6

Other moves are no better:

Solutions

a) 1...♖xd3 2.♕e8#

b) 1...♗xe6 2.♕c8† ♖d8 3.♕xd8† ♗xd8 4.♖xd8#

c) 1...fxe6 2.♕c8†+–

2.♗xd7+–

Scoring

Maximum number of points is **19**

17 points and above ····→ **Excellent**

14 points and above ····→ **Good**

10 points ····→ **Pass mark**

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

CHAPTER 4

Contents

Exploiting weaknesses

This chapter continues and amplifies what was described on the subject of 'Weak points' (*Build Up Your Chess 1*, Chapter 20).

By a weakness (or a weak point) we mean a square, or a pawn, which is not protected by a pawn.

Such weaknesses often arise when a pawn is moved forward. However, they are only relevant if you (or your opponent) can exploit them.

Weak squares constitute ideal positions for pieces. You should attempt to occupy such squares with your pieces. They are especially suitable for knights. But other pieces can also make successful use of these squares. You can attack other points in your opponent's position from these outposts.

Basic rules

1) **Provoke weak squares** and try to occupy them with your own pieces!

2) **Exploit any weaknesses in the castled position** for an attack on the king!

3) As well as the king or unprotected pieces, pawns can also be objects to be attacked. **Look for a weak point** (weak pawn) in your opponent's position and attack it.

Attacking weaknesses

Even though a direct attack does not always mean the gain of a pawn, an attack does however present you with certain advantages.

1) **Your opponent has to defend** and is often forced to put his pieces in passive positions. Then you may employ other resources in order to crank up the pressure on the weakness. You will often find that *manoeuvring* (alternating attacks on the weakness or attacking from different sides or with different pieces) brings about the desired success.

2) We enjoy greater freedom and we can also seek out other objects to attack. If we manage to **provoke a second weakness** and then alternate attacks on these weaknesses, then the defender is often stretched to breaking point.

The following five examples from master praxis will illustrate these ideas.

Diagram 4-1

M.Euwe – S.Flohr

Amsterdam 1939

White exploits the weakness of the dark squares.

1.♖c5!

A surprising regrouping. The white rook arrives via the fifth rank to join the attack.

White's position is so good that even quieter play would have been just as strong, e.g. 1.a3, intending ♖c3, ♕f4 and ♖h3.

1...♕xa2

If 1...♗xc5? then 2.dxc5 ♕c7 3.♕e3 followed by ♕h6 and White wins easily, since Black has no pieces which can protect the dark squares.

2.♖h5! e5

Other moves are no better:

a) 2...gxh5? loses to 3.♕g3†.

b) 2...♗g7 is followed by 3.♗xg7 ♔xg7 4.♖xh7†! ♔xh7 5.♕xf7† ♔h8 6.♖d3+–.

c) If 2...♕xb2, then 3.♗f1 ♕c2 (3...♕b4 4.♕h3+–) 4.♗e5!? f5 (4...♗g7 5.♖xh7! ♔xh7 6.♕xf7 ♖g8 7.♖d3+–) 5.♖xh7! ♔xh7 6.♕h3† ♗h6 7.♗f4 and White wins.

3.dxe5 ♗e6 4.♕f4

White is preparing an attack on the h7-pawn. Black is powerless. What is remarkable is the position of the bishop on f6, which is restricting the opposing counterplay and also playing a decisive part in the attack.

4...♕xb2 5.♗f1 ♗e7

Black will be unable to take on f6, since then the black squares would be even weaker. But even after the logical 5...a5 Black could not parry the white attack: 6.♖d3! leads to a quick finish.

6.♕h4?!

Here too, 6.♖d3!+– would have been very strong.

6...♗c5! 7.♖h6

The idea of the defence is clear: 7.♖xh7?? is refuted by 7...♕xf2† 8.♕xf2 ♗xf2† 9.♔xf2 ♔xh7–+.

7...a5 8.♖d3!

Now White brings his reserves into the game. The

Diagram 4-1 △

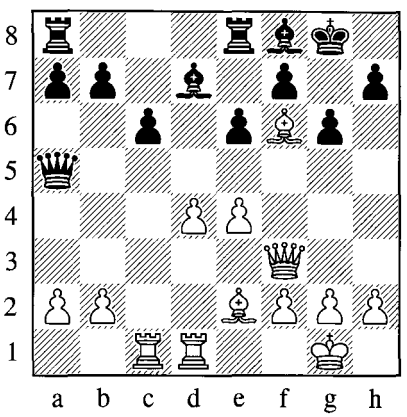


Diagram 4-2 △

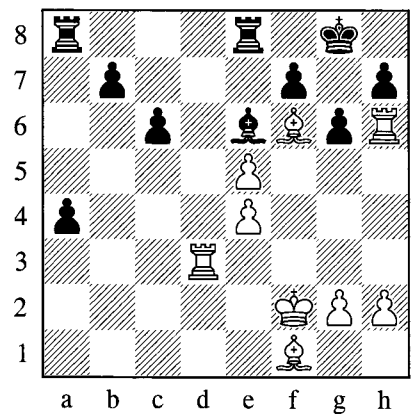


Diagram 4-3 △

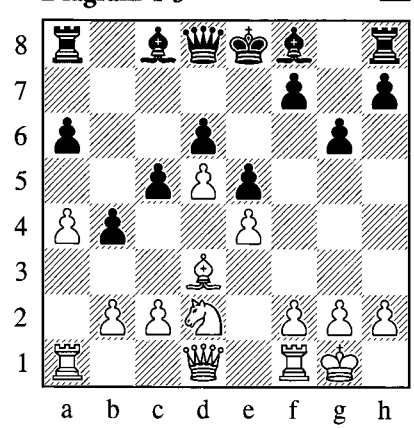
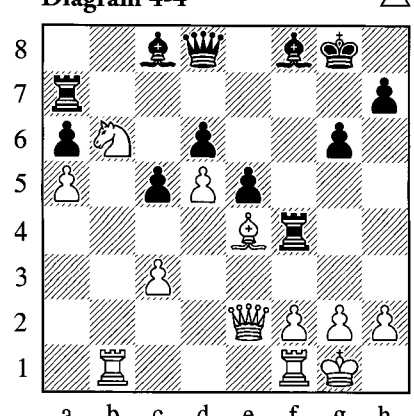


Diagram 4-4 △



threat is ♖f3 and with the f2-pawn protected, ♖xh7 would again be an option.

8...♗xf2†

The best try.

9.♕xf2 ♕xf2† 10.♔xf2 a4

Diagram 4-2

Black is hoping that his passed pawn on the queenside will give him some counterplay. But even without queens, White can attack the weakened castled position.

11.♗e2!

The threat is 12.g4 and then ♖dh3 or ♖xh7 with mate to follow.

11...♖a5

11...a3 12.g4 a2 13.♖xh7!+–

12.g4 ♖xe5 13.♗xe5 ♗c4 14.♖dh3 ♗xe2 15.♗f6+– ♖e6 16.e5 ♗xg4 17.♖xh7 ♖xf6†

17...♗xh3 18.♖h8#

18.exf6

Here the rook will not find it difficult to deal with the black pawns.

1–0

Diagram 4-3

A.Yusupov – A.Miles

Bugojno 1986

White already has a wonderful square for his knight on c4. With his next move he creates a new outpost on b6. Later White will open the b-file (after c2-c3) and occupy the b6-square with his rook.

1.a5!± ♗h6 2.♘c4 0–0 3.c3 bxc3

After 3...f5!? 4.cxb4 cxb4 5.♘b6!± the b4-pawn becomes weak.

4.bxc3 f5 5.♖b1 fxe4 6.♗xe4 ♖f4 7.♕e2 ♗f8

In the variation 7...♖xe4 8.♕xe4 ♗f5 9.♕e2 ♗xb1 10.♖xb1± you can clearly see the difference between a good knight and a bad bishop.

8.♘b6 ♖a7

Diagram 4-4

9.♘xc8!

The knight was good, but it blocked the b-file. After the exchange White will be better placed to attack the weakness – the a6-pawn.

9...♕xc8 10.♖b6

10.g3!?

10...♗e7 11.g3 ♖f8 12.♔g2

It would be better to play the prophylactic move 12.♖a1! first, and only then ♔g2 and then h4+–.

12...♕d7! 13.♖a1!

13.♖xa6 is not clear, because of 13...♖xa6 14.♕xa6 ♕a4⇄.

13...♖fa8

Diagram 4-5

14.h4!

The attack on the a6-pawn ties up the black pieces on the queenside. White now wants to create a second weakness on the kingside. The threat is h5.

14...♗d8 15.♖bb1?!

15.♖c6 would be stronger, so as not to release the pressure on the a6-pawn.

15...♖b7?

Black should try to do something against the threat of h5. 15...♕f7! would be better, intending 16.h5 gxh5 17.♖h1 h4±.

16.♖xb7 ♕xb7

Diagram 4-6

17.h5!

After this move a second weakness appears in the black camp. Now the defence becomes twice as hard. In the middlegame the presence of opposite-coloured bishops can be very effective for the attacking side, since the opponent has nothing which he can set against the attacking bishop.

17...g5 18.♕g4

The white squares on the kingside are now hopelessly weak.

18...♕e7 19.h6!+–

An important move, since the pawn on h6 is very active and dangerous for the opponent.

19.♖b1 ♗xa5 20.♕e6† would not be so clear after 20...♔f8.

19...♖b8 20.♗d3!

A little reminder that the pawn on a6 is also still weak.

20...♕f7 21.♗xa6 ♕xd5† 22.♔g1

The exchange of pawns is not an equal one. White gets a strong passed pawn.

22...e4 23.♗c8! ♕e5 24.♕e6†

After White has obtained a passed pawn, he has

Diagram 4-5 △

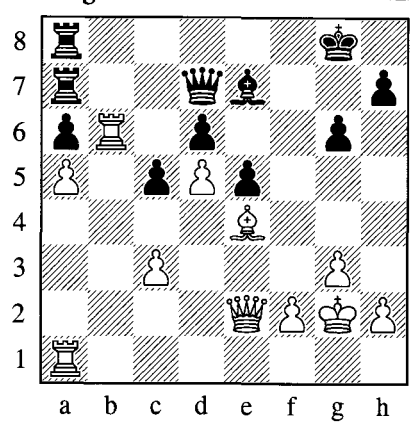
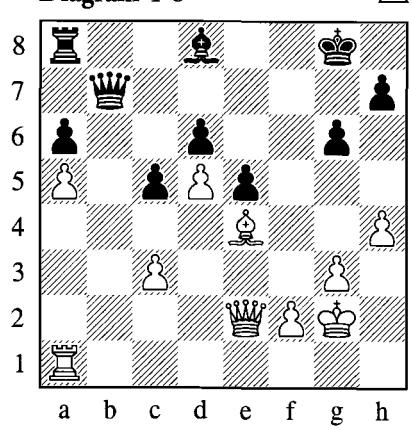


Diagram 4-6 △



nothing against a transition to the endgame.

24...♔f8

Or 24...♕xe6 25.♗xe6† ♔f8 26.♗d5+–.

25.♕xe5 dxe5 26.♗f5 ♖b7 27.a6 ♖a7 28.♗xe4 g4 29.♗b7!+–

This move ends the struggle to all intents and purposes, since Black will essentially be playing without his rook on a7.

29...♗g5 30.♖a5 ♗e7 31.♖a4 ♔f7 32.♖xg4 ♗f8 33.♔g2 ♗xh6 34.♔f3 ♗f8 35.♖h4 h6 36.♔e4 ♔e6 37.c4

The threat is ♖g4-g6 etc.

1–0

Diagram 4-7 △

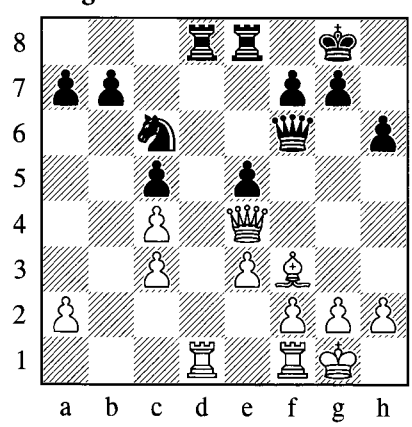


Diagram 4-7

M.Botvinnik – V.Chekhover

Leningrad 1938

Although it is White who has the doubled pawns here, he is better placed, because he is controlling the important central square d5. Also his bishop will be more active than the knight.

1.♖d5 b6

Nor do other moves bring any relief:

a) 1...♖xd5 2.cxd5 ♘e7 (2...♘d8 3.♕a4±) 3.d6 ♕xd6 4.♕xb7±

b) 1...♕e7 2.♖fd1 g6 3.g4!±

2.♖fd1 ♘a5

Normally the knight is not so badly placed here, but it gets no more support and so remains offside.

3.h3 ♖xd5 4.♖xd5

4.cxd5 is not good, on account of 4...♕d6= (but not 4...♘b7? 5.♕a4!) and the passed pawn is safely blockaded.

4...♕e7

4...♖d8?! 5.♖xe5 ♘xc4? would be bad, in view of 6.♖e8† ♖xe8 7.♕xe8† ♔h7 8.♕e4†+–.

5.♗g4

Threatening ♖d7.

5...♕b7

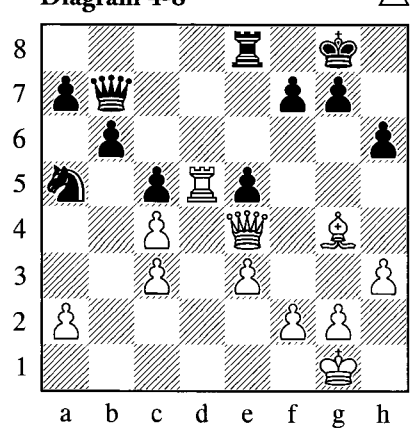
Diagram 4-8

6.♗f5!±

White has a large positional advantage. He once more threatens ♖d7, as well as ♕xe5!.

6...♕b8

Diagram 4-8 △



6...g6 is met by 7.♗xg6 fxg6 8.♕xg6† ♔f8 9.♖d6+–.

7.♖d7 ♖d8 8.♕xe5! ♘xc4

8...♕xe5? 9.♖xd8†+–

9.♕xb8 ♖xb8

Diagram 4-9

10.♗e4!

White coordinates his pieces and prepares to attack the f7-pawn.

10.♖xa7?! would not be so good: 10...♘d6 11.♗d3 c4 12.♖d7 (12.♗f1 ♘b5 13.♖a6 ♖c8⇄) 12...cxd3 13.♖xd6 ♖a8 14.♖xd3 ♖xa2±

10...♘a3 11.♗d5

If 11.♖xa7? then 11...♘b5 gives Black counterplay.

11...♖f8

A pleasant result for White. The black rook and king must stand by passively and defend the weak point on f7.

12.e4 a5

Or 12...c4 13.♖xa7 ♘b5 14.♖b7 ♘xc3 15.♗xc4 ♘xe4 16.♖xb6+–.

13.c4 b5 14.cxb5 ♘xb5

Only this knight is active, but what can it achieve alone against the whole white army?

15.e5 a4 16.f4 ♘d4 17.♔f2 g5 18.g3 gxf4 19.gxf4 ♘e6

19...♔g7 is met by 20.e6+–.

20.♔e3

After White has consolidated his position, he will once more set his pawns in motion in order to create a passed pawn.

21...c4 22.f5 ♘c5 23.♖c7 ♘d3 24.e6 fxe6 25.fxe6 ♖e8 26.e7† ♔g7 27.♗c6

A model game by the great Botvinnik!

1–0

Diagram 4-10

M.Feigin – S.Flohr

Kemeri 1937

The compact white pawns on the kingside are broken up by an exchange

1...♗e7!

1...♖g8! would also be strong.

2.♗d2 ♗xh4 3.gxh4 ♕f5 4.♖b3 ♖g8 5.♕h2

Diagram 4-9 △

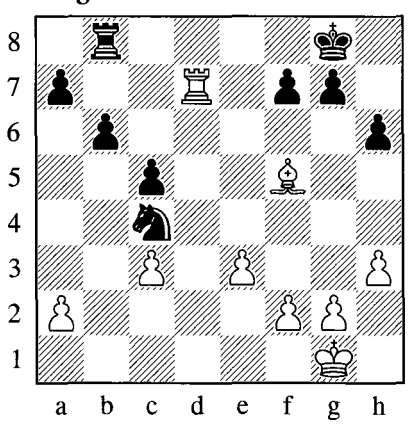
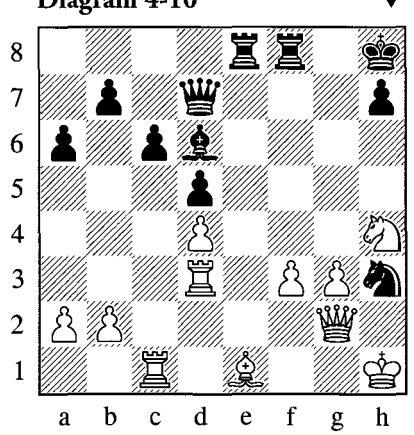


Diagram 4-10 ▼



The white castled position has been weakened, his pieces are badly coordinated. The game will last only two more moves!

5...♖e6

Threatening ♖eg6.

6.♖f1 ♘f2†!

With a forced mate: 7.♕xf2 (7.♖xf2 ♕b1†–+) 7...♕h3† 8.♕h2 ♕xf1†–+

0–1

But sometimes the weak points can be satisfactorily defended.

Diagram 4-11 ▼

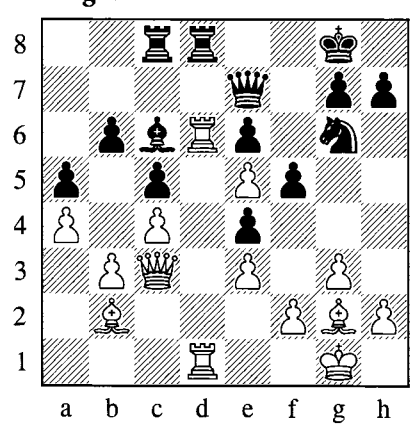


Diagram 4-11

O.Renet – A.Yusupov

Dubai Olympiad 1986

White has an apparently dangerous outpost on d6. But he can only occupy it with his major pieces. Black repositions his knight and protects the d6-square.

1...♘h8!

Intending ...♘f7.

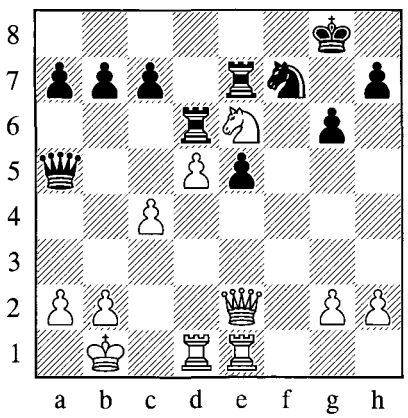
2.♔f1 ♘f7 3.♖xd8† ♖xd8 4.♖xd8† ♕xd8

And Black is better because both white bishops are very passive.

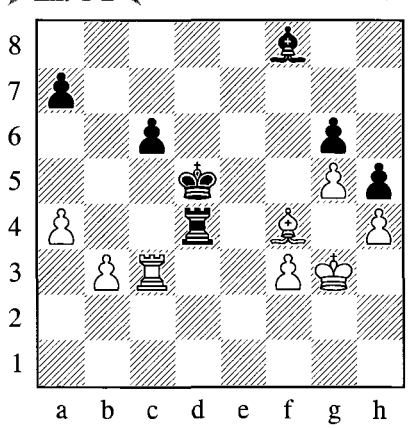
In the test which follows, try to find the weak points in the opposing position and then to exploit them.

Exercises

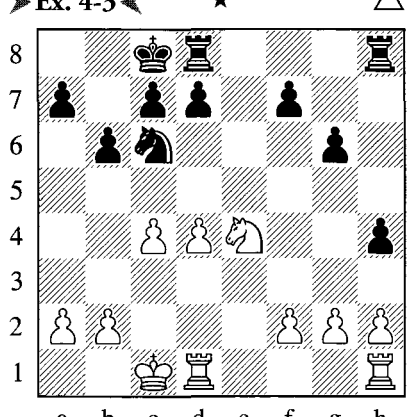
Ex. 4-1 ★ △



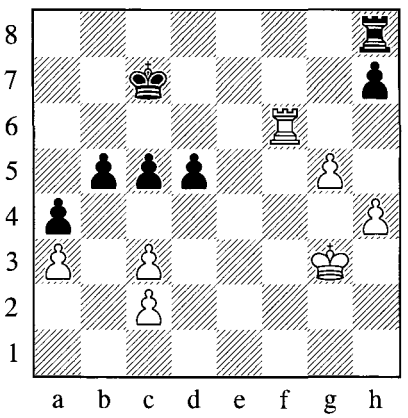
Ex. 4-2 ★★ ▼



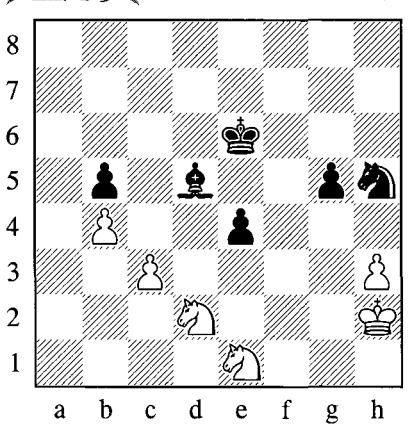
Ex. 4-3 ★ △



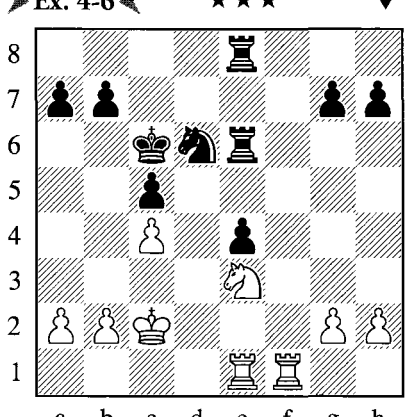
Ex. 4-4 ★ △



Ex. 4-5 ★ ▼

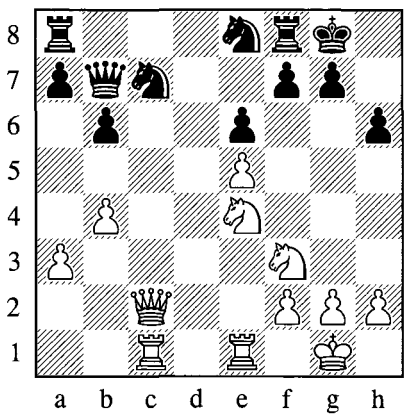


Ex. 4-6 ★★★ ▼

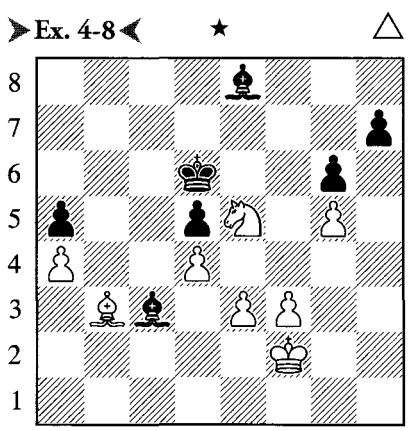


Exercises

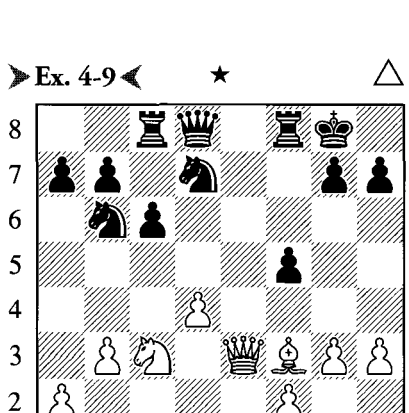
Ex. 4-7 ★★ △



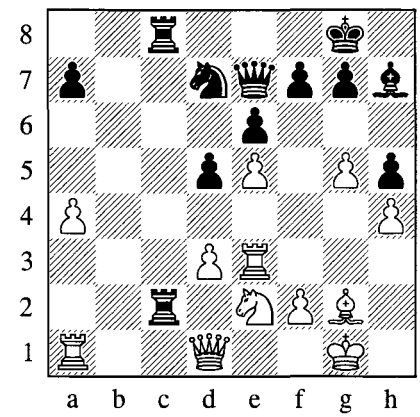
Ex. 4-8 ★ △



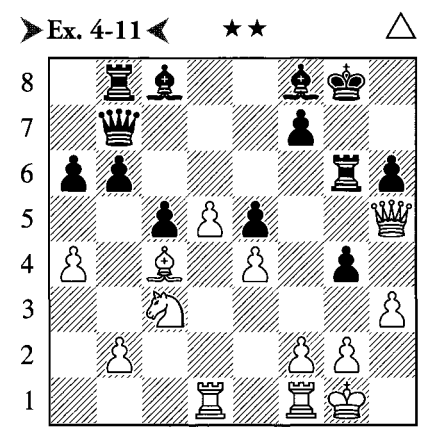
Ex. 4-9 ★ △



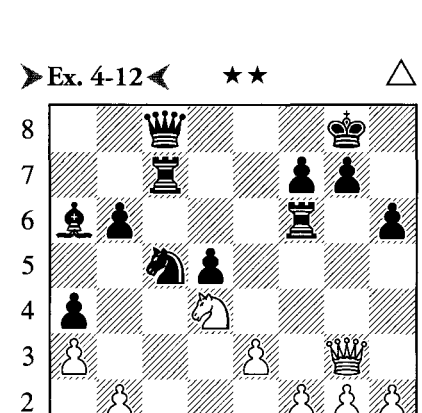
Ex. 4-10 ★★ ▼



Ex. 4-11 ★★ △



Ex. 4-12 ★★ △



Solutions

Ex. 4-1

N.Aratovsky – A.Tolush

Leningrad 1948

1.♕f3

(1 point)

Threatening ♕f6.

1...♖b6 2.b3!?

Not 2.♕f6? on account of 2...♖xb2†! 3.♔xb2 ♕b4† with perpetual check.

However, 2.c5! would also have been strong.

2...♕a3 3.♖d3 ♕b4 4.♖c1 e4 5.♕f6!

A decisive combination. 5.♕xe4 is not so strong, due to 5...♘g5.

5...♖bxe6 6.dxe6 exd3 7.♖f1!

1–0

Ex. 4-2

K.Opocensky – S.Flohr

Prague 1928

The white pieces are not well posted. Black exploits the opportunity for a rapid attack via the dark squares.

1...♗b4!

(1 point)

2.♖c4

2.♖c2 loses to 2...♗e1†–+; while 2.♖c1 loses to 2...♖xf4 3.♔xf4 ♗d2†.

Finally, 2.♖e3 is followed by 2...♖xf4! 3.♔xf4 ♗d6†–+.

(another 1 point for this variation)

2...♗e1† 3.♔g2 ♖xc4 4.bxc4† ♔xc4 5.♗b8 ♗xh4?

Black should have preferred 5...a6 6.f4 ♔d5 7.f5 gxf5 8.g6 ♔e6–+.

6.f4 a6 7.♗e5?

Better is 7.♔h3! ♗f2 8.f5 gxf5 (8...♔d5 9.fxg6⇄) 9.g6 ♗d4 10.♔h4 with counterplay.

7...♔d5–+ 8.f5 ♔xe5

0–1

Ex. 4-3

S.Flohr – Sultan Khan

Hastings 1932/3

1.♘f6!±

(1 point)

1.d5 would not be so good, as after 1...♘e5 the pawn on c4 is hanging.

1...g5 2.♖he1

Intending d5 followed by ♖e7.

2...d6

2...♖h6 3.♘g4±

3.h3 ♖df8

Better is 3...♖h6 4.♘g4 ♖g6 5.d5 ♘a5±.

4.f4! gxf4 5.♖f1 ♖h6 6.♖xf4 ♖g6 7.♖d2±

Ex. 4-4

A.Rubinstein – A.Selezniev

1.♖h6!

(1 point)

Targeting the weakness on h7; the threat is g6.

1...b4 2.cxb4 cxb4 3.axb4 ♖a8 4.♖xh7† ♔b6 5.♖f7 a3 6.♖f1 a2 7.♖a1 ♔b5 8.g6 ♔xb4 9.h5

1–0

Ex. 4-5

W.Schlage – A.Nimzowitsch

Berlin 1928

1...♘f4!

(1 point)

Black wants to attack the c3-pawn and brings his knight to e2.

2.♘c2 ♘e2 3.♘b1 ♗c4–+ 4.♔g2 ♗d3 5.♘ca3 ♘f4† 6.♔f2 ♘d5 7.♔g3 e3 8.♔f3 ♔e5 9.c4 bxc4 10.b5 ♔d6 11.b6 ♔c6 12.b7 ♔xb7 13.♘b5 ♗xb1 14.♘d6† ♔c7 15.♘xc4 ♗f5

0–1

Solutions

Ex. 4-6

W.von Holzhausen – A.Nimzowitsch

Hanover 1926

1...♖h6! 2.h3 ♖g6

(3 points for this strong manoeuvre)

Black provokes another weakness on the kingside. The immediate 1...a6!? (preparing ...b5) would be just as good. For the moves 1...b5 and 1...h5 you get 1 consolation point.

3.♖e2 a6! 4.♖f4 b5∓ 5.b3 ♖g5 6.g4

Now h3 is a weakness.

6...♖ge5 7.♔c3 a5 8.♖ef2 a4 9.bxa4 bxc4! 10.♖f8 ♖5e7 11.♖xe8 ♖xe8 12.♘xc4 ♘xc4 13.♔xc4 ♖a8 14.♖f7 ♖xa4† 15.♔b3 ♖b4† 16.♔c3 ♖b7! 17.♖f5 ♖a7 18.♔c4 ♖a4† 19.♔b3 ♖d4 20.♖e5 ♔d6 21.♖e8 ♖d3† 22.♔c4 ♖xh3–+

White's remaining pawns are both weaknesses.

23.♖xe4 ♖a3 24.♖e2 ♖a4† 25.♔b5 ♖xg4 26.a4 ♖b4† 27.♔a5 h5 28.♖h2 ♔c6 29.♖e2

29.♖xh5 ♖b8–+

29...♖g4 30.♖e6† ♔d5 31.♖e8 h4 32.♖d8† ♔c4 33.♔b6 h3 34.♖d1 ♔b4 35.♖b1† ♔xa4 36.♔xc5 g5 37.♖h1 ♖g3 38.♔d4 g4 39.♔e4 ♖g2 40.♔f4 h2

0–1

Ex. 4-7

A.Yusupov – Oushtati

Tunis 1979

Impatient moves do not advance the cause and simply reduce our advantage:

a) 1.♘d6?! ♘xd6 2.exd6 ♘d5±

b) 1.♘eg5?! hxg5 2.♘xg5 g6∞

For either of these you only get 1 consolation point.

It is necessary to strengthen the position quietly and to exploit the weak c6-square.

1.♘d4!±

(2 points)

Intending ♘c6.

1...♘d5 2.g3 g6?

This weakens the f6-square. 2...a6 was better.

3.♖e2 ♘g7 4.♘d6 ♕e7 5.♘c6 ♕g5 6.♖d1 ♘f5 7.♘e4!+– ♕g4 8.♖xd5! ♕xe2 9.♕xe2 exd5 10.♘f6† ♔g7 11.♘xd5

1–0

Ex. 4-8

A.Yusupov – G.Vallifuoco

Tunis 1979

White can win the h7-pawn after bringing his knight to f6.

1.♘g4

(1 point)

1...♗f7 2.♘f6

1–0

Ex. 4-9

A.Yusupov – H.Schneider

Gelsenkirchen simultaneous 1999

1.d5!

(1 point)

White wins a pawn almost by force.

1...cxd5 2.♘xd5 ♖xc1 3.♖xc1 ♔h8

3...♖e8 4.♕f4 ♘e5 5.♘xb6 ♘xf3† 6.♕xf3 ♕xb6 7.♕xf5±

4.♘xb6 ♘xb6 5.♗xb7±

Ex. 4-10

G.Vallifuoco – A.Yusupov

Tunis 1979

1...♕b4!

(2 points)

This is the way to activate the queen and attack the h4-pawn.

Of course, 1...f6? 2.exf6 gxf6 would be very bad after 3.♘d4.

2.d4

Now the c4-square is weak.

2...♘b6!∓

Intending ...♘c4.

3.a5 ♘c4 4.♖g3 ♗g6

4...♘b2!? 5.♕e1 ♕xe1† 6.♖xe1 ♘d3–+
5.♘f4 ♘b2!
The d4-pawn falls.
6.♕e1 ♕xd4 7.♘xg6 fxg6 8.♗h3 ♖8c6 9.♕e3 ♕xe3 10.♖xe3 d4–+ 11.♖b3 d3 12.♖aa3 d2 13.♖b8† ♔h7
0–1

Ex. 4-11

A.Yusupov – Kuzovkin

Moscow 1980

1.d6!

(1 point)

Threatening ♕xg6†.

1.♕xe5 is not so good, due to 1...gxh3⇄. While after 1.hxg4? ♗xg4 White loses the exchange.

1...♖g5 2.♕xf7†! ♕xf7 3.♗xf7† ♔xf7 4.d7 ♗xd7 5.♖xd7† ♔e6 6.♖a7±

(another 1 point for this variation)

6...gxh3 7.g3 c4 8.♔h2 ♗c5 9.♔xh3 ♖bg8?
Better is 9...♖f8 10.♔g2 a5 11.♘d5±.
10.♖xa6 h5 11.♘d5 h4 12.♔xh4 ♖5g7 13.♔h3+– ♖h8† 14.♔g2 ♖gh7 15.♘xb6 ♖h2† 16.♔f3 ♖f8† 17.♔e2 ♗xf2 18.♘d5† ♔d7 19.♘f6† ♖xf6 20.♖xf6 ♗xg3† 21.♔f3 ♗f4 22.♖b6
1–0

Ex. 4-12

S.Flohr – J.Capablanca

Nottingham 1936

Black has an isolated pawn on d5 and his king position is slightly weakened. The move in the game brings White a clear advantage.
1.♘f5!

(2 points)

After 1.b4 axb3 2.♘xb3 Black simply plays 2...♗c4 and White has achieved nothing.

Only 1 consolation point for 1.♗f5, since Black does not have to take and replies 1...♕b7.
1...♖g6
1...♖xf5 is followed by 2.♗xf5 ♕xf5 3.♕xc7+–.
If 1...g6, then 2.♘xh6† ♔h7 3.♘g4+–.
2.♘d6!
2.♕e5!?±
2...♖xg3 3.♘xc8 ♖xg2† 4.♔xg2 ♖xc8 5.♗a2! ♖c6 6.♗xd5+– ♖g6† 7.♔h1 ♘d3 8.♖c2 ♖d6 9.♗f3 ♖f6 10.♗e4 ♖d6 11.♗xd3 ♗xd3 12.f3 ♗xc2 13.♖xd6 b5 14.♔g2 ♗b3 15.♖b6 ♗c4 16.♔g3 ♔f8 17.♔f4 ♔e7 18.♔e5 ♗e2 19.f4 ♗c4 20.♖b7† ♔f8 21.f5 f6† 22.♔f4 h5 23.e4 ♗e2 24.e5 fxe5† 25.♔xe5 ♗c4 26.♔f4 h4 27.♔g5
1–0

Scoring

Maximum number of points is **19**

16 points and above ····→ **Excellent**
13 points and above ····→ **Good**
9 points ····→ **Pass mark**

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

CHAPTER 5

Contents

- ✓ Exploiting the 7th rank
- ✓ The advantages of doubling rooks on the 7th rank
- ✓ Typical tactics
- ✓ Operations on the 7th and 8th ranks

The 7th rank

In *Build Up Your Chess 1*, Chapter 14 ('Open files') we already learned just how important the 7th (or 2nd) rank is.

From the second example in that chapter (the game Nimzowitsch – Capablanca) we gained a lot of important ideas about how to exploit the invasion of the 2nd rank.

Nimzowitsch himself, in his book *My System*, gave a wonderful description of the subject of the '7th rank' and especially the situation when one side controls the 7th rank with two rooks. Here we shall look at another two examples from praxis, which demonstrate the advantages of doubling rooks and some typical procedures linked to play on the 7th rank.

Diagram 5-1 △

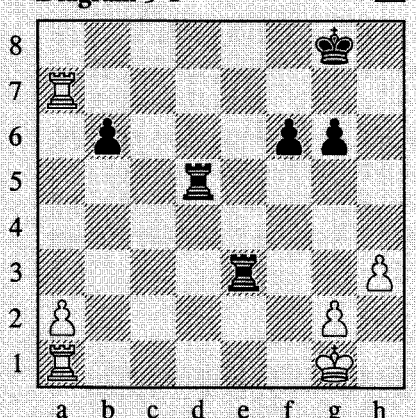


Diagram 5-1

A.Yusupov – J.Nilssen

Copenhagen 2003

1.♖c1!

White is threatening a two rook mate. Black cannot prevent him from doubling rooks on the 7th rank.

1...♖de5

1...♖c5 is answered by 2.♖d1!.

2.♖cc7

This is better than first playing 2.♖c8† followed by 2...♖e8 3.♖cc7±, because Black can then defend his pawns with 3...g5.

2...g5

It is interesting to see how great the advantage of doubling rooks on the 7th rank is. Black cannot defend his pawns satisfactorily because White combines attacking them from behind with threats of mate.

Nothing is achieved by 2...♔f8 (intending ...♖e7) on account of 3.♖f7† ♔e8 4.♖xf6 ♖e6 5.♖ff7 and Black can no longer exchange the rooks by 5...♖e7, since it is clear that the pawn ending would be lost.

3.♖g7† ♔f8

3...♔h8 4.♖gf7+– is a typical twofold threat: mate and an attack on the f6-pawn.

4.♖af7†

The typical move 4.♖gb7 is not so clear after 4...♖e7.

4...♔e8 5.♖xf6+–

White has netted a pawn and remains on the attack.

5...♖e1† 6.♔h2 b5 7.♖b6

Threatening ♖b8#.

7...♔f8 8.♖gb7 g4

8...♖b1 is met by 9.a4+–.

9.♖f6†!

A typical intermediate check, which worsens the position of the black king. After 9...♔e8 10.♖g6! the g-pawn is also lost.

1–0

Diagram 5-2

A.Yusupov – A.Shirov

Linares 1993

White finds a way to simplify the position.

1.♖d4!

Intending ♖xb4.

1...♖e2

Nor does 1...a4 2.♖xb4 a3† 3.♖xa3 ♘d1† 4.♗xd1= promise Black any advantage.

2.♖xb4 ♖c6! 3.♖xa5! ♘d1† 4.♔c1 ♖cxc2† 5.♔xd1=

A typical situation. Black can give perpetual check or win a pawn. But that is not enough to win the game, since White has a big enough cushion here with his two extra pawns.

Diagram 5-3

5...♖ed2† 6.♔e1 ♖xh2

A typical gain of tempo and material, threatening mate on h1 and c1. The only way to save the game is for the king to re-establish contact with one of the rooks in a single move.

7.♔d1 ♖cg2

Mate is threatened again.

8.♖e4

Now 8...♖xg3 is met by 9.♖e2=. Black can still try 8...♖b2, but after 9.♔c1= he cannot achieve more than a draw.

½–½

Diagram 5-2 △

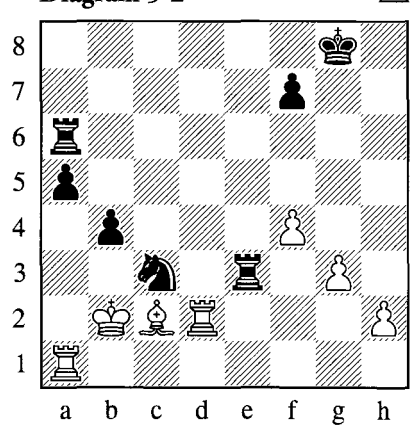
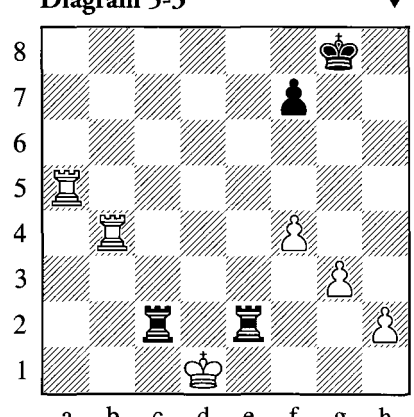


Diagram 5-3 ▼



The position of a major piece on the 7th rank brings a large number of tactical advantages. You just have to be able to exploit them! It is very important – according to the Nimzowitsch system – to concentrate on one object of attack. Try to support such attacks with all your available forces.

Diagram 5-4 △

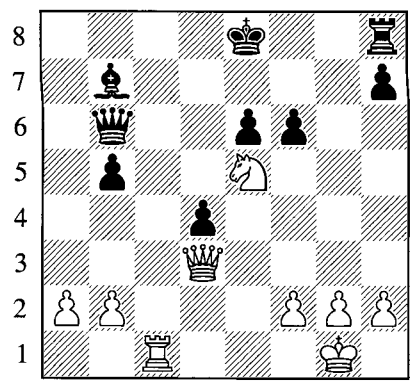


Diagram 5-4

M.Botvinnik – M.Euwe

World Ch., Moscow 1948

1.♕g3!

White brings his major pieces onto the 7th rank.

1...fxe5 2.♕g7 ♖f8 3.♖c7 ♕xc7

Black can only fight off the concentrated attack by sacrificing material.

3...♕d6 is followed by 4.♖xb7 d3 5.♖a7 (Δ♖a8†) 5...♕d8 6.♕xh7+–.

4.♕xc7 ♗d5 5.♕xe5 d3 6.♕e3 ♗c4 7.b3

White's advantage in material decides the game.

7...♖f7 8.f3 ♖d7 9.♕d2 e5 10.bxc4 bxc4 11.♔f2+– ♔f7

Or 11...c3 12.♕xc3 d2 13.♕c8† ♔e7 14.♕xd7† ♔xd7 15.♔e2+–.

12.♔e3 ♔e6 13.♕b4 ♖c7 14.♔d2 ♖c6 15.a4

1–0

Diagram 5-5 △

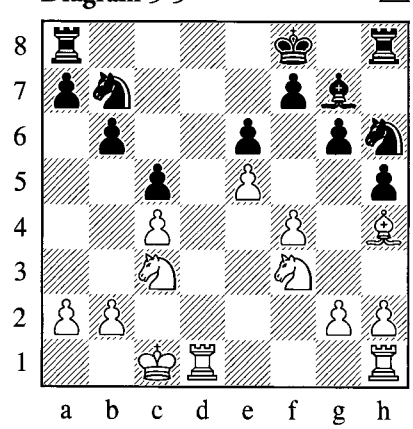


Diagram 5-5

A.Nimzowitsch – A.Duhm

Hanover 1926

1.♖d7

Sounding the attack.

1...♖b8 2.♖hd1 ♔g8 3.♗e7!

White wants to play ♘g5 without blocking the way for his bishop.

3...♘f5 4.♘g5

The knight supports the attack on f7.

4...♖e8 5.♗f6 ♗xf6 6.exf6 ♘a5 7.♖d8

White can choose between several ways to win the game. He plays for mate. Of course 7.♘xf7+– would also be possible.

7...♔f8 8.♖1d7 ♘h6 9.♘ce4!

White brings his reserves into play.

9...♘c6

Diagram 5-6

10.♖xf7†!

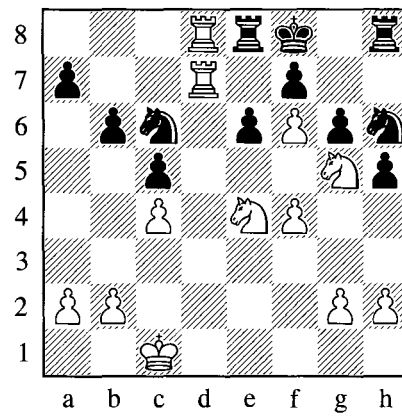
Preparing a pretty mate. 10.♖xe8† ♔xe8 11.♖c7 is also good.

10...♘xf7 11.♘xe6† ♔g8 12.♖xe8† ♔h7 13.♘6g5†

And then mate in two moves.

1–0

Diagram 5-6 △



An attack on the 7th rank can often be combined with operations on the 8th rank:

Diagram 5-7

Variation from the game

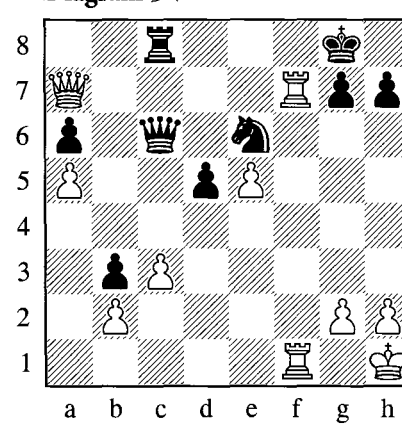
A.Alekhine – O.Bernstein

Russian Ch., Vilnius 1912

White can mate Black in only four moves!

1.♖xg7†! ♘xg7 2.♕f7† ♔h8 3.♕f8† ♖xf8 4.♖xf8#

Diagram 5-7 △



Active major pieces on the 7th rank can very often be used for effective combinations.

Diagram 5-8

A.Yusupov – L.Yudasin

USSR Ch., Frunze 1981

1.♖df4

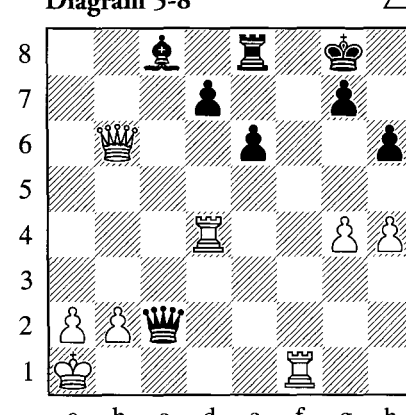
The object of the attack is the g7-pawn!

1...e5 2.♖f7 d5 3.♖xg7†!

After 3...♔xg7 4.♕f6† there follows 5.♕f7†, 6.♕xe8†, 7.♖f7† and 8.♕g8#.

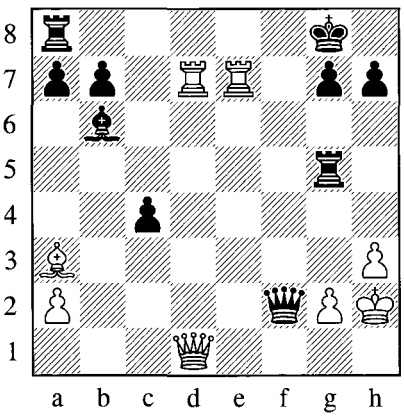
1–0

Diagram 5-8 △

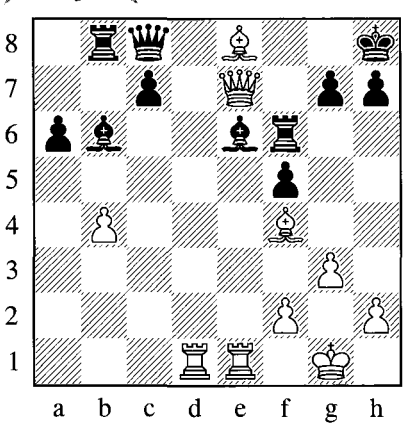


Exercises

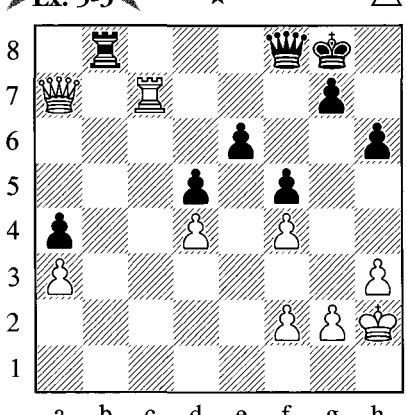
Ex. 5-1 ★★ △



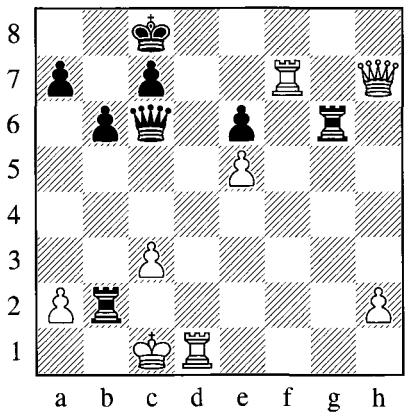
Ex. 5-2 ★★ △



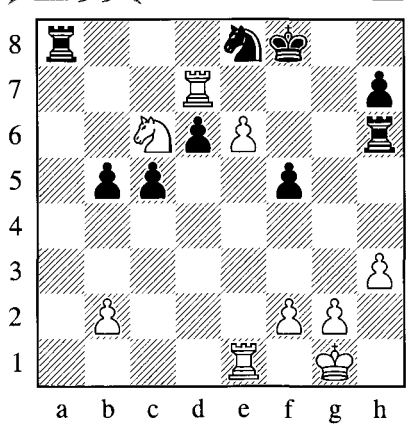
Ex. 5-3 ★ △



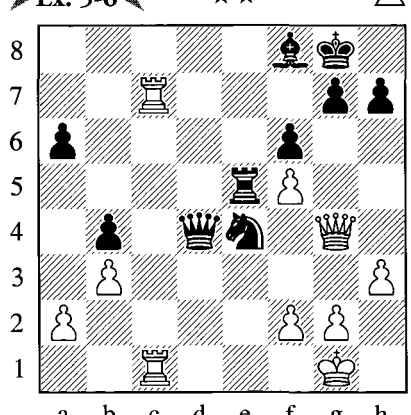
Ex. 5-4 ★★ △



Ex. 5-5 ★★ △

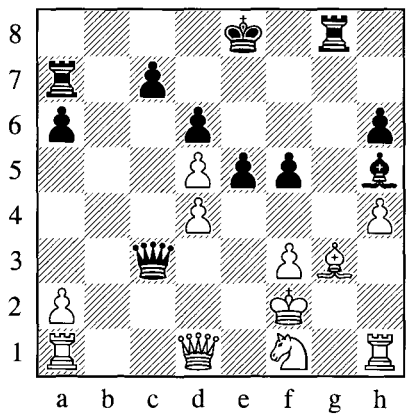


Ex. 5-6 ★★ △

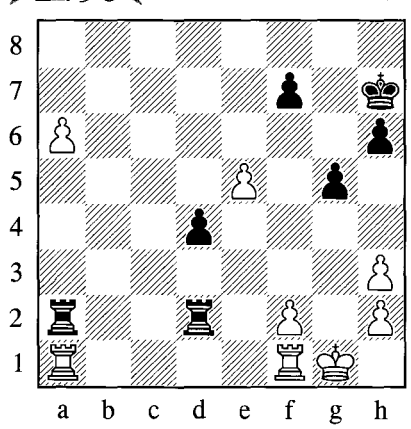


Exercises

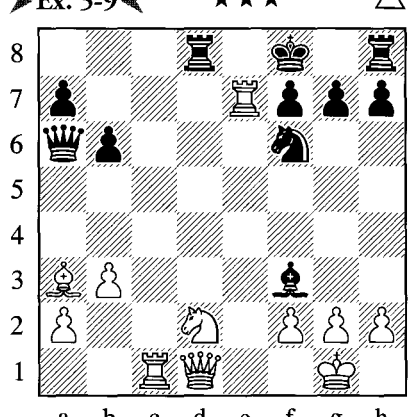
Ex. 5-7 ★★ ▼



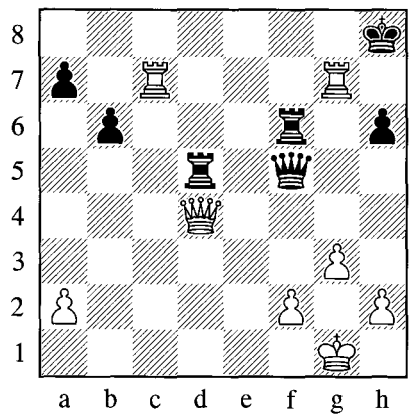
Ex. 5-8 ★ ▼



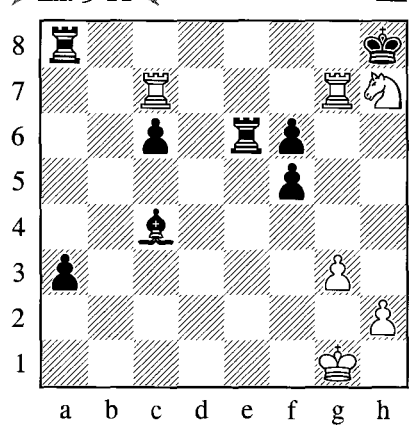
Ex. 5-9 ★★★ △



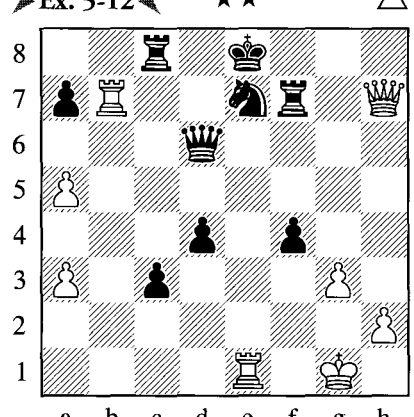
Ex. 5-10 ★★ △



Ex. 5-11 ★ △



Ex. 5-12 ★★ △



Solutions

Ex. 5-1

W.Steinitz – N.N.

1.♕d5†!!

(1 point)

1...♔h8

1...♖xd5 is met by 2.♖xg7† ♔h8 3.♖xh7† ♔g8 4.♖dg7#.

2.♖d8†!

(another 1 point)

White could still throw away victory by 2.♕xg5? ♕g1† 3.♔g3 ♕f2† 4.♔h2= (4.♔g4?? even loses the game to 4...♕xg2† 5.♔f5 ♖f8† 6.♖f7 ♖xf7† 7.♖xf7 ♕d5† 8.♔g4 ♕xf7).

2...♖xd8 3.♕xd8† ♗xd8 4.♖e8† ♕f8 5.♖xf8#

Ex. 5-2

B.Katalymov – E.Mnatsakanian

USSR 1959

1.♖d7!

(1 point)

1.♗h6? ♖xh6 2.♕f8†?? would be wrong, because of 2...♗g8, but with 2.♖d7!± you could always earn 1 consolation point.

After 1.♗e5 (also 1 point) 1...♕xe8 2.♗xf6 ♕xe7 3.♗xe7 White 'just' gets a winning ending. But the move in the game is clearly stronger.

1...♗xd7 2.♗h6!

(another 1 point)

2...gxh6 3.♕xf6† ♔g8 4.♕f7†

Or 4.♗f7† ♔f8 5.♗d5#.

4...♔h8 5.♕f8#

Ex. 5-3

A.Yusupov – L.Spassov

European Team Ch., Skara 1980

1.♖xg7†!

(1 point)

But not 1.♕xa4? ♕d6!=.

1...♕xg7 2.♕xb8†±

Ex. 5-4

V.Korchnoi – V.Chekhover

Leningrad 1951

1.♖d8†!

(1 point)

1.♔xb2? would be bad: 1...♖g2†! 2.♕c2 (2.♔b3? ♕b5† 3.♔a3 ♕a5† 4.♔b3 ♕xa2† 5.♔b4 ♖b2#) 2...♖xc2† 3.♔xc2 ♕a4†∓

There is only equality after 1.♖xc7† ♕xc7 2.♕xc7† ♔xc7 3.♔xb2 ♖g2† 4.♔b3 ♖xh2 5.♖d6=.

1...♔b7

1...♔xd8 2.♖f8†+–

2.♖xc7†!

(another 1 point)

2...♕xc7 3.♖d7

1–0

Ex. 5-5

N.Karaklajic – M.Boskovic

Belgrade 1966

White can deliver mate in five moves.

1.♖f7† ♔g8 2.♘e7† ♔h8 3.♖f8†

(1 point)

3...♔g7 4.♖g8†! ♔f6 5.♘d5#

(another 1 point)

Ex. 5-6

D.Bronstein – S.Gligoric

Moscow 1967

Here too, White has a forced mate.

1.♖xg7†!+–

(1 point)

1...♗xg7 2.♖c8† ♔f7 3.♕h5† ♔e7 4.♕e8† ♔d6 5.♖c6†

1 bonus point for 5.♕d8#.

5...♔d5 6.♕d7†

1–0

Solutions

Ex. 5-7

Flüss – A.Nimzowitsch

Correspondence game 1913

1...♖b7!

(2 points)

It is important to bring the final reserves into the attack. The rook comes onto the 2nd rank with decisive effect.

1... e4?! would be bad, because of 2.♖c1±.

If 1...f4 (1 consolation point), then once again 2.♖c1=.

2.♖c1

Other moves also lose:

a) 2.♖h2 ♖b2† 3.♔g1 ♖xg3†! 4.♘xg3 ♕e3† 5.♔h1 ♗xf3†–+

b) 2.♖b1 ♖xb1 3.♕xb1 ♕xf3† 4.♔g1 ♖xg3† 5.♘xg3 ♕xg3† 6.♔f1 ♕f3† 7.♔g1 ♕e3† 8.♔g2 ♗f3†–+

2...♖b2† 3.♔g1 ♖xg3†!

White resigned, in view of 4.♘xg3 ♕e3† 5.♔f1 ♕f2#.

Ex. 5-8

L.Ljubojevic – A.Yusupov

Linares 1991

1...♖xf2!

(1 point)

A typical idea.

2.♖xa2 ♖xa2 3.♖xf7† ♔g8 4.♖d7

4.♖f6 d3 5.♖d6 d2 6.♔f1 ♖xa6 7.♖xd2 ♔f7=

4...♖xa6 5.♖xd4 ♔f7 6.h4

½–½

Ex. 5-9

M.Euwe – A.Speijer

Amsterdam 1924

1.♖cc7!

(2 points)

1.♕xf3?! would be worse: 1...♕xa3 2.♖cc7 (1 consolation point for the better 2.♖ec7±) 2...♕xe7=

Also inferior is 1.♖xa7†?! (1 consolation point), because of 1...♕xa3 2.♖xa3 ♗xd1 3.♖xd1 g6≅.

1.♖d7† (1 point) also wins, but in a much more complicated way: 1...♕xa3 2.♖xd8† ♔e7 3.♕c2! ♖xd8 4.♕c7† ♖d7 5.♕e5† ♔d8 6.♕b8† ♔e7 7.♖e1†+– (1 bonus point for this variation).

Doubling the rooks on the 7th rank is the key to success.

1...♕xa3

1...♗xd1 loses on the spot to 2.♖xf7† ♔g8 3.♖xg7#.

1...♔g8 is simply met by 2.♖xf7+–.

2.♖xf7† ♔e8

If 2...♔g8, then 3.♖xg7† ♔f8 4.♖cf7† ♔e8 5.♕e1† ♘e4 6.♘xe4 ♖d1 7.♘d6† ♔d8 8.♖d7#.

3.♕e1†

Black resigned, on account of 3...♘e4 4.♘xe4 (4.♘xf3+– is also good) 4...♖d1 5.♘d6† ♔d8 6.♖cd7#.

(1 bonus point for this variation)

Ex. 5-10

L.Szabo – A.Dückstein

Wageningen 1957

1.♖h7†!

(1 point)

1...♔g8 2.♖cg7† ♔f8 3.♖xa7

(another 1 point)

3...♔g8 4.♖hg7† ♔h8

After 4...♔f8 White wins with 5.♖gf7†! (or 5.♖gb7+–) 5...♖xf7 6.♕h8#.

5.♖gf7

1–0

Ex. 5-11

P.Morphy – C.Maurian

New Orleans 1866

1.♘f8!

(1 point)

Threatening ♘g6#.

Solutions

1...♖xf8

Or 1...♖e1† 2.♔f2 ♖e2† 3.♔f3+–.

2.♖h7† ♔g8 3.♖cg7#

Ex. 5-12

W.Hartston – A.Whiteley

England 1974

1.♕g8†!

(1 point)

1.♖exe7† does not win, on account of 1...♕xe7.

1...♖f8 2.♕g6†!

(another 1 point)

The key move!

2...♕xg6 3.♖exe7†

Mate follows.

Scoring

Maximum number of points is **22**

19 points and above ····→ **Excellent**

15 points and above ····→ **Good**

11 points ····→ **Pass mark**

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

CHAPTER 6

Contents

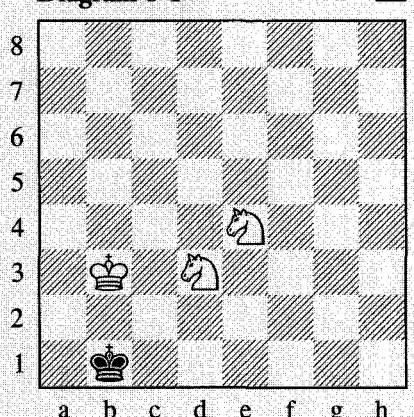
Fortresses

In *Build Up Your Chess 1*, Chapter 22 ('The wrong bishop') we learned about two important elementary fortresses. In this chapter we shall extend our knowledge and consider other situations in which the weaker side can put up a successful defence by constructing an impregnable fortress.

Two knights

Two knights cannot win against a lone king. The defence is very simple. The only time danger threatens is in a corner, but even if the opponent forces you into one, he will always be short of one tempo.

Diagram 6-1 △



Fortress I =

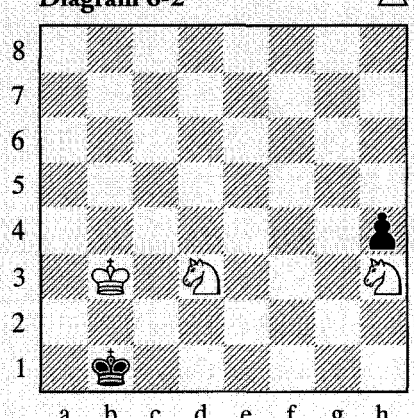
Diagram 6-1

Fortress I

1.♘c3† ♔a1 2.♘b4 stalemate

If the defender still has a pawn, there is the danger that the idea of a stalemate will no longer work.

Diagram 6-2 △



+–

Diagram 6-2

1.♘hf4 h3 2.♘e2 h2 3.♘c3† ♔a1 4.♘b4 h1=♕ 5.♘c2#

For that reason, in the ending of two knights against king and pawn you have to try to get rid of the pawn. The stronger side, on the other hand, should be aiming to blockade the said pawn as soon as possible.

Other basic fortresses

You have to commit these basic fortresses to memory.

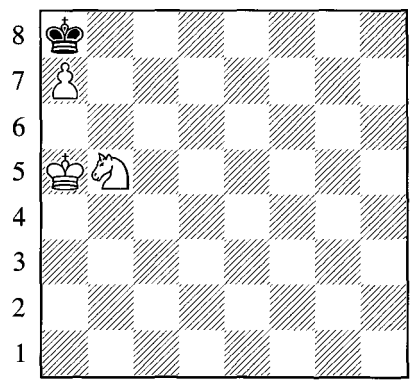
Diagram 6-3

Fortress II

The pawn is too far advanced. But if the white king defends it, Black will be stalemated.

1.♔b6 stalemate

Diagram 6-3 △



Fortress II =

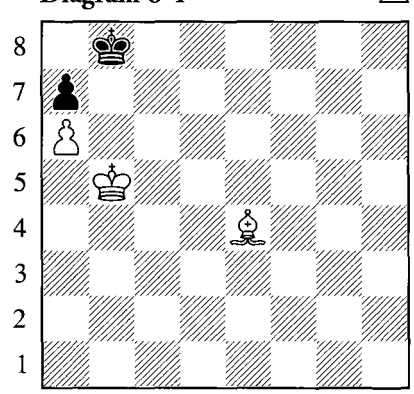
Diagram 6-4

Fortress III

The side with the bishop cannot avoid a draw, even with additional pairs of pawns on b5/b6, c4/c5 etc.!

1.♔c6 ♔c8! 2.♗f5† ♔b8 3.♔d7 ♔a8 4.♗e4† ♔b8 5.♔d8 stalemate

Diagram 6-4 △



Fortress III =

Diagram 6-5

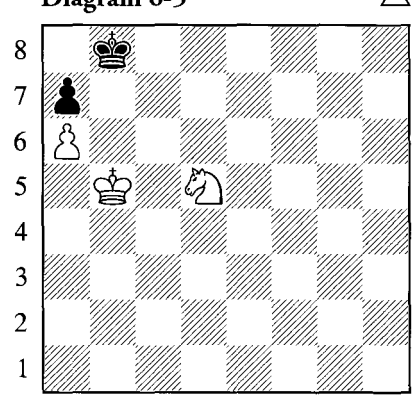
Fortress IV

1.♔c6 ♔a8

The black king simply has to remain in the corner.

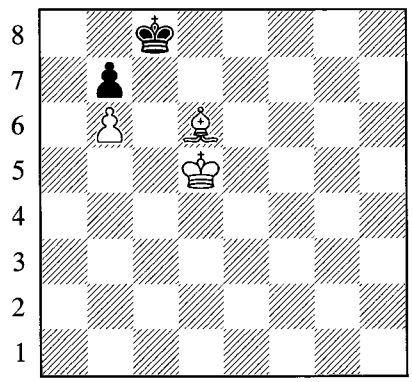
2.♘c7† ♔b8 3.♔d6 ♔c8 4.♘b5 ♔b8=

Diagram 6-5 △



Fortress IV =

Diagram 6-6 △



Fortress V =

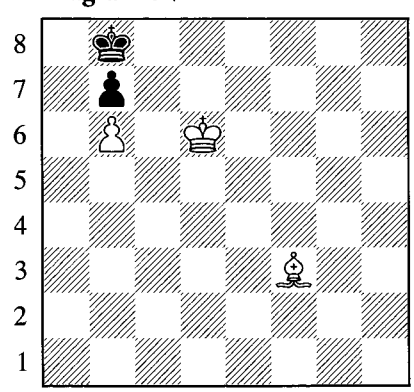
Diagram 6-6

Fortress V

Here too, additional pairs of pawns on a5/a6 or c5/c6 have no influence on the result.

1.♔e6 ♔d8 2.♗c7† ♔c8=

Diagram 6-7 △



Fortress VI =

Diagram 6-7

Fortress VI

Even with an additional pair of pawns on a5/a6 the position is still drawn!

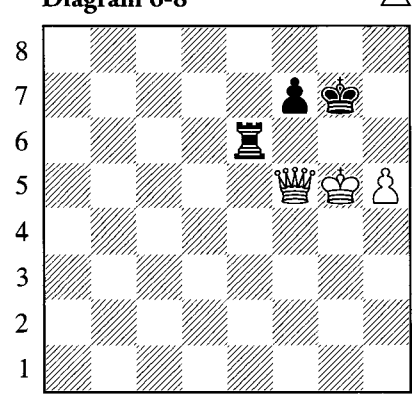
1.♔d7

1.♔c5 ♔c8 2.♗xb7† ♔xb7=

1...♔a8 2.♔c7 stalemate

Or 2.♗c6 ♔b8!=.

Diagram 6-8 △



Fortress VII =

Diagram 6-8

Fortress VII

The rook goes back and forward between e6 and h6; the king is best placed on g7 and it does not move to h7 until the white queen gives check on the long diagonal. **To hold the draw, all you have to do is prevent the move h5-h6.**

1.♕f4 ♖h6 2.♕d4† ♔h7 3.♕d7 ♔g7 4.♕e7 ♖e6=

Diagram 6-9

Fortress VIII

The white king has to block in the opposing king. **It must go to a square of the same colour as the black knight.**

1.♔f2!

1.♔f1?? ♘b5 2.♔f2 ♘c3 3.♔f1 ♘e4–+ and White is in zugzwang.

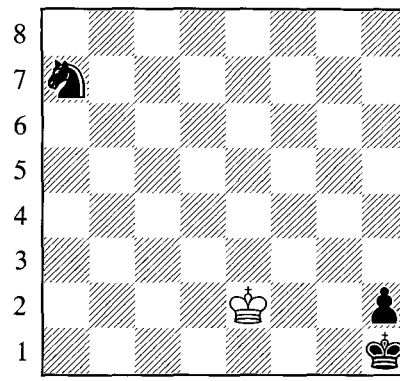
1...♘c6 2.♔f1 ♘e5 3.♔f2 ♘g4† 4.♔f1 ♘e3† 5.♔f2=

Here it is Black who is in zugzwang.

These elementary fortresses must be learned by heart and thoroughly understood! If you do that, you can save some games or avoid losing points unnecessarily in the endgame.

In the exercises which follow, please try to reach one of the fortresses which have been presented, or else try to disrupt the opponent's attempts to construct a fortress!

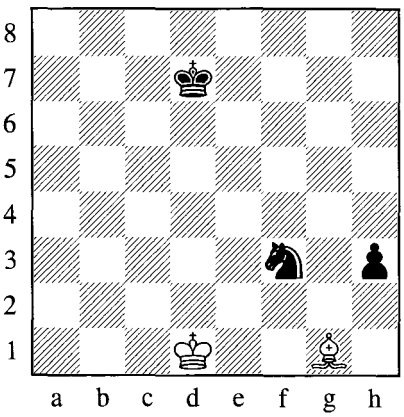
Diagram 6-9 △



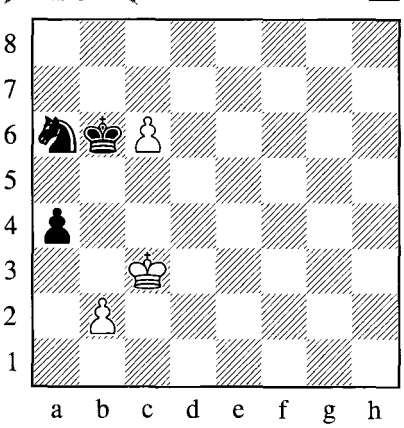
Fortress VIII =

Exercises

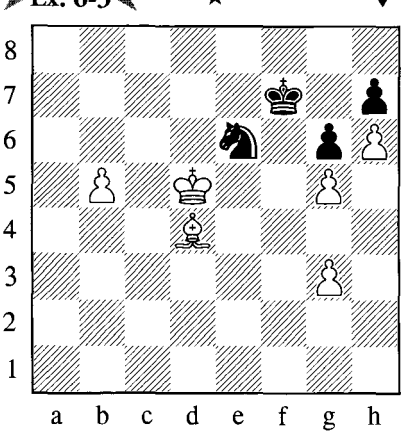
Ex. 6-1 ★★ △



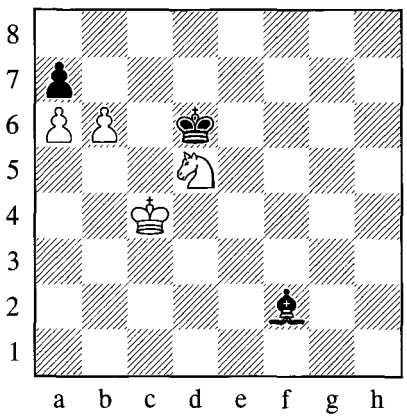
Ex. 6-2 ★★ △



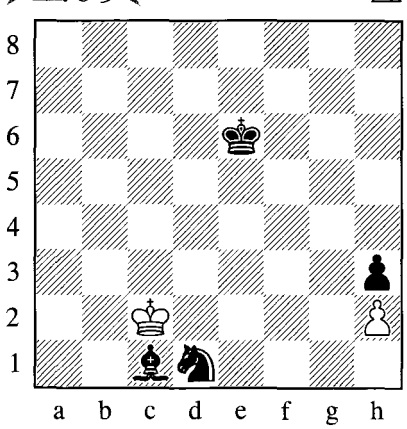
Ex. 6-3 ★ ▼



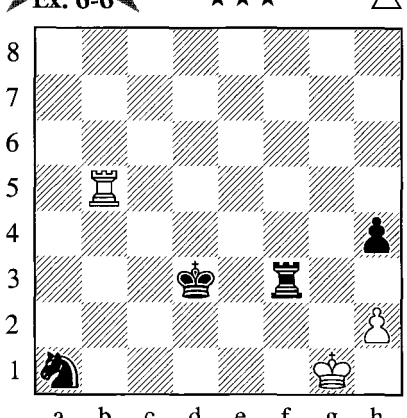
Ex. 6-4 ★★ ▼



Ex. 6-5 ★★★ △

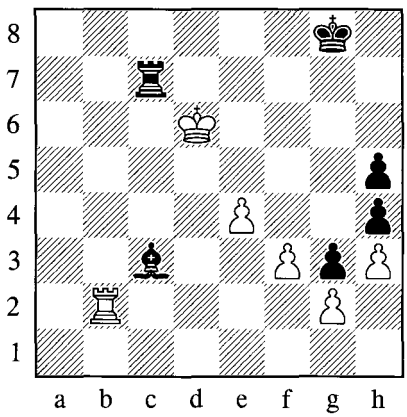


Ex. 6-6 ★★★ △

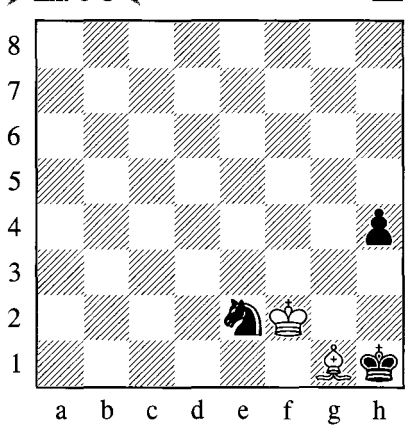


Exercises

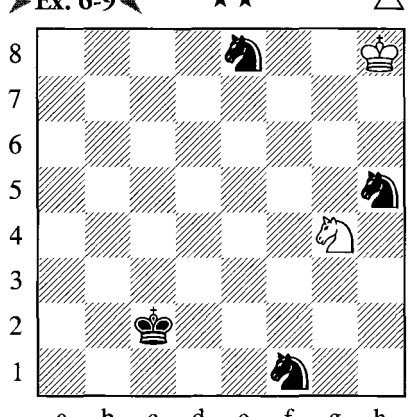
Ex. 6-7 ★★ ▼



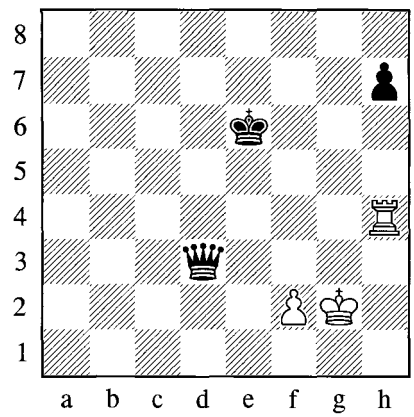
Ex. 6-8 ★★ △



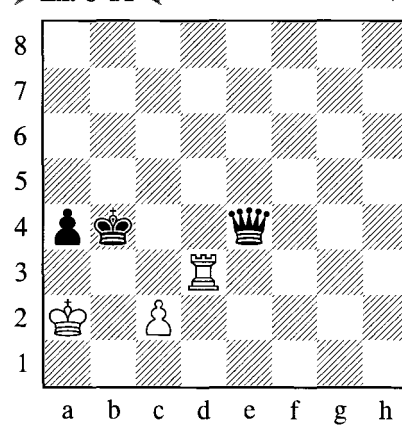
Ex. 6-9 ★★ △



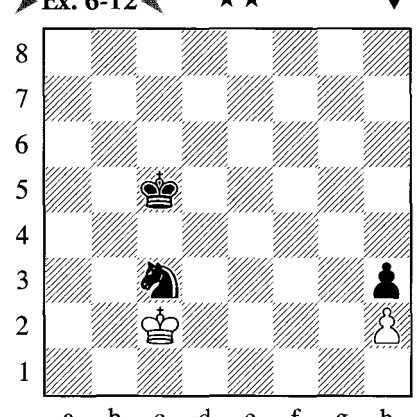
Ex. 6-10 ★ △



Ex. 6-11 ★★ ▼



Ex. 6-12 ★★ ▼



Solutions

Ex. 6-1

The end of a study by

A.Guljajev

1952

1.♗h2!!

(1 point)

1.♔e2? ♘xg1† 2.♔f2 would be wrong, because of 2...♘e2–+.

1...♘xh2 2.♔e2!

Of course not 2.♔e1? ♘g4 3.♔f1 ♔e6 4.♔g1 ♔f5 5.♔f1 ♔f4 6.♔g1 ♔g3! 7.♔h1 ♘f2† 8.♔g1 h2† 9.♔f1 h1=♕†–+.

2...♘g4

Or 2...♔e6 3.♔f2 ♘g4† 4.♔g3 h2 5.♔g2=.

3.♔f3! ♔e6 4.♔g3 h2 5.♔g2=

Fortress II.

(another 1 point for this variation)

Ex. 6-2

The end of a study by

S.Shaigarovsky

1993

1.c7!!

(1 point)

The black king is decoyed to the c7-square in order to obstruct his knight.

The immediate 1.b3? loses after 1...a3 2.b4 ♘c7! 3. ♔b3 ♘b5.

1...♔xc7

1...♘xc7 2.♔b4=

2.b3! a3 3.b4 a2

Or 3...♘xb4 4.♔b3 a2 5.♔b2=.

4.♔b2=

Fortress II.

(another 1 point for this variation)

Ex. 6-3

1...♘c7†

1...♘xg5?? loses after 2.b6.

2.♔c6 ♘xb5 3.♔xb5 ♔g8=

Fortress III.

(1 point)

Ex. 6-4

E.Lobron – P.Blatny

Yerevan Olympiad 1996

1...♗xb6!=

(2 points)

The simplest solution. White sets up Fortress IV.

1...♔c6 (1 point) would not be so precise, although Black can still draw after 2.b7 ♗g3.

On the other hand, 1...axb6?? loses to 2.♔b5! (but not 2.a7?? b5†!=).

2.♘xb6 ♔c7 3.♘d5† ♔b8 4.♔b5 ♔a8 5.♔c6 ♔b8 6.♘b6 axb6 7.♔xb6 ♔a8 8.a7 ½–½

Ex. 6-5

O.Kaila

1978

1.♔xc1!

(1 point)

1.♔xd1? would be wrong: 1...♗f4 2.♔e2 ♗xh2 3.♔f3 ♔f5–+

1...♘e3

1...♘f2 is followed by 2.♔d2 ♔f5 3.♔e2 ♘e4 4.♔f1 ♔f4 5.♔g1= Fortress IV.

(1 point for this variation)

2.♔d2 ♘f1† 3.♔e1 ♘xh2 4.♔f2 ♘g4†

Or 4...♘f3 5.♔xf3= (but of course not 5.♔g3? ♘g5–+).

5.♔g3 h2 6.♔g2=

Fortress II.

(another 1 point for this variation)

Ex. 6-6

The end of a study by

L.Kubbel

1934

1.♖b4!

(1 point)

But not 1.♔g2? ♖f4 2.♔h3 ♘c2 3.♖h5 ♘e3 4.♖xh4 because of 4...♖f3#.

(1 bonus point for this variation)

2...h3

Or 2...♘c2 3.♖xh4 ♘e3 4.h3=.

3.♖b1 ♘c2 4.♖b3† ♔e2 5.♖xf3 ♔xf3 6.♔h1=

Fortress IV.

(another 1 point)

Ex. 6-7

L.Polugaevsky – A.Zakharov

USSR Ch., Leningrad 1963

1...♗xb2?

The correct move would have been 1...♖a7!–+.

(1 point)

Black absolutely must hang on to the rook. Now White can reach Fortress V.

2.♔xc7 ♔f7 3.♔d6 ♔f6 4.♔d5 ♔g5 5.♔c4 ½–½

White continues with ♔d3-e2-f1.

(another 1 point for this variation)

Ex. 6-8

The end of a study by

L.Falk

1990

1.♔f3!

(1 point)

But not 1.♔f1? ♘xg1 2.♔f2 ♔h2–+.

1...♘xg1†

1...♔xg1 2.♔g4=

2.♔g4 h3

2...♘f3 3.♔xf3 ♔h2 4.♔f2=

3.♔g3 h2 4.♔f2 ♘f3 5.♔f1=

Fortress VIII.

(another 1 point)

Ex. 6-9

The end of a study by

A.Koranyi

1982

Three knights normally win against one. For that reason, White must try to exchange a pair of knights and head towards Fortress I.

1.♘f6!

(2 points)

1...♘eg7

Or 1...♘e(h)xf6 stalemate.

2.♘xh5 ♘xh5=

Ex. 6-10

Y.Averbakh – I.Bondarevsky

USSR Ch., Moscow 1948

1.♖h3!=

(1 point)

Fortress VII.

1...♕e4† 2.♔h2 ♔f6 3.♖e3 ♕d5 4.♖g3 h5 5.♖e3 ♔g5 6.♖g3† ♔f4 7.♖e3 h4 8.♖h3 ♕b7 9.♖e3 ♔g4 10.♖h3 ♕b1 11.♔g2! ♕h7 12.♔h2! ♕c7† 13.♔g2 ♕c2 14.♖e3 ½–½

Ex. 6-11

J.Timman – J.Nunn

Wijk aan Zee 1982

1...a3!

(2 points)

The white king is wrongly placed on a2 – it should be on b2! For that reason, the fortress does not work here.

White resigned, on account of the following variations:

a) 2.♔b1 ♕e1† 3.♔a2 ♕c1 4.♖b3† ♔a4–+

b) 2.♖b3† ♔c4 3.♔b1 (3.♔xa3 ♕xc2–+) 3...♕e1† 4.♔a2 ♕d1–+

Ex. 6-12

Variation from a study by

O.Kaila

1978

Black can win here too.

1...♔c4!

(1 point)

But not 1...♔d4? 2.♔d2 and Black is in zugzwang.

Solutions

2.♔d2 ♔d4 3.♔e1 ♔e3 4.♔f1 ♘e2!

Otherwise the white king gets into the corner and White constructs Fortress IV.

5.♔e1 ♘g3!–+

(another 1 point for this variation)

Scoring

Maximum number of points is **24**

20 points and above ····→ **Excellent**

16 points and above ····→ **Good**

12 points ····→ **Pass mark**

*If you scored less than **12** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 7

Contents

- ✓ Pawn on the 6th rank
- ✓ Pawn wedge on f6
- ✓ Pawn wedge on g6
- ✓ Pawn wedge on h6

The pawn wedge

A pawn wedge is the name we give to a pawn which has advanced as far as the 6th rank.

We are particularly interested in achieving a pawn wedge in the neighbourhood of the opposing king, generally on f6, g6 or h6 (or, as Black, on f3, g3 or h3). Such a pawn restricts the mobility of the king, disrupts the defence and 'constitutes a favourable motif for mating attacks' (Kotov). It is often said that, when you are attacking, a pawn wedge is as strong as a minor piece, sometimes even stronger. We have already looked at some set-ups with a pawn wedge. We know important examples such as Damiano's and Lolli's mates from *Build Up Your Chess 1*, Chapter 2. In this lesson we shall revise the basic ideas and become familiar with new motifs.

Diagram 7-1 △

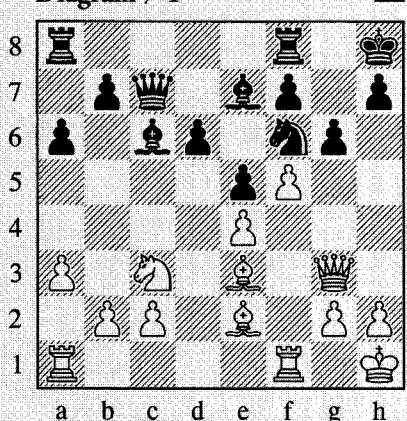
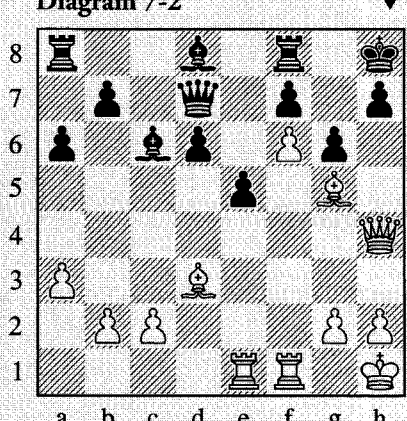


Diagram 7-2 ▼



Pawn wedge on f6

White is attacking the g7-square. The g- and h-files are especially valuable, as is the back rank.

Diagram 7-1

A.Yusupov – E.Sveshnikov

USSR Ch. 1st League, Ashkhabad 1978

White sacrifices the e-pawn, because in return he will obtain a pawn wedge.

1.♗g5 ♘xe4 2.♘xe4 ♗xe4 3.f6 ♗d8 4.♗d3!

White wants to swap off the light-squared bishops, which would make it easier for him to bring his rook into the attack.

4...♗c6 5.♕h4

Black has avoided the exchange, but his problems have not become any less.

5...♕d7 6.♖ae1!

Diagram 7-2

The threat is ♖e3-h3.

6...♗b6 7.♗e4

Intending ♕h6 followed by ♖f3.

7...h5?

Black wanted to prepare ...♕g4, but this just further weakens the castled position. The only chance would

have been the queen sacrifice after 7...d5 8.♕h6 (If 8.♗f5?!, then 8...gxf5 9.♖f3 f4! 10.♖h3 ♕f5!∓) 8...♖g8 9.♖f3 dxe4 10.♖h3 ♕xh3! 11.♕xh3±.

8.♗f5!+– ♕d8 9.♗d2

With the threat of ♕g5.

9...♖e8

9...♖g8 is met by 10.♗g4!+–.

10.♕g5 ♔g8 11.♗xg6!

1–0

Diagram 7-3

K.Havasi – A.Sacconi

Folkestone Olympiad 1933

1.♗f6!

A typical sacrifice which decides the game.

1...gxf6

1...♖g8 would be no better, on account of 2.♕xg7†! ♖xg7 3.♖d8† ♖xd8 4.♖xd8#.

2.exf6 ♖g8 3.♖d8!

The decisive deflection.

3...♖cxd8 4.♖xd8 ♖xd8 5.♕g7#

Diagram 7-4

A.Martin Gonzalez – J.Garcia Padron

Montilla 1977

We have already seen the idea of the sacrifice on h5 in the notes to the first example.

1.♗xh5! gxh5 2.♕f3!

In order to put the queen in front of the rook.

On the other hand, 2.♖xh5 would not be so good, due to 2...♗xe4† 3.♔g1 ♗g7! 4.fxg7 ♔xg7=.

2...♕d7

After 2...♗g7 there follows 3.♕xh5 ♗xf6 4.gxf6 ♕xf6 5.♖g1† ♔f8 6.♗h6† ♔e7 7.♗g5+–.

3.♕xh5 ♗xe4† 4.♔g1 ♗g7 5.fxg7 f5

5...♔xg7 is met by 6.♕h6† followed by mate.

6.♕h7†

1–0

Pawn wedge on g6

White is attacking the squares f7 and h7. The h-file and the back rank are important.

Diagram 7-3 △

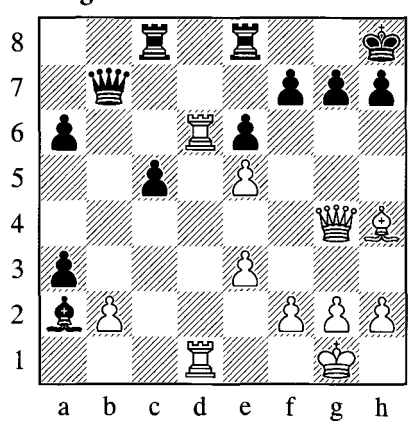


Diagram 7-4 △

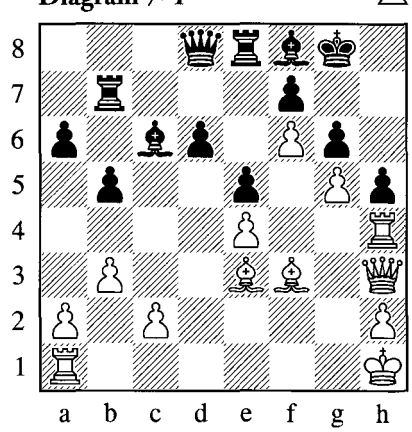


Diagram 7-5 △

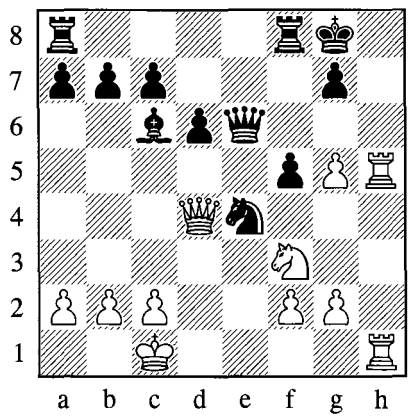


Diagram 7-5

A.Alekhine – Hulscher

Amsterdam simultaneous 1933

White makes use of the open h-file. The g-pawn plays an important part in this.

1.♘e5!!

If 1.g6? is played immediately, then 1...♕xg6 2.♕c4† d5 is good for Black, as 3.♖h8†?! ♔f7 4.♘e5† is met by 4...♔f6 5.♘xg6 ♖xh8! 6.♕d4† ♔xg6–+.

1...dxe5

1...♕xe5 2.♕xe5 dxe5 3.g6+– is a thematic variation, which illustrates the strength of the pawn wedge on g6.

2.g6!

Threatening mate.

2...♕xg6 3.♕c4† ♖f7 4.♖h8#

Diagram 7-6 △

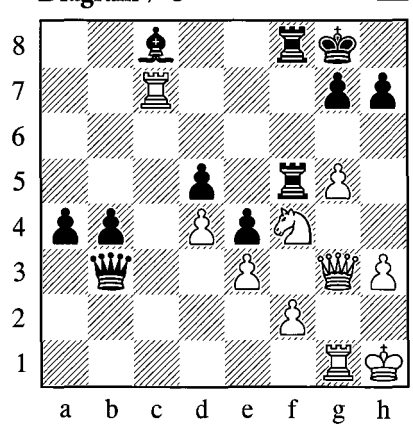


Diagram 7-6

J.Blackburne – S.Lipschuetz

New York 1889

This is a good demonstration of how to create a pawn wedge.

1.g6! h6

1...hxg6 fails to 2.♖xg7†+–. White now finds an elegant finish.

2.♖xg7†!! ♔xg7 3.♘h5†! ♖xh5

3...♔g8 4.♕c7+– changes nothing.

4.♕c7† ♔f6

4...♔g8 5.♕h7#

5.♕d6†

Black resigned, in view of 5...♔g7 (5...♔f5 6.♕e5#) 6.♕e7† ♔g8 7.♕h7#.

Diagram 7-7 △

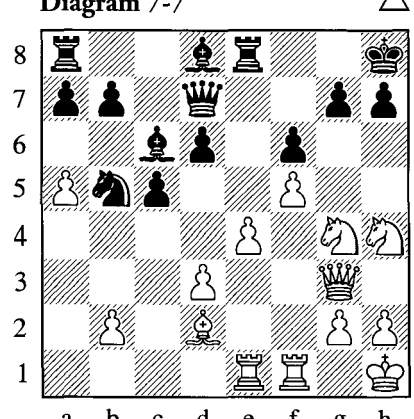


Diagram 7-7

R.Klovsky – V.Muratov

USSR Team Ch., Moscow 1967

1.♘g6†! hxg6?

Black absolutely had to decline the sacrifice with 1...♔g8, although White then obtains an excellent position after 2.♘f4. (On the other hand, 2.♘h6†? gxh6 3.♗xh6 hxg6 4.♕xg6† ♔h8 5.♖e3 would not be good, due to 5...♕h7–+.)

2.fxg6 ♔g8 3.♕h4

Black hoped to be able to defend this position, but White's attack is too strong.

3...♕e6 4.♕h7†

White could also play 4.♘xf6†! ♗xf6 5.♗g5!+– and his threats will soon prove decisive.

4...♔f8 5.♘h6!

Threatening ♕h8†. Also very strong is 5.♗g5! with the intention of sacrificing on f6: 5...♕xg4 6.♕h8† ♔e7 7.♕xg7† ♔e6 8.♕f7† ♔e5 9.♗xf6† ♗xf6 10.♕xf6#

5...♗c7

Preparing an escape route for the king via d8. Of course, 5...gxh6? allows 6.♗xh6#.

6.♗g5!

6.♖xf6†! ♕xf6 7.♘f5! (threatening ♕h8#) would also be good: 7...♕xf5 8.♕h8† ♔e7 9.exf5†+–

6...d5

Or 6...♔e7 7.♖xf6!+–.

7.♗xf6 gxf6 8.g7† ♔e7 9.g8=♕† ♔d6

9...♔d8 10.♘f7† ♔c8 11.exd5 ♕xe1 12.♖xe1 is also hopeless.

10.♕g3†

And mate in two moves.

1–0

Pawn wedge on h6

White is attacking the g7-square. Of course, it is particularly useful to have open g- and f-files, and the a1-h8 diagonal is also important.

Diagram 7-8

M.Damjanovic – A.Lutikov

Sarajevo 1969

In the game, White did not find the typical way to win. By playing 1.♕e6?! here, he threw overboard the major part of his advantage and the game eventually ended in a draw.

The correct move is:

1.♕g3†! ♔h8 2.♕e5† ♔g8 3.♕g5† ♔h8 4.♖xf7 ♕xf7 5.♕d8† ♕g8 6.♕f6†

And mate follows.

Diagram 7-8 △

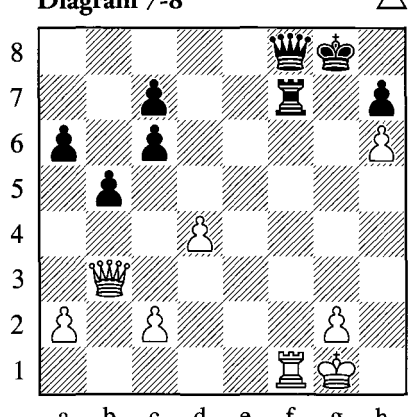


Diagram 7-9 △

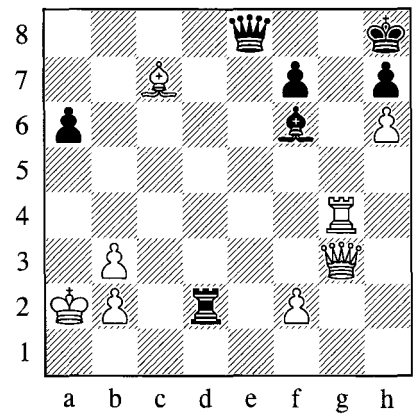


Diagram 7-9

J.Nunn – N.Murshed

London 1985

1.♗e5!!

An elegant combination.

1...♖xf2

If 1...♗xe5, then 2.♖g8†! ♕xg8 3.♕xe5†+–.

1...♕xe5 allows 2.♖g8#.

2.♖e4

Preparing a pretty finish. 2.♗xf6† would also be good: 2...♖xf6 3.♖e4! (or 3.♕c3+–) 3...♕f8 4.♖e8!+–

2...♗xe5 3.♕g7†!!

1–0

Diagram 7-10 △

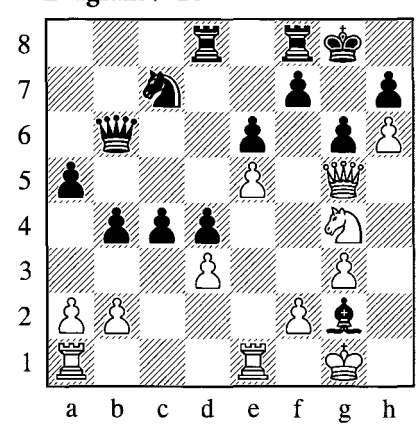


Diagram 7-10

V.Zilberstein – O.Dementiev

Grozny 1968

1.♕f6!

White does not stop to recapture the bishop on g2, but goes straight for the kill. However, he must resist being tempted by 1.♘f6† ♔h8 2.♘d7?, which enables Black to defend after 2...f6!.

1...♘e8 2.♕e7!

The threat is now ♘f6†.

2...♘c7

Or 2...f5 3.♘f6† ♖xf6 4.exf6+–.

3.♘f6† ♔h8 4.♘e8!

1–0

Aesthetically exceptionally pleasing.

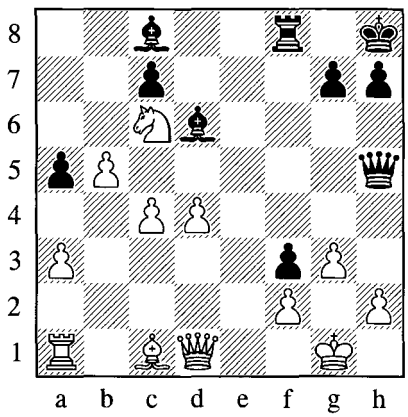
Once again, the tempting 4.♘d7? would fail to finish Black off, this time because of 4...♘d5!.

The pawn wedge is a powerful weapon. In your own games, try to strengthen an attack with the h- or f-pawn. In some circumstances you can also advance the g-pawn. But this operation is more dangerous if you have castled short, because it weakens your own king position.

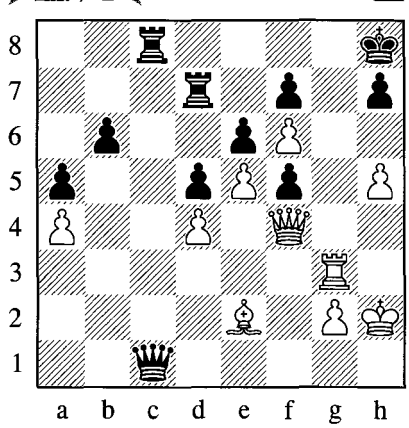
In the exercises, please look for active moves (for your opponent too!) and for forcing lines. Exploit the strength of the pawn wedge!

Exercises

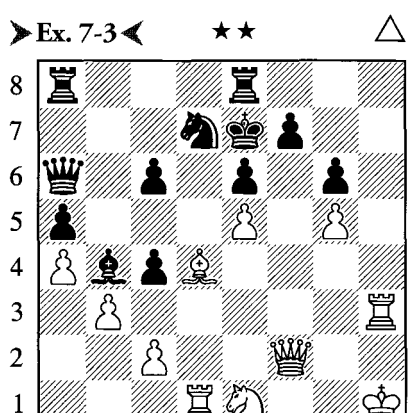
Ex. 7-1 ★★ ▼



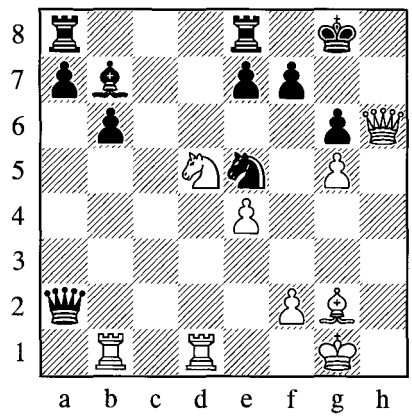
Ex. 7-2 ★ △



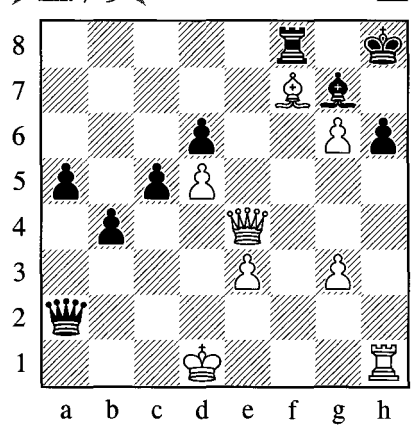
Ex. 7-3 ★★ △



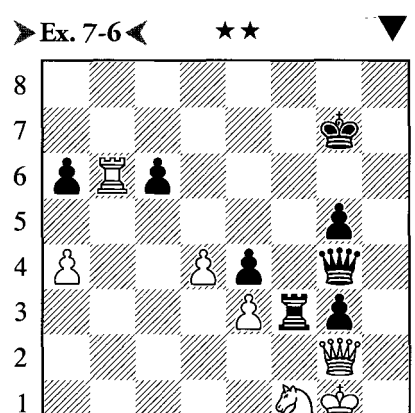
Ex. 7-4 ★★★ △



Ex. 7-5 ★★ △

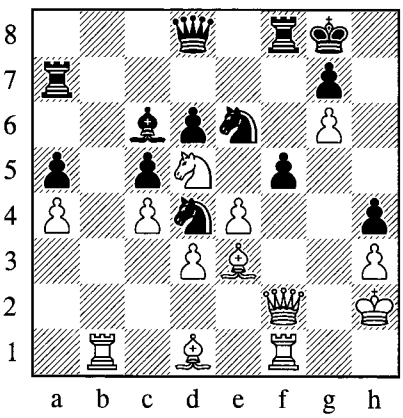


Ex. 7-6 ★★ ▼

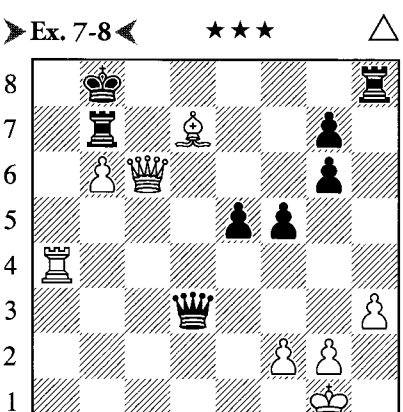


Exercises

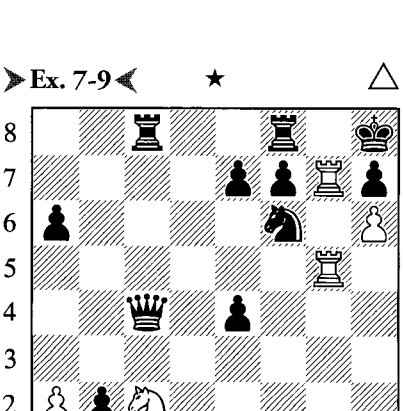
Ex. 7-7 ★ △



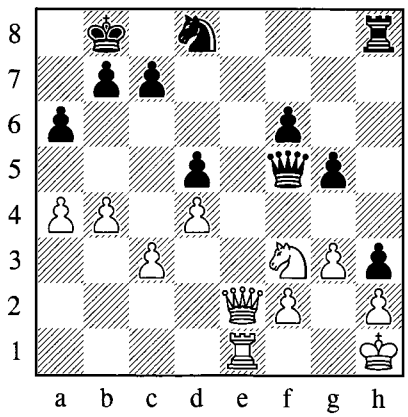
Ex. 7-8 ★★★ △



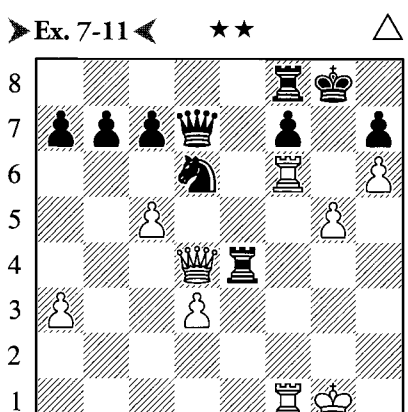
Ex. 7-9 ★ △



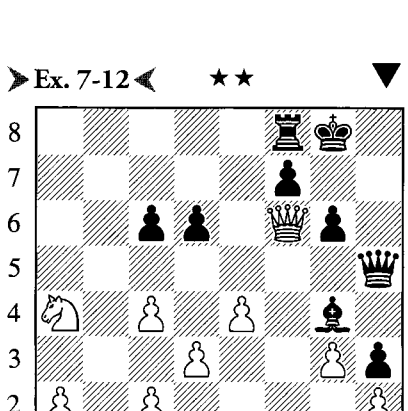
Ex. 7-10 ★ ▼



Ex. 7-11 ★★ △



Ex. 7-12 ★★ ▼



Solutions

Ex. 7-1

L.Schmid – E.Bhend

Venice 1953

1...♗xg3!

(1 point)

Nothing is achieved by 1...♕h3? due to 2.♕f1+–.

2.hxg3

2.fxg3 f2†–+

2...♗h3!

Intending ♗g2 and ♕h1#. Again 2...♕h3? would be met by 3.♕f1+–.

3.♗g5 ♗g2! 4.♗h4 ♕g4

Threatening ♕h3.

(another 1 point for this variation)

5.♘e5 ♕h3

0–1

Ex. 7-2

Z.Sturua – V.Kozlov

Cheliabinsk 1975

1.♖g8†!

(1 point)

Black resigned, in view of 1...♔xg8 (1...♖xg8 2.♕xc1+–) 2.♕g3† ♔f8 3.♕g7† ♔e8 4.♕g8#.

Ex. 7-3

E.Vladimirov – A.Kharitonov

Alma-Ata 1977

1.♕f6†!

(1 point)

1.♗c5†! (also 1 point) wins too after 1...♔d8 2.♕xf7+–, but the move in the game is slightly more accurate.

1...♘xf6 2.♗c5†!

(another 1 point)

Black resigned, on account of 2...♗xc5 3.gxf6† (or 3.exf6†) 3...♔f8 4.♖h8#.

Ex. 7-4

A.Shvedchikov – Y.Estrin

USSR 1977

In the game White created a pawn wedge and appeared to be on the road to victory. But appearances were deceptive!

1.♘f6†? exf6 2.gxf6

There now came the unexpected:

2...♕xf2†!

White resigned, because of 3.♔xf2 ♘g4†.

(2 points for spotting this trap!)

Another 1 point is awarded for the modest move 1.♘c7. After 1...♕e2 2.♘xe8 ♖xe8 the position remains balanced.

Ex. 7-5

A.Rotstein – B.Katalymov

USSR 1952

1.♖xh6†!

(1 point)

1...♗xh6 2.g7†! ♔xg7

2...♗xg7 3.♕h4†+–

3.♕g6† ♔h8 4.♕xh6#

(another 1 point)

Ex. 7-6

Bankov – Lumsjagi

1975

1...♖f2!–+

(1 point)

2.♕h1

If 2.♕xg3, then 2...♖xf1† 3.♔h2 ♖h1† 4.♔g2 ♖g1†–+.

2.♕xf2 gxf2† 3.♔xf2 ♕f5† 4.♔g1 ♕a5 is also hopeless for White.

2...♖xf1†!

(another 1 point)

Black gives his opponent no time for a counterattack. On the other hand, 2...g2?? would even lose to 3.♖b7†.

3.♔xf1 ♕d1†

Solutions

White resigned, in view of 4.♔g2 ♕f3† 5.♔h3 (or 5.♔g1 ♕f2#) 5...g2† 6.♔h2 gxh1=♕#.

Ex. 7-7

M.Botvinnik – P.Keres

USSR Team Ch., Moscow 1966

1.♖b8!

(1 point)

Black resigned, as 1...♕xb8 is met by 2.♕xh4 with a rapid mate.

Ex. 7-8

Based on the game

Niedermann – Zucs

1895

1.♗c8!!

(1 point)

But not 1.♖a8†? ♔xa8 2.♗c8, on account of 2...♕b1† 3.♔h2 ♕xb6–+.

1...♖xc8

1...♕b1† 2.♔h2 ♕xb6 is followed by 3.♗xb7 ♕xb7 4.♕d6† ♕c7 5.♖a8†!+–.

(1 bonus point for this variation)

2.♖a8†! ♔xa8 3.♕xc8† ♖b8 4.♕c6† ♖b7 5.♕a4†!

5.♕e8† is not so good: 5...♖b8 6.♕a4† ♔b7 7.♕a7† ♔c6 8.♕c7† ♔b5 9.♕xe5†±

5...♔b8 6.♕e8†+–

(another 1 point for this variation)

Ex. 7-9

H.Heemsoth – Heisenbutter

West Germany 1958

1.♖c5!

(1 point)

Black resigned, faced with the prospect of 1...♕xc5 2.♖xh7†! ♘xh7 3.♕g7#.

Ex. 7-10

K.Opocensky – A.Alekhine

Paris 1925

1...♖e8!

(1 point)

White resigned, in view of 2.♕d1 ♕xf3† 3.♕xf3 ♖xe1# or 2.♕xe8 ♕xf3† 3.♔g1 ♕g2#.

Ex. 7-11

M.Basman – A.Balshan

Ramat Hasharon 1980

1.♖g6†!!

(1 point)

1.dxe4? ♕g4†=

1...fxg6 2.♕h8†!

2.♖xf8†? would be bad: 2...♔xf8 3.♕h8† ♔f7 4.♕xh7† ♔e6 5.♕xg6† ♔d5–+

2...♔xh8 3.♖xf8#

(another 1 point)

Ex. 7-12

Zhuravlev – Kapanidze

1977

1...♗f5!

(1 point)

The threat is now ...♕f3†. White resigned, as 2.♖f1 is followed by 2...♕e2 with a quick mate.

(another 1 point)

Scoring

Maximum number of points is **22**

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

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

CHAPTER 8

Contents

Opening traps

'A trap is the provocation of a mistake. A trap always involves a tempting or obvious reply by the opponent. He is more or less invited to make an apparently good move, but one which is rapidly and surprisingly refuted.'
– Neistadt

There are players who try to tempt their opponents into a trap right in the opening, hoping to win the game without any real effort. They simply learn specific variations and do not bother with the main systems.

Benign traps

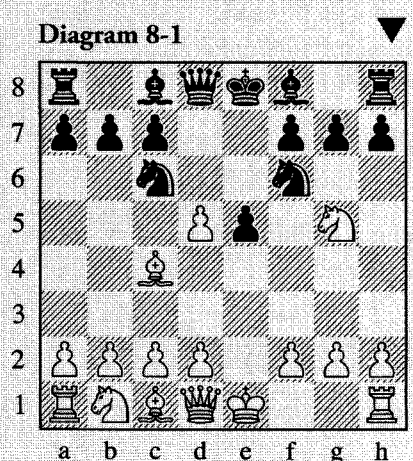
If a trap is simply a by-product of natural development and in no way hinders future logical development, then we can call it a *benign trap*. Here are two examples of benign traps.

Opening trap 1

C57

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♘f6 4.♘g5 d5 5.exd5

Diagram 8-1



5...♘xd5?

This natural move is a well-known mistake. Despite that, many players do not know their theory well enough to avoid it!

5...♘d4 would be better, as would 5...♘a5.

6.d4!

Another dangerous move is 6.♘xf7!? ♔xf7 7.♕f3† ♔e6 8.♘c3, but Black can still defend with 8...♘cb4! 9.♕e4 c6 10.a3 ♘a6.

6...exd4

The alternatives are:

a) 6...♘xd4 7.c3!

b) 6...♗e7 7.♘xf7 ♔xf7 8.♕f3† ♔e6 9.♘c3 ♘cb4 10.♕e4 c6 11.a3 ♘a6 12.♕xe5† (12.♗f4! is even better) 12...♔f7 13.♘xd5 cxd5 14.♗xd5† ♔f8 15.0–0± (Leonhardt)

c) 6...♗b4† 7.c3 ♗e7 8.♘xf7 ♔xf7 9.♕f3† ♔e6 10.♕e4 with a promising attack.

7.0–0

White obtains a strong attack.

7...♗e6

7...♗e7 is answered by 8.♘xf7! ♔xf7 9.♕h5†±.

8.♖e1 ♕d7

Diagram 8-2

9.♘xf7! ♔xf7

9...♕xf7 10.♗xd5+–

10.♕f3† ♔g8 11.♖xe6! ♖d8 12.♗g5

There is also the simpler, but equally strong 12.♖e4 h6 (12...♘a5 13.♖e8!+–) 13.♘d2±.

12...♕xe6 13.♗xd8 ♕e1† 14.♗f1 ♕e6 15.♗h4± (Euwe)

Opening trap 2

B08

1.e4 d6 2.d4 ♘f6 3.♘c3 g6 4.♘f3 ♗g7 5.h3

White wants to prevent the move ...♗g4, but he loses time. The immediate 5.♗e2 is a more popular choice.

5...0–0 6.♗e2?!

6.♗e3!?

6...c5!

Diagram 8-3

7.d5?!

This logical move is refuted in a thematic way.

7...b5!

Threatening ...b4.

8.♗xb5

8.♘xb5 ♘xe4∓

8...♘xe4! 9.♘xe4 ♕a5† 10.♘c3 ♗xc3† 11.bxc3 ♕xb5

Black is better.

There is nothing wrong with opening traps. They too extend our knowledge of theory and form part of the whole concept of development.

Bad traps

But sometimes players try to set opening traps which are dependent on one single reply by their opponent. If the opponent spots the trap and plays something different, then the consequences are disadvantageous for the 'poacher'. We shall call opening traps like that *bad traps*.

Diagram 8-2 △

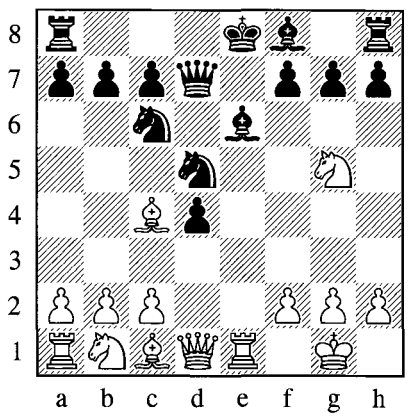
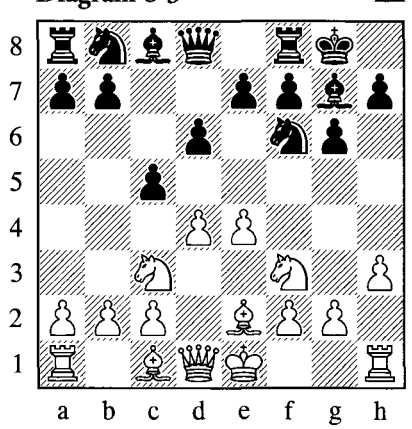


Diagram 8-3 △



Opening trap 3

C65

1.e4 e5 2.♘f3 ♘c6 3.♗b5 ♘f6 4.d3 ♘e7?!

Diagram 8-4

Why can't the pawn on e5 be taken? Can you see the trap?

5.♘xe5?

5.♘c3 or 5.0–0 or 5.d4 are good replies. Black has lost time by moving for a second time a piece that was already developed.

5...c6!

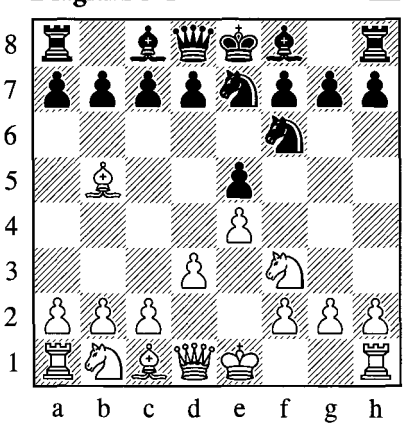
A retreat by the bishop will be followed by the fork 6...♕a5†.

6.♘c4 d6!

But not 6...cxb5?? 7.♘d6#.

7.♗a4 b5∓

And Black wins a piece.



Opening trap 4

C50

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♘d4?!

A typical trap. Black surrenders the pawn. Why?

Diagram 8-5

4.♘xe5?!

4.♘xd4 exd4 5.0–0 leads to a better position for White.

4...♕g5 5.♘xf7?

White is too greedy. 5.♗xf7† ♔e7 6.0–0 ♕xe5 7.♗xg8 ♖xg8 8.c3∞ (followed by d4) is a better continuation.

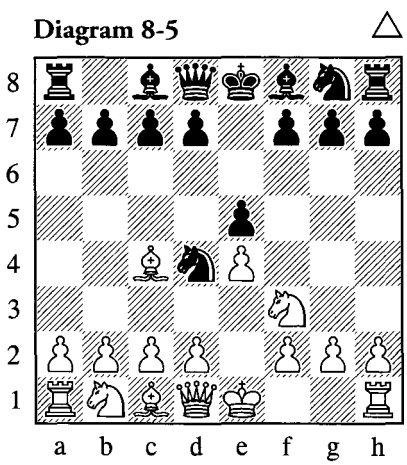
5...♕xg2 6.♖f1

After 6.♘xh8 ♕xh1† 7.♗f1 ♕xe4† Black is also winning, since the knight on h8 is lost.

6...♕xe4† 7.♗e2?

7.♕e2 cannot save the game either.

7...♘f3#



Opening trap 5

B17

1.e4 c6 2.d4 d5 3.♘c3 dxe4 4.♘xe4 ♘d7

Black wants to play 5...♘gf6 and recapture with the knight after 6.♘xf6.

5.♕e2

This move only hinders his own development and shuts in the bishop on f1. Do you know this trap?

Diagram 8-6

5...♘gf6??

Better is 5...e6 or 5...♘df6.

6.♘d6#

It is not worth playing for such traps, since there is a great danger that your opponent will either spot them or know them. In any case, an opening repertoire for the long term should be constructed on solid foundations and not on a reliance on bad traps.

How do you spot a trap?

In general, you have to react very cautiously whenever your opponent suddenly offers material in the opening. Calmly check through all your opponent's *active moves. By doing so you will probably soon* discover the trap – if there actually is one.

You should be on your guard particularly when playing gambits, since they contain a lot of traps and ways to go wrong.

R.Biever – R.Cassidy

Münchenstein/ Basle 1959

1.d4 d5 2.c4 e5 3.dxe5 d4 4.e3?

Diagram 8-7

4.♘f3 is the correct move.

4...♗b4† 5.♗d2 dxe3!

White should have seen this on move 4.

6.♗xb4?

6.fxe3 is perhaps not very attractive positionally (White has doubled and weak e-pawns), but it would still be the better solution.

6.♕a4† is met by 6...♘c6 7.♗xb4 exf2† 8.♔xf2 ♕h4† 9.♔e2 ♕xc4†∓.

6...exf2† 7.♔e2 fxg1=♘†!

The only way to victory for Black is this underpromotion.

8.♔e1

8.♖xg1 ♗g4†–+

8...♕h4† 9.♔d2 ♘c6 10.♗c3 ♗g4

0–1

Diagram 8-6 △

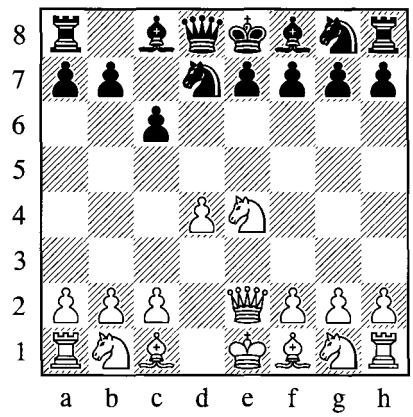
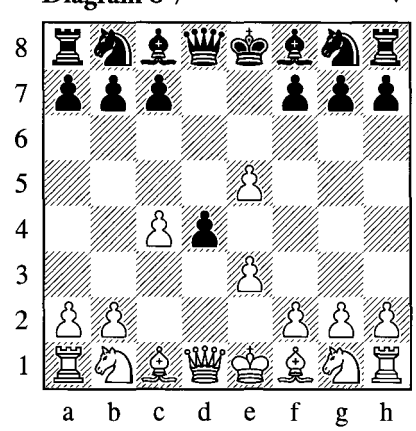
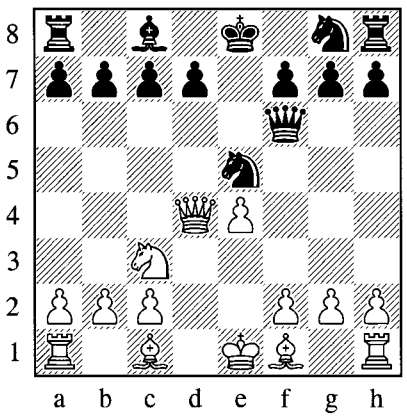


Diagram 8-7 ▼

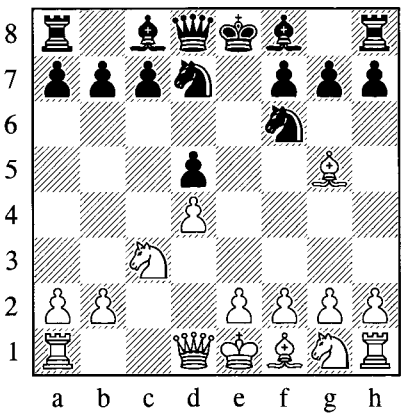


Exercises

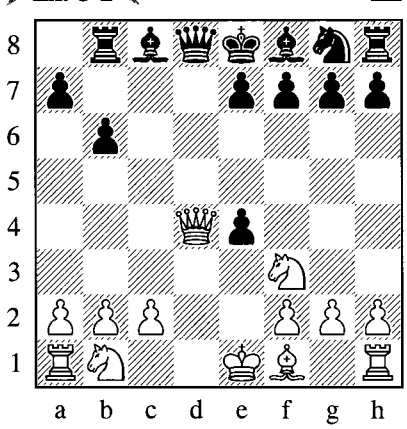
Ex. 8-1 ★★ △



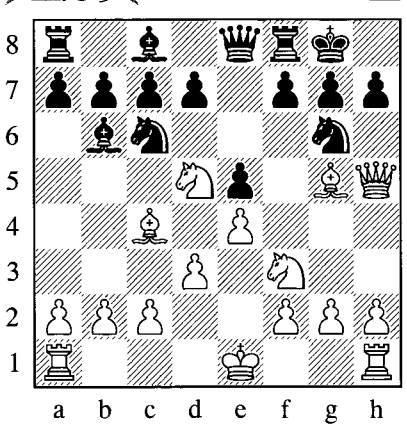
Ex. 8-4 ★ △



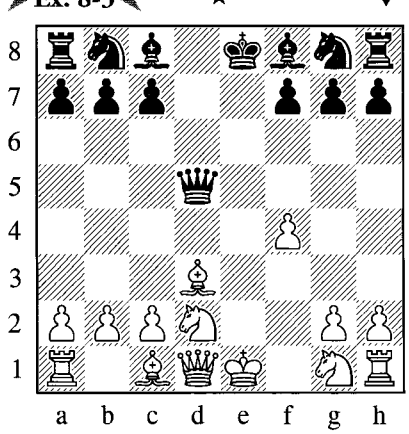
Ex. 8-2 ★ △



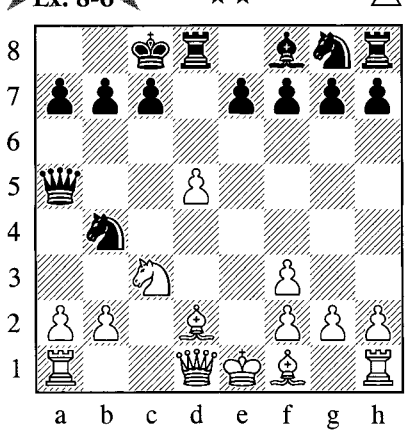
Ex. 8-5 ★ △



Ex. 8-3 ★ ▼

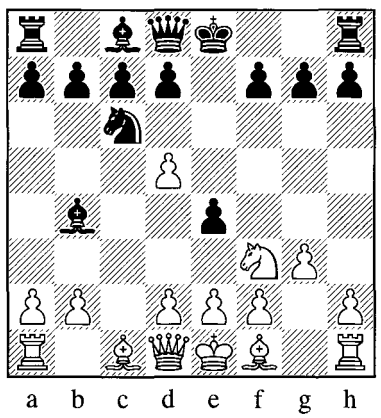


Ex. 8-6 ★★ △

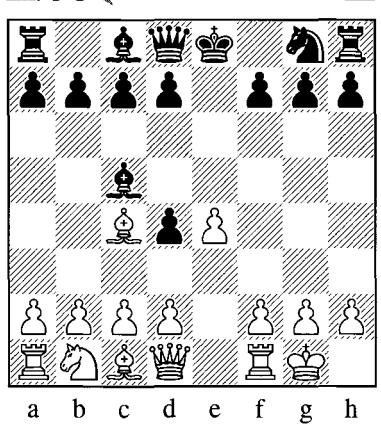


Exercises

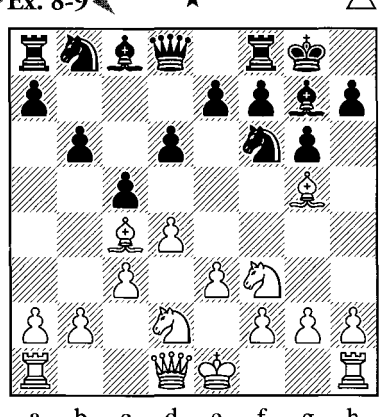
Ex. 8-7 ★★★ △



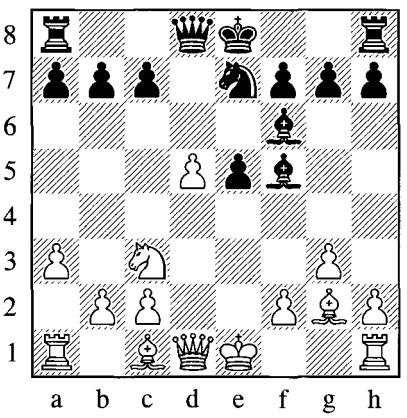
Ex. 8-8 ★ △



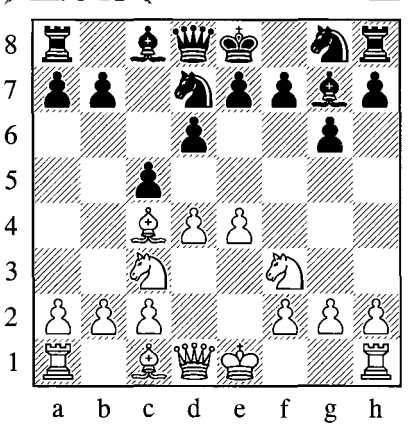
Ex. 8-9 ★ △



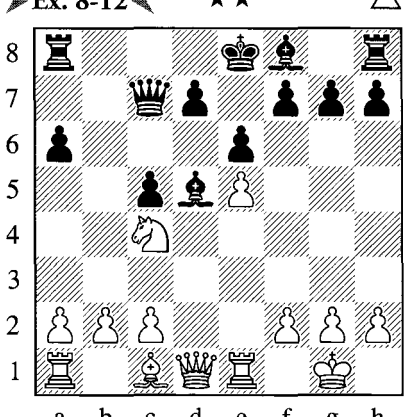
Ex. 8-10 ★★ △



Ex. 8-11 ★★★ △



Ex. 8-12 ★★ △



Solutions

Ex. 8-1

R.Reti – A.Dunkelblum

Vienna 1914

1.e4 e5 2.♘f3 ♘c6 3.♘c3 ♗c5?! 4.♘xe5! ♘xe5 5.d4 ♗xd4 6.♕xd4 ♕f6?

Diagram Ex. 8-1

By threatening ...♘f3† Black sets a primitive trap. But here the hunter becomes the hunted!

7.♘b5!

(2 points)

7.♗e3 (only 1 point) is not so aggressive. Of course 7.♘d5?? would lose to 7...♘f3†.

7...♔d8?

7...c6 would be an improvement:

a) If 8.♘c7†?! ♔d8 9.♘xa8?? (better is 9.♗g5 ♕xg5 10.♘xa8+–), then 9...♘f3†–+.

b) 8.♘d6†! ♔e7 9.♘f5†+–.

8.♕c5!

White threatens both ♕f8# and ♕xc7†.

1–0

Ex. 8-2

A.Alekhine – A.Kaufman

Odessa simultaneous 1918

1.d4 d5 2.♘f3 c5 3.♗f4 cxd4 4.♗xb8 ♖xb8 (better is 4...♕a5†) 5.♕xd4 b6? (Black should prefer 5...e6 6.♕xa7 ♗d7∞) 6.e4! dxe4

Diagram Ex. 8-2

7.♕xd8†! ♔xd8 8.♘e5

(1 point)

The threats are ♘xf7† and ♘c6†, and 8...♔e8 is met by 9.♗b5†+–.

1–0

Ex. 8-3

P.Keres – J.Petrovs

Estonian Ch., Tallinn 1933

1.e4 e5 2.f4 d5 3.exd5 e4 4.d3 ♕xd5 5.♘d2 exd3 6.♗xd3

Diagram Ex. 8-3

6...♕xg2??

Black does not see the trap! Better was 6...♘f6.

7.♗e4! ♕g4 8.♕xg4 ♗xg4 9.♗xb7

1–0

(1 point for finding this refutation)

Ex. 8-4

Opening trap

D35

1.d4 d5 2.c4 e6 3.♘c3 ♘f6 4.♗g5 ♘bd7 5.cxd5 exd5

Diagram Ex. 8-4

The d5-pawn cannot be taken.

6.♘xd5??

Better is either 6.♘f3 or 6.e3.

6...♘xd5! 7.♗xd8 ♗b4† 8.♕d2 ♔xd8–+

(1 point for this variation)

Ex. 8-5

A.Alekhine – J.De Cossio

San Sebastian simultaneous 1944

1.e4 e5 2.♘c3 ♗c5 3.♗c4 ♘e7 (better is 3...d6) 4.d3 ♘bc6 5.♕h5 0–0 6.♗g5 ♕e8 7.♘f3 ♘g6?? (7...d6) 8.♘d5 ♗b6

Diagram Ex. 8-5

9.♘f6†! gxf6 10.♗xf6

(1 point)

White plays ♕h6 or ♘g5 next.

1–0

Ex. 8-6

A.Tolush – L.Aronson

USSR Ch., Moscow 1957

1.d4 d5 2.c4 ♘c6 3.cxd5 ♕xd5 4.♘f3 ♗g4? (better is 4...e5!) 5.♘c3 ♕a5 6.d5 0–0–0 7.♗d2! ♗xf3 8.exf3 ♘b4?

Diagram Ex. 8-6

9.a3!

(1 point)

9.♗c4 ♕c5 would not be so clear; nor would 9.♕b3 e6 – 1 consolation point for either of these suggestions.

9...♘xd5 10.♘a4!
1–0

(another 1 point)

Ex. 8-7

T.Petrosian – H.Ree
Wijk aan Zee 1971

1.c4 e5 2.♘c3 ♘f6 3.♘f3 ♘c6 4.g3 ♗b4 5.♘d5 ♘xd5 6.cxd5 e4??

Diagram Ex. 8-7

7.dxc6

(1 point)

7...exf3 8.♕b3!

(2 points)

But not 8.cxd7†? ♗xd7 9.exf3 (or 9.♕b3 ♗c6! 10.♕xb4 fxe2–+) 9...0–0 10.♗e2 ♗h3! with an attack for Black.

Black now resigned. Because of the possibility of cxb7, Black cannot save his bishop on b4:

a) 8...fxe2 9.♗xe2 (or 9.♗g2+–) 9...a5 10.a3+–

b) 8...♕e7 9.a3 fxe2 10.♗xe2+–

Ex. 8-8

I.Martin Ojeda – P.Chervis
Chartres 1990

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♘d4?! 4.♘xd4 exd4 5.0–0 ♗c5??

Diagram Ex. 8-8

6.♗xf7†!

Another good option is 6.♕h5 ♕e7 7.♗xf7†! ♔f8 8.♗xg8± (also 1 point).

6...♔xf7 7.♕h5† g6 8.♕xc5+–

(1 point)

Ex. 8-9

Ye Rongguang – L.Van Wely
Antwerp 1997

1.d4 ♘f6 2.♘f3 g6 3.♗g5 ♗g7 4.♘bd2 0–0 5.e3 d6 6.♗c4 c5 7.c3 b6??

Diagram Ex. 8-9

8.♗xf6! ♗xf6 9.♗d5+–

(1 point)

9...♗a6 10.♗xa8 d5 11.c4 dxc4 12.0–0 cxd4 13.exd4 ♗xd4 14.♘xc4
1–0

Ex. 8-10

U.Andersson – D.Velimirovic
Bar 1997

1.e4 e6 2.d4 d5 3.♘c3 ♗b4 4.♘ge2 dxe4 5.a3 ♗e7 6.♘xe4 ♘c6 7.g3 ♘f6 8.♗g2 e5 9.♘xf6† ♗xf6 10.d5 ♘e7 11.♘c3 ♗f5??

Diagram Ex. 8-10

Nothing is achieved by12.d6?! in view of 12...♕xd6. A positional move such as 12.♘e4 (1 consolation point) only gives White a slight advantage. The move in the game wins one of the two bishops.

12.g4!

(2 points)

Black resigned immediately, as after 12...♗g6 White wins the bishop on f6 with 13.g5.

Ex. 8-11

M.Al Modiahki – H.Tin
Yangon 1999

1.e4 g6 2.d4 ♗g7 3.♘c3 d6 4.♘f3 ♘d7 5.♗c4 c5??

Diagram Ex. 8-11

This was very careless play and now Black is presented with the bill. In the opening you should never let your attention stray from the f7-square.

6.♘g5!

(1 point)

This is even stronger than 6.♗xf7† (1 consolation point) 6...♔xf7 7.♘g5† ♔e8 8.♘e6 (8.♕f3? ♘df6!) 8...♕a5 9.♘xg7† ♔f7∞.

6...♘h6

After 6...e6 comes 7.♗xe6! fxe6 8.♘xe6

(another 1 point for this variation)

8...♕e7 9.♘d5! ♕xe6 10.♘c7† ♔f7 11.♘xe6

Solutions

♔xe6 12.dxc5 dxc5 13.♕d5†+–.

7.♗xf7†!

(another 1 point)

7...♘xf7 8.♘e6+– ♕b6 9.♘xg7† ♔f8 10.♘e6†

1–0

Ex. 8-12

I.Glek – S.Arkhipov

Russian Team Ch., Tomsk 2001

1.e4 c5 2.♘f3 ♘c6 3.♗b5 e6 4.0–0 ♘ge7 5.♖e1 a6 6.♗xc6 ♘xc6 7.d4 cxd4 8.♘xd4 ♕c7 9.♘xc6 bxc6 10.e5 ♗b7 11.♘d2 c5?! 12.♘c4 ♗d5?

Diagram Ex. 8-12

13.♘d6†!

(1 point)

The move order cannot be reversed: if 13.♕xd5? exd5 14.♘d6†, then 14...♔e7 15.♗g5† ♔e6 16.f4 ♗xd6–+.

13...♗xd6

Or 13...♔e7 14.♕h5+–.

14.♕xd5!!

(another 1 point)

14.exd6 would not be so strong, due to 14...♕b7.

Now 14...exd5 is followed by 15.exd6†.

1–0

Scoring

Maximum number of points is **20**

17 points and above ····→ **Excellent**

14 points and above ····→ **Good**

10 points ····→ **Pass mark**

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

CHAPTER 9

Contents

- ✓ Traps in the middlegame or endgame
- ✓ Traps in defence
- ✓ Traps in better and level positions
- ✓ Find the trap!

The use of traps

In Chapter 8 we looked into various opening traps, but it is not only in the opening that traps are dangerous. You can also tempt your opponent into a trap in the middlegame or endgame.

The trap is also an important weapon in defence. Many players often make mistakes just before the end of the game, because their concentration flags and they do not take into account possible moves for their opponent. It is often worth fighting on in an apparently hopeless position. In any case, you should at that point try to set a trap for your opponent. (You can also find some examples of this in *Build Up Your Chess 1*, Chapter 17 – 'Stalemate motifs'.)

Diagram 9-1 ▼

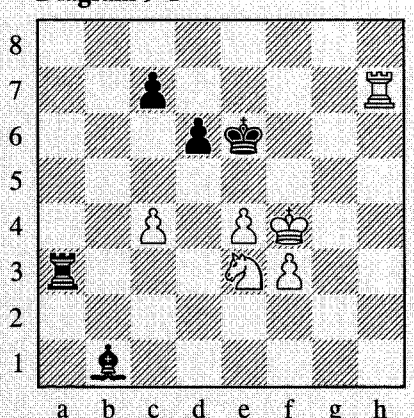


Diagram 9-1

Em.Lasker – D.Janowski

World Ch(7), Paris 1909

Black resigned here. Although the position is of course objectively lost, his decision can still be criticized. After all, Black could still set a hidden trap for his opponent. He should have tried:

1...c5!

Hoping that his opponent would not spot the cunning trap in time. 2.♘d5? is met by a drawing combination: 2...♖xf3†!! 3.♔xf3 ♗xe4† 4.♔xe4 and stalemate!

On the other hand, there is the very strong counter:

2.♖b7!+–

Diagram 9-2 △

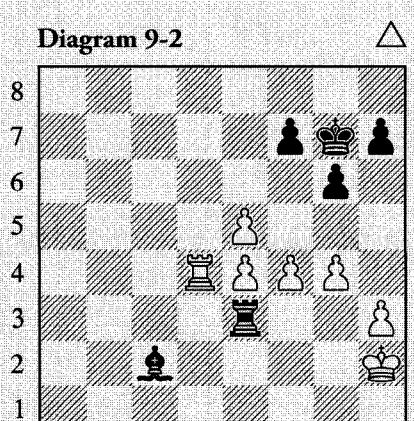


Diagram 9-2

A.Yusupov – G.Kasparov

Linares 1990

White's position looks hopeless. He is even going to lose the e4-pawn. Despite that, White fights on and sets two traps for his mighty opponent. Unfortunately such a strategy has hardly any real chance of succeeding against World Champion Kasparov.

1.f5!? gxf5!

But not 1...♖xe4? because of 2.f6† ♔h6 3.♖xe4 ♗xe4 4.e6 ♗d5 5.e7 ♗c6 6.h4 g5 7.h5=.

2.exf5 ♖xe5–+ 3.♖d2 ♗a4 4.♔g3 ♖e3† 5.♔h4 ♗b5

Diagram 9-3

6.♖d5!?

The second trap. What has White prepared against 6...♗f1?

6...♗d3!

If 6...♗f1?, then 7.f6† ♔f8 (7...♔g6 8.♖g5†=) 8.♖d8† ♖e8 9.♖d1∓ with some practical chances for White, since the black king is not too well placed on the 8th rank.

7.♖c5 h6 8.♖c3 ♖f3 9.♖b3 ♗e2 10.♖b2

10.♖xf3 ♗xf3 11.♔g3 ♗d1 12.♔f4 f6 13.h4 h5 14.g5 ♗c2–+

10...♗f1 11.♖h2

From here on there is no more doubt that Black will win the game.

11...♔f6 12.♖h1 ♔e5 13.♖h2 f6 14.♖h1 ♔e4 15.♖h2 ♔f4

White is in zugzwang.

16.♖h1 ♗g2 17.♖h2 ♖g3

0–1

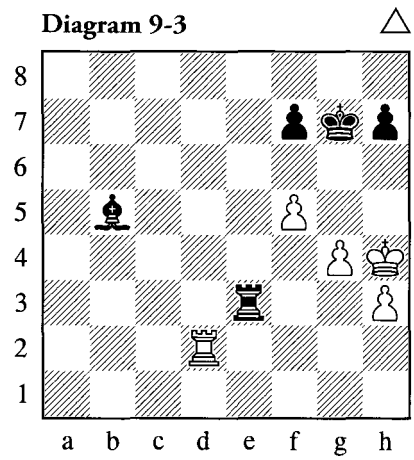


Diagram 9-4

Poliak – Kogan

Rostov-on-Don 1937

Here too, it looks as though White has no chance. But he still comes up with an idea.

1.♕a8!? ♖xg3?

Black does not spot the trap.

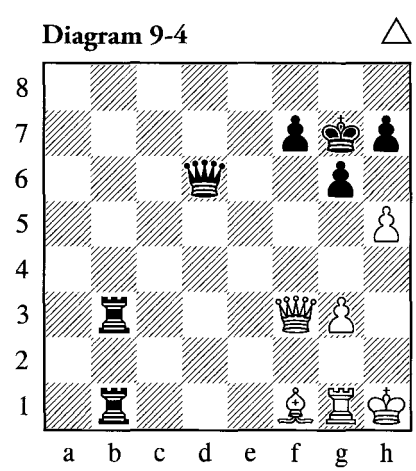
2.♖xg3 ♕xg3?

2...♖xf1† 3.♔h2 ♖f2† would have been enough for a win.

3.♕a1†!!

White saves the game, because after 3...♖xa1 there is 4.h6†! with an unavoidable stalemate.

½–½



Of course you can also set traps in better or level positions. But the best option is to employ 'benign' traps, so as not to weaken your own position. In that

way you do not take any unnecessary risks if your opponent discovers the trap in time and chooses a different route. Moreover such benign traps are harder to spot than a 'bad' trap, which often involves an unnatural-looking move, which therefore stands out. An experienced opponent will then quickly become suspicious!

Diagram 9-5 ▼

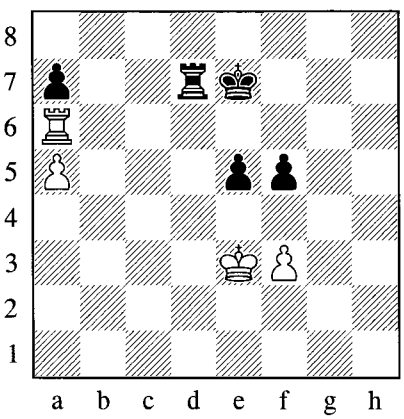


Diagram 9-5

Pilskalniete – Berzinsh

Riga 1962

Black can achieve no more by normal means, since the white rook is very active. So he sets a trap.

1...f4†!? 2.♔e4?

2.♔e2= was required.

2...♖d6! 3.♖xa7†

Or 3.♖xd6 ♔xd6 4.a6 ♔e6 5.♔d3 ♔d5 6.♔e2 (6.♔c3 e4–+) 6...♔c4–+.

3...♔e6

And White cannot ward off the threat of ...♖d4#.

0–1

Diagram 9-6 △

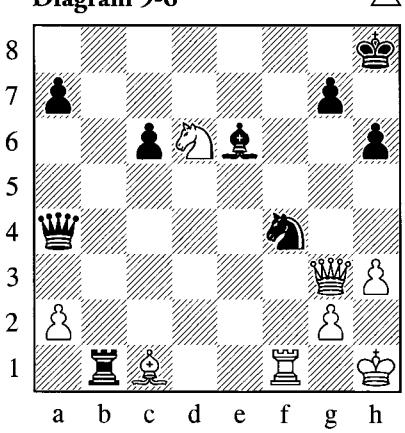


Diagram 9-6

M.Chigorin – G.Marco

Vienna 1898

White sets a subtle trap.

1.♔h2!

This move is also objectively very strong. The threat is now ♖xf4.

The immediate 1.♖xf4? would be bad, due to 1...♖xc1† 2.♔h2 ♕d1–+.

1...♖xc1

The alternatives 1...♕d4 2.♗e3+– and 1...♘e2 2.♖f8† ♔h7 3.♕d3†+– are no good.

2.♖xc1 ♘e2

Better is 2...♕d4 3.♘e8± (but not 3.♖xc6?! ♘e2 4.♕e1 ♕e5† 5.g3 ♕h5⇄).

3.♕e5 ♘xc1

Now 3...♕d4 leads to a lost endgame.

4.♘e8!

Black had not reckoned on this move. He has no sensible defence against ♕xg7#.

1–0

Diagram 9-7

A.Nimzowitsch – A.Alekhine

Russian Ch., Vilnius 1912

1.0–0–0!

This natural move is linked to a trap. In the game Black saw the trap and played:

1...♗d6±

White wins very prettily after 1...cxd4? 2.exd4 ♘xd4? with 3.♖xd4! ♕xd4 4.♕xe6† ♘d7 5.♕c6†!! bxc6 6.♗a6#.

Find the trap!

In the examples which follow, the first thing you should do is to try to discover the trap for yourself.

Diagram 9-8

G.Borisenko – V.Simagin

USSR Ch., Moscow 1955

White wants to play for a win and falls right into the trap!

1.♔g4??

If 1.♔h4, then 1...♕e2. The only way for White to play on is with 1.♔h2 ♕e2† 2.♔g1±.

1...f5†!–+

After this move, White is mated: 2.gxf6 (or 2.♔h4 ♕h1#) 2...♕f5† 3.♔h4 ♕h5#

White had only considered 1...♕f5†? 2.♔h4 ♕f3, which is followed by 3.♕d8† ♔g7 4.♕f6† ♕xf6 5.gxf6† ♔xf6 6.c6 ♔e6 7.♔g5 and White wins.

Diagram 9-9

Y.Simbolon – N.Mitkov

Dresden Olympiad 2008

Can Black exploit the pin on the e3-pawn?

The correct answer is no, and he even has to play very carefully. After, for example, 1...♕e6 2.♖ee1 the position would have remained level. But in the game what happened was the over-optimistic:

1...f4?? 2.♕g6†!

Or 2.♗xf4 gxf4 3.♕g6†+–.

2...♔f8 3.♖h7

Threatening ♕g7#.

Diagram 9-7 △

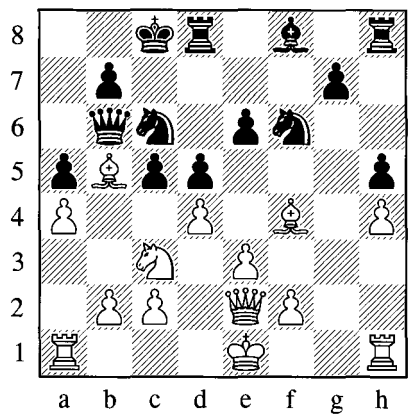


Diagram 9-8 △

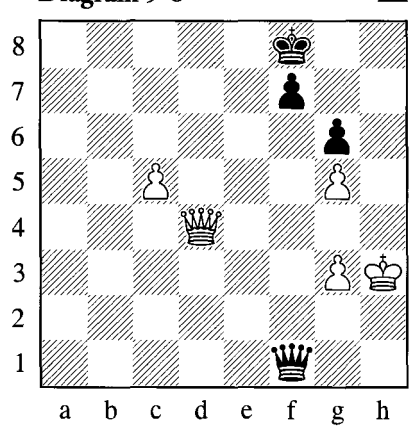
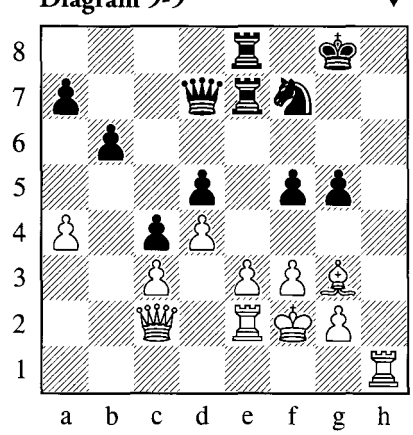


Diagram 9-9 ▼

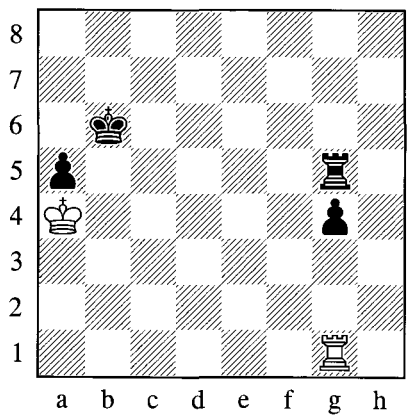


3...fxg3† 4.♔f1 ♖e6 5.♕g7†
Black is now facing mate in two moves.
1–0

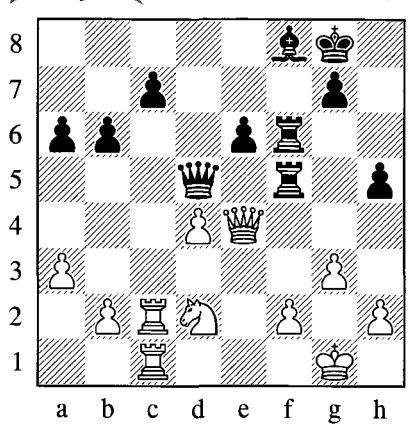
In the exercises which follow, you should be trying either to set a trap, or to spot one and draw its teeth!

Exercises

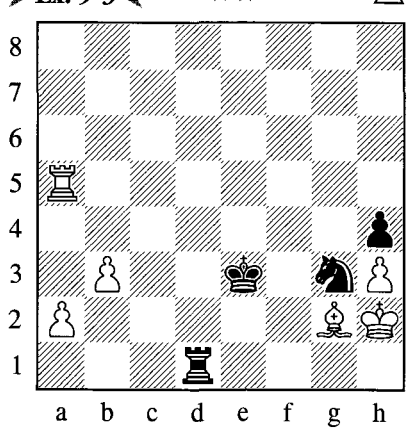
Ex. 9-1 ★ ▼



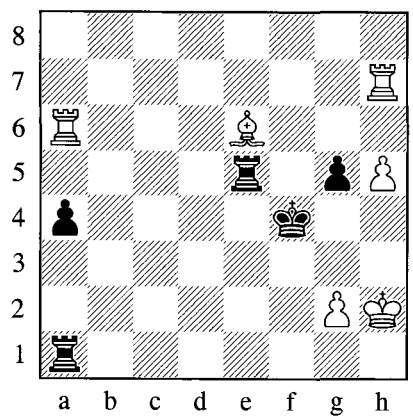
Ex. 9-2 ★★ ▼



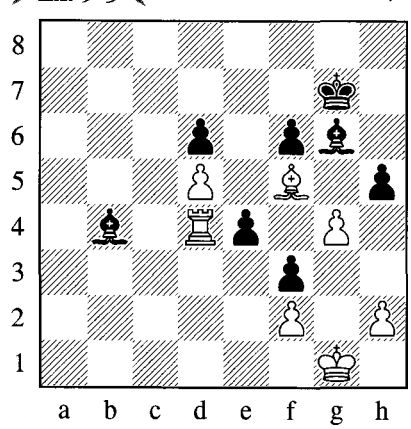
Ex. 9-3 ★★ △



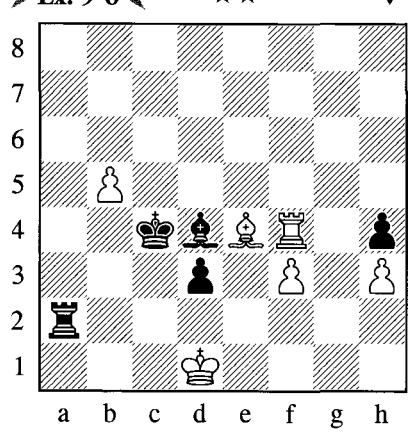
Ex. 9-4 ★ △



Ex. 9-5 ★★ ▼

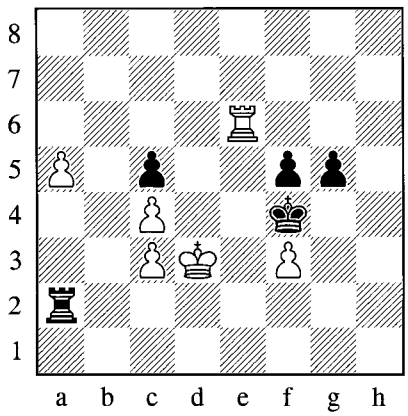


Ex. 9-6 ★★ ▼

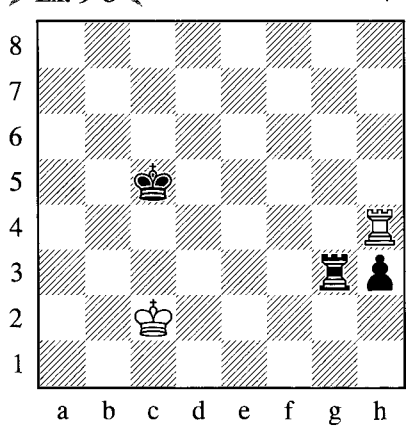


Exercises

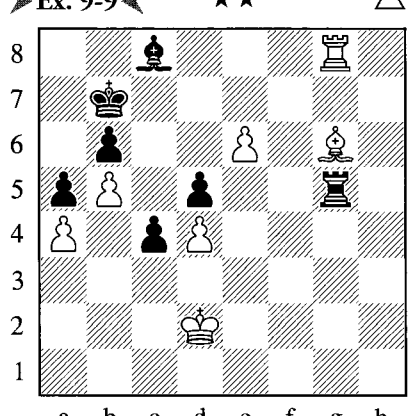
Ex. 9-7 ★★★ △



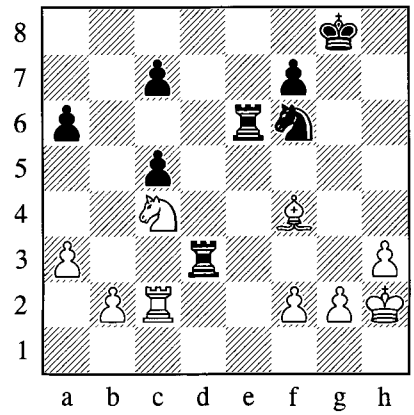
Ex. 9-8 ★ ▼



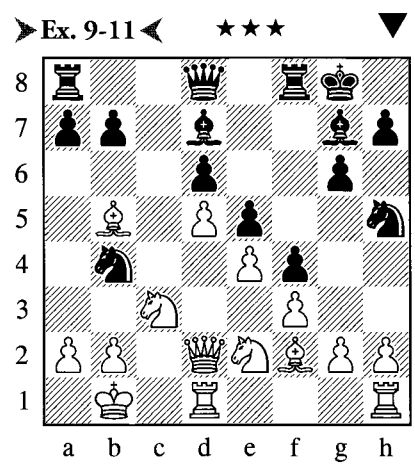
Ex. 9-9 ★★ △



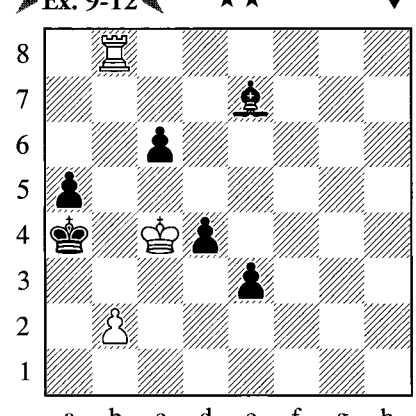
Ex. 9-10 ★★ △



Ex. 9-11 ★★★ ▼



Ex. 9-12 ★★ ▼



Solutions

Ex. 9-1

A.Yusupov – N.de Firmian

Thessaloniki Olympiad 1984

1...♔c6

(1 point)

1...♔c5 is just as good. But not 1...g3?? 2.♖xg3 ♖xg3 stalemate.

0–1

Ex. 9-2

M.Turner – K.Sasikiran

British Ch., Torquay 2002

The correct move is 1...c5!∓.

(1 point)

However, the f2-pawn is poisoned:

1...♖xf2?? 2.♕xd5 exd5 3.♘e4!! ♖xc2 4.♘xf6†! gxf6 5.♖xc2+–

White has obtained a material advantage.

(another 1 point for this variation)

Ex. 9-3

Tomovic – Sokolov

Belgrade 1961

1.♖e5†??

A check is not always a good thing! The correct move was 1.♖a4!.

(1 point)

White can then meet 1...♔f2 with 2.♖f4†+–. (Similarly 1.♖a6, 1.♖a7 and 1.♖a8 also win.)

1...♔f2

White cannot now ward off the threat of 2...♖h1† 3.♗xh1 ♘f1#.

0–1

(1 bonus point for this variation)

Ex. 9-4

J.Donner – E.Spanjaard

Holland 1961

1.♖ha7??

Black does not see his opponent's idea. It is astonishingly easy to lose a won game if you don't pay attention to what your opponent is doing!

The correct continuation would be, for example, 1.♖f7† ♔e3 2.h6+–.

(1 point)

But you also get 1 point if you saw the following variation and dealt with the threat in a different way.

1...♖h1†!! 2.♔xh1 ♔g3

Black threatens ♖e1#.

0–1

Ex. 9-5

A.Ivanov – S.Dolmatov

Novosibirsk 1976

1...e3!

(1 point)

A final trap.

2.♖xb4?

The last move before the time control! The simple 2.fxe3+– would have been correct.

2...e2

And Black constructs a fortress: 3.♖e4 ♗xf5 4.gxf5 h4!=

½–½

(another 1 point for this variation)

Ex. 9-6

S.Veselovsky – L.Psakhis

Krasnojarsk 1980

There is a simple win by 1...♔c3–+.

(1 point)

But what happened in the game was:

1...♗e3??

Whereupon White actually resigned, instead of forcing the draw with 2.♗h7†! ♔c3 (2...♗xf4 3.♗g8†=) 3.♖c4†!=.

(1 bonus point for this variation)

Solutions

Ex. 9-7

V.Jansa – S.Rublevsky

Ostrava 1992

1.♖e2!

(1 point)

1.a6 ♔xf3–+ would be hopeless.

1...♖xa5?

Black could still win the game with 1...♖a4!? 2.♖g2 (or 2.♖f2 ♔g3–+) 2...♖a1 and White is in zugzwang.

(1 bonus point)

2.♖a2!

(another 1 point)

2...♖xa2 stalemate

Ex. 9-8

A.Vyzmanavin – K.Lerner

USSR Ch., Lvov 1984

1...♖a3!?

(1 point)

A final trap, which surprisingly led to success. If 1...♔d5, then 2.♔d2=.

2.♔d2??

2.♔b2!= would be the correct move.

2...h2! 3.♔e2

3.♖xh2 loses to 3...♖a2†.

3...♖a1!

0–1

Ex. 9-9

M.Ruderfer – M.Dvoretsky

Odessa 1972

1.e7 ♗d7 2.♖d8+– would be correct.

(1 point)

White did not spot the trap and played:

1.♖xc8??

There followed:

1...♖g2†!= 2.♔d1

The bishop cannot be taken until the white king goes to the e-file: 2.♔e3 ♖xg6= and 3.e7 is met by 3...♖e6†.

(1 point if you saw the trap!)

2...♖g1† 3.♔c2 ♖g2† 4.♔c3 ♖g3† 5.♔b2 ♖g2† 6.♔a3 ♖g3† 7.♔a2 ♖g2† 8.♔a1 ♖g1† 9.♔b2 ♖g2† 10.♔b1 ♖g1† 11.♔c2 ♖g2† 12.♔c1 ♖g1† 13.♔d2

½–½

Ex. 9-10

V.Simagin – R.Kholmov

Uzhgorod 1966

1.♗xc7??

1.♗e3 ♘e4 2.g4= would be better.

(1 point)

You also get 1 point if you saw the following trap and suggested a move other than 1.♗xc7??.

1...♘g4†!

White resigned, faced with 2.hxg4 ♖h6† 3.♔g1 ♖d1#.

(another 1 point)

Ex. 9-11

V.Savon – Bylino

Kiev 1979

The following variations show that it is not easy to defend the black position:

a) 1...♗xb5 2.♘xb5 ♕a5 3.♘ec3!? ♘xa2 4.♘xd6±

b) 1...a6 2.♗xd7 ♕xd7 3.a3±

c) 1...♖c8 2.♗xd7 ♕xd7 3.♗xa7± (3.a3?! ♘a6 4.♗xa7 b5⇄)

d) 1...♘f6 2.a3 ♘a6±

(2 points for any of these moves)

In any case, your move is better than the combination played in the game!

1...♘xa2?

(1 consolation point)

2.♔xa2 ♕a5† 3.♔b3! ♗xb5 4.♖a1

1–0

(1 point if you found this idea!)

Solutions

Ex. 9-12

List – Heiman

England 1951

1...e2?

1...♗b4! 2.♖e8= was necessary.

(1 point)

2.♖b3!

Now Black is mated after 2...e1=♕ 3.♖a3† ♗xa3 4.b3#.

(another 1 point for this variation)

1–0

Scoring

Maximum number of points is **23**

20 points and above ➤ **Excellent**

16 points and above ➤ **Good**

12 points ➤ **Pass mark**

*If you scored less than **12** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 10

Contents

- ✓ Stalemate in the endgame
- ✓ Decoying
- ✓ The 'desperado' rook
- ✓ Various stalemate constructions

Stalemate combinations

We have already seen a lot of stalemate combinations in *Build Up Your Chess 1*, Chapter 17 and in Chapter 9 above. But in praxis these stalemate ideas are frequently overlooked. Sometimes a stalemate combination can help you save a position which is almost lost.

Diagram 10-1 △

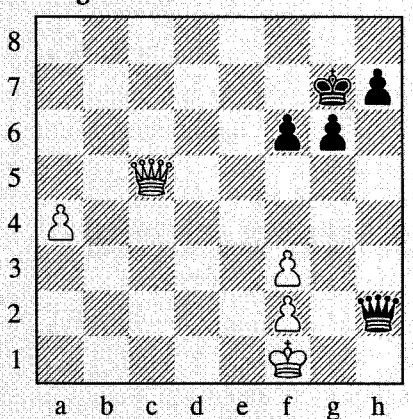


Diagram 10-1

P.Keres – R.Kholmov

USSR Ch., Moscow 1948

1.♕e7† ♔h6! 2.♕xf6 ♕h3†

White did not spot the danger of stalemate and played:

3.♔g1?

3.♔e2 would have been correct. There now came the surprising:

3...♕g4†!!=

White must either take on g4 and stalemate his opponent, or give up the a4-pawn. There is no way to avoid the draw.

If there are only a few pieces left on the board and if the king and pawns are unable to move, then you must pay particular attention to stalemate combinations.

Diagram 10-2 △

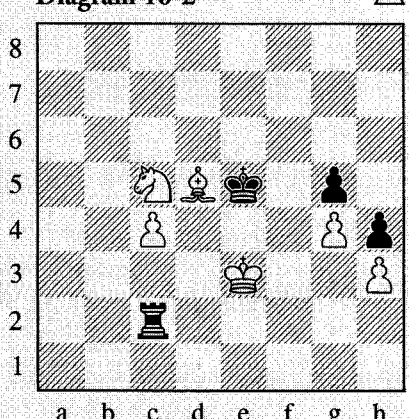


Diagram 10-2

Sadarov – Kudriashov

Alma-Ata 1958

White was not paying sufficient attention here and carelessly deprived the black king of all its available squares.

1.♘e4?

1.♘d3†+– would have been the correct move.

1...♖xc4!!

This leads immediately to a draw, because the white bishop has no good retreat square. And if it takes the black rook, then Black is stalemated.

½–½

It is often necessary to decoy the opposing pieces onto specific squares, in order to engineer a stalemate.

Diagram 10-3

A.Troitzky – Vogt

St. Petersburg 1896

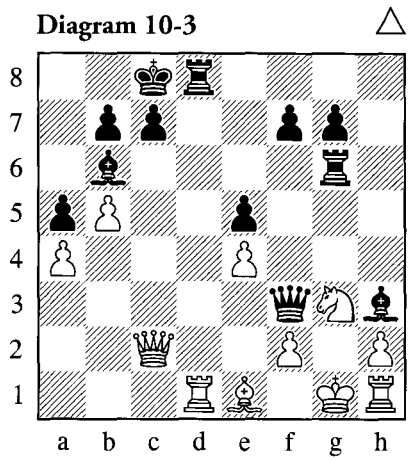
White's last move was ♖d1 and Black did not see the trap and played ...♗d7-h3. On the kingside, only the bishop on e1 can move. This 'problem' is soon disposed of.

1.♖xd8† ♔xd8 2.♕d1†!!

The black queen is lured to d1, from where it pins the bishop on e1, resulting in a spectacular stalemate.

2...♕xd1 stalemate

½–½



One special case of stalemate combination is the so-called 'desperado' rook.

Diagram 10-4

Zherdev – Baranov

Moscow 1950

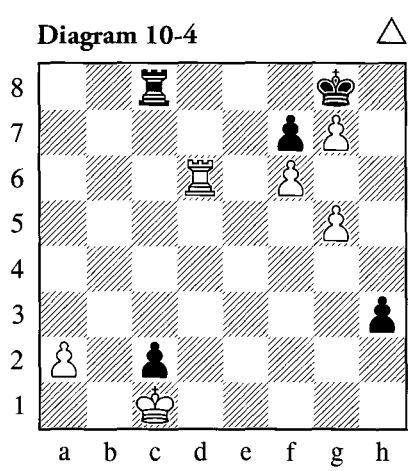
1.♖d4!+– would be correct here, intending ♖h4. But White played:

1.♖d3?

Black now demonstrated a typical defence, based on stalemate.

1...♖b8! 2.♔xc2 h2! 3.♖h3 h1=♕ 4.♖xh1 ♖b2†!=

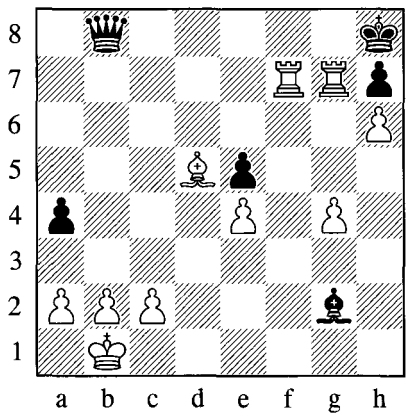
This activates the desperado rook. White cannot take the rook on account of the stalemate and so it follows the king all over the board, endlessly offering itself up as a sacrifice.



Some stalemating constructions are set up in a very clever way. In the following position from a blitz game, even World Champion Michael Tal overlooked the stalemate defence.

Diagram 10-5

Diagram 10-5



M.Tal – M.Aaron

Leipzig (blitz) 1960

1...♗xe4!

White now took the bishop.

2.♗xe4??

The simplest way to win was 2.♖a7! ♗xd5 3.♖xh7† ♔g8 4.♖ag7† ♔f8 5.♖h8†.

But next came the unexpected:

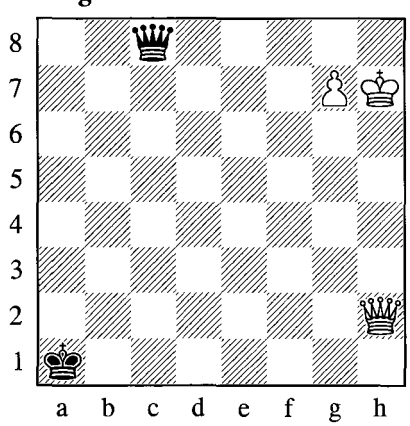
2...♕xb2†!! 3.♔xb2 a3†

And then stalemate.

½–½

Stalemate defences are frequently found in queen endings.

Diagram 10-6



I.Hausner – D.Doncevic

Prague 1985

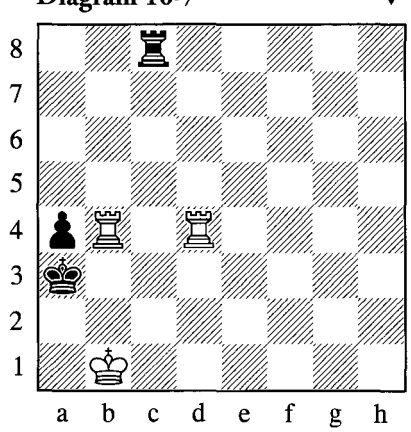
A typical stalemate set-up.

1...♕c2†! 2.♕xc2

½–½

Here are some other examples to illustrate the various stalemate motifs.

Diagram 10-7



E.Post – A.Nimzowitsch

Barmen 1905

1...♖b8! 2.♖xb8

½–½

Diagram 10-8

Goldstein – L.Shamkovich

Moscow 1946

Black is able to survive against the far-advanced connected passed pawns.

1...♖d7! 2.♗d5

2.cxd7 is immediately stalemate.

2...♖b7!

½–½

Once again capturing the rook delivers stalemate, and otherwise Black will play 3...♖xb6 with a simple draw.

Diagram 10-8 ▼

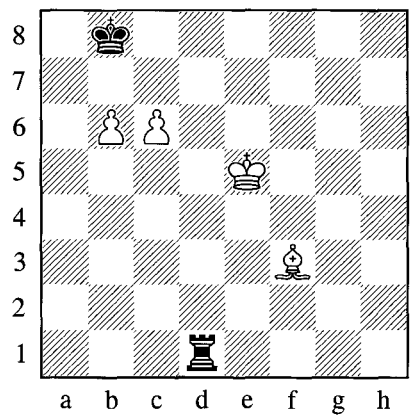


Diagram 10-9

F.Marshall – McClure

New York 1923

Marshall finds a fantastic combination.

1.♖h6!! ♖xh6 2.h8=♕†! ♖xh8 3.b5!!=

Although it is Black's move, he cannot prevent the stalemate. 3...♖d7 4.cxd7 does not change the situation, as the threat is then d8=♕ followed by stalemate. Black cannot continue 4...c5?? because of 5.bxc6, when White would win.

½–½

Diagram 10-9 △

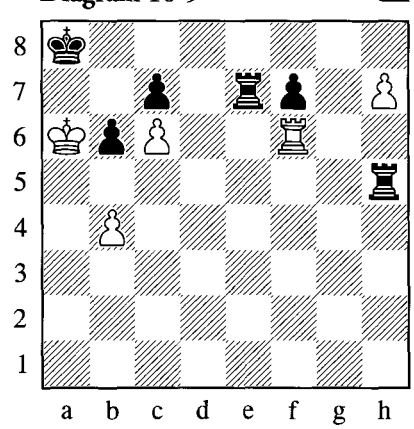


Diagram 10-10

A.Soltau – R.Simon

Berlin 1987

1...♕b7†!

But not 1...♕h1†? 2.♔f4 ♕h2† (here 2...♖f5† is met by 3.♔xf5! and White wins) 3.♕g3+–.

2.♔f4

Or 2.♔g3 ♖g5† 3.♔h4 (however, certainly not 3.♔h2?? ♕g2#) 3...♖h5† 4.♔g3 ♖g5† 5.♔f4 ♖f5† transposing to the game continuation.

2...♖f5†!! 3.♕xf5

3.♔xf5? is bad, in view of 3...♕h7† 4.♔e6 ♕xd3.

3...♕f3† 4.♔e5 ♕d5†

½–½

Diagram 10-10 ▼

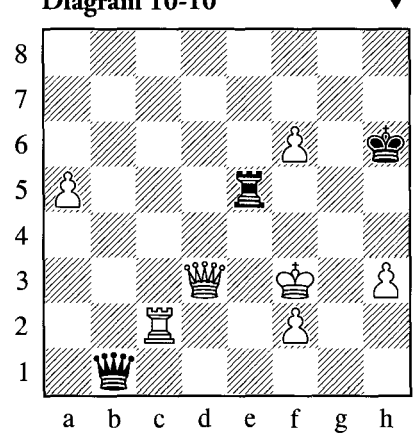
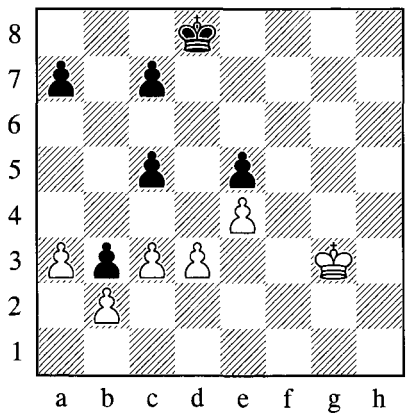


Diagram 10-11

Diagram 10-11 ▼



Lukanin – Schmuljan

Taganrog 1938

1...c4!! 2.dxc4 c5!

A rare idea in a practical game. Black wants to wall in his own king!

3.♔g4 ♔c7!

The king is aiming for a4.

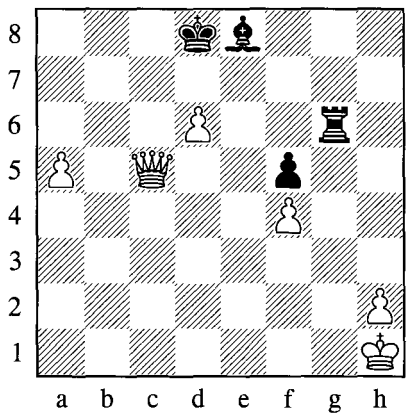
4.♔f5 ♔b6 5.♔xe5 ♔a5 6.♔d5 ♔a4 7.♔xc5 a5

And then stalemate.

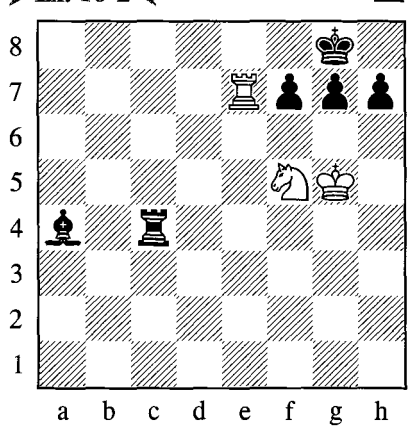
½–½

Exercises

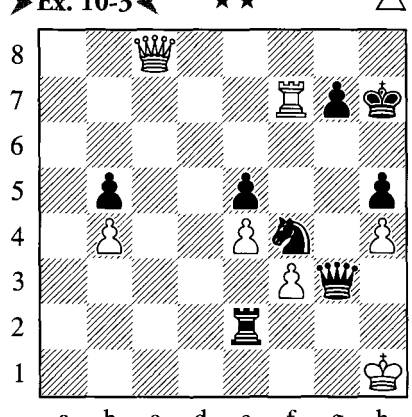
Ex. 10-1 ★ ▼



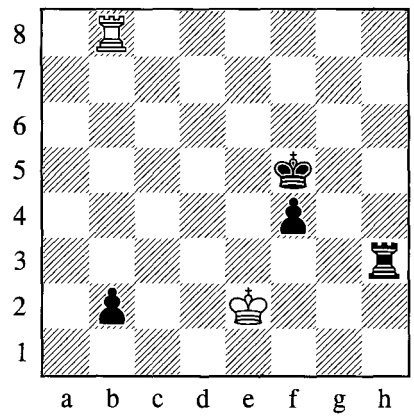
Ex. 10-2 ★ △



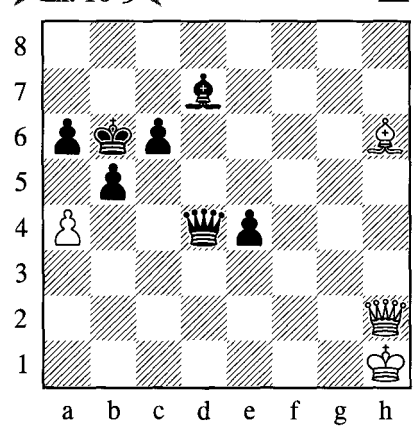
Ex. 10-3 ★★ △



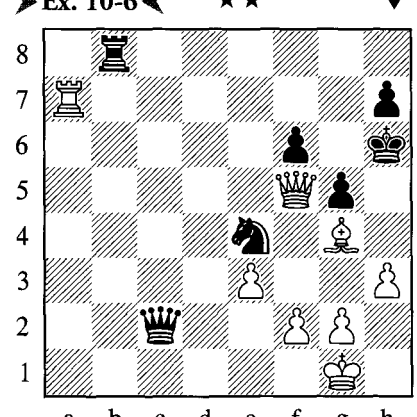
Ex. 10-4 ★ △



Ex. 10-5 ★★ △

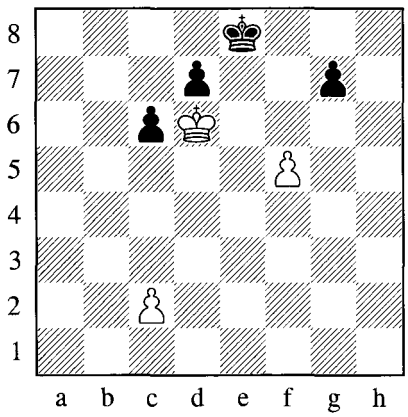


Ex. 10-6 ★★ ▼

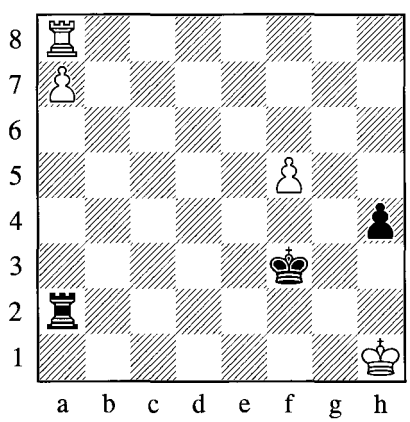


Exercises

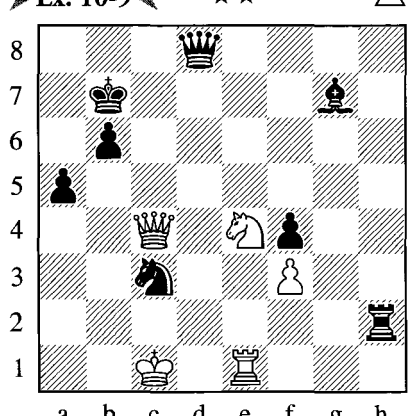
Ex. 10-7 ★★ △



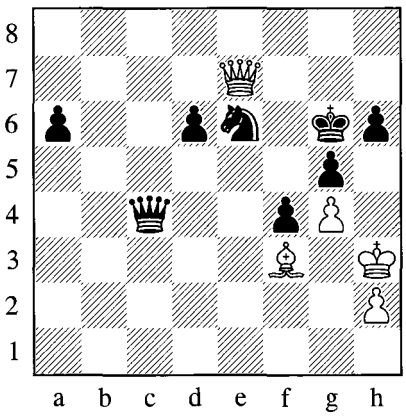
Ex. 10-8 ★★ ▼



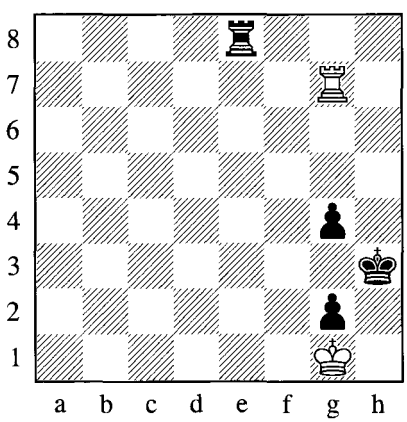
Ex. 10-9 ★★ △



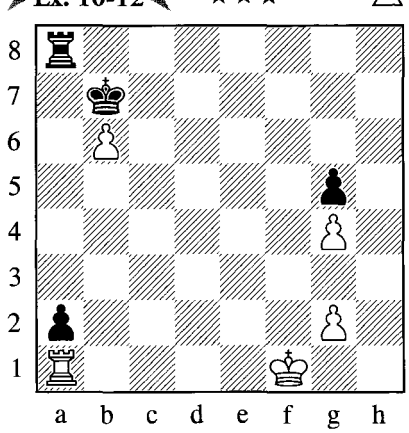
Ex. 10-10 ★ △



Ex. 10-11 ★ △



Ex. 10-12 ★★★ △



Solutions

Ex. 10-1

J.Fichtl – F.Blatny

Bratislava 1956

1...♗c6†!

Decoying.

2.♕xc6 ♖g1†! 3.♔xg1 stalemate

(1 point)

Ex. 10-2

A.Selesniev

1922

1.♖e8†! ♗xe8 2.♘e7† ♔f8

Or 2...♔h8 3.♘g6†!=.

3.♘g6†!

(1 point)

If Black takes the knight, White is stalemated. If not, White keeps on giving check.

3...hxg6 stalemate

Ex. 10-3

L.Evans – S.Reshevsky

New York 1963

1.♕g8†!

(1 point)

1.♕h8†!= is equally good. However, 1.♖xg7†? would be bad, due to 1...♕xg7 2.♕g8† ♔h6 and Black is winning, e.g. 3.♕e6† ♘xe6 4.f4 ♕g2#.

1...♔xg8

But not 1...♔h6?? 2.♕h8† ♔g6 3.♕xg7#.

2.♖xg7†!=

(1 point)

Another route to the draw is 2.♖f8†! ♔h7 3.♖h8† ♔g6 4.♖h6† ♔f7 5.♖f6† ♔e7 6.♖f7†= (also 1 point).

2...♔f8

2...♕xg7 is stalemate; 2...♔h8 is followed by 3.♖h7†=.

3.♖f7†

The desperado rook will continue pursue the black king.

½–½

Ex. 10-4

O.Bernstein – V.Smyslov

Groningen 1946

1.♖xb2! ♖h2†

Or 1...♔g4 2.♔f1=.

2.♔f3 ♖xb2 stalemate

(1 point)

We saw the same idea in Ex. 9-1.

Ex. 10-5

D.Ponziani

1769

1.♗e3!

(1 point)

But not 1.axb5? axb5 2.♗e3 ♕xe3 3.♕f2, on account of 3...♕c5!–+.

1...♕xe3 2.♕f2! ♕xf2

Now 2...♕c5?? would lose to 3.a5†!.

3.a5†!

And then stalemate.

(another 1 point)

Ex. 10-6

Ormos – Batoczky

Budapest 1951

1...♖b1† 2.♔h2 ♖h1†!! 3.♔xh1 ♘g3†!

(1 point)

4.fxg3

Of course not 4.♔h2?? ♘xf5–+.

4...♕xg2†!

(another 1 point)

4...♕c1†?? loses to 5.♗d1! since the black g-pawn can now move, meaning there will no longer be a stalemate.

5.♔xg2 stalemate

Solutions

Ex. 10-7

The end of a study by

F.Lazard

1916

1.c3!!

(1 point)

But not 1.c4? ♔d8 2.c5 ♔e8 3.♔c7 ♔e7 4.♔b7 d6–+.

1...♔d8 2.c4 ♔e8 3.c5 ♔d8 4.f6! gxf6 stalemate

(another 1 point)

Ex. 10-8

G.Kluger – B.Sandor

Hungarian Ch., Budapest 1954

1...♔g3!

(1 point)

Threatening ♖a1#.

2.♖g8† ♔h3 3.♔g1

3.a8=♕ is followed by 3...♖a1† 4.♕xa1 stalemate.

(another 1 point for this variation)

3...♖g2†!

An elegant finish, but the prosaic 3...♖xa7 would also be enough for a draw.

½–½

Ex. 10-9

Goldin – Rjabow

Novosibirsk 1972

1.♘d6†!!

(1 point)

But not 1.♘c5†? because of 1...♔b8! 2.♕xf4† ♔a8 3.♕xh2 bxc5–+.

1...♕xd6

1...♔a7?? even loses after 2.♕f7†.

2.♖e7†!

(another 1 point)

2...♕xe7

2...♔b8?? 3.♕g8†+–

3.♕c7†!

Activating the desperado queen. The alternatives 3.♕c6†!, 3.♕c8†! or 3.♕a6†! would be just as good.

½–½

Ex. 10-10

B.Sliwa – Z.Doda

Poland 1967

1.♗e4†! ♕xe4 2.♕g7†!

(1 point)

Or, for example, 2.♕h7†!=.

½–½

Ex. 10-11

A.Salvio

1604

1.♖h7† ♔g3 2.♖e7!=

(1 point)

But not 2.♖h3†?? ♔xh3–+.

2...♖xe7 stalemate

Or 2...♖a8 3.♖a7!= with a desperado rook.

Ex. 10-12

The end of a study by

V.Smyslov

2000

1.g3!

(1 point)

Otherwise the rook ending would be lost: 1.♔e2? ♔xb6 2.♔d3 ♔c5 3.♔c3 ♔d5 4.♔b2 ♔e4 5.♖e1† ♔f4–+

1...♔xb6 2.♔g2 ♔b5 3.♔h3!

(1 point)

3...♔b4 4.♖xa2!

(another 1 point)

4...♖xa2 stalemate

Scoring

Maximum number of points is **20**

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

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

CHAPTER 11

Contents

The semi-open file

In this chapter we shall discuss a strategic theme that is logically linked to the theme of the 'open file'. We already know what an important role an open file can play in a game.

Often, occupying a semi-open file promises even more advantages than was the case with an open file. Unlike in the case of an open file, an opposing pawn is present on a semi-open file. This pawn is then frequently reduced to being an object of attack for our major pieces. **The pressure exerted against a backward pawn can either lead to the win of the pawn or it can force your opponent into passive defence.** Then you can look for other objects to attack in order to overload your opponent's defensive resources.

A.Yusupov – A.Miles

Horgen 1994

1.d4 d5 2.c4 dxc4 3.e3 c5 4.♗xc4 cxd4 5.exd4 ♕c7 6.♗b3

6.♗e2 is much more passive.

6...♗g4

This tactical trick forces White to weaken his kingside. But in return he obtains a slight lead in development

7.f3 ♗d7 8.♘e2 ♘f6

8...e6, intending ♗d6, would be safer.

9.♘bc3 g6

Here too, 9...e6 10.♗f4 ♗d6 would be better. But Miles preferred to fianchetto his bishop.

10.♗g5 ♗g7 11.♖c1 ♕d8 12.0–0 0–0

Better is 12...♘c6!?.

Diagram 11-1

13.d5!?

This move fixes the pawn on e7. White gets a good object of attack on the semi-open e-file.

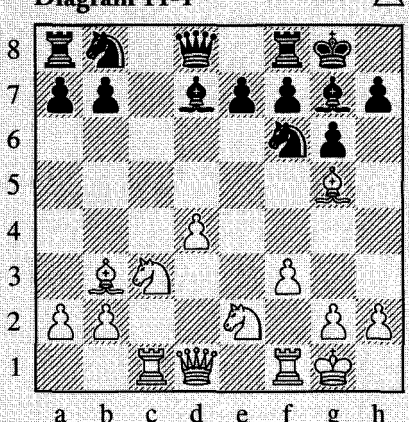
13...♘a6 14.♔h1 ♘c7!?

Or 14...♘c5 15.♗c2±.

15.♖e1 ♘b5?

It would be better for Black to bring this knight to d6: 15...♘ce8 16.♘g3 ♘d6 17.♖c2!? ♖c8 18.♖ce2

Diagram 11-1 △



♖e8 and White has only a minimal advantage. He is exerting pressure on the e7-pawn, but Black has no other weaknesses.

16.♘xb5 ♗xb5 17.♘c3 ♗a6

Diagram 11-2

18.♕d2±

The black bishop is not well placed on a6. It may control the e2-square, but that is not enough to prevent the doubling of the rooks.

18...♕d7 19.♘e4! ♘xe4 20.♖xe4 ♖fe8 21.♖ce1

After the exchange of knights the black position looks even more endangered: the pawn on e7 is under massive attack.

21...♗f8

21...♗f6 does not solve the problems. White plays 22.♗xf6 exf6 23.d6 ♖xe4 24.♖xe4 ♖d8 25.h3!+– with the threat of ♖e7.

Diagram 11-3

22.♗h6!

This is even better than 22.♕e3 ♖ac8. After the exchange of the dark-squared bishops, the black castled position will also be weakened.

22...♕d6

Black gives up the e7-pawn.

22...♗d3 23.♕xd3 ♗xh6 would lose to 24.♗a4. While after 22...♗xh6 23.♕xh6 ♕f5 there follows 24.♖h4 g5 25.♖g4+–.

23.♗xf8 ♖xf8

23...♔xf8 24.♕h6†+–

24.♖xe7 ♖ac8 25.♕d4+–

The pawn on a7 is also under attack. White is winning.

25...♖fd8

25...♕xe7?? 26.♖xe7 ♖c1† 27.♗d1+–

26.h3

In an open position, an escape square for the king can be very important.

26...♖c1 27.♖xc1 ♕xe7 28.♕xa7 ♕e5

Or 28...♕g5 29.♖e1 ♕d2 30.♕e3 ♕xb2 31.♕e7 ♖f8 32.d6+–.

29.♕b6 ♖d6 30.♕f2

With two extra pawns, the game is an easy win.

30...♗b5 31.♖e1 ♕f6 32.♕g3

Intending ♕e5.

32...♖d8 33.♕c7 ♗d7 34.d6 ♕h4

34...♗xh3 is followed by 35.♗xf7† ♔h8 (35...♔f8 36.♕e7†; 35...♔g7 36.♗e6†) 36.♕xd8†+–.

35.♖e4 ♕g5 36.♗xf7†!

In time trouble White avoids the complicated variation after 36.♖e7 ♖c8.

36...♔f8

If 36...♔xf7, then 37.♖e7† ♔f6 38.♕c3†+–.

After 36...♔g7 there follows 37.♗e6+–.

37.♗e6

1–0

Diagram 11-4 △

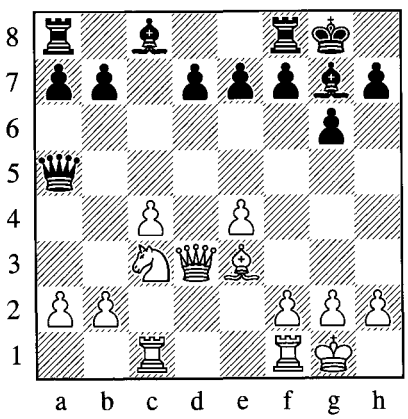


Diagram 11-5 △

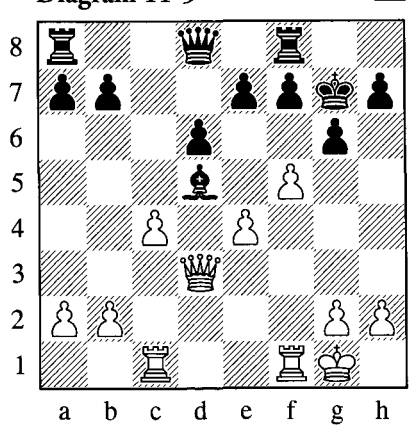


Diagram 11-6 ▼

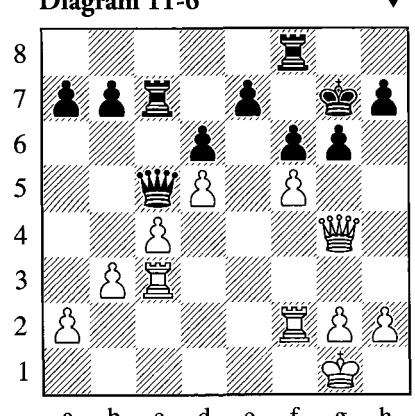


Diagram 11-4

V.Smyslov – R.Balinas

Tel Aviv Olympiad 1964

White controls the centre. He now offers an exchange of bishops in order to weaken Black's king position.

1.♗d4 d6 2.♘d5

A good place for the knight. If Black later plays e6, he will weaken the d6-pawn.

2...♕d8 3.♗xg7 ♔xg7 4.f4

White prepares an attack on the kingside.

4...♗e6 5.f5 ♗xd5

Diagram 11-5

How should White capture on d5?

6.exd5!

White obtains a semi-open e-file and can attack the e7-pawn. Since Black must look out for his king, he, for his part, has very little time to aim for genuine counterplay down the semi-open c-file.

6.cxd5?! ♕b6† 7.♖f2 ♖ac8 would have allowed Black counterplay on the c-file.

6...♕b6† 7.♖f2 f6 8.♖c3!?

White brings the rook into the attack via the third rank. The simple move 8.♖e1 also looks very good.

8...♖ac8 9.♕e4 ♖c7 10.♕g4 ♕c5 11.b3

Diagram 11-6

White wants to play ♖g3 in order to provoke the move ...g5.

11...g5?!

11...b5! was necessary. After 12.♖g3 (12.fxg6! hxg6 13.♖g3 g5 14.♕f5 with the threat of ♖xg5† is better) 12...bxc4 13.fxg6 Black can reply 13...h6!.

12.h4

Black can no longer defend his kingside.

12...h6 13.♕h5 ♖h8 14.♖h3

The threat is hxg5 followed by ♕g6†.

14...♖g8 15.♕g6† ♔f8 16.♕xh6† ♔f7 17.♖g3 g4 18.♕h5† ♔f8 19.♖xg4+– ♖xg4 20.♕xg4 b5 21.h5 ♕e3 22.♕f4

Two pawns up, White has nothing against an ending.

22...♕d3 23.♖f3 ♕d1† 24.♔h2 bxc4 25.h6

This pawn decides the game at once.

25...♖c8 26.h7 ♔f7 27.♕h6 ♖h8

1–0

The second advantage of the semi-open file is that your opponent cannot organize his rooks in order to initiate an exchange of rooks. We do not open this file **until the moment comes when it is to our advantage**; for example, when we have already doubled our major pieces on the semi-open file. One of the typical plans is to advance our pawns in order to force the exchange of the pawn which is under attack, thereby opening the file.

Diagram 11-7

P.Keres – V.Smyslov

USSR Ch., Leningrad 1947

At first glance White cannot exploit the semi-open c-file. But Keres finds an inventive plan to support the c1-rook.

1.♘h4!

White opens the long diagonal for his bishop. It will be a powerful aid to the rook.

1...♗d7

1...♗b7 is met by 2.b4! (or first 2.♘f5).

2.e3!

White prepares a breakthrough in the centre. There is also the threat of ♕h5†.

If 2.b4?!, instead, then Black gets sufficient compensation for the exchange after 2...♘xb4 3.♗xa8 ♕xa8.

2...0–0 3.d4± exd4 4.exd4 ♖c8

Diagram 11-7 △

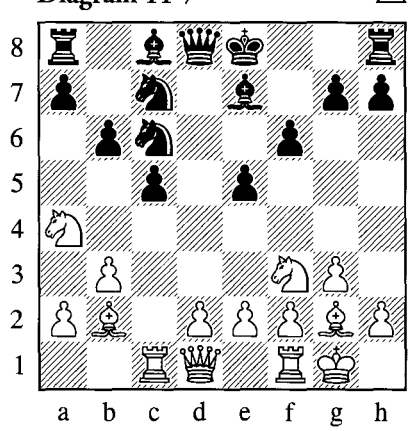


Diagram 11-8 △

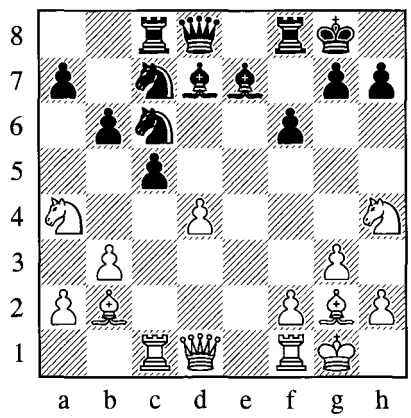


Diagram 11-8

5.dxc5!

White opens the game even more.

After 5.d5 Keres saw that Black could play 5...♘d4 6.♗xd4 cxd4 7.♕xd4 ♘b5 followed by ...♘d6 with some defensive chances. (Even better is to first play 7...♗a3 and only after 8.♖cd1 to then play 8...♘b5.)

5...b5 6.♘c3 f5

6...♗xc5 is bad, due to 7.♘xb5.

7.♖c2!

This is even stronger than 7.♘f3 ♗f6.

7...♗xh4 8.♖d2 ♖f7

8...♘b8 runs into 9.c6+–.

And if 8...♘e5, then 9.gxh4+–.

9.gxh4!

The simplest solution. The threat is now ♗xc6.

9.♗xc6 ♗xc6 10.♖xd8† ♖xd8 would still leave Black with some practical chances.

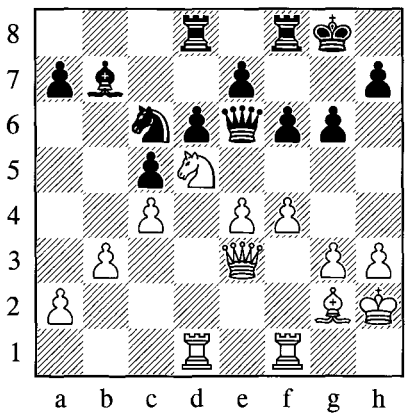
9...♘e6 10.♘xb5 ♘xc5 11.♘d6+– ♖e7 12.♘xc8 ♕xc8 13.♗a3 ♘e4 14.♗xe4 fxe4 15.♗xe7 ♘xe7 16.♖xd7

1–0

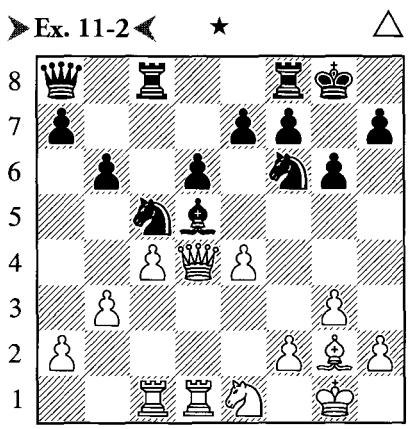
In the exercises you should try to exploit a semi-open file. If you are not sure that you have found a real solution to the problem, then just indicate what you believe to be the best move. Making a decision is important! Then you can compare your variations with the solution in the book. Practice makes perfect!

Exercises

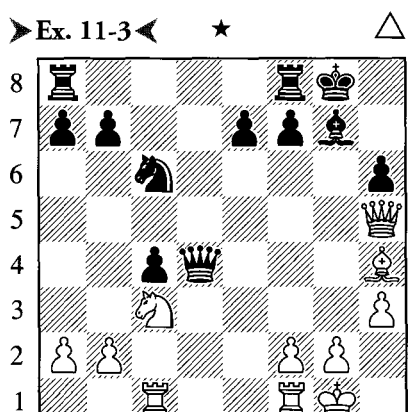
Ex. 11-1 ★★ △



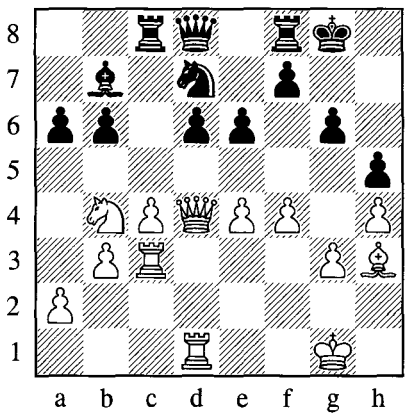
Ex. 11-2 ★ △



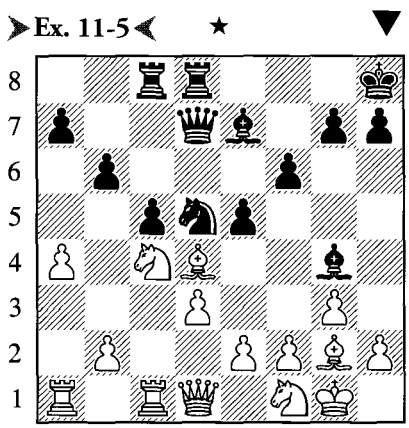
Ex. 11-3 ★ △



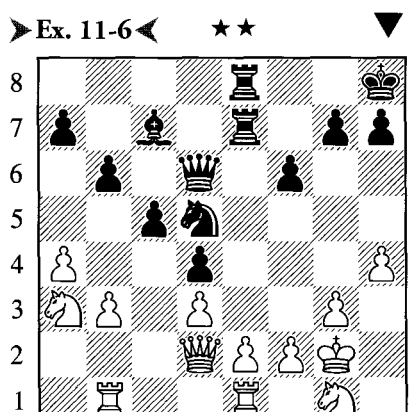
Ex. 11-4 ★★ △



Ex. 11-5 ★ ▼

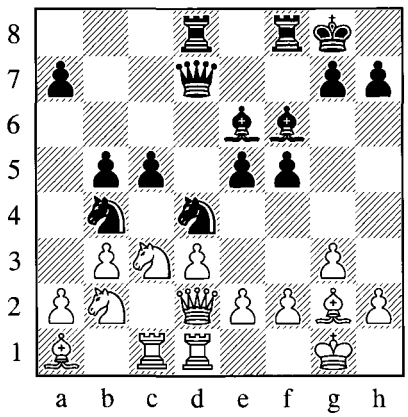


Ex. 11-6 ★★ ▼

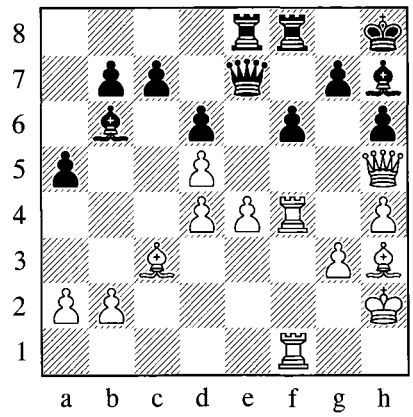


Exercises

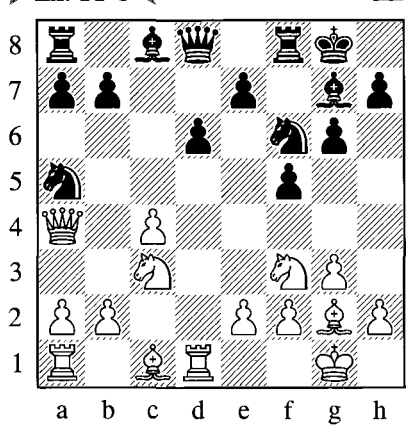
Ex. 11-7 ★★ ▼



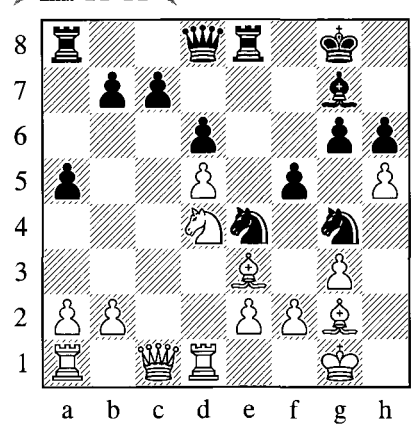
Ex. 11-10 ★★ △



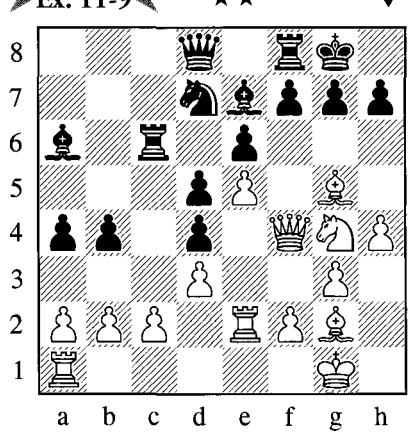
Ex. 11-8 ★ △



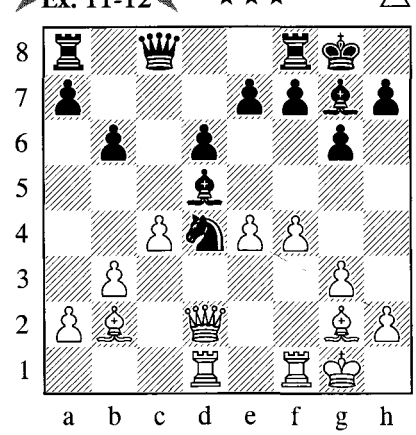
Ex. 11-11 ★ ▼



Ex. 11-9 ★★ ▼



Ex. 11-12 ★★★ △



Solutions

Ex. 11-1

V.Smyslov – L.Shamkovich

USSR Ch., Baku 1961

1.e5!

(1 point)

You also get 1 point for 1.f5!? intending to meet 1...♕e5?! with 2.♘f4 gxf5 3.♖d5 ♕b2 4.♖f2 ♕a1 5.♘e6+–.

Neither 1.♖d2 ♘d4± nor 1.a3 (Δb4) 1...♘d4± would be so strong.

1...♔h8

1...fxe5 is followed by 2.♘c7 ♕c8 3.♗d5† ♔h8 4.♘e6±.

(another 1 point for this variation)

If 1...dxe5, then 2.♕xc5±.

2.♘c7 ♕d7 3.exd6 exd6 4.♘b5±

White increases the pressure on the backward d6-pawn.

4...♖fe8 5.♕f2 ♘d4?!

5...♖e6 is answered by 6.f5 gxf5 7.♕xf5± and Black would then have another weakness on f6.

6.♘xd4+– ♗xg2 7.♕xg2 cxd4 8.♖xd4 ♖e3 9.♖fd1 ♕e6 10.♖1d2 h5 11.c5 d5 12.b4 a6 13.a4 ♔g7 14.♖4d3 h4 15.gxh4 ♖h8 16.♖xe3 ♕xe3 17.♕f2 ♕b3 18.c6 ♖c8 19.♕c5 ♕xa4 20.♕e7† ♔h6 21.♖g2

1–0

Ex. 11-2

V.Smyslov – F.Cornelis

Skopje Olympiad 1972

1.exd5

(1 point)

This move is stronger than 1.cxd5 a5±. White now obtains an object of attack on the semi-open e-file – the e7-pawn.

1...a5 2.♘c2! ♖c7 3.♘a3 ♕c8?! 4.♘b5 ♖b7 5.♘xd6! exd6 6.♕xf6+– ♕d8 7.♕xd8 ♖xd8 8.♗f1 ♖e7 9.♖e1 ♖de8 10.♖xe7 ♖xe7 11.f3 ♔g7 12.♔f2 ♔f6 13.♖b1 ♖a7 14.♔e3 g5 15.♔d4 h5 16.♖e1 ♖e7 17.♖xe7 ♔xe7 18.h4 gxh4 19.gxh4 ♘d7 20.f4 f5 21.♗e2 ♘f6 22.♗d3

1–0

Ex. 11-3

A.Yusupov – I.Stohl

Bundesliga 1995

1.♖fe1!

(1 point)

White takes control of the e5-square. 1.♖fd1 is answered by 1...♕e5=.

But 1.♖ce1!? (also 1 point) e6 2.♖e4 ♕b6 3.♖g4 would also be good for White.

1...♕d6?!

1...e6!? would be better, although White has compensation after 2.♖cd1 ♕b6 3.♕g4 ♔h8.

2.♘d5 ♕g6 3.♕f3

Black has weaknesses on e7 and c4.

3...♔h8?

3...e6 would be correct: 4.♘f6† ♔h8 5.♖xc4 ♖ad8 and if 6.♖g4, then 6...♕d3 and Black can hold the position.

4.♘xe7 ♘xe7 5.♗xe7 ♖fc8 6.♖e4

Better is 6.♕xb7 ♖ab8 7.♕d5 ♖xb2 8.♖xc4±.

6...b5

6...♗xb2 can be met by either 7.♖cxc4± or the more ambitious 7.♖ce1!?.

Black ought to seek counterplay with 6...f5, e.g. 7.♖exc4 (7.♖e2± is safer) 7...♖xc4 8.♖xc4 ♕e6 9.♖c7 ♕e1† 10.♔h2 ♗e5† 11.g3 ♗xc7 12.♗f6†∞.

7.♖ce1 ♖e8

7...♗xb2? 8.♖g4+–

8.♖1e2!?±

White plans 9.♖g4 ♕h5 10.♗f6. But the immediate 8.♖g4 would be even stronger: 8...♕h5 9.♖e3 f5 10.♕d5!+–

Ex. 11-4

A.Yusupov – G.Estevez

Cienfuegos 1979

1.e5!

(2 points)

Solutions

1.♕xd6?! ♘c5 2.e5 ♕xd6 3.exd6 would not be so good, in view of 3...♖fd8 (intending ...a5 followed by ...♖c6=) 4.♗g2 ♗xg2 5.♔xg2 a5! 6.♘c2 ♖c6=.

If 1.♖e3 (1 consolation point) 1...♘c5 2.♗g2, then 2...♕c7± and here 3.♕xd6?? would lose to 3...♖fd8.

1...a5!

1...♘c5 2.exd6 ♕d7 is followed by 3.♘d5!? (or 3.♘d3!? ♕c6 4.♔h2±) 3...♗xd5 4.cxd5 e5! 5.♗xd7 exd4 6.♗xc8 dxc3 7.d7 ♖d8 8.♖c1±.

2.♘c2 d5

2...♘c5!? is met by 3.exd6 ♕d7 4.♘a3± (Δ♘b5).

3.cxd5

3.♘e3! is more precise: 3...♕c7 4.♖c2! ♕c5 5.♕xc5 ♖xc5 6.♖cd2+–.

3...♖xc3?!

3...♗xd5! would be more stubborn: 4.♘e3 ♗f3! 5.♖xc8 ♕xc8 6.♕xd7 ♗xd1 7.♕xd1 ♖d8 8.♕e1±

4.♕xc3 ♗xd5 5.♘e3 ♗f3 6.♖d6 ♗b7 7.♕d3!+– ♗c8 8.♗xe6! fxe6 9.♕xg6† ♔h8 10.♕xh5† ♔g8

10...♔g7 11.♖xe6+–

11.♕g6† ♔h8 12.♕h6† ♔g8 13.♖xe6 1–0

Ex. 11-5

G.Lisitsin – M.Botvinnik

Leningrad 1932

1...exd4!

(1 point)

As in Ex. 11-2! Black wants to attack the e2-pawn.

2.♕d2 ♗f8 3.♖e1 ♖e8∓ 4.h4 ♗h3 5.♗f3 ♖e7 6.♘h2 ♖ce8 7.♔h1 ♗e6 8.b3 ♘b4 9.♗g2 ♗d5 10.♘f3 ♖f7 11.♔h2 ♗d6 12.♗h3 ♕d8 13.♖ab1 ♖fe7 14.♘g1 ♗c7 15.♘a3 ♗b7 16.♗g2 ♗xg2 17.♔xg2 ♘d5 18.♘c2 ♕d6 19.♘a3–+

See Ex. 11-6.

Ex. 11-6

G.Lisitsin – M.Botvinnik

Leningrad 1932

Everything is in place for an attack on the white king.

1...♘e3†!

(2 points)

This is much stronger than 1...♘c3 (1 consolation point).

2.♔h1

The knight is taboo: 2.fxe3 ♕xg3† 3.♔f1 dxe3–+

2...♘g4

2...♕d5† is also good: 3.♘f3 ♕f5! 4.fxe3 ♕h3† 5.♔g1 ♕xg3† 6.♔h1 ♖e4! 7.dxe4 ♖xe4 8.♖g1 ♖xh4† 9.♘xh4 ♕h2#

3.♕f4

If 3.♔g2, then 3...♘xf2 4.♔xf2 ♕xg3† 5.♔f1 ♖e5 6.♘c4 ♖f5† 7.♘f3 ♕h3† 8.♔g1 ♗h2† 9.♘xh2 ♕g3† 10.♔h1 ♖f2–+.

3...♕xf4 4.gxf4 ♘xf2† 5.♔g2 ♘xd3 0–1

Ex. 11-7

G.Goldberg – M.Botvinnik

USSR Ch., Moscow 1945

1...e4!

(2 points)

The simplest and at the same time the most thematic solution. Only 1 consolation point for more abstract moves such as 1...a5 or 1...f4 (why should Black weaken the e4-square?).

2.e3

2.dxe4? loses the queen after 2...♘f3†.

2...♘f3† 3.♗xf3 exf3 4.♕e1 ♖c8!? 5.d4 cxd4 6.exd4 ♗g5–+ 7.d5 ♗f7 8.a3 ♖fe8 9.♕f1 ♗xc1 10.♖xc1 ♘xd5 11.♘d3 ♘xc3 12.♗xc3 ♗xb3 13.♘f4 ♗c4 0–1

Solutions

Ex. 11-8

P.Keres – V.Korchnoi

USSR Ch., Moscow 1952

1.c5!

(1 point)

A typical attack down a semi-open file.

1...♗d7 2.♕a3! ♘e8?!

2...dxc5 is followed by 3.♘e5! ♘c6 4.♕b3† ♔h8 5.♘xd7 ♘xd7 6.♕xb7+–.

There would be more chances for a defence after 2...♕c7 3.cxd6 exd6 4.♕xd6 ♕xd6 5.♖xd6 ♗c6±.

3.♗g5!?± ♗e6?!

Better is 3... ♗c6±.

4.cxd6 ♘xd6 5.♖xd6! ♕xd6 6.♕xa5+– b6 7.♕a4 ♗d7 8.♕h4 ♗xc3 9.♗xe7 ♕e6 10.bxc3 ♖fe8 11.♘d4

1–0

Ex. 11-9

R.Vaganian – A.Yusupov

German Cup 1992

1...b3!

(2 points)

In this way Black gets a strong initiative on the queenside.

Perhaps it would be slightly more accurate to first play 1...♗xg5! (1 point) 2.hxg5 and only now 2...b3! (another 1 point) 3.axb3 (3.cxb3 axb3 4.♕xd4 ♕xg5∓) 3...axb3 4.cxb3 ♘c5∓. Black was afraid of a sacrifice on f6, but it does not work: 5.♘f6†? gxf6 6.gxf6 ♔h8 7.♕xd4 ♘xb3 8.♕a4 ♗xd3 9.♕xc6 ♗xe2–+

2.cxb3

If 2.♕xd4, then 2...bxc2 3.♖c1 (3.♕xa4 ♗xd3 4.♗xe7 ♕xe7 5.♕xc6 ♗xe2–+) 3...♗xg5 4.hxg5 ♕xg5 5.♖cxc2 ♗xd3! 6.♕xd3 ♖xc2 7.♖xc2 ♕xg4 8.f4 g5∓.

However, better is 2.♗xe7 ♕xe7 3.cxb3 ♗xd3 (3...axb3 4.♕xd4) 4.♖d2∓.

2...axb3 3.axb3 h5?!

Stronger is 3...♗xg5!? 4.hxg5 ♘c5∓, transposing to the line given in the first note.

4.♘h2

4.♗xe7!? ♕xe7 5.♘h2 ♘c5 6.♕xd4 ♘xb3 7.♕a4 ♗xd3 8.♕xc6 ♗xe2∓

4...♗xg5 5.hxg5 ♘c5

5...♗xd3 6.♖d2 ♗g6 7.♖xd4=

6.♕xd4?!

No better is 6.♕h4 ♗xd3 7.♖ee1 ♘xb3∓.

But White can limit Black's advantage with 6.♘f3 ♘xb3 7.♖d1 ♕b6∓.

6...♘xb3 7.♕a4 ♗xd3 8.♕xc6

8.♖ee1? ♕b6 (8...♘xa1 9.♕xc6 ♘c2 10.♖d1∓) 9.♖a3 ♖c2 10.♖e3 (10.♖xb3?? ♕xf2† 11.♔h1 ♕xg2#) 10...♖c1† 11.♘f1 ♗xf1 12.♗xf1 ♘d2–+

8...♘d4 9.♕c5 ♘xe2†∓

Ex. 11-10

A.Yusupov – T.Petrosian

Vrbas 1980

1.e5!

(2 points)

The time has come to open the semi-open f-file and to bring the doubled white rooks into the game with great effect.

Other moves are less dangerous for Black:

a) 1.♗e6!? (1 point) 1...c6±

b) 1.♗f5 (1 consolation point) 1...♗xf5 2.♕xf5 c6±

c) 1.g4?! g5! (not 1...♗xe4?? 2.♖e1+–) 2.♖xf6 ♖xf6 3.♖xf6 ♕xf6 4.♕xe8† ♔g7=

1...dxe5?

1...fxe5? is also bad: 2.♖f7 g6 3.♖xe7 gxh5 4.dxe5! ♖xf1 5.exd6†+–

1...f5 would an improvement: 2.e6± (2.♗xf5 ♖xf5! 3.♖xf5 g6 4.♕xh6 gxf5 5.♖xf5 ♕g7=)

2.dxe5 fxe5 3.♖f7?

White does not exploit his opportunity and spoils his chance of taking down such an illustrious opponent. 3.♖xf8†! was correct: 3...♖xf8 4.♕xe5 ♗c5 5.♕xe7 ♗xe7 6.♖xf8† ♗xf8 7.♗xa5+– (Petrosian)

3...♖xf7 4.♖xf7 ♕c5±

And Black obtains counterplay. The game later ended in a draw.

Solutions

Ex. 11-11

G.Lorscheid – A.Yusupov

German Cup 1993

1...♘xg3!

(1 point)

2.fxg3 ♖xe3 3.♘e6 ♕f6

3...♕b8 would also be good, as would 3...♕e7.

4.♕xc7 ♖xg3 5.♕xb7 ♖e8 6.♕d7 ♖e7 7.♕xd6 ♕h4

And White resigned, in view of 8.♔f1 ♘e3† 9.♔e1 ♖xg2†–+.

Ex. 11-12

M.Botvinnik – H.Golombek

Moscow Olympiad 1956

1.cxd5!

(2 points)

In chess there are no absolute rules. You must always think along concrete lines. In this case it is clearly better to capture with the c-pawn, since the black knight has strayed into trouble.

1.exd5 ♘f5± only gets you 1 consolation point.

1...♘b5

1...e5 2.dxe6 ♘xe6 3.♗xg7 ♘xg7 4.♕xd6+– is also hopeless.

2.♗xg7 ♔xg7 3.♖c1

Black resigned, since after 3...♕d7 4.a4 ♘c7 5.♕c3† he loses the knight.

(another 1 point for this variation)

Scoring

Maximum number of points is **20**

17 points and above ➤ **Excellent**

14 points and above ➤ **Good**

10 points ➤ **Pass mark**

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

CHAPTER 12

Contents

Mate with bishop and knight

Delivering mate with bishop and knight is the hardest task when playing against a lone king. Even some grandmasters have failed, when short of time, to deliver mate within 50 moves. In a practical game 35-40 should suffice, but that leaves only a small cushion for possible errors.

There is a second reason why you should study this ending in depth. By doing so, you learn to coordinate the efforts of different pieces. This coordination of pieces is also very important in other phases of the game.

The correct corner and the wrong corner

Normally we can only deliver mate with bishop and knight when the opposing king is in the *correct corner*. If we have a light-squared bishop, then the corner squares a8 and h1 are the correct ones. We call the other corners, a1 and h8, the *wrong corners*. **The strategic goal is to drive the opposing king into the correct corner.**

The five phases of this endgame

1) The coordination and centralization of your pieces.

2) Forcing the king into the corner or to the edge of the board.

3) The '*W-manoeuvre*' by the knight – driving the king out of the wrong corner.

4) Constructing a prison for the king and making it smaller and smaller. (The king is confined in the correct corner.)

5) Delivering mate.

The following example shows us the various phases of this endgame.

Diagram 12-1

Based on

G.Levenfish

Phase 1 – The coordination and centralization of your pieces.

We must first coordinate our pieces and, if necessary, also centralize them.

1.♗f7

There are of course other ways to reach the same goal, e.g. 1.♗d1 ♔c4 2.♘b3 ♔c3 3.♔b5 ♔d3 4.♔c5 ♔c3 5.♘d4 ♔d3 6.♗c2† ♔c3 7.♗f5 even leads to mate one move quicker, according to the computer.

1...♔c6 2.♘b3 ♔d6 3.♗c4

The knight and bishop are now well coordinated. The knight is taking the dark squares away from the opposing king, and the bishop, of course, the light ones. To fulfil this task, the knight has to be on a light square.

3...♔c6 4.♔b4 ♔d6 5.♘c5 ♔e5

Or 5...♔c6 6.♘e4 and the black king now has to head towards the wrong corner: 6...♔d7 7.♔c5 ♔e7 8.♔d5 and White has finished the first phase.

6.♔c3 ♔f4 7.♔d4 ♔f5 8.♘e4

The first goal has been achieved. Our pieces are in the centre and well coordinated.

8...♔g6

Diagram 12-2

Phase 2 – Forcing the king into the corner or to the edge of the board.

We shall now drive the opposing king into the corner. It is best to get it directly into the correct corner, but often we cannot stop the king going into the wrong corner.

By 8...♔g6 the black king heads into the wrong corner and we can't prevent it.

8...♔f4?! would make our task easier, because we could drive the king directly into the correct corner. We would then be able to skip part of *Phase 3 – driving the king out of the wrong corner*: 9.♗e6 ♔f3 10.♗f5 ♔f4 11.♗g6 ♔f3 12.♘c5.

Phase 4 – Constructing a prison for the king and making it smaller and smaller.

White sets up a barrier against the black king, so that it cannot head into the wrong corner: 12...♔g4

Diagram 12-1 △

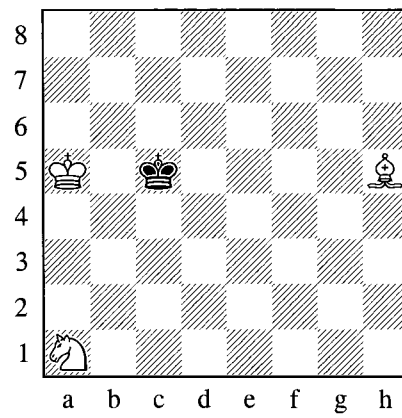


Diagram 12-2 △

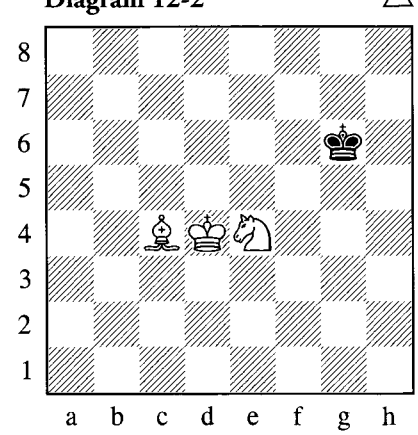


Diagram 12-3 ▼

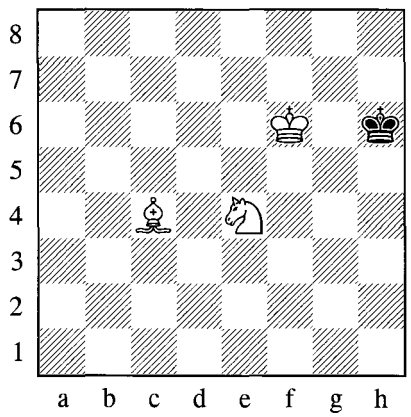


Diagram 12-4 (analysis) ▼

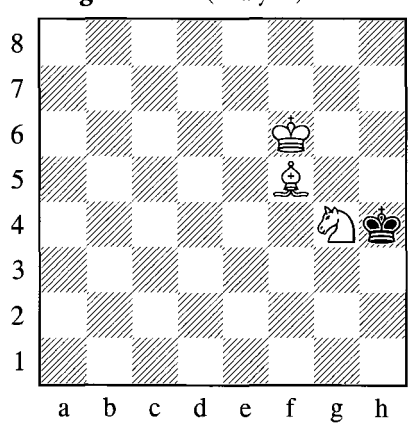
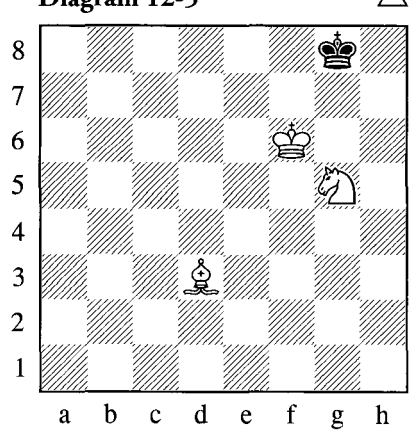


Diagram 12-5 △



13.♘e6 ♔h4 (13...♔f3 14.♗h5† leads immediately to a reduction in the size of the prison) 14.♔e4 ♔g4 15.♔e3 ♔g3 16.♗h5

White will make the prison even smaller, as in the main variation, and then deliver mate.

9.♔e5 ♔g7 10.♔f5

The white king is cooperating very actively and takes squares away from the opponent.

10...♔h6 11.♔f6

Diagram 12-3

11...♔h7

If the black king tries to remain on the squares h5 and h6, the white plan does not change. The goal remains the same – drive the opposing king into the correct corner: 11...♔h5 12.♗e6 ♔h4 13.♗f5 ♔h5 14.♘f2 ♔h4 15.♘g4

Diagram 12-4

The knight takes the dark squares away from the king! There are now two lines:

a) 15...♔g3 16.♔g5 ♔g2 17.♔f4 ♔f1 18.♔e3 ♔g2 *Phase 4 – Prison for the king and the prison walls move in closer* 19.♘e5 ♔g3 20.♘g6 ♔g2 21.♗g4 White has constructed a prison for the black king. In the main variation we shall look in more depth at how to win positions like this. 21...♔f1 22.♗f3 ♔e1 23.♘f4 ♔f1 24.♗e2† ♔g1 25.♔f3 ♔h2 26.♔f2 ♔h1 27.♔g3 ♔g1 28.♘h3† ♔h1 29.♗f3#.

b) 15...♔h5 16.♗e6 ♔h4 17.♔f5 ♔g3 18.♗d5 ♔h4 19.♔f4 ♔h5 20.♗f7† and the bishop takes the light squares away from Black! We then continue as in the main line.

12.♘g5† ♔h8 13.♗d3 ♔g8

Diagram 12-5

Phase 3 – The 'W-manoeuvre' of the knight – driving the king out of the wrong corner.

The first task is to chase the king out of the wrong corner. The knight will deprive it of dark squares, the bishop of light squares. Typically the moves of the knight form the letter 'W'.

14.♘f7 ♔f8 15.♗h7 ♔e8 16.♘e5

Diagram 12-6

From this position, passive defence poses no problem for White. After 16...♔f8 17.♘d7† ♔e8 18.♔e6 ♔d8 19.♔d6 ♔e8 20.♗g6† ♔d8 21.♘c5 the 'W-manoeuvre' is over.

Diagram 12-7

Phase 4 – Set up a prison for the king and then make it smaller.

White now constructs a prison for the black king: 21...♔c8 22.♗e8 ♔d8 23.♗b5 The prison is a7, a8, b8, c8 and d8. 23...♔c8 24.♗d7† (A neat trick, but a waiting move is also possible – 24.♗a4 ♔d8 25.♘b7† ♔c8 26.♔c6 ♔b8 27.♔b6 ♔c8 28.♗b5 ♔b8 29.♗d7 etc.) 24...♔b8 (24...♔d8 25.♘b7#) 25.♔c6 Making the prison smaller; the black king has only the squares a7, a8 and b8. 25...♔a7 26.♔c7

Diagram 12-8

Phase 5 – Delivering mate.

Now the black king is confined to only two squares. Notice the ideal position of the white king! To deliver mate it should be on c7 or b6: 26...♔a8 27.♔b6 (or 27.♗c8 ♔a7 28.♘d7 ♔a8 29.♘e5 ♔a7 30.♘c6† ♔a8 31.♗b7#) 27...♔b8 28.♘a6† ♔a8 29.♗c6#

Let's return to diagram 12-6 and examine the other king move.

16...♔d8

Active defence. The king tries to run away and head for the wrong corner – a1.

17.♔e6 ♔c7 18.♘d7

White continues with the 'W-manoeuvre'. The knight takes away more dark squares. White is creating a prison for the king.

Also possible is 18.♗c2 ♔b6 19.♘d3 ♔b5 20.♗b3+– and the black king cannot get through this barrier.

18...♔c6 19.♗d3!

Diagram 12-6 ▼

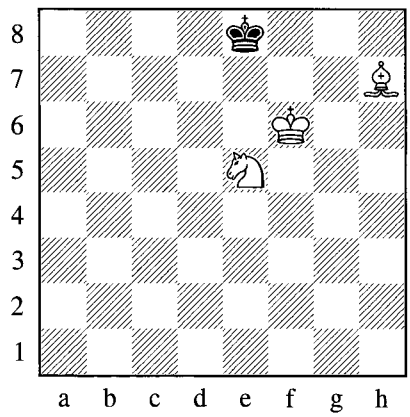


Diagram 12-7 (analysis) ▼

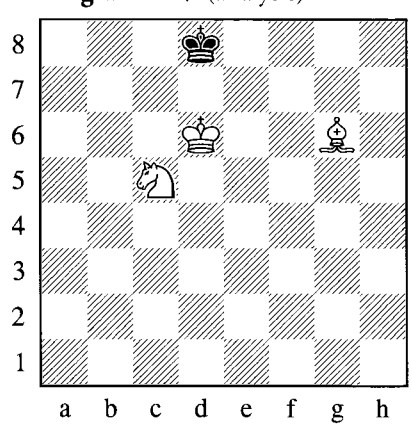


Diagram 12-8 (analysis) ▼

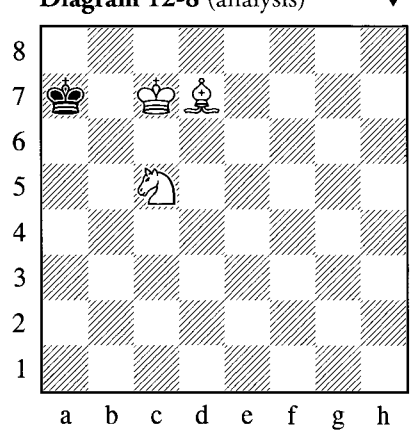


Diagram 12-9 ▼

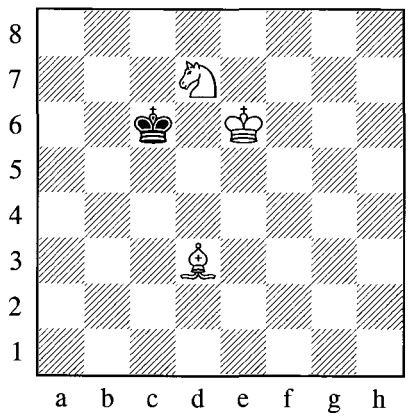


Diagram 12-10 ▼

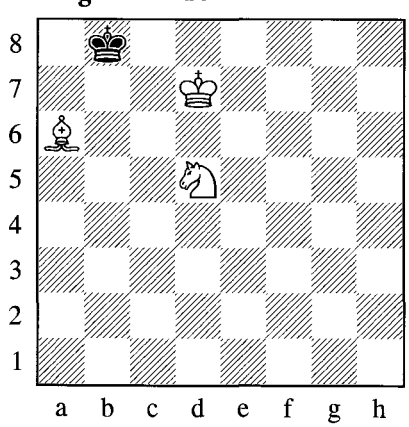


Diagram 12-11 ▼

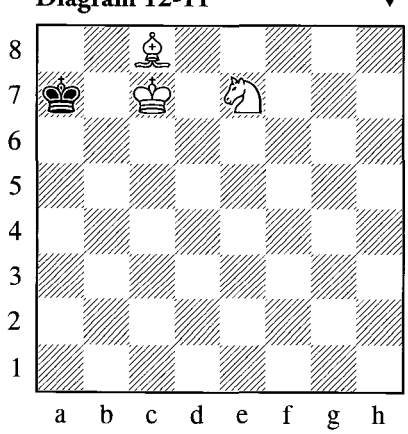


Diagram 12-9

Phase 4 – Set up a prison for the king and then make it smaller.

The king cannot get out. The prison is now made smaller until the king is locked up in the corner.

19...♔c7 20.♗b5 ♔d8 21.♘f6

Or 21.♘e5 ♔c7 22.♘c4.

21...♔c7 22.♘d5† ♔d8 23.♔f7 ♔c8 24.♔e7

The white king pushes its adversary into the corner.

24...♔b7 25.♔d7 ♔b8 26.♗a6

Diagram 12-10

The prison has shrunk; there are only three squares available.

26...♔a7 27.♗c8 ♔b8 28.♘e7 ♔a7 29.♔c7

Diagram 12-11

Phase 5 – Deliver mate.

The king occupies the key square and Black is quickly mated.

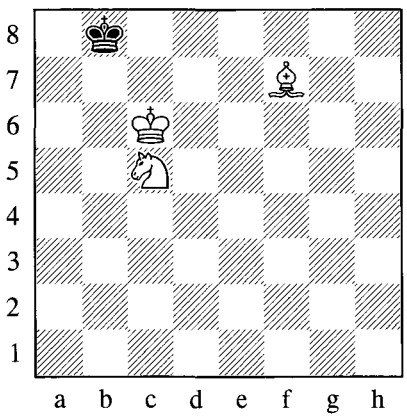
29...♔a8 30.♗b7† ♔a7 31.♘c6#

In the exercises we shall repeat some of the elements of this ending. In some positions you will have to mate in 5 moves (#5).

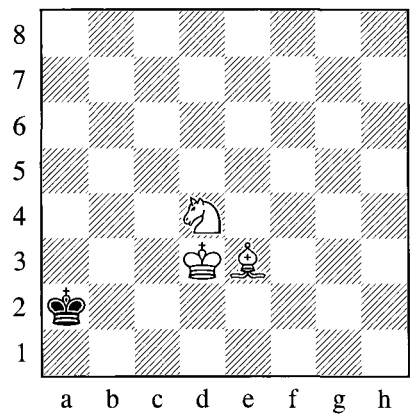
In order to properly master this subject, I really recommend that you play some training games with this distribution of material.

Exercises

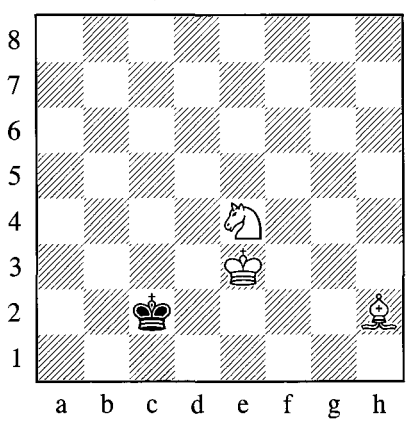
Ex. 12-1 ★★ #5 △



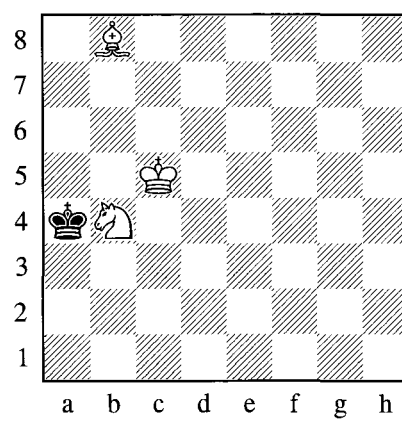
Ex. 12-4 ★★ #5 △



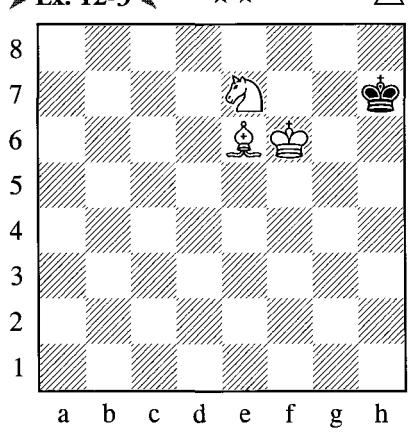
Ex. 12-2 ★★ △



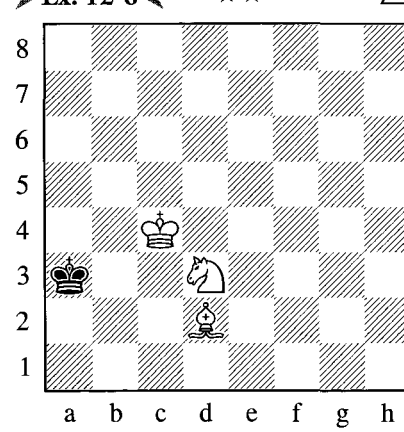
Ex. 12-5 ★★ △



Ex. 12-3 ★★ △

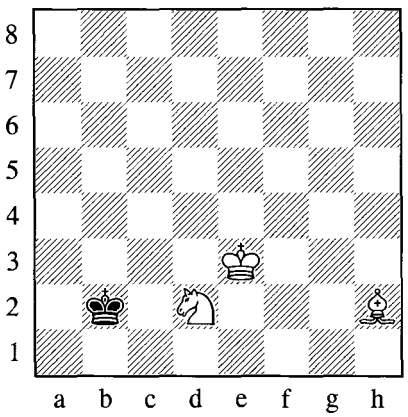


Ex. 12-6 ★★ △

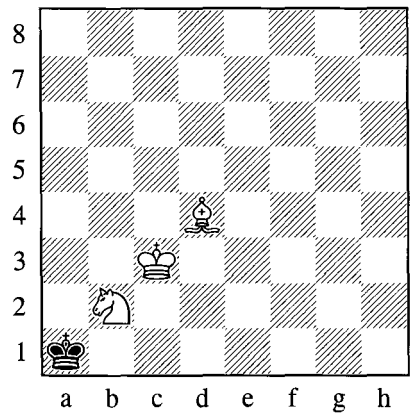


Exercises

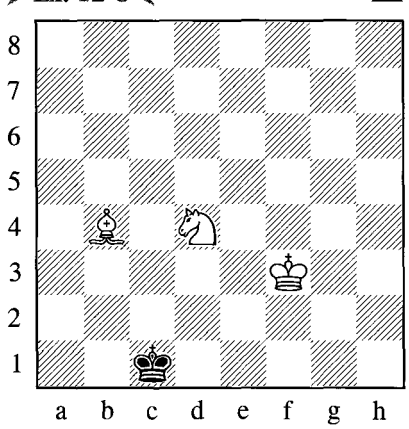
Ex. 12-7 ★★ △



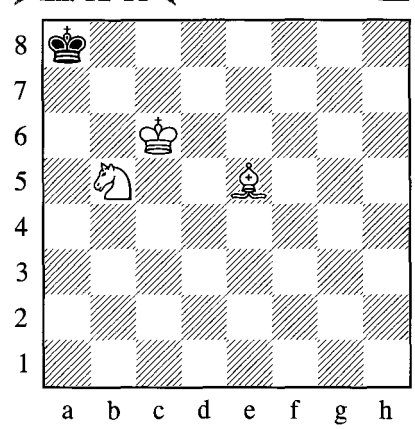
Ex. 12-10 ★★ #5 △



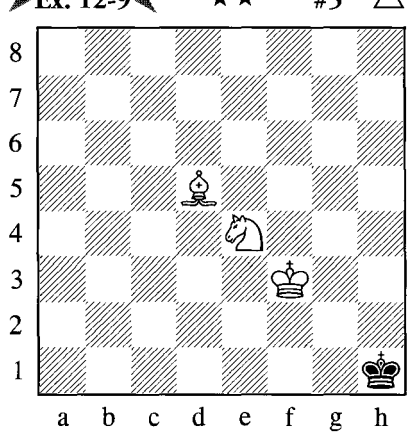
Ex. 12-8 ★★ △



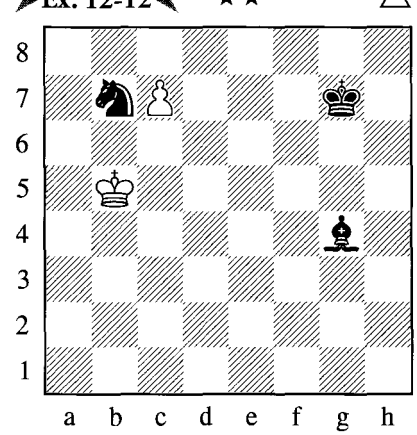
Ex. 12-11 ★★ △



Ex. 12-9 ★★ #5 △



Ex. 12-12 ★★ △



Solutions

Ex. 12-1

Mate in 5 moves.

1.♗e6! ♔a7

Or 1...♔a8 2.♔b6 ♔b8 3.♘a6† ♔a8 4.♗d5#.

(1 point)

2.♔c7! ♔a8 3.♔b6! ♔b8 4.♘a6† ♔a8 5.♗d5#

(another 1 point)

Ex. 12-2

Constructing a prison.

1.♘d2!

(1 point)

Also good is 1.♗c7 ♔b3 2.♘d6 ♔b4 3.♗b6+– (2 points for this variation).

1...♔c3 2.♗d6

(another 1 point)

2...♔c2 3.♗b4 ♔d1 4.♘f3 ♔c2 5.♘d4†

Prison.

Ex. 12-3

The knight's 'W-manoeuvre'.

1.♘g6

(1 point)

1...♔h6 2.♗g8 ♔h5 3.♘e5

(another 1 point)

3...♔h4 4.♔f5 ♔h5

4...♔g3 reaches the position of Ex. 12-2, rotated through 90°.

5.♘g4 ♔h4 6.♔f4 ♔h5 7.♗f7† ♔h4 8.♘e3

Ex. 12-4

Mate in 5.

1.♗c1! ♔b1

1...♔a1 2.♔c2 ♔a2 3.♘e2 ♔a1 4.♗b2† ♔a2 5.♘c3#

(1 point)

2.♘e2! ♔a2

2...♔a1 3.♔c2 ♔a2 4.♘c3† ♔a1 5.♗b2#

3.♔c2 ♔a1 4.♗b2† ♔a2 5.♘c3#

(another 1 point)

Ex. 12-5

Constructing a prison.

1.♔c4

(1 point)

1...♔a5

Or 1...♔a3 2.♘d3 ♔a4 3.♗c7 ♔a3 4.♗a5 ♔a4 5.♗d2.

2.♗c7† ♔a4 3.♘d3

(another 1 point)

3...♔a3 4.♗a5 ♔a4 5.♗d2 ♔a3

See Ex. 12-6.

Ex. 12-6

Making the prison smaller.

1.♗b4†!

(1 point)

Or 1.♗e1 ♔a4 2.♘b2† ♔a3 3.♔c3 ♔a2 4.♘c4 ♔b1 5.♗d2+– (also 2 points).

1...♔a2

1...♔a4 2.♘c5#

2.♔c3 ♔b1 3.♔b3

(another 1 point)

3...♔a1 4.♔c2 ♔a2 5.♘c1† ♔a1 6.♗c3#

Ex. 12-7

Constructing a prison.

1.♗d6

(1 point)

1...♔c3 2.♗e7 ♔c2 3.♗b4 ♔d1 4.♘f3 ♔c2 5.♘d4†

(another 1 point)

5...♔d1 6.♔f3 ♔c1

See position Ex. 12-8.

Ex. 12-8

Making the prison smaller.

1.♔e2

(1 point)

1...♔b2

1...♔b1 2.♗a3 ♔a2 3.♗c1 ♔b1 4.♔d2 ♔a1 5.♔c2 ♔a2 6.♘e2 ♔a1 7.♗b2† ♔a2 8.♘c3#

2.♔d2 ♔b1 3.♗a3 ♔a2 4.♗c1

(another 1 point)

4...♔b1 5.♘e2 ♔a1 6.♔c2 ♔a2 7.♘c3† ♔a1 8.♗b2#

Ex. 12-9

Solutions

Mate in 5.

1.♔f2!

(1 point)

White brings his king up into the key position. 1.♔g3! is equally good.

1...♔h2 2.♗e6! ♔h1 3.♘g3†

Or 3.♘d2.

3...♔h2 4.♘f1† ♔h1 5.♗d5#

(another 1 point)

Ex. 12-10

Mate in 5.

1.♔b3!

(1 point)

Or 1.♔c2!.

1...♔b1 2.♗e3!

But not 2.♘d3?? stalemate!

2...♔a1 3.♘c4! ♔b1 4.♘a3†! ♔a1 5.♗d4#

(another 1 point)

Ex. 12-11

Firstly, the king must be driven out of the wrong corner. For that the 'W-manoeuvre' is used.

1.♗d4 ♔b8 2.♘c7

(1 point)

2...♔c8 3.♗a7 ♔d8 4.♘d5

(another 1 point)

4...♔e8

Or 4...♔c8 5.♘e7† ♔d8 6.♔d6 ♔e8 7.♔e6 ♔d8 8.♗b6† ♔e8 9.♘f5+–.

5.♔d6 ♔f7 6.♘e7 ♔f6 7.♗e3

Ex. 12-12

The end of a study by

A.Troitzky

1896

Coordination of the pieces.

1.c8=♘!!

(1 point)

But not 1.c8=♕?? ♘d6†–+.

1...♗xc8 2.♔b6!

The threat is ♔c7=. This double attack saves White.

Of course not 2.♔c6? ♘a5†–+.

2...♘d6

2...♘d8 3.♔c7=; 2...♔f6 3.♔c7=

3.♔c7=

(another 1 point)

Scoring

Maximum number of points is **24**

20 points and above ····→ **Excellent**

16 points and above ····→ **Good**

12 points ····→ **Pass mark**

*If you scored less than **12** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 13

Contents

- ✓ Opening files
- ✓ Supporting the attack
- ✓ The g-file
- ✓ The h-file
- ✓ The f-file
- ✓ Combinations involving two files

Combinations involving files

In this chapter we shall investigate various combinations which exploit either an open or a semi-open file. Of course the major pieces will have an important role to play.

The rooks are especially interested in the opening of files, since it is only then that they can develop their full power.

The strategic goal of line opening consists of the penetration into the opposing camp via the 7th or 8th rank. It is from there that our major pieces can cause the most damage.

An open or a semi-open file leading towards a castled position can become a decisive factor which powerfully supports and speeds up our attack. In many combinations other pieces and pawns also play an important part. Only an assault harmoniously supported by as great a number of attacking units as possible can break though a well organized defence. It is often necessary to act very energetically and actively in order to exploit a favourable moment.

Let's now take a look at some combinations which make use of various open or semi-open files.

The g-file

Diagram 13-1 △

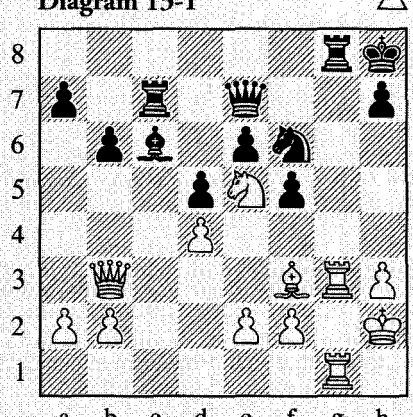


Diagram 13-1

A.Beliavsky – E.Bareev

USSR Ch., Minsk 1987

White uses a lovely tactical trick to bring into the attack not only his bishop, but also his queen.

1.♗h5! ♕f8□ 2.♖xg8† ♘xg8 3.♕g3

The threat is the discovered attack ♘g6†.

3...♗b5

3...♗e8 4.♗xe8 ♕xe8 would be bad, due to 5.♘g6†+–.

Also 3...♘f6 is met by 4.♘g6† hxg6 5.♕xc7 ♘xh5 6.♕xc6+–.

4.♕h4!

Black cannot stand up to the coordinated attack by his opponent. White prepares the deadly check on g6.

4...♘f6

Nor are other moves any better:

a) 4...♖g7 5.♖xg7 ♔xg7 6.♕g5† ♔h8 7.♘f7†+–

b) 4...♗e8 5.♗xe8 ♕xe8 6.♘g6† ♔g7 7.♘e7†+–

c) 4...♕h6 5.♘f7† ♖xf7 6.♗xf7 ♕xh4 7.♖xg8#

5.♗f7!

Black resigned. 5...♖xf7 is answered by 6.♘g6† with a decisive gain in material.

Diagram 13-2

A.Yusupov – J.Rubinetti

Toluca Interzonal 1982

Here too, White can use the open g-file for a rapid attack.

1.♗h5! ♖d8 2.♗h6!

2.♗g6? hxg6 3.fxg6 f5! is not clear.

2.♕g4 ♖d7 3.♕h4 (intending ♗g6) would also be good: 3...♘d3 4.♗g6 hxg6 5.fxg6 ♖ff7 6.♕h7† ♔f8 7.♕h8† ♔e7 8.gxf7 ♔xf7 and now White uses the g-file to land a tactical blow with 9.♖xg7†! ♘xg7 10.♖g1+– (P. Wolff).

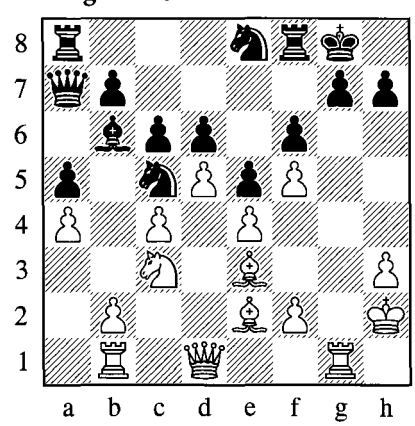
2...♖d7 3.♗xe8 ♖xe8 4.♕h5+– ♕b8

Or 4...♖f8 5.♗xg7! ♖xg7 6.♖xg7† ♔xg7 7.♖g1† ♔h8 8.♕g4 and Black cannot defend both g7 and g8 at the same time.

5.♗xg7!

Black resigned. 5...♖xg7 is followed by 6.♖xg7† ♔xg7 7.♖g1† ♔h8 (7...♔f8 8.♕xh7+–) 8.♕f7+– (or 8.♕h6+–).

Diagram 13-2 △



The h-file

The h-file is often opened if the opponent tries to fianchetto his bishop. Situations where the players have castled on different sides are particularly dangerous, because in most cases the rook is still on h1 and can take advantage of the line opening (as in the game Alekhine – Hulscher in Chapter 7, 'The pawn wedge'). Here we shall take a look at another two such situations.

Diagram 13-3 ▼

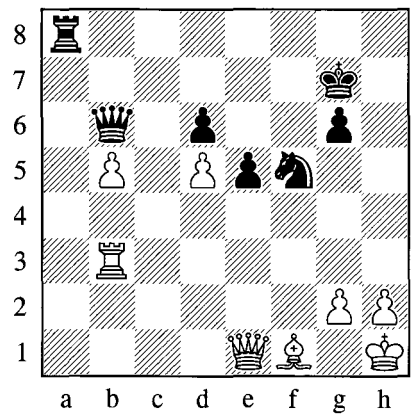


Diagram 13-4 △

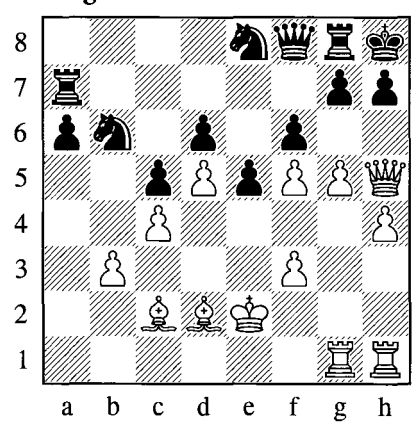


Diagram 13-5 △

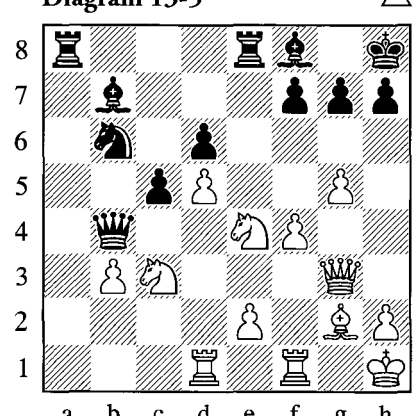


Diagram 13-3

A.Karpov – M.Taimanov

Leningrad 1977

Taimanov prepares a surprise attack.

1...♕d4! 2.b6?

Better is 2.♖b1.

2...♖a1 3.♖b1

3.♕e2 ♕xd5 4.♖b5 is followed by 4...♘d4! 5.♖xd5 ♘xe2 6.g3 ♖xf1† 7.♔g2 ♖b1–+.

3...♘g3†!!

White resigned. After 4.hxg3 there comes 4...♖a8! and the threat of ...♖h8# cannot be parried.

Diagram 13-4

V.Borisenko – Z.Nakhimovskaya

USSR 1969

White finds an interesting way to open the h-file.

1.♕xh7†!! ♔xh7 2.g6† ♔h8 3.♖g5!!

The threat is ♖h5#. But as soon as Black takes the rook, she is mated by hxg5.

1–0

The f-file

The f-file is more frequently opened in symmetrical positions and also offers many different tactical possibilities.

Diagram 13-5

A.Karpov – V.Salov

Linares 1993

1.g6!

White wants to open files and even sacrifices a pawn to do so.

1...fxg6

1...hxg6 would be bad, on account of 2.♕h4† ♔g8 3.♘g5+–.

2.f5 gxf5 3.♖xf5 ♘d7 4.♖df1 ♘e5 5.♖5f4

Nothing is achieved by 5.♘g5 ♕g4 6.♖xe5?! due to 6...♕xg3 7.♖xe8 ♕xg2†! 8.♔xg2 ♖xe8.

5...♕b6

If 5...♘g6, then 6.♖g4 ♗c8 7.♖xg6 hxg6 8.♕xg6 followed by ♘g5+–.

6.♘g5 ♘g6

6...♗e7 is met by 7.♘f7† ♘xf7 8.♖xf7 and the white rook has a very strong post on the 7th rank: 8...♗f8 9.♗e4 ♔g8 10.♗xh7† ♔xh7 11.♖g1+–.

7.♘f7† ♔g8

Diagram 13-6

8.♕xg6!

A pretty blow, which decides the game on the spot. 8...hxg6 is followed by 9.♖h4 and then mate on h8.

1–0

Diagram 13-6 △

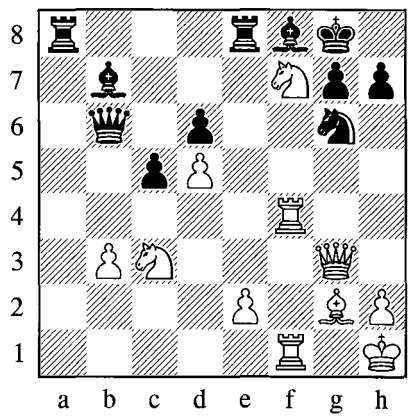


Diagram 13-7

S.Malyshev – G.Kaidanov

Bled 1997

1...♖xf2!!

A typical combination, which demonstrates how to crack open a castled position.

1...♖f6 2.♕f1 ♖h6 3.♕g2 gives White time to defend.

2.♔xf2 ♕h2† 3.♔f1 ♖e7 4.♕f5

Other moves lose even more quickly:

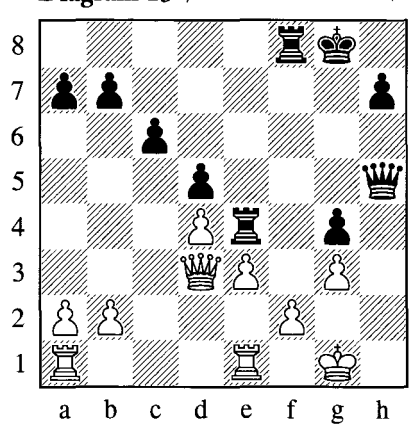
a) 4.♖e2 ♕h1† 5.♔f2 ♖f7† 6.♕f5 ♖xf5#

b) 4.♖ec1 ♖f7† 5.♔e1 ♖f2 6.♕f1 ♖xb2–+

4...♖f7–+ 5.♕f4 h5!

White resigned. The threat is simply ...h5-h4. For example, 6.♖ac1 h4 7.♕xf7† ♔xf7 8.gxh4 g3–+.

Diagram 13-7 ▼



Combinations involving two files

Diagram 13-8

V.Anand – A.Khalifman

Moscow (rapid) 1995

A typical situation, in which White's own pawn on h7 is protecting the opposing king on h8. But White prepares some file opening.

1.♕g3

The threat is ♕g8†.

1...♕g6 2.♕h4

Black resigned, because after 2...♕f5 there follows 3.♖g8† ♖xg8 4.hxg8=♕† ♔xg8 5.♕h8#.

Diagram 13-8 △

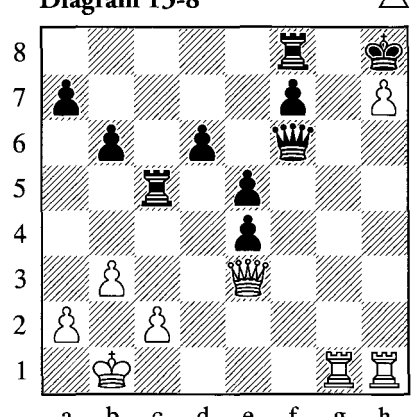


Diagram 13-9 △

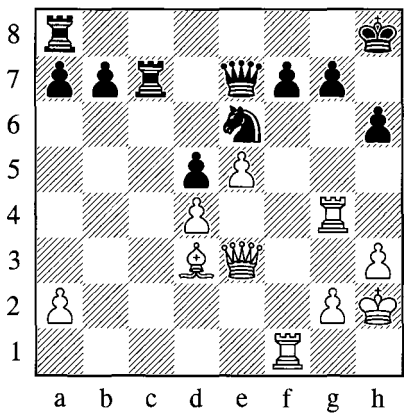


Diagram 13-10 ▼

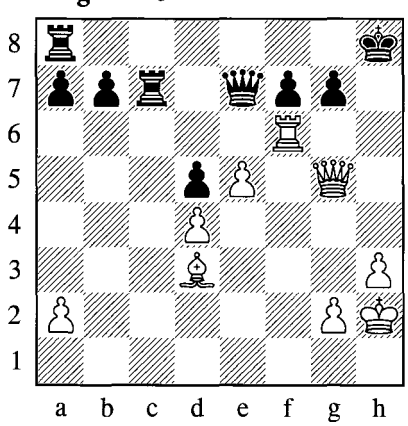


Diagram 13-11 ▼

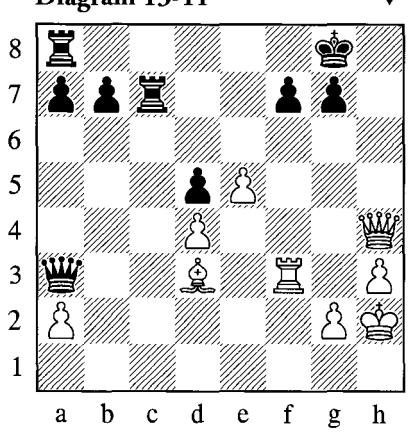


Diagram 13-9

G.Kasparov – E.Pigusov

Riga 1977

Here is an example from an early game by the future World Champion.

1.♖f6! ♘g5

1...♘f8 is met by 2.♕xh6†!+–.

2.♖xg5! hxg5

2...gxf6 is bad, in view of 3.♖h5 ♕f8 4.♖xh6† ♔g8 5.♖h7 and then ♕g3†.

3.♕xg5

Diagram 13-10

In return for the exchange White obtains a strong attack. The black rooks are very passively posted and cannot yet take part in the action.

3...♔g8

3...gxf6 loses to 4.♕h6† ♔g8 5.♕h7† ♔f8 6.♕h8#.

3...♕e8 is followed by 4.♕h5† ♔g8 5.e6! and now:

a) 5...g6 6.♕h6 and the threat of exf7† is winning.

b) 5...gxf6 6.e7! f5 7.♗xf5 ♔g7 8.♕g5† ♔h8 9.♕h6† ♔g8 10.♕h7#

c) 5...♔f8 6.♕h8† ♔e7 7.♕xg7+–

4.♕h4 ♕a3

Or 4...♕e8 5.e6! gxf6 6.e7! f5 7.♗xf5 ♔g7 8.♕g5† ♔h8 9.♕h6† ♔g8 10.♕h7#.

5.♖f3!

Diagram 13-11

There is no good defence against the two threats of ♗h7† (winning the queen) and ♕h7† followed by ♕h8† (winning a rook).

5...g6 6.♗xg6! ♕xf3 7.♕h7† ♔f8 8.gxf3

1–0

Diagram 13-12

V.Hort – G.Sosonko

Tilburg 1979

1.♗e8!

A double attack: the rook on a4 is attacked and there is also the threat of 2.♕xh7† ♔f8 3.♕h8#.

1...♘xe8

Now Black loses the queen.

2.♖g2 ♘f6 3.♖hg1!

3.e5! ♖xe5 4.f4+– would also be good.

Black resigned, on account of 3...♕xg2 4.♕xg2† ♔f7 5.♕g7† ♔e8 6.♕h8† ♔d7 7.♖g7. The invasion of the seventh rank decides the game quikcly. Black cannot protect e7.

Diagram 13-12 △

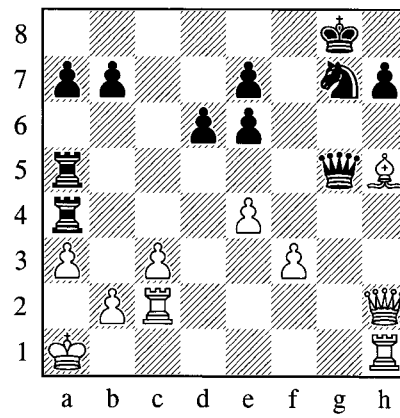


Diagram 13-13

A.Planinc – S.Marangunic

Novi Travnik 1969

White utilizes the strength of the two rooks.

1.♕xg6!! hxg6 2.♖xg6 ♘h6

2...♔h7 would be bad, on account of 3.exf5 ♘h6 4.♖xh5 ♖xf5 5.♖hxh6#.

2...♘g5 is followed by 3.♖xg5 ♖f7 4.♖gxh5† and now:

a) 4...♔g7 5.♖g1† ♔f6 (5...♔f8 6.♖h8#) 6.♖xf5#

b) 4...♔g8 5.♖h8† ♔g7 6.♖1h7† transposes into the game continuation.

3.♖xh5 ♖f7 4.♖gxh6† ♔g7 5.♖h7†

Diagram 13-14

5...♔g8

5...♔f6 also clearly loses: 6.♖5h6† ♔g5 (6...♔e5 7.♖e6† ♔f4 8.♖h4† ♔g5 9.f4† ♔xh4 10.♖h6#) 7.f4† ♔xf4 8.♖xf7+–

6.♖h8† ♔g7 7.♖5h7† ♔g6 8.exf5† ♖xf5 9.♖xd8 ♖xd8 10.♗d3

With a winning ending.

Diagram 13-15

Hartlaub – Testa

Diagram 13-13 △

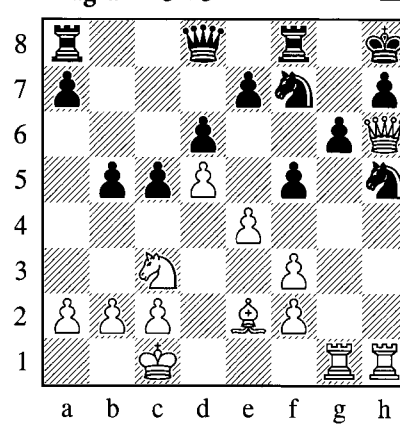


Diagram 13-14 ▼

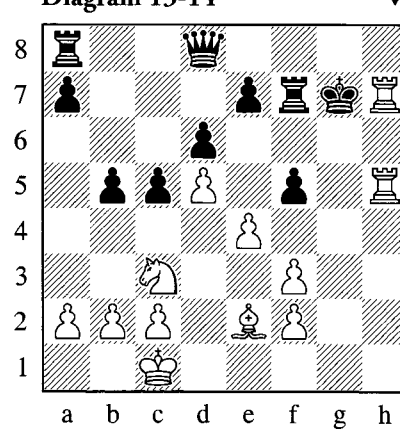
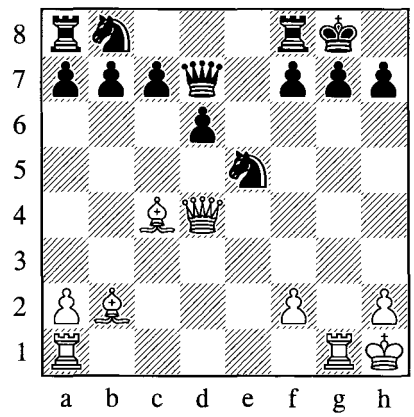


Diagram 13-15 △



Bremen 1913

1.♖xg7†! ♔xg7 2.♖g1† ♔h8

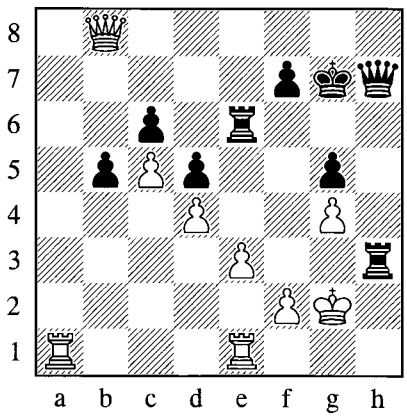
If 2...♔f6, then 3.♕h4† ♔f5 4.♕g5† (or 4.♖g5† ♔f6 5.♖xe5† ♔g6 6.♖g5#) 4...♔e4 5.♖e1† ♔f3 6.♕g3#.

2...♔h6 allows instant mate by 3.♕h4#.

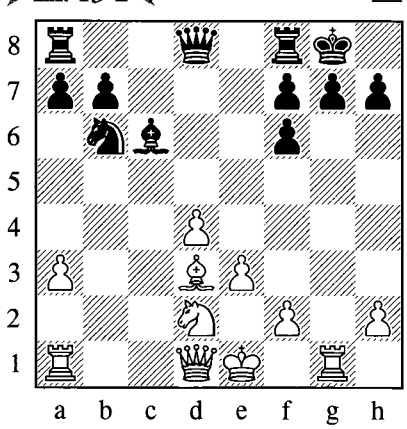
3.♕xe5†! dxe5 4.♗xe5† f6 5.♗xf6†! ♖xf6 6.♖g8#

Exercises

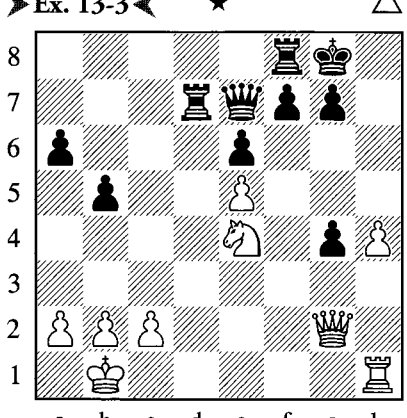
Ex. 13-1 ★ ▼



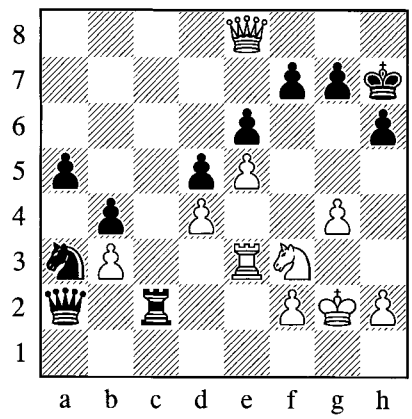
Ex. 13-2 ★ △



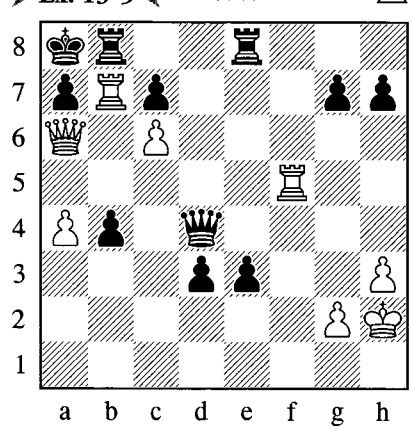
Ex. 13-3 ★ △



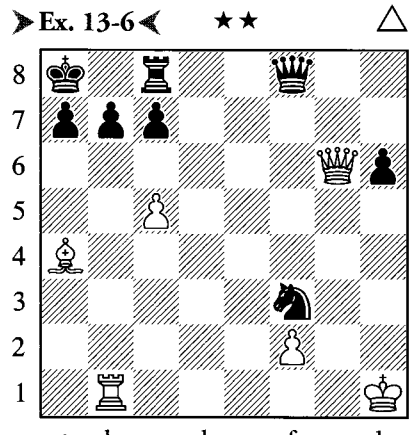
Ex. 13-4 ★★ △



Ex. 13-5 ★★ △

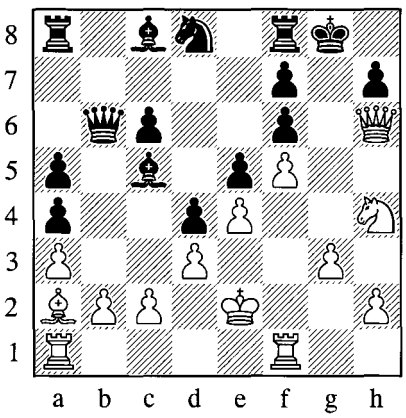


Ex. 13-6 ★★ △

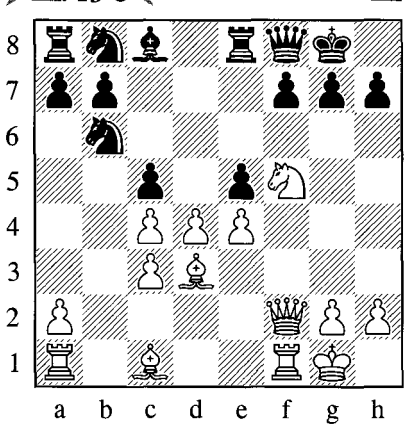


Exercises

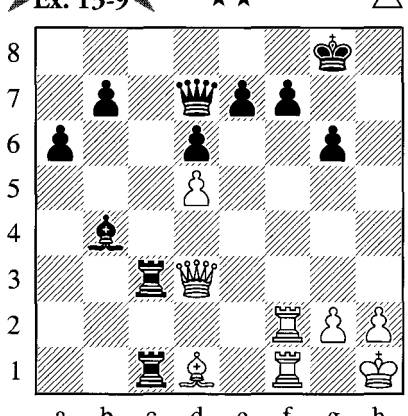
Ex. 13-7 ★★★ △



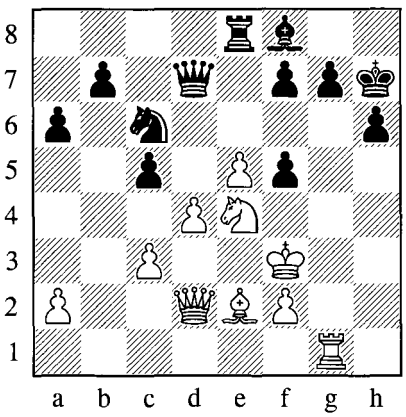
Ex. 13-8 ★★ △



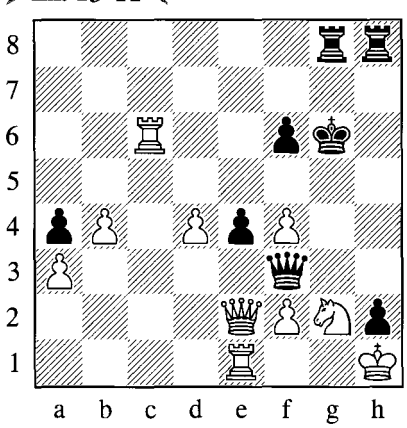
Ex. 13-9 ★★ △



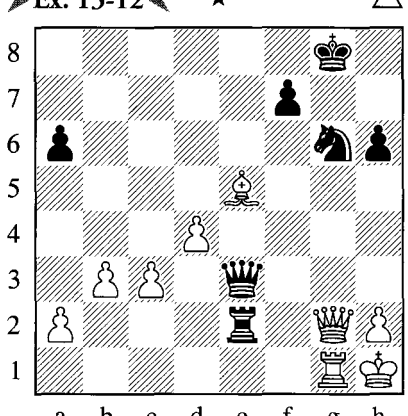
Ex. 13-10 ★★★ △



Ex. 13-11 ★★★ ▼



Ex. 13-12 ★ △



Solutions

Ex. 13-1

G.Kallai – A.Yusupov

Swiss Team Ch. 1999

1...♕e4†!

(1 point)

White resigned, on account of 2.♔xh3 (2.♔f1 ♕f3–+) 2...♕f3† 3.♔h2 (3.♕g3 ♖h6#) 3...♖h6† 4.♔g1 ♕h1#.

Ex. 13-2

S.Palatnik – E.Geller

USSR Cup 1980

White uses the open g-file for a typical combination.

1.♖xg7†!

1–0

1...♔xg7 is followed by 2.♕g4† ♔h8 3.♕f5 and then mate on h7.

(1 point)

Ex. 13-3

J.Cordovil – S.Garcia Martinez

Siegen Olympiad 1970

1.♘f6†! ♔h8

After 1...gxf6 comes 2.♕xg4† ♔h8 3.♕h5† ♔g8 4.♖g1#.

(1 point)

2.♕xg4 g6 3.h5 ♔g7 4.hxg6

1–0

4...♖h8 is met by 5.♖h7† ♖xh7 6.gxh7† ♔h8 7.♕g8#.

Ex. 13-4

L.Goltsov – V.Moiseev

Kaluga 1971

1.♘g5†!

(1 point)

1...hxg5

If 1...♔g6, then 2.♕xf7† ♔xg5 3.♔g3+–.

2.♖h3†!

Nothing is achieved by 3.♕xf7? (threatening ♖h3#), as Black can defend against the mate by 3...♖c3, leaving White with no more than a perpertual.

2...♔g6 3.♖h6†!!

(another 1 point)

3...♔xh6

Or 3...gxh6 4.♕g8#.

4.♕h8† ♔g6 5.♕h5#

Ex. 13-5

J.Capablanca – R.Raubitschek

New York 1908

1.♖xa7†!!

(1 point)

1.♖xb8†? ♖xb8 2.♖f8? would lose to 2...♕d6†.

1...♕xa7 2.♖a5!+– ♕xa6

Or 2...♖b7 3.♕xb7#.

3.♖xa6#

(another 1 point)

Ex. 13-6

Based on a study by

E.del Rio

1.♕a6!

(1 point)

1.♕c6?? would be very bad, because of 1...♖b8–+.

If 1.♗c6? then 1...♖b8 2.♕e4 ♕c8±.

1...♖b8 2.♗c6! ♕c8 3.♕xa7†! ♔xa7 4.♖a1#

(another 1 point)

Ex. 13-7

C.Alexander – F.Marshall

Cambridge 1928

1.♖f4!

(2 points)

Nothing is achieved by 1.♘g6 ♖e8 (1...♕xb2⇄ is also good) 2.♘xe5 ♖xe5 (or 2...fxe5 3.f6 ♗f8–+) 3.♖f4 ♗xf5!–+.

Solutions

1.♕xf6 (1 consolation point) is only good enough for a draw: 1...♕xb2! (1...♖a7? 2.♘g6+–) 2.♕g5† ♔h8 3.♕f6†=

1...exf4

After 1...♘e6 there comes 2.♖g4† ♘g5 3.♖xg5† fxg5 4.f6+–.

(1 bonus point for this variation)

2.gxf4

1–0

2...♘e6 loses to 3.♖g1†, while 2...♔h8 runs into 3.♕xf6† ♔g8 4.♖g1#.

Ex. 13-8

P.Johner – L.Steiner

Berlin 1928

1.♘h6†!

(1 point)

1–0

1...gxh6 is followed by 2.♗xh6! ♕xh6 (2...♕e7 3.♕g3†+–; 2...♕d6 3.♕xf7†+–) 3.♕xf7†+–.

(1 bonus point for this variation)

If 1...♔h8, then 2.♘xf7† ♔g8 3.♕g3 ♕e7 4.♘h6† ♔h8 5.♖f7+–.

Ex. 13-9

A.Sandrin – N.Dragun

Noordwijkerhout 1980

1.♕xg6†!!

(1 point)

1.♖xf7! also wins, but the move in the game is even more forcing.

Black resigned, as 1...fxg6 is followed by 2.♖f8† ♔h7 3.♖1f7† ♔h6 4.♖h8† ♔g5 5.h4#.

(another 1 point for this variation)

Ex. 13-10

N.Rossolimo – N.N.

Paris 1944

1.♕xh6†!!

(1 point)

1...♔xh6

1...gxh6 2.♘f6† ♔h8 3.♖g8#

2.♖h1† ♔g6 3.♔f4!

(another 1 point)

White threatens ♗h5†.

3...♕e6

If 3...♘xe5, then 4.♗h5† ♔h6 5.♗xf7#.

4.♖h8!

(another 1 point)

But not 5.♗h5† in view of 5...♔h7 6.♗xf7† ♕h6†=.

Black cannot parry the threat of mate by ♗h5# and so he resigned.

Ex. 13-11

Variation from the game

P.Blatny – A.Yusupov

Bundesliga 1994

1...♕xg2†!!

(1 point)

2.♔xg2 h1=♕†!!

(1 point)

Of course not 2...♔f5†?? 3.♔h1 ♖g1† 4.♖xg1+–.

3.♖xh1 ♔f5† 4.♔f1

4.♕g4† ♖xg4† 5.♔f1 ♖xh1†–+

4...♖xh1#

(another 1 point)

Ex. 13-12

J.Berger – R.Koss

Graz 1882

1.♕a8† ♔h7 2.♕h8†!! ♘xh8 3.♖g7#

(1 point)

Scoring

Maximum number of points is **23**

20 points and above ····→ **Excellent**
16 points and above ····→ **Good**
12 points ····→ **Pass mark**

*If you scored less than **12** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 14

Contents

Outposts

This lesson continues the themes dealt with in 'Weak points' (*Build Up Your Chess 1*, Chapter 20) and 'Exploiting weaknesses' (Chapter 4 in this book).

We already know that **a weak square in our opponent's position offers an ideal place to put our pieces**. If we have secure control of such a square (preferably by means of a pawn), we can post a piece on it. Minor pieces (especially knights) are best suited to that task. From this *outpost* we can attack other points in our opponent's set-up.

The most valuable squares for outposts lie deep in the opposing half of the board. In this lesson we shall consider the exploitation of outposts on the 6th (or 3rd) rank.

The c6/c3 square

Diagram 14-1 △

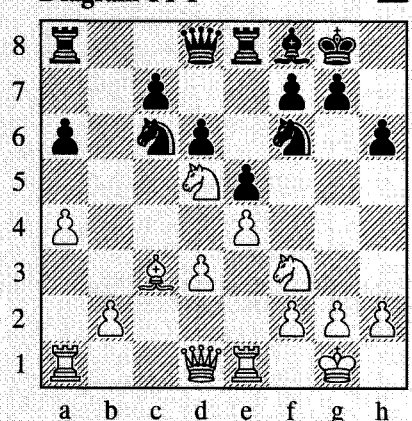


Diagram 14-2 △

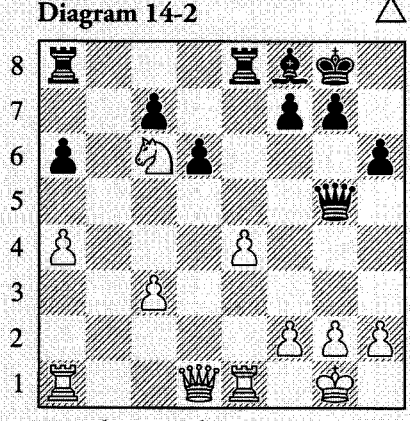


Diagram 14-1

M.Adams – Z.Almasi

Dortmund 1998

1.d4!

This strong move leads to a position in which White obtains an outpost on c6.

1...exd4 2.♘xd4 ♘xd5

If 2...♘xd4 3.♕xd4 ♘d7, then White can exploit the weakness of the c7-pawn with 4.♗a5!+–.

3.♘xc6 ♘xc3 4.bxc3 ♕g5

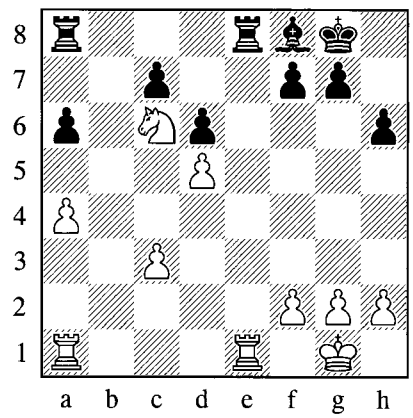
Or 4...♕d7 5.♕d5±.

Diagram 14-2

5.♕d5± ♕xd5 6.exd5

White is clearly better. His knight has found a wonderful position. It controls b8 – a square which is important in the battle for the open b-file – and it is ready, after the exchange of rooks, to attack the a-pawn.

Diagram 14-3



6...g6 7.♖ab1 ♗g7 8.c4 ♗c3 9.♖ec1 ♗f6 10.♔f1! ♖e4 11.g3

11.♖b7 ♖ae8 12.♖xc7 ♖e2±

11...♗g5 12.♖c2

Since Black has no counterplay, White quietly prepares to penetrate down the b-file .

12...♖ae8 13.♘b8!?

This is probably even better than ♖b7.

13...a5 14.♘c6 ♔g7

After 14...♖a8 White can choose between 15.♖b5+– and 15.♖b7+–.

15.♘xa5 ♖a8 16.♖b5 ♗f6 17.♖a2

The a-pawn decides the game.

17...♗c3 18.♘c6 ♖xc4 19.a5 ♖a6 20.♖c2 ♖cxc6

Black gives up the exchange to remove the knight from c6. A minor piece protected by a pawn is often even stronger than a rook.

After 20...♔f6 there follows 21.♖b3 ♖cxc6 22.dxc6 ♗xa5 23.♖a3+–.

21.dxc6 ♖xa5 22.♖b7 ♖a1† 23.♔g2 ♗a5 24.♖a7

The threat is ♖c2-b2-b5. After the exchange of rooks the c7-pawn will fall and the win is not far off. So Black resigned.

The d6/d3 square

We have already seen a classical example, the game Botvinnik – Flohr, (*Build Up Your Chess 1*, Chapter 20). Here is another game in which a bishop is able to occupy this central square.

I.Bilek – V.Smyslov

Polianica Zdroj 1968

1.g3 e5 2.c4 d6 3.♗g2 ♘c6 4.♘c3 g6 5.e3 ♗g7 6.♘ge2 ♘ge7 7.d3

A popular variation of the English Opening. If 7.0–0 0–0 8.d4, then 8...exd4 9.exd4 ♗g4 10.h3 ♗xe2 11.♘xe2 ♘f5 12.d5 ♘cd4=.

7...0–0 8.♘d5?!

White should not play this until the move ...♗e6 has been played. Better is 8.0–0 ♗e6 9.♘d5!.

8...♘xd5 9.cxd5 ♘e7 10.0–0 c6 11.dxc6 bxc6 12.d4?

Diagram 14-4 △

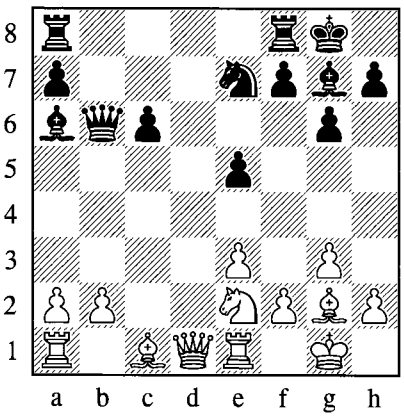


Diagram 14-5 △

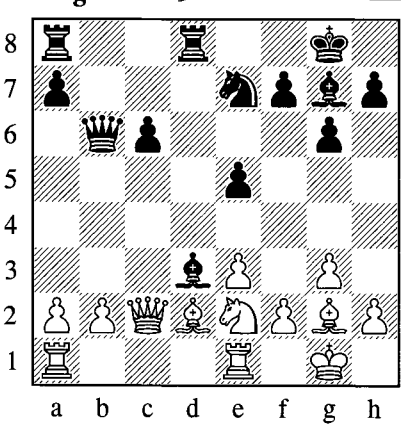
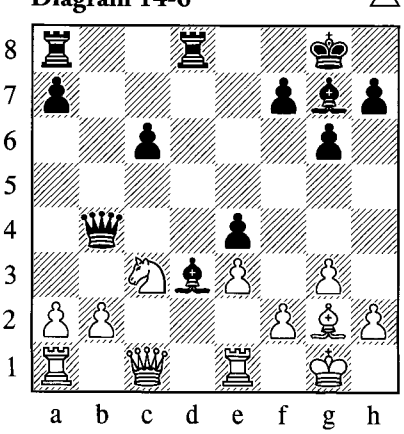


Diagram 14-6 △



White underestimates his opponent's strong reply. Instead 12.♕c2!? followed by ♗d2 would have been level.

12...♗a6! 13.♖e1 ♕b6 14.dxe5 dxe5!

Diagram 14-4

Why does Black worsen his own pawn structure (he now has 3 pawn islands)?

He sees that White has a weak point on d3 and wants to install his bishop there. On the other hand, White cannot attack the weakness on c6 effectively. The black pieces are simply too active.

15.♕c2 ♖fd8 16.♗d2 ♗d3!∓

Diagram 14-5

The bishop is very well placed here. It is controlling some squares on the 1st rank and thus limiting the possibilities for the white rooks.

17.♕c1 ♘d5 18.♘c3 ♘b4

Threatening ...♘c2.

19.♘a4 ♕b5 20.♗xb4 ♕xb4 21.♘c3

21.♗xc6? ♖ac8–+ would be bad.

If 21.♘c5, then 22...e4 22.a3 ♕xb2 23.♕xb2 ♗xb2 24.♖a2 (24.♖ad1 ♗c3–+) 24...♖ab8∓.

21...e4!

Diagram 14-6

It is very useful to be able to support the strong bishop with a pawn. White can in practice no longer exchange the bishop, since his opponent would then obtain a dangerous passed pawn.

22.♖d1 ♖ab8 23.♖d2 c5 24.♕e1

White has almost no moves left. 24.a3 is met by 24...♕b3 25.♗xe4 ♗xc3!–+.

24...♗xc3 25.bxc3 ♕a5

But not 25...♕xc3? 26.♗xe4! ♗xe4?? 27.♖xd8†+–.

26.♖c1?!

After this move, the bishop's position can be made even more secure. 26.c4 ♖b4 27.♗f1∓ would have been slightly better.

26...c4!–+

Diagram 14-7

27.♕d1 ♖d5

Black prepares to double rooks and penetrate down the b-file.

28.♕g4 ♖db5 29.♕f4

29.♗xe4 is bad, because of 29...f5!–+.

29...♕a3! 30.♖dd1 ♖e8 31.♗h3 ♖b2 32.♗d7 ♖e7 33.♗g4 ♕c5!?

Smyslov does not want to allow his opponent even a sniff of any counterplay.

34.♕f6 ♕e5 35.♕a6 ♔g7 36.a4?!

Diagram 14-8

Smyslov finds a way to trap his opponent's only active piece.

36...♖c7!

Threatening ♖b6.

37.a5 ♖b5 38.♖a1 ♖bc5

And now ...♖5c6 is threatened.

0–1

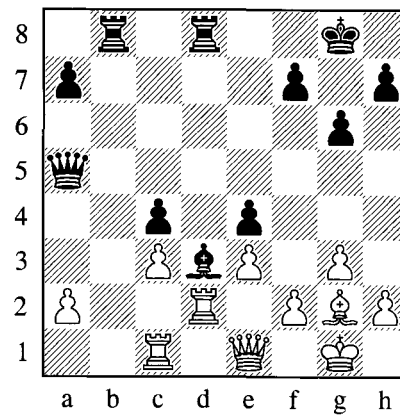


Diagram 14-7 △

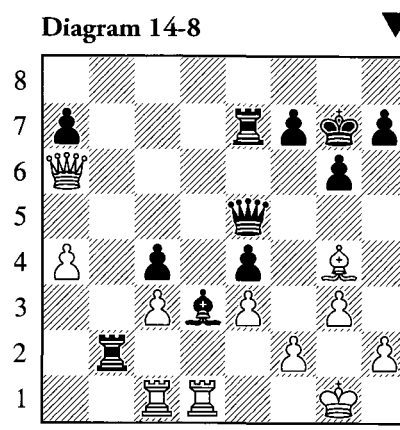


Diagram 14-8 ▼

The e6/e3 square

Diagram 14-9

A.Yusupov – S.Taulbut

Amsterdam 1978

1.e5

White sets his centre in motion.

1...♘e8 2.♕c2 f6

A difficult decision. Black was afraid of White's attack on the kingside. But now White has the use of the e6-square.

3.exd6 exd6 4.♗e6† ♔h8 5.g4 ♘g7 6.♖1e2 ♖de8 7.♖h3! (Δ♕xg6) **7...f5 8.g5 ♘xe6**

Now White gets a strong passed pawn. But even passive tactics would be no better: 8...♖e7 9.♕b2 ♖ee8 10.♖h6 ♖e7 11.h4+– and then h5.

10.dxe6 d5 11.cxd5 ♕xf4 12.♕c3† ♔g8 13.♕e3

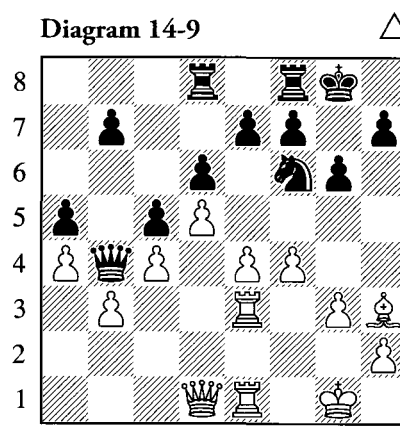


Diagram 14-9 △

The two connected passed pawns will decide the game.

13...♕xe3† 14.♖hxe3 f4 15.♖e5 f3 16.♖d2 ♖f4 17.d6

1–0

The exchange sacrifice

Something must be done immediately against minor pieces on the 6th/3rd rank, or else they will be supported by other pieces. It is only in rare cases that such pieces can be left alone and that we can work around them. **A standard solution is the sacrifice of the exchange for a pawn.**

In the next game my opponent should have prepared his occupation of an outpost more carefully.

Diagram 14-10 △

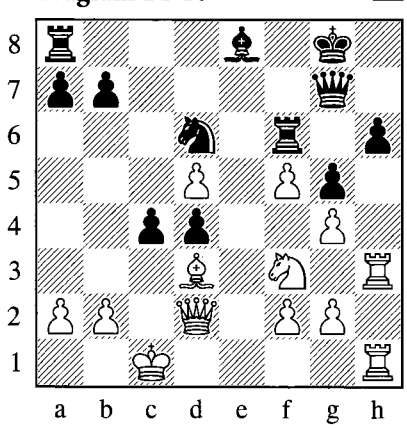


Diagram 14-10

V.Milov – A.Yusupov

Bastia (rapid) 2002

White immediately brings his knight to e6, but underestimates the counterplay.

1.♘xd4?

1.♗b1 d3 2.♘d4± would have been better.

1...cxd3 2.♘e6?

Better is 2.♕xd3∞.

2...♖c8† 3.♔b1 ♖xe6!

A typical solution – sacrificing the exchange for the super-strong knight – brings Black a fortunate win here.

4.dxe6 ♖c2

The black rook gets an outpost on the 2nd rank only for a moment, but it leads to a surprising counterattack.

5.♕xc2

5.♕b4 loses to 5...♘c4.

5...dxc2† 6.♔xc2 ♘c4 7.♖c3 ♕d4 8.♖d1 ♗a4†

0–1

Regrouping

Although a minor piece is well placed on an outpost, it sometimes blocks an open file and thus gets in the way of the major pieces. So you should not be afraid to move it away and then back or simply to move it off that square.

Diagram 14-11

Z.Ribli – A.Yusupov

Bundesliga 2003

1.♘c4!

This strong move clears the d-file and prevents ...♘c7. Black cannot hold the position for long.

1...♖f7 2.♕d1! ♕g5 3.♖d8† ♖f8 4.♖xb8 ♖xb8 5.♖d7 h5 6.♘d6+–

And the knight even returns.

6...♔g8 7.♘xb7 ♖f8

7...♕xe5 8.♖d8†+–

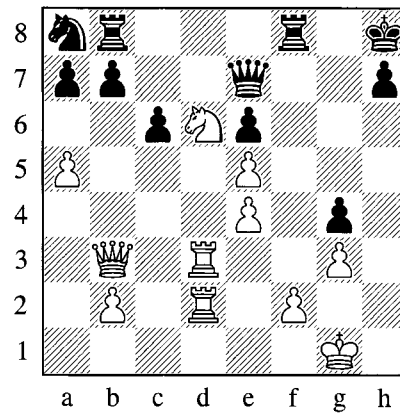
8.♘d8 ♕xe5

8...♘c7 9.♘xc6+–

9.♘xc6 ♕xe4 10.♕d2

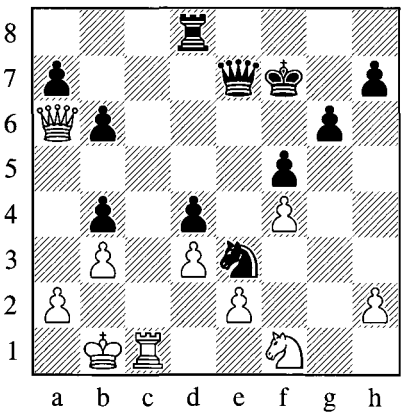
Black resigned. 10...♕xc6 11.♕g5† leads to mate.

Diagram 14-11 △

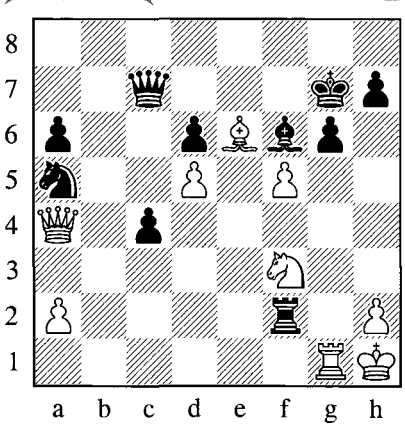


Exercises

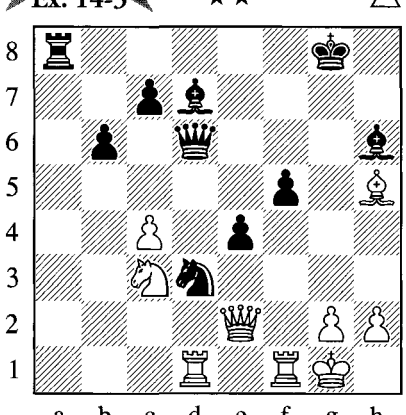
Ex. 14-1 ★ ▼



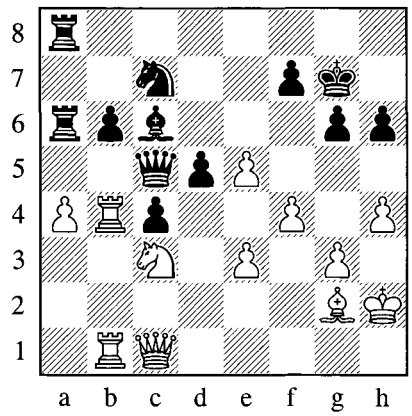
Ex. 14-2 ★ △



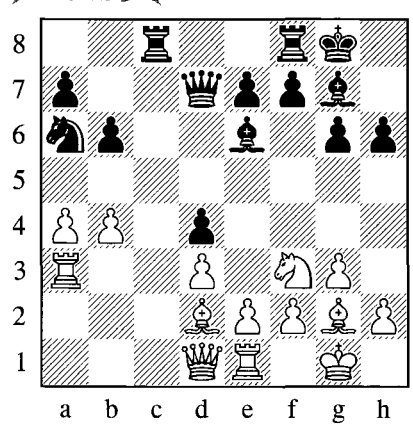
Ex. 14-3 ★★ △



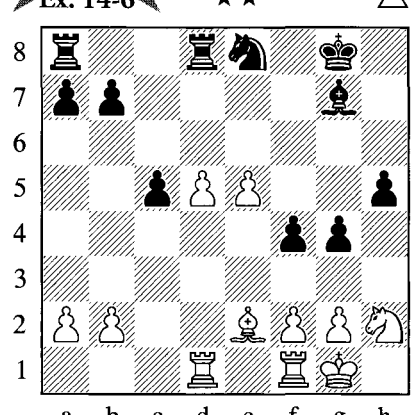
Ex. 14-4 ★★ △



Ex. 14-5 ★★ ▼

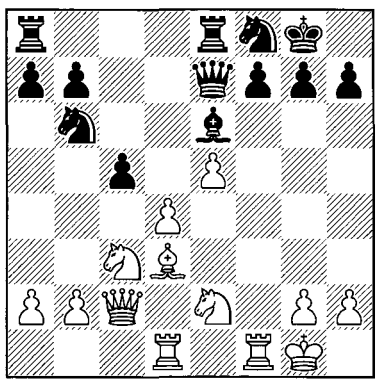


Ex. 14-6 ★★ △

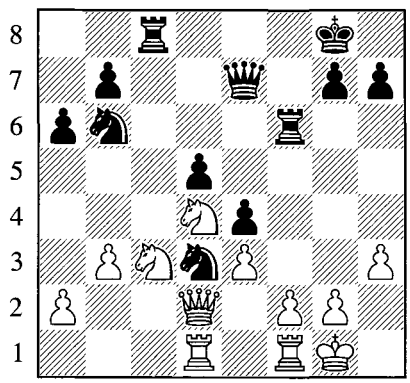


Exercises

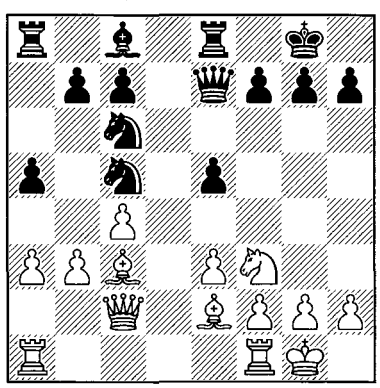
Ex. 14-7 ★ △



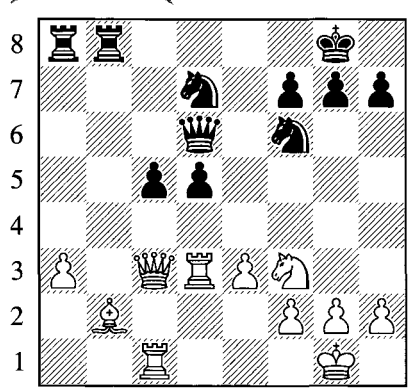
Ex. 14-10 ★★ △



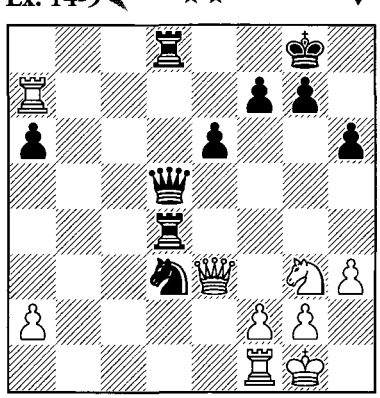
Ex. 14-8 ★★ ▼



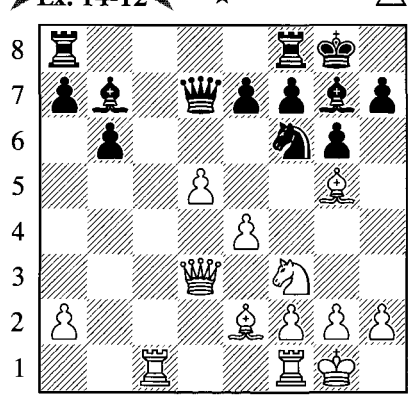
Ex. 14-11 ★★ ▼



Ex. 14-9 ★★ ▼



Ex. 14-12 ★ △



Solutions

Ex. 14-1

L.Gutman – A.Yusupov

German Ch., Altenkirchen 2001

1...♘d5!

(1 point)

Black redeploys his knight to the even better position c3. After that Black will be able to attack the pawn on e2. Also the knight closes the open c-file, meaning that his opponent doesn't get any counterplay.

2.♘d2

2.♕c4 ♕xe2–+

2...♘c3† 3.♔a1 ♕e3–+ 4.♕c4† ♔f6 5.♕c6† ♕e6 6.♕g2 ♖e8 (×e2) **7.♖e1 ♕e3 8.♕g5† ♔g7 9.♘f3 ♕f2 10.♕g3 ♖xe2 11.♕xf2**

White now resigned. After 11...♖xf2 the threat is simply ...♖xa2#.

Ex. 14-2

A.Yusupov – S.Kindermann

Baden-Baden 1992

1.♕e8!

(1 point)

The strongest continuation. The queen enters the attack and supports the strong bishop on e6. The threat is ♖xg6†. After 1...g5 there follows 2.♖xg5†! ♗xg5 3.♕g8† ♔f6 4.♕xg5#.

1–0

Ex. 14-3

A.Yusupov – J.Yrjola

Chicago 1983

1.♘xe4!

(1 point)

The mighty outpost on d3 is destroyed by means of a tactical operation. It is not so strong to first play 1.♗f7† ♔g7 and only then 2.♘xe4 (1 consolation point) 2...fxe4 3.♕xe4 ♖a3. See the variation 3.♗f7† in the next note.

1...fxe4 2.♕xe4 ♖a3 3.♗e2

If 3.♗f7† ♔g7 4.♖f3, then 4...♗f4 5.♖xf4 (5.♖fxd3 ♕c5† 6.♔h1 ♗f5 7.♕xf4 ♖xd3±) 4...♕xf4 5.♕xf4 ♘xf4 6.♖xd7± and White still has some technical difficulties.

However 3.♗g6! is stronger: 3...♕c5† 4.♔h1 ♘f2† 5.♖xf2 ♕xf2 6.♕e7+–

(1 bonus point)

3...♕c5† 4.♔h1 ♘f2† 5.♖xf2 ♕xf2 6.♕d5† ♔h8?

6...♕f7! would have been more stubborn: 7.♕xf7† ♔xf7 8.♖xd7†±.

8.♕xd7 ♕xe2 9.♕c8† ♔h7

9...♔g7 is followed by 10.♖d7† ♔f6 11.♕h8† ♔g5 12.♕g8† ♔f4 13.♕f7† ♔e3 14.♕e7† ♔f2 15.♕h4† ♔f1 16.♖f7†+–.

10.♕f5†!

Black resigned, in view of 10...♔h8 11.♖d8† ♔g7 12.♖d7† ♔g8 13.♕f7† ♔h8 14.♕h7#.

Ex. 14-4

Ki.Georgiev – A.Yusupov

Bundesliga 1998

1.♘e4!

(2 points)

This is how the knight gets to d6. 1.♘xd5?? would be bad, due to 1...♗xd5–+.

1...♕e7

If 1...dxe4, then 2.♖xc4+–.

2.♘d6± ♗xa4 3.♖xb6 ♗b3 4.♖b7 ♖6a7 5.♖xa7 ♖xa7 6.♘c8+– ♕a3 7.♘xa7 ♕xa7 8.♖a1 ♕c5 9.♖b1 ♘e6 10.♕c3 d4 11.exd4 ♘xd4 12.e6! ♔f8

12...fxe6 is answered by 13.♖xb3+–.

13.♖xb3! ♘xb3 14.♕f6

Black resigned. After 14...♕c7 White wins with 15.e7†! ♕xe7 16.♕h8#.

Ex. 14-5

K.Langeweg – V.Korchnoi

Amsterdam 1972

1...♘c7!

(2 points)

Black brings his knight via d5 to the outpost on c3. 1 consolation point for the solid move 1...♗d5.

2.♕a1 ♘d5∓ 3.♘xd4? ♘xb4 4.♗xb4 ♗xd4 5.♗c3

If 5.♕b1 a5! 6.♗d2 ♕d6 7.♗c1, then 7...♕b4!–+.

5.♕d1?! loses after 5...♗xf2†!.

5...♗xc3

5...♗c5 would also be good: 6.♗g7 ♖fd8 7.♗xh6 f6 8.♖a2 ♗xa2 9.♕xa2†∓ (Korchnoi).

6.♖xc3 ♖xc3 7.♕xc3 ♕xa4 8.♖a1 ♕d7 9.♖a6 ♖c8 10.♕a3?

Better is 10.♕a1∓.

10...♖c2!

Threatening ♖a2. White resigned, on account of the variation 11.♖xa7 ♕xa7 12.♕xa7 ♖c1† 13.♗f1 ♗h3–+.

Ex. 14-6

A.Yusupov – J.Van der Wiel

Graz 1978

1.♖fe1!

(2 points)

This prepares the subsequent forcing play, which will secure the outpost on e6 for his bishop.

1.e6?! is not so good. Black replies 1...♔f8, intending ♔e7 and ♘d6, and the white passed pawns will be safely blockaded and defused.

1.♗xg4?! hxg4 2.♘xg4 ♘c7 3.d6 ♘e6∓ would also be too optimistic.

1...♗xe5 2.♗xg4 ♗xb2 3.♗e6† ♔h8 4.♖e4 ♘c7 5.♖b1 ♗g7 6.♖xb7 ♘xd5 7.♘f3 ♘c3 8.♖c4 ♘e2† 9.♔h2 ♘d4 10.♘g5 ♖e8

Or 10...♖db8 11.♖xb8† ♖xb8 12.♖xc5±.

11.♗d5 ♖ec8 12.♖c3! f3 13.♖e3! ♖ab8 14.♖xa7 ♖e8 15.gxf3 ♘f5? 16.♘f7† ♔h7 17.♖xe8 ♖xe8 18.♗e4

1–0

Ex. 14-7

E.Lobron – A.Yusupov

Amsterdam 1994

1.♘b5!

(1 point)

White brings his knight to a strong position. But 1.♘e4?? would be wrong, because of 1...c4–+.

1...cxd4 2.♘exd4!

2.♘d6? allows 2...♘d5!∓ followed by ...♘e3.

2...♕h4

2...♖ed8 3.♘d6±

3.♘f3 ♕h6 4.♘d6 ♖e7 5.♗e4±

Or 5.♕f2!? ♘d5 6.♖fe1±.

Ex. 14-8

L.Plaskota – A.Yusupov

Warsaw (rapid) 2008

1...e4!

(1 point)

Black prepares an outpost on d3.

2.♘d4 ♘e5

(another 1 point)

3.b4 ♘cd3 4.bxa5 c5?!

4...♖a6, aiming for a kingside attack with ♖h6 and ♕h4, would have been even more energetic.

5.♘b5 ♗f5 6.♗xe5 ♘xe5 7.♖fd1 ♖a6 8.♘c3 ♖h6 9.♗f1?

Better is 9.g3, although Black keeps attacking chances with 9...♕e6.

9...♘f3†! 10.gxf3 ♕g5† 11.♔h1 ♕h4

0–1

Ex. 14-9

S.Lputian – A.Yusupov

USSR Ch., Minsk 1987

1...♘f4!

(2 points)

The simplest solution. Although the knight was well placed on d3, its regrouping activates the other pieces!

1...e5? would be bad, due to 2.♘f5±. And only 1 consolation point for the prosaic solution 1...♕xa2 2.♘e2 ♖4d6–+.

After 1...♘f4 White resigned the game! On 2.♕f3 there is simply 2...♕xf3 3.gxf3 ♖a4–+. And 2.f3 is hopeless too: 2...♘xg2! (also good

Solutions

is 2...♕xa2–+) 3.♔xg2 ♕c5–+ attacks the rook on a7 and at the same time threatens the discovered attack ...♖d2†.

Ex. 14-10

G.Timoschenko – A.Yusupov

USSR Ch., Frunze 1981

1.f3!=

(2 points)

The knight is very well placed on d3. White has to do something or else Black will support the strong knight and start an attack on the kingside.

An equally good alternative to the game move would be 1.♘ce2! ♘d7 2.♘c1! ♘3e5 3.♘ce2=.

1...♕c7

1...♖cf8 would be simpler: 2.fxe4 ♖xf1† 3.♖xf1 ♖xf1† 4.♔xf1 dxe4 5.♔e2= and White will play either ♘xe4 or ♘c2-e1.

2.♘de2

Black had only reckoned with 2.fxe4 ♖xf1† 3.♔xf1 ♖f8† 4.♔g1 ♘f2 5.♖f1? ♘xh3†! 6.gxh3 ♕g3†–+; however, instead of 5.♖f1? White can win with 5.♘e6! ♘xh3† 6.gxh3 ♕g3† 7.♕g2 ♕xe3† 8.♔h1 ♕xc3 9.♘xf8+–.

For that reason Black should meet 2.fxe4 with 2...♕xc3 3.♖xf6 gxf6 4.♕xd3 ♕xd3 5.♖xd3 dxe4 6.♖d2=.

2...exf3?!

Better is 2...♕e5 3.fxe4 ♖xf1† 4.♔xf1 dxe4 5.♘xe4 ♘b2 6.♖c1 ♘2c4 7.♕d4 ♕xe4 8.bxc4 ♕xd4 9.♘xd4 ♘xc4 10.♔e2=.

3.♕xd3!?

3.♖xf3 ♖xf3 4.gxf3 ♘e5=

3...fxe2 4.♘xe2±

Ex. 14-11

A.Yusupov – R.Dautov

Nussloch 1996

1...c4! 2.♖dd1

2.♖d2?! ♘c5∓

2...♘c5

(2 points)

Threatening ...♘a4 or ...♘d3.

3.♕c2□

3.♕e5? is followed by 3...♕f8! 4.♘e1 ♘fd7–+.

3...♘d3∓

Ex. 14-12

A.Yusupov – G.Kuzmin

USSR 1981

1.♘e5

The knight is aiming for c6.

1...♕d6 2.♘c6

(1 point)

2...♕d7?

Better is 2...♗xc6 3.♖xc6± or even 3.dxc6!?±.

3.e5! ♘xd5 4.♘xe7† ♔h8 5.♗f3 ♖ae8 6.♖cd1+– ♖xe7 7.♗xe7 ♕xe7 8.♗xd5 ♖d8 9.♕b3 ♗xd5 10.♖xd5 ♖xd5 11.♕xd5 ♗xe5 12.g3 ♗d6 13.♕d4† ♕e5 14.♖d1

1–0

Scoring

Maximum number of points is **20**

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

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

CHAPTER 15

Contents

- ✓ The long diagonal
- ✓ Opening a blocked diagonal
- ✓ Combinations on other diagonals

Combinations involving diagonals

In this chapter we shall examine combinations which exploit an open diagonal. At the same time we shall learn how we can open a blocked diagonal by tactical means. Of course the main pieces to profit from an open diagonal are the queen and the bishops. The bishops in particular are dependent on open diagonals to develop their full potential. But the other pieces must also support the attacking efforts by the bishop.

In some combinations based on diagonals we shall see tactical motifs we already know: the discovered attack (a subject which was treated in *Build Up Your Chess 1*, Chapter 7), deflection, etc.

The long diagonal

Diagram 15-1 △

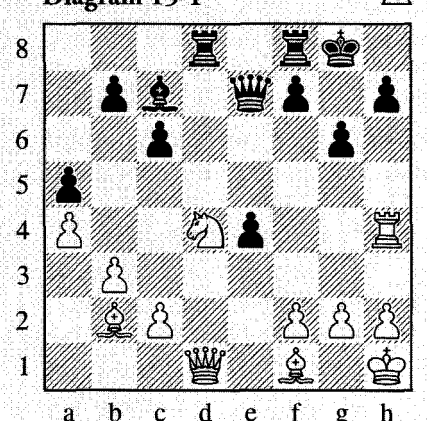


Diagram 15-1

V.Vukovic – N.N.

Simultaneous game

An open long diagonal and the weakness of the black squares inspire White to a mating attack.

1.♘f5!!

Threatening ♘h6# or ♘xe7#.

1...♕xh4

1...gxf5 loses on the spot to 2.♖g4† fxg4 3.♕xg4†.

If 1...♕g5, then 2.♕c1! ♖d1 (2...♕xc1 3.♘e7#; 2...♕xf5 3.♕h6!+–) 3.♕xd1 ♕xf5 4.♕d4 f6 5.♗c4†+–.

2.♕h5!!

The threat is once more ♘h6#.

If 2...♕xh5, then 3.♘e7#; while 2...gxf5 is followed by 3.♕xh4 f6 4.♗c4†+–.

1–0

Diagram 15-2

O.Panno – B.Malich

Munich Olympiad 1958

1.♗xe5! ♖xc2?

This intermediate move is refuted in an instructive way. 1...♗xe5 is met by 2.♘c6 and White wins at least the exchange, since 2...♖b7? loses to 3.♘e7†.

2.♗xg7! ♖xc1 3.♗f6

Threatening ♕h6.

3...♔f8 4.♕xc1

White has two pieces for the rook and a strong attack on the king.

4...♔e8 5.♕c7

Black is losing the d6-pawn as well, so he decided to put an end to his torture.

1–0

Diagram 15-3

L.Schmid – N.Rossolimo

Heidelberg 1949

1...♖xg2†!

Black opens the long diagonal with a combination.

2.♔xg2 ♖xf2†!

White resigned, in view of 2.♗xf2 e3† 3.♖d5 ♕xf2† 4.♔h1 ♕xe1† 5.♔h2 ♕f2† 6.♔h1 e2–+.

Diagram 15-4

A.Denker – Gonzales

1945

White is well placed here and finds an elegant way to finish the game.

1.♘xf7†!

1.♕h4! h5 2.g4+– or 1.♘xh7! ♔xh7 2.♕h4† ♔g8 3.♕h6+– would also be good.

1...♘xf7

1...♖xf7 is followed by 2.♗xf7 ♘xf7 3.♕h6!! ♕g8 (3...♘xh6 4.f7†+–) 4.♖e1!+– and then ♖e8!.

2.♕h6!

Black resigned, on account of 2...♖g8 (2...♘xh6 3.f7† ♕f6 4.♗xf6#) 3.♗xf7 ♕f8 4.♗d5+– ♕xh6 5.f7† ♖g7 6.f8=♕#.

Diagram 15-2 △

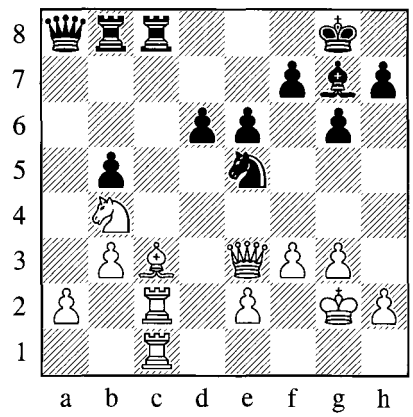


Diagram 15-3 ▼

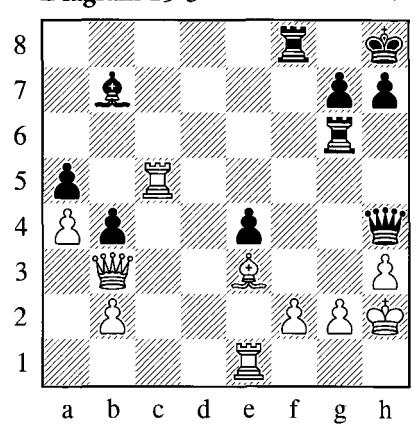


Diagram 15-4 △

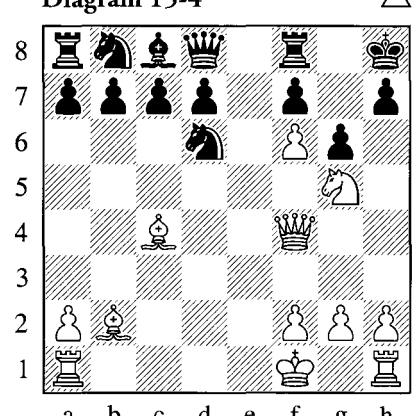


Diagram 15-5 △

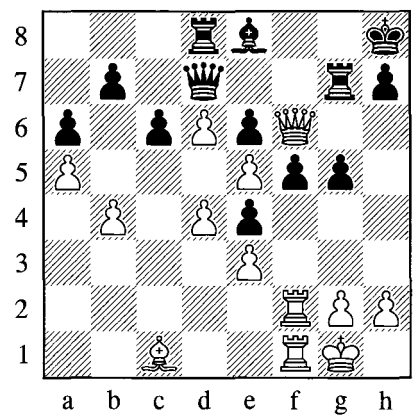
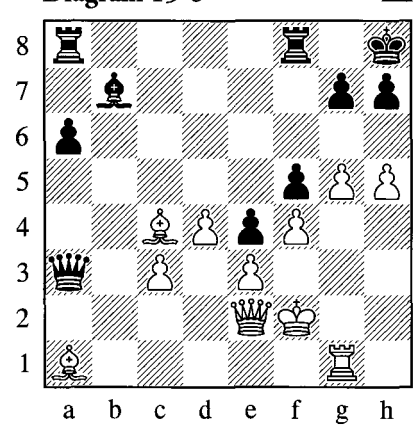


Diagram 15-6 △



Opening a blocked diagonal

As we have already seen, sometimes a blocked diagonal can be opened. This very often happens after a pawn sacrifice, but more costly sacrifices are also possible in order, e.g. to activate a queen + bishop battery.

Diagram 15-5

F.Englund – A.Perfiliev

Stockholm 1926

1.d5!

White breaks open Black's defences.

1...cxd5 2.♖xf5! exf5

Black voluntarily allows the opening of the long diagonal. 2...♗g6 3.♖xg5± would have been better.

3.e6! ♕xd6 4.♗b2+– ♖dd7 5.exd7 ♕xf6 6.dxe8=♕† 1–0

Diagram 15-6

H.Mecking – J.Souza Mendes

Rio Hondo 1966

White prepares for the opening of the long diagonal.

1.h6 g6

1...gxh6 is also answered by 2.♗e6!+–.

2.♗e6 ♗c8 3.d5!?

3.♗a2, intending c4 and d5, is also good.

3...♗xe6 4.♕d2!!

4.dxe6 allows Black to obtain counterplay by 4...♖fd8.

4...♖f7?!

4...♔g8 would be a bit more stubborn: 5.♕d4 ♕e7 6.c4 ♔f7 7.dxe6† ♕xe6 8.♕g7† ♔e8 9.♕xh7 ♖c8 10.♖b1!+–.

5.♕d4†

5.dxe6 is also good.

5...♔g8 6.c4+–

The queen and bishop battery gives White a powerful attack.

6...♔f8 7.dxe6 ♖fa7 8.♕h8† ♔e7 9.♕g7†?!

There is a simpler win by 9.♕xh7† (Kotov).

9...♔xe6?

9...♔e8 is a better defensive try, although White retains a strong attack with 10.♕e5.

10.♕f6† ♔d7 11.♖d1† ♔c7

11...♔c8 loses immediately to 12.♕c6†. While if 11...♔e8, then 12.♕c6† ♔e7 (12...♔f7 13.♖d7† ♖xd7 14.♕xd7† ♕e7 15.♕d5†+–) 13.♗d4+–.

12.♗e5†

1–0

Combinations on other diagonals

And here are two more beautiful and instructive examples of combinations involving a diagonal.

Diagram 15-7

The end of a study by

S.Kaminer

1925

1.♗d6!

After this quiet move, Black is in zugzwang. He must pin the g2-pawn and control both the e1–h4 diagonal and the d8-h4 diagonal. Even a piece as strong as the queen is overloaded with these numerous tasks.

1...♕f4†

1...g4 2.♗e7†+–; 1...♕e2 2.♗g3#; 1...♕e1 2.g3†.

2.g3†!

A draw would be the outcome after 2.♗xf4 gxf4 3.g3† fxg3† 4.♔g2 ♔g5 5.♔xg3=.

2...♕xg3† 3.♗xg3#

Diagram 15-8

The end of a study by

L.Kubbel

1922

How can White stop the a-pawn?

1.d3!!

He prepares a beautiful mating attack!

1...a2 2.c4†! ♔c5

2...dxc3 clearly loses to 3.♗xc3.

3.♔b7!! a1=♕

King moves are simply met by 4.♗xd4.

4.♗e7#

In the test which follows, please try to exploit the power of the pieces which move diagonally, the queen and the bishop.

Diagram 15-7 △

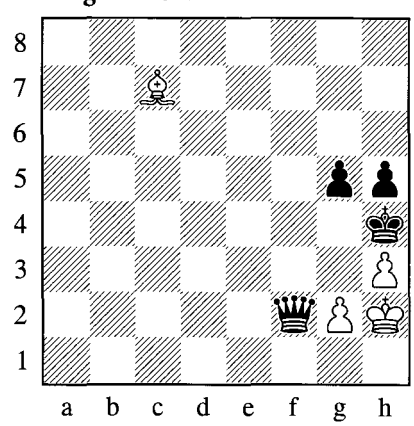
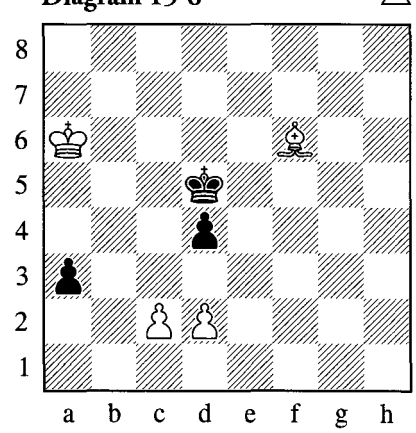
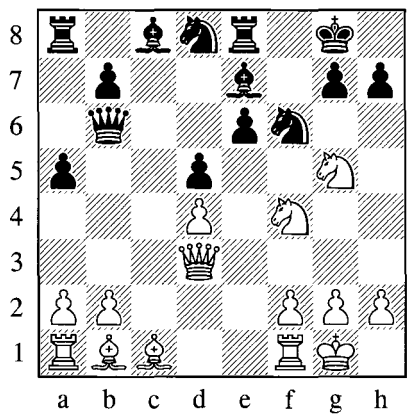


Diagram 15-8 △

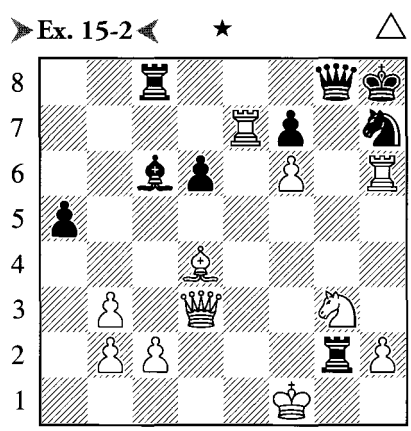


Exercises

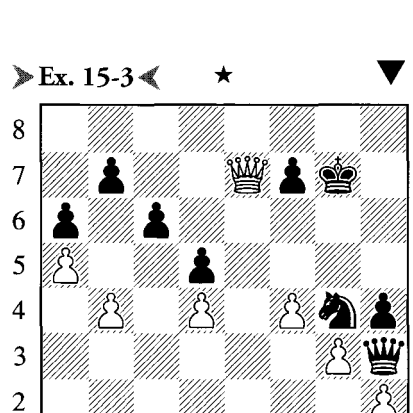
Ex. 15-1 ★ △



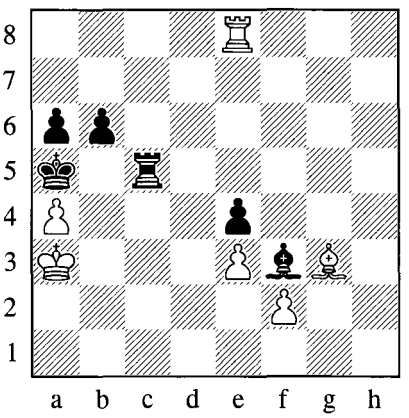
Ex. 15-2 ★ △



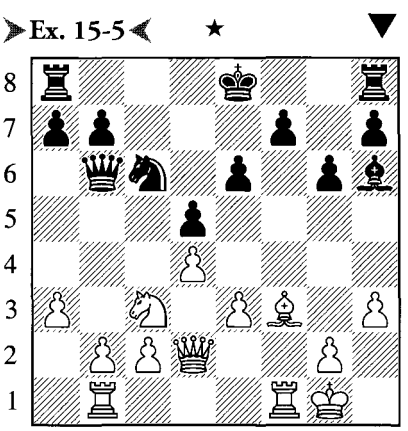
Ex. 15-3 ★ ▼



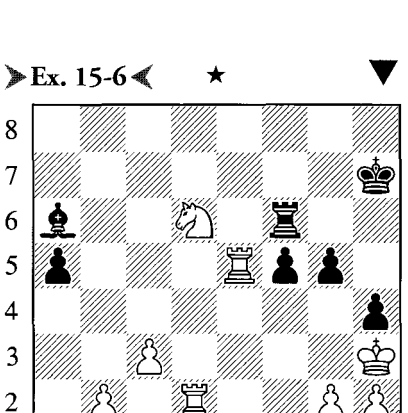
Ex. 15-4 ★★ △



Ex. 15-5 ★ ▼

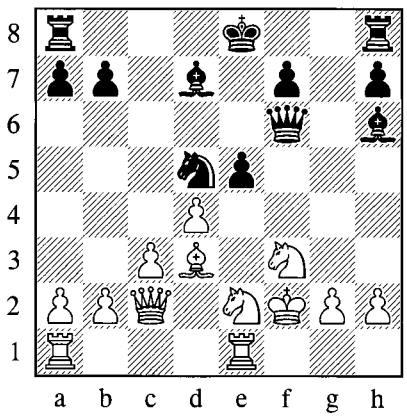


Ex. 15-6 ★ ▼

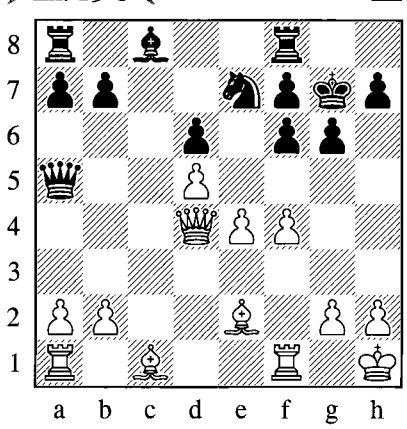


Exercises

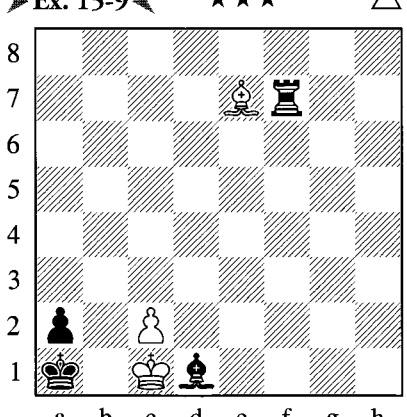
Ex. 15-7 ★ ▼



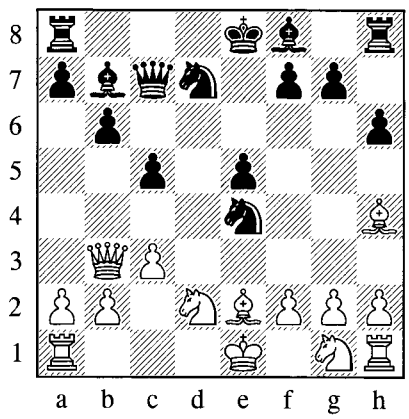
Ex. 15-8 ★★ △



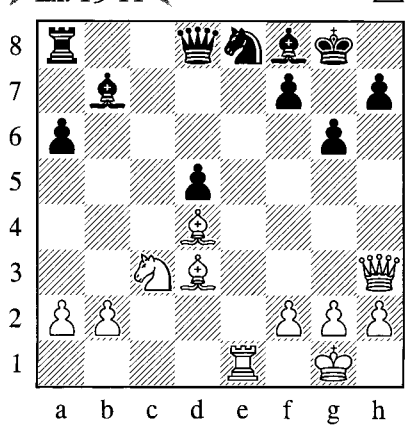
Ex. 15-9 ★★★ △



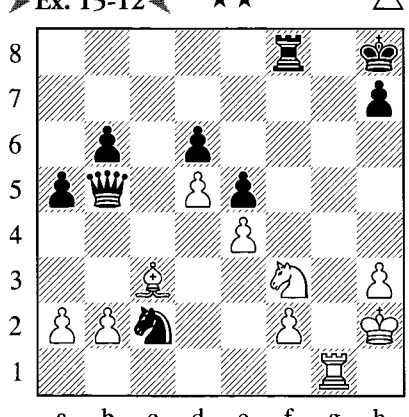
Ex. 15-10 ★ △



Ex. 15-11 ★ △



Ex. 15-12 ★★ △



Solutions

Ex. 15-1

A.Shashin – N.Dashkevich

Moscow 1954

1.♕xh7†! ♘xh7 2.♗xh7† ♔f8

Or 2...♔h8 3.♘g6#.

3.♘g6#

(1 point)

Ex. 15-2

I.Mosionzhik – Y.Gorniak

1969

1.♖xf7! ♕xf7 2.♕xh7†!

The point of the combination.

2...♕xh7 3.f7#

(1 point)

Ex. 15-3

W.John – F.Saemisch

Berlin 1932

1...♘f2†!

With this move Black wins a tempo for the redeployment of the queen.

2.♗xf2 ♕f1† 3.♗g1 ♕f3#

(1 point)

Ex. 15-4

Wachtel – Musiol

Poland 1953

1.♖e5!

(2 points)

A surprising finish. White is threatening 2.♖xc5† bxc5 3.♗c7#. The only way for Black to stop a quick mate is with silly moves like 1...b5 or 1...♖b5, but then he loses the rook. So he resigned.

If 1...♖xe5, then 2.♗xe5 b5 3.♗c7# or 2...♗e2 3.♗c3#.

Ex. 15-5

I.Mosionzhik – S.Yerofeev

Serpukhov 2002

1...♘xd4! 2.♕xd4

2.♘a4 ♘xf3†–+ would have been more stubborn.

2...♗xe3†

0–1

(1 point)

Ex. 15-6

Mann – Papp

Budapest 1956

1...♖xd6!

But not the immediate 1...♖f3†? 2.gxf3 ♗f1†, on account of 3.♖g2±.

2.♖xd6 ♖f3†! 3.gxf3 ♗f1#

(1 point)

Ex. 15-7

Kellerman – Freidl

Nuremberg 1955

1...♗e3† 2.♔f1

After 2.♔g3 the reply 2...♖g8† wins. Now comes an elegant finish.

2...♕xf3†! 3.gxf3 ♗h3#

(1 point)

Ex. 15-8

M.Vanka – Skala

Prague 1960

1.b4!

This prepares ♗b2.

1...♕d8

Or 1...♕b6 2.♕xf6†+–.

2.♕xf6†! ♔xf6

2...♔g8 3.♗b2 ♘xd5 4.♕g7#

3.♗b2#

(2 points)

Solutions

Ex. 15-9

E.Guttmann

1935

White can force mate.

1.♗d6!

(1 point)

1.♗b4? loses to 1...♖c7!, while 1.♗c5? loses to 1...♖d7!.

1...♖f5 2.♗b4!

(another 1 point)

But not 2.♗a3? ♖b5–+.

2...♖f3 3.♗c5! ♖f4 4.♗a3!

(another 1 point)

4...♖b4 5.♗xb4 ♗f3 6.♗c3#

Ex. 15-10

Müller – Volc

1940

White carries out a typical mating combination.

1.♕e6†!! fxe6 2.♗h5† g6 3.♗xg6#

(1 point)

Ex. 15-11

S.Malesic – L.Masic

Yugoslavia 1965

White exploits the activity of his pieces.

1.♗xg6!!

(1 point)

1...fxg6

Or 1...hxg6 2.♕h8#.

2.♕e6#

Ex. 15-12

P.Gaudenti – Keller

Mending 1987

1.♘xe5!

(1 point)

The threat is ♘f7#.

1...♖xf2†

1...dxe5 2.♗xe5† ♖f6 3.♗xf6#

2.♔h1 h5

If 2...♖h2† 3.♔xh2 ♕e2†, then 4.♔h1 (also good is 4.♖g2) 4...♕xe4† 5.♘f3† ♘d4 6.♗xd4†+–.

3.♘f7† ♔h7 4.♖g7#

(1 bonus point for this variation)

Scoring

Maximum number of points is **17**

15 points and above ····→ **Excellent**

12 points and above ····→ **Good**

9 points ····→ **Pass mark**

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

CHAPTER 16

Contents

Elementary endgames

In this chapter we shall take a look at some elementary endgames with a queen against one or two minor pieces. No specific theoretical knowledge is required to play these endgames well. But **it is very important for you to develop the skill of coordinating your pieces (here queen and king) properly**. At the same time, the stronger side must learn to play against well coordinated pieces in the hands of the opponent, in order to be able to disrupt that coordination.

The first two endings are compulsory. They must be very well understood! The final three are more optional; we study them in order to improve our understanding of the coordination of the pieces.

Diagram 16-1 △

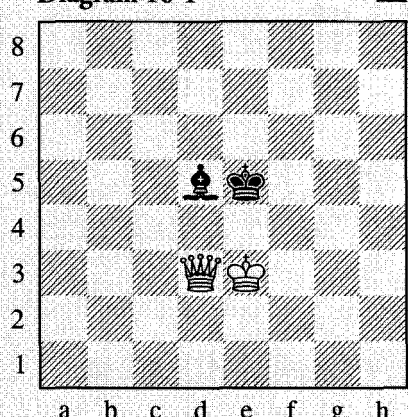
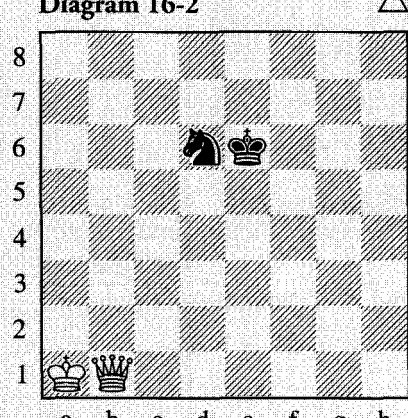


Diagram 16-2 △



Queen against bishop

This ending is very simple. The stronger side should be able to win quickly and easily.

Diagram 16-1

Based on

Averbakh

White forces the opposing king to the edge of the board and either delivers mate directly or first wins the bishop.

1.♕b5 ♔d6 2.♔d4 ♗c6 3.♕b6 ♔d7 4.♔c5 ♗f3 5.♕d6† ♔e8

If 5...♔c8, then 6.♔b6 followed by 7.♕c7#.

6.♕c7 ♗g2 7.♕g7 ♗f3 8.♔d6

And mate next move.

Queen against knight

Here you have to take care not to allow any forks! But the stronger side wins easily if he posts his pieces correctly.

Diagram 16-2

Based on

Averbakh

1.♔b2 ♔d5 2.♔c3 ♘e4† 3.♔d3 ♘c5† 4.♔e3

This is the ideal position for the white king – separated from the knight by one square diagonally. This means that the knight cannot give check at once; it needs three moves to do so!

4...♘e6 5.♕f5† ♔d6 6.♔e4 ♘c5† 7.♔d4 ♘e6† 8.♔c4

Once again the ideal position has been reached.

8...♘c7 9.♕g6† ♘e6 10.♕f6 ♔d7 11.♔d5 ♘c7† 12.♔e5

The same method as before.

12...♘e8

Or 12...♔c8 13.♕e7 ♔b8 14.♔d6 ♘b5† 15.♔c5 (but not 15.♔c6 ♘a7† 16.♔b6?? allowing 16...♘c8†) 15...♘a7 16.♕d7 (16.♔b6?? ♘c8†) 16...♘c8 17.♔b5 ♘a7† 18.♔a6 and mates.

13.♕f7† ♔d8 14.♔d5 ♘c7† 15.♔c6

White mates next move.

Queen against two knights

Somewhat surprisingly, the weaker side can hold this ending in most cases, provided he places his knights next to the king. **The knights should protect the king, but not each other!** The defence is very difficult. Fortunately the ending only occurs rarely in praxis.

Diagram 16-3 △

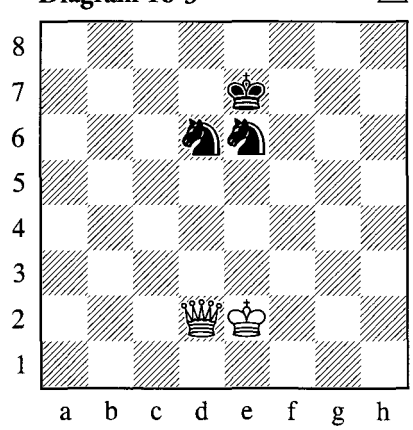


Diagram 16-3

1.♔f3

Here is an example of how this position can be held with good defence.

1...♔d7

It is also possible to play 1...♘f7 2.♔g4 and now 2...♘d6=.

On the other hand, 2...♘fg5? is a mistake and even loses the game: 3.♔f5 ♔e8 (3...♘f7 4.♕b4† ♔d7 5.♕a4† ♔e7 6.♕a7†+–) 4.♕d3 ♔e7 5.♕d5 ♔f7 6.♕d7† ♔g8 7.♕e8† ♔g7 8.♕g6† ♔f8 9.♔f6+–

2.♔g4 ♔e7 3.♕d5 ♔d7 4.♕a5 ♔e7 5.♕a7† ♔f6 6.♕d7 ♘f7 7.♔h5 ♘e5 8.♕d6 ♘f7 9.♕b6

Diagram 16-4 ▼

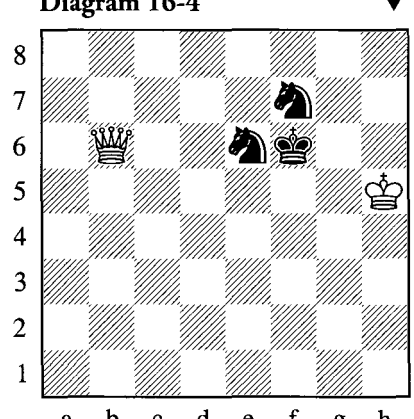


Diagram 16-4

9...♘e5

9...♔e7? 10.♕a7†! ♔f6 11.♕f2†! ♔e7 12.♕h4† ♔d7 13.♔g6 ♘d6 14.♕h3 ♔e7 15.♕h7† ♔d8

Diagram 16-5 ▼

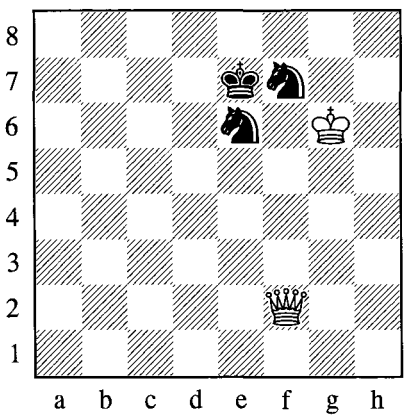


Diagram 16-6 △

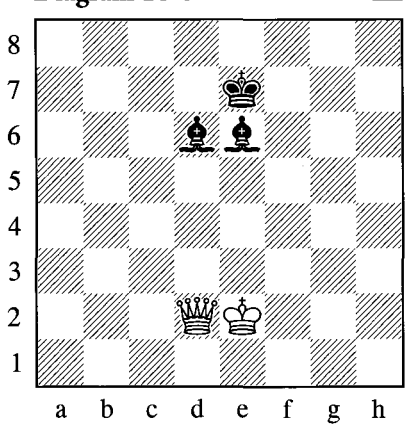
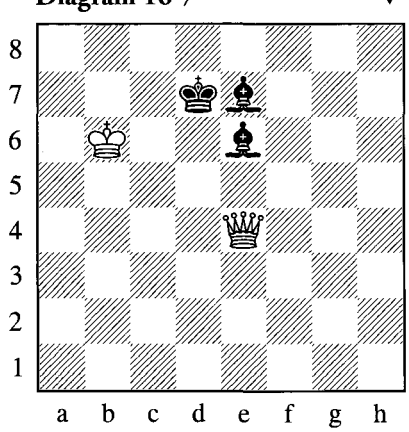


Diagram 16-7 ▼



16.♔f6 is very dangerous for Black. If White plays correctly he should win this position.

10.♕f2† ♔e7!

10...♔g7?? is bad, because of 11.♕f5 ♘d3 12.♕g6† ♔h8 13.♔h6+–.

11.♔h6 ♘f7† 12.♔g6

Diagram 16-5

12...♘f8†!

Black should try not to let the white king approach the knights via f6.

13.♔g7 ♘e6† 14.♔g8 ♘d6 15.♕h4† ♔d7 16.♕f6 ♘c7=

Queen against two bishops

The stronger side almost always wins, but the method is extremely complicated and requires a large number of moves. You have to break the coordination of the defending side!

For practical play, the important thing to note is that **the bishops do best to remain close to the king**.

Diagram 16-6

1.♕g5† ♔d7 2.♔d3 ♗e7 3.♕g7 ♔e8 4.♔d4 ♗d6 5.♕g5 ♔d7 6.♕f6 ♗c7 7.♔c5 ♗d6† 8.♔b6 ♗c7† 9.♔b5 ♗d6 10.♕g6 ♗e7 11.♕d3† ♗d6 12.♕h7† ♗e7 13.♔b6 ♗d5 14.♕g6 ♗d6 15.♕f5† ♗e6 16.♕h7† ♗e7 17.♕e4

Diagram 16-7

White is trying to disorganize the black defence and force one bishop to distance itself from its king. Then it will easily fall prey to a double attack.

17...♗d8†

If 17...♗d6?! then 18.♕b7† ♔e8 19.♕g7 ♗d7 20.♕h7 ♗e6 21.♔c6 ♗e7 22.♕g6† ♗f7 23.♕f5 ♗g8 24.♕h5† ♔f8 (or 24...♗f7 25.♕h8† ♗f8 26.♕e5† ♗e7 27.♕b8† ♗d8 28.♕c8+–) 25.♔d7 ♗f6 26.♕g6 ♗b2 27.♕d6† ♔f7 28.♕d5† ♔f8 29.♕a8† ♔g7 30.♕g2†+–.

18.♔b5 ♗f6 19.♕c6† ♔e7 20.♕c7† ♔f8 21.♕h7 ♗f7 22.♔c5 ♔e7 23.♔c6 ♔e6 24.♕h3† ♔e5 25.♔d7 ♗g5 26.♕g3† ♔f5 27.♕f3† ♗f4 28.♔e7 ♗c4 29.♕c6 ♗g5† 30.♔d6 ♗f4† 31.♔d7 ♗f7 32.♔e7 ♗h5 33.♕c5† ♔g6

33...♔g4 34.♔f6 ♗h6 35.♕f5† ♔h4 36.♕e5 ♔g4 37.♕e4† ♔h3 38.♕h7+–

34.♕d5 ♗g5† 35.♔e6 ♗g4† 36.♔e5 ♗h6 37.♕d6† ♔g5 38.♕f6† ♔h5 39.♔e4 ♗g5 40.♕f7† ♔h4

40...♔h6 41.♔e5 ♗e3 42.♕d5 ♔h5 (42...♗g5 43.♕h1† ♔g6 44.♕e4† ♔h5 45.♕h7† ♗h6 46.♔f6+–) 43.♔f6† ♔h4 44.♕e5 ♗a7 45.♕e1† ♔h3 46.♔g5 ♗f3 47.♔f4+–

41.♕h7† ♔g3 42.♕g7 ♗h4

Or 42...♔h4 43.♕h8† ♔g3 44.♕e5† ♔h4 45.♕h2† ♗h3 46.♔f3+–.

43.♕c3† ♔g2 44.♔f4 ♗e2 45.♕e3 ♗a6 46.♕f3† ♔h2 47.♕h5 ♔h3 48.♕g4†+–

With optimal play, White has succeeded in winning a piece in 49 moves! Of course, such technique is not usually demanded of us. But this example demonstrates to us the depth and the secrets of the game of chess!

It is perhaps more useful to make a note of the only drawing position.

Diagram 16-8

G.Lolli

1763

The white king cannot get close enough to the bishops.

1.♕e7† ♔c8

But not 1...♗c7?? in view of 2.♔c5+–.

2.♕e6†

2.♕d6 ♔b7 3.♔c4 ♗a7! (3...♗c7? 4.♕e7 ♔b6 5.♕b4† ♔a7 6.♔c5+–) 4.♕e7† ♔b8=

2...♔b7 3.♕d6 ♗a7

3...♗c7 4.♕e7 ♔b6= is possible here, because White cannot give check on b4.

4.♕e7† ♔b6!

4...♔b8? is bad, on account of 5.♔a5+–.

5.♕d8†

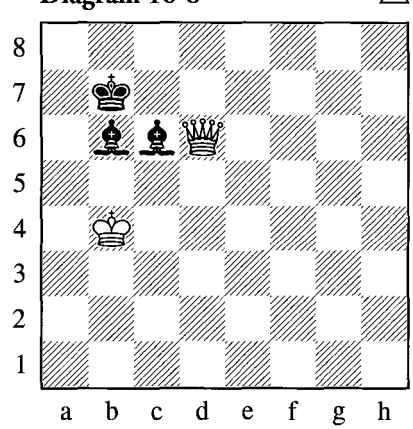
5.♕f7 ♗b8!=

5.♔c4 ♗b8 6.♕b4† ♔c7! 7.♕a5† ♔b7 8.♔c5 ♗a7†=

5...♔b7 6.♔a5 ♗c5

The position is a mutual zugzwang; White to play cannot make any progress.

Diagram 16-8 △



Queen against bishop and knight

The stronger side normally wins more easily than against two bishops. There are only a few drawing positions.

Diagram 16-9 △

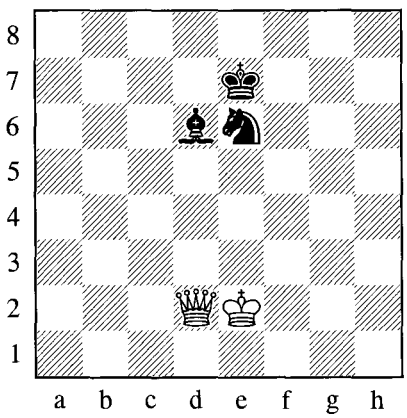


Diagram 16-9

1.♔d3 ♘c7 2.♔e4 ♔e6 3.♕g5 ♔d7 4.♕g8 ♔c6 5.♕c4† ♔d7 6.♔f5 ♔e7 7.♕c6

It is very difficult to organize the defence, since the knight is often in danger of being pinned.

7...♘e8 8.♕e4† ♔d7 9.♕e6†

Of course, the attack is carried out mainly on the light squares.

9...♔d8 10.♔e4 ♗e7 11.♕h3

11.♔d5?? ♘c7†=

11...♘c7 12.♔e5 ♗c5 13.♕g4 ♗e7 14.♕f5

If the black king is on the edge, there are fewer possibilities for a defence.

14...♗c5 15.♔f6 ♘e8†

15...♗e7† 16.♔f7 ♗d6 17.♕h3⊙ ♗c5 (17...♘b5 18.♕d3+–) 18.♕d3† ♔c8 19.♕f5†+–

16.♔g6 ♗e7 17.♕a5† ♔d7

17...♘c7 18.♔f7 ♗d6 (18...♔d7 19.♕a4† ♔d8 20.♕d4†+–) 19.♕f5 ♗b4 (19...♗h2 20.♕d3†+–) 20.♕g5†+–

18.♕a4† ♔d8 19.♔f7 ♘d6† 20.♔e6+–

Here is another important fortress, which should be known.

Diagram 16-10 △

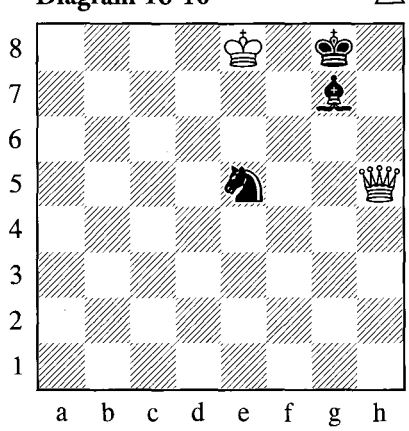


Diagram 16-10

M.Karstedt

The bishop and knight have constructed a barrier which the white king cannot break through.

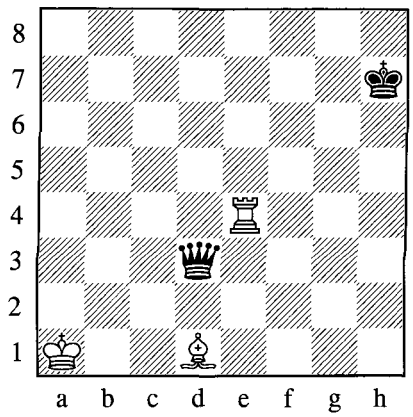
1.♔e7 ♗h8 2.♔e6

Or 2.♕e8† ♔h7 3.♔f8 ♗g7†=.

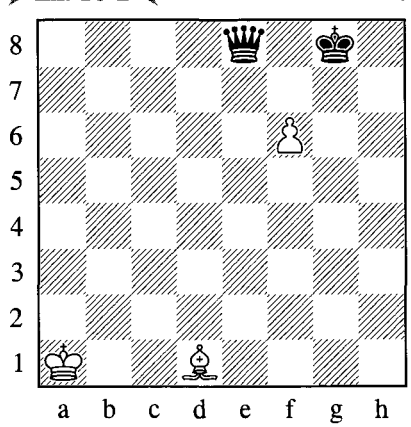
2...♗g7 3.♔f5 ♗h8 4.♔g5 ♗g7 5.♕e8† ♔h7 6.♔h5 ♗h8 7.♕e7† ♗g7=

Exercises

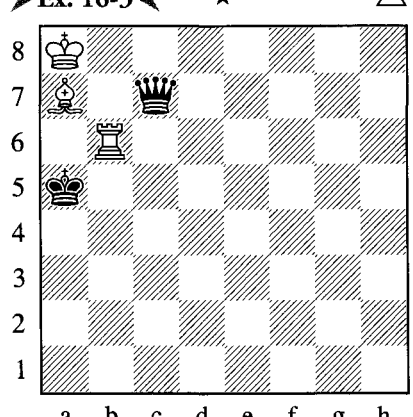
Ex. 16-1 ★★★ △



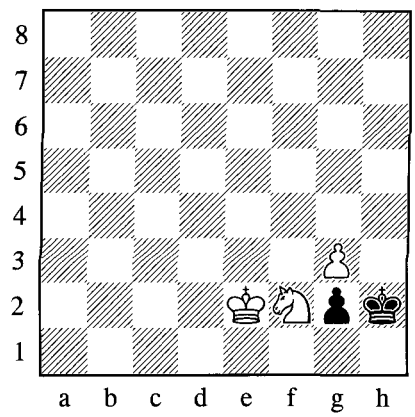
Ex. 16-2 ★ △



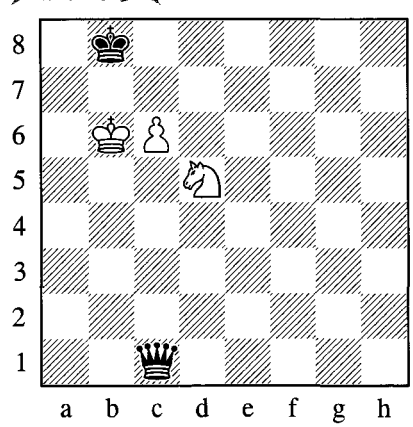
Ex. 16-3 ★ △



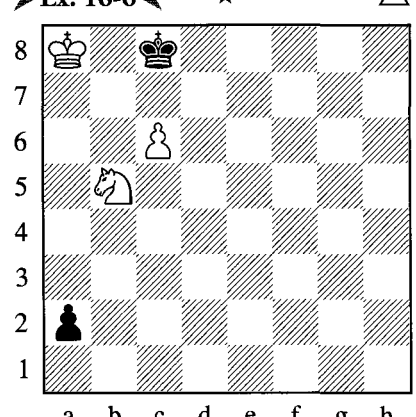
Ex. 16-4 ★ △



Ex. 16-5 ★★ △

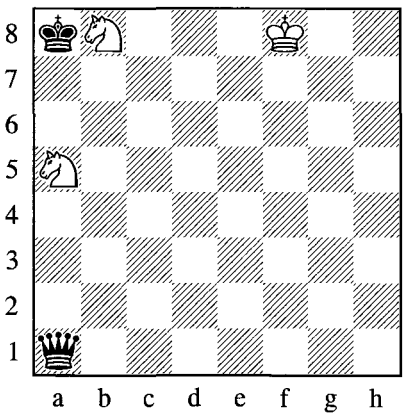


Ex. 16-6 ★ △

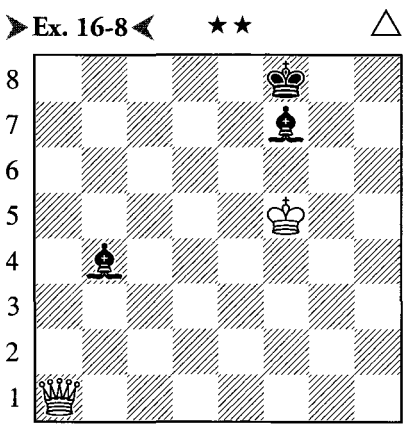


Exercises

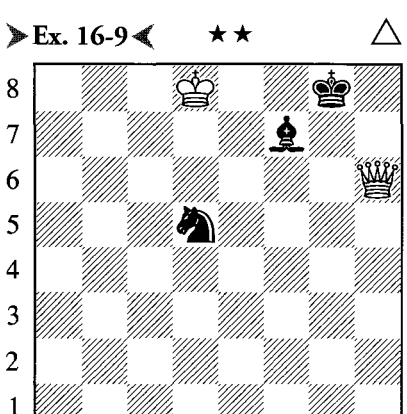
Ex. 16-7 ★★ △



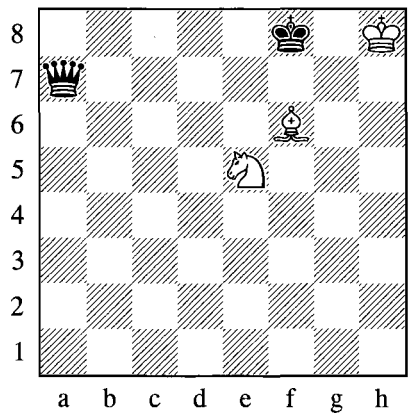
Ex. 16-8 ★★ △



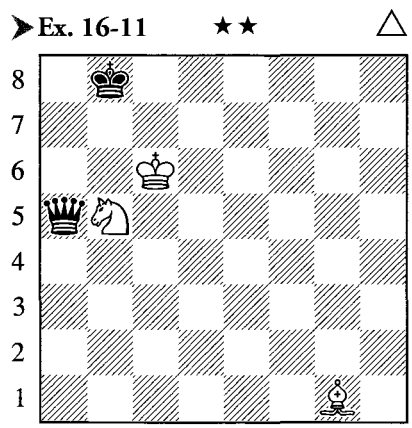
Ex. 16-9 ★★ △



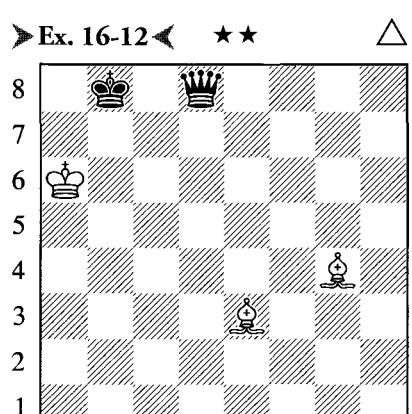
Ex. 16-10 ★★ △



Ex. 16-11 ★★ △



Ex. 16-12 ★★ △



Ex. 16-1

J.Hasek

1930

1.♗b3!

(2 points)

Other moves lose:

a) 1.♔b2? ♕xd1!–+ (but not 1...♕xe4? 2.♗c2=)

b) 1.♖e1? ♕c3†–+

c) 1.♗a4? ♔g7!–+

d) 1.♖h4†? ♔g7 2.♖h1 ♕d4†–+

e) 1.♗c2? is followed by 1...♕xc2 2.♖h4† (or 2.♖e7† ♔h6 3.♖e6† ♔g5 4.♖e5† ♔f4–+) 2...♔g7! 3.♖g4† ♔f6 4.♖f4† ♔e5–+.

However, for 1.♗c2? you still get 1 consolation point.

1...♕xe4

If 1...♕xb3, then the 'desperado' rook does work properly: 2.♖h4† ♔g6 3.♖h6† ♔f5 4.♖h5† ♔e6 5.♖h6† ♔e5 6.♖h5† ♔d4 7.♖h4† ♔c5 8.♖h5† ♔c4 9.♖h4† ♔b5 10.♖h5† ♔a4 11.♖a5†!=

After 1...♔h6 comes 2.♖e6†=.

2.♗c2!!

(1 point)

2...♕xc2 stalemate

Ex. 16-2

The end of a study by

W.Naef

1950

The same motif as in Ex. 16-1.

1.f7†! ♕xf7

1...♔xf7 2.♗h5†=

2.♗b3! ♕xb3 stalemate

(1 point)

Ex. 16-3

The end of a study by

E.Dobrescu

1967

1.♗b8!

1.♖b8? loses after 1...♕c6† 2.♖b7 ♔a6–+.

Nor is 1.♖b7? any better, on account of 1...♕c8† 2.♗b8 (2.♖b8 ♕c6†–+) 2...♕c6 3.♔a7 ♕a6#.

If 1.♖h6? then 1...♕d8† 2.♗b8 (2.♔b7 ♕e7† 3.♔b8 ♕f8†–+) 2...♕d5† 3.♔a7 ♕f7† 4.♔a8 ♕f3† 5.♔a7 ♕e3†–+.

1...♕xb6 2.♗c7! ♕xc7 stalemate

(1 point)

Ex. 16-4

The end of a study by

J.Moravec

1925

1.♔f3! g1=♕ 2.♘g4† ♔h1 3.♘f2† ♔h2 4.♘g4† ♔h3 5.♘f2†

With perpetual check.

(1 point)

Ex. 16-5

The end of a study by

T.Gorgiev

1936

1.c7†

(1 point)

1...♔a8!

1...♔c8 2.♘e7† ♔d7 3.c8♕†=

2.c8=♕†!!

(another 1 point)

2.♘e7? loses after 2...♕e3† 3.♔c6 (3.♔a6 ♕a7†–+; 3.♔b5 ♕e5† 4.♔b6 ♕d6† 5.♘c6 ♕e6 6.♔b5 ♕c8–+) 3...♕e6† 4.♔b5 ♕d7† 5.♔b6 ♕d6† 6.♘c6 ♕e6 7.♔c5 ♕e3† 8.♔d6 ♔b7–+.

2...♕xc8 3.♘c7† ♔b8 4.♘a6† ♔a8 5.♘c7†

With perpetual check.

Solutions

Ex. 16-6

The end of a study by

E.Pogosiants

1979

1.c7!

But not 1.♔a7? because of 1...a1=♕† 2.♔b6 ♕g1† 3.♔a6 ♕f2 4.♔a5 ♕c5 5.c7 ♔b7 6.♔a4 ♔b6–+.

1...a1=♕† 2.♘a7† ♔xc7 stalemate

(1 point)

Ex. 16-7

The end of a study by

P.Heuacker

1928

Here 1.♘ac6? would be bad: 1...♕f6† 2.♔e8 ♕d6 3.♔f7 ♔b7 4.♔e8 ♔b6 5.♔f7 ♔c7 6.♔e8 ♕e6† 7.♔f8 ♕f6† 8.♔e8 ♔d6+–

But a typical idea comes to White's rescue.

1.♘bc6!

(1 point)

The black king is now blocked in the corner and can only get out if White is put into zugzwang. But if the white king stays near the knights there is no danger of that.

1...♕f6†

Or 1...♕e1 2.♔f7!=.

2.♔e8!=

(another 1 point)

But not 2.♔g8? in view of 2...♕f2 3.♔g7 ♕f5 4.♔h6 ♕g4 5.♔h7 ♕g5 6.♔h8 ♕g6 7.♘e7 ♕f6†–+.

Ex. 16-8

The end of a study by

G.Lolli

1.♕h8†

(1 point)

1.♕a8† would also be good enough: 1...♔g7 2.♕a7 ♗c3 3.♕g1† ♔h7 4.♕h2† ♔g8 5.♕b8† ♔h7 6.♕c7+–

1...♗g8

If 1...♔e7, then 2.♕h4†+–.

2.♔g6!+–

Followed by ♕g7†.

(another 1 point)

Ex. 16-9

The end of a study by

M.Karstedt

1.♔d7⊙

(1 point)

Zugzwang is the best weapon against a fortress.

1...♘b4

Or 1...♘c3 2.♕g5† ♔h7 (2...♔f8 3.♕c5†+–) 3.♕f6+–.

2.♕g5† ♔f8 3.♕c5†+–

(another 1 point)

Ex. 16-10

The end of a study by

F.Amelung

1.♗e7†!!

(1 point)

1...♔e8

1...♔xe7 2.♘c6†=; 1...♕xe7 2.♘g6†=

2.♗f6 ♕b6 3.♗g7!=

(another 1 point)

White has reached the drawing position from Diagram 16-10.

Ex. 16-11

H.Rinck

1948

1.♗h2† ♔a8!

Black can even lose: 1...♔c8?? 2.♘d6† ♔b8 (2...♔d8 3.♘b7†+–) 3.♘b7†+–

(1 point for this variation)

2.♘c7† ♔a7 3.♘b5† ♔a6 4.♘c7† ♔a7 5.♘b5†=

(1 point)

Solutions

Ex. 16-12

The end of a study by

B.Horwitz

1883

1.♗a7†!

1.♗f4†? (1 consolation point) just leads to a draw after 1...♕c7=.

1...♔c7

1...♔a8 2.♗f3† ♕d5 3.♗xd5#

2.♗b6†+–

(2 points)

Scoring

Maximum number of points is **21**

18 points and above ····→ **Excellent**

14 points and above ····→ **Good**

10 points ····→ **Pass mark**

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

CHAPTER 17

Contents

- ✓ The capacities of the knight
- ✓ Smothered mate
- ✓ Other combinations

Combinations with knights

The knight is a very valuable attacking piece, which can simultaneously control various squares within a defined radius. **The knight is a close-quarter fighter.** So it has to get close to opposing pieces, because only then can it show what it can achieve. In general the knight needs support from other pieces; it is also very good at cooperating with such forces.

We have already learned about a very important knight combination in *Build Up Your Chess 1*, Chapter 23, 'Smothered mate'. Here are some more examples.

Diagram 17-1 △

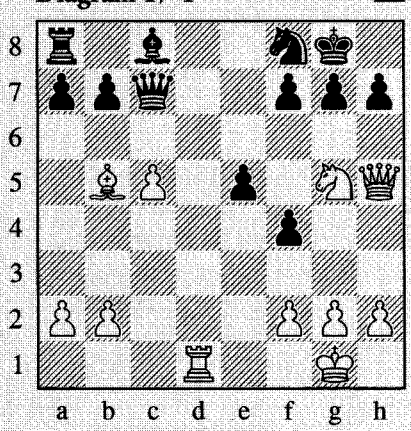


Diagram 17-1

M.Stolberg – V.Zak

1939

White obstructs the 7th rank in order to seize control of the f7-square.

1.♖d7! ♗xd7

A better defence is 1...g6 2.♖xc7 gxh5 3.♘xf7±.

2.♕xf7† ♔h8 3.♗c4!+–

The key move. There is no satisfactory defence against the threat of ♕g8#.

3...♘g6

3...♗e6 4.♕xc7+–; 3...♘e6 4.♘xe6+–

4.♕g8†!

Preparing the way for the knight's grand entrance.

4...♖xg8 5.♘f7#

Diagram 17-2 ▼

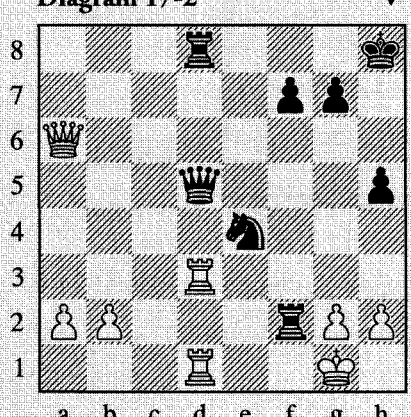


Diagram 17-2

L.Evans – B.Larsen

Dallas 1957

1...♖f1†!

This typical combination is not the only way to win the game, but it is certainly the most elegant. 1...♖d2 2.♖1xd2 (2.♖xd5 ♖xd1†–+) 2...♕c5† 3.♔f1 ♘xd2†–+ would also be good.

2.♖xf1

Or 2.♔xf1 ♕f5† 3.♔g1 ♕c5† 4.♔h1 ♘f2† 5.♔g1 ♘h3† 6.♔h1 ♕g1† 7.♖xg1 ♘f2# with a smothered mate.

2...♕c5†

And White resigned, in view of 3.♔h1 ♘f2† 4.♔g1 (or 4.♖xf2 ♕c1† 5.♖d1 ♖xd1†–+) 4...♘h3† 5.♔h1 ♕g1† 6.♖xg1 ♘f2# .

The next example shows the knight's unique ability to exploit the pin on a pawn for a mating attack.

Diagram 17-3

Rumjantsev – Lomonosov

1978

1.d6!

Black resigned. He cannot avoid major loss of material. After 1...♘a6 (or 1...♕c8 2.dxc7+–, threatening 3.♘d6#) 2.dxc7 ♘xc7 there is the simple 3.♘d6#.

As we have seen, the knight is particularly dangerous in the struggle against a king which is hemmed in.

Diagram 17-4

Based on

A.Petrov

Find the forced mate here!

1.♖d1!

Black cannot parry the threat of mate.

1...♖c6 2.♖a1†! ♗xa1 3.♘c1#

Diagram 17-5

M.Udovcic – S.Nedeljkovic

Yugoslav Ch., Sombor 1957

How does Black win here?

After the surprising:

1...♔g1!

There is no defence against ...♘f2#.

0–1

Diagram 17-3 △

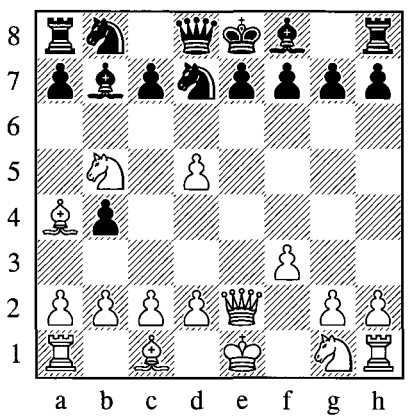


Diagram 17-4 △

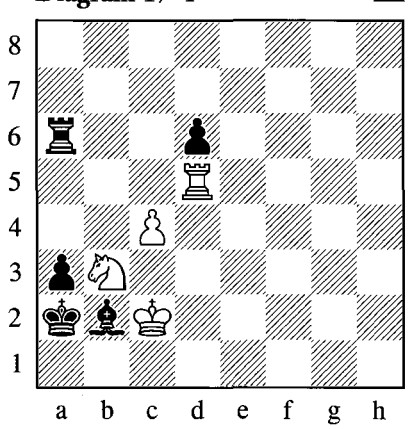


Diagram 17-5 ▼

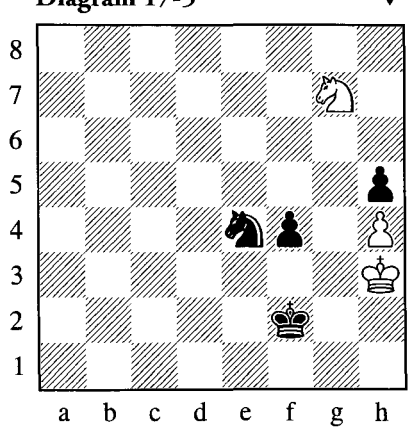
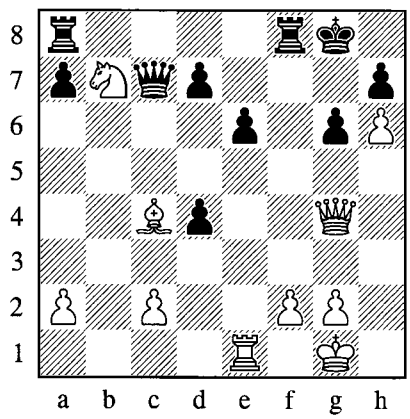


Diagram 17-6 △



A somewhat more complicated combination was executed in the next example.

Diagram 17-6

A.Beliavsky – N.N.

1975

1.♖xe6! ♕xc4

1...dxe6 is followed by 2.♗xe6† ♖f7 3.♕xd4 ♔f8 4.♘d6! ♖d8 5.♗xf7 ♕xd6 (5...♖xd6 6.♕g7† ♔e7 7.♗xg6† ♔d8 8.♕f8† ♔d7 9.♕e8#) 6.♕g7† ♔e7 7.♗c4† ♔e8 8.♕f7#.

2.♖xg6† ♔h8

2...hxg6 3.♕xg6† ♔h8 4.♕g7#

2...♔f7 3.♘d6† ♔e7 4.♕g5† ♖f6 5.♕xf6#

3.♘d6

White brings his knight closer to the opposing king with gain of tempo.

3...♕d5

Diagram 17-7 △

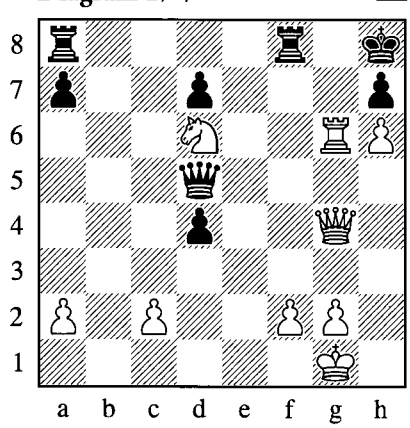


Diagram 17-7

4.♖g8†!

The decisive blow. White blocks in the black king and diverts the defence from the f7-square.

4...♖xg8

Or 4...♕xg8 5.♕xd4†+–.

5.♕xd4†!! ♕xd4 6.♘f7#

The numerous attacking possibilities of the knight are utilized in many studies. Here are just a few spectacular examples.

Diagram 17-8 △

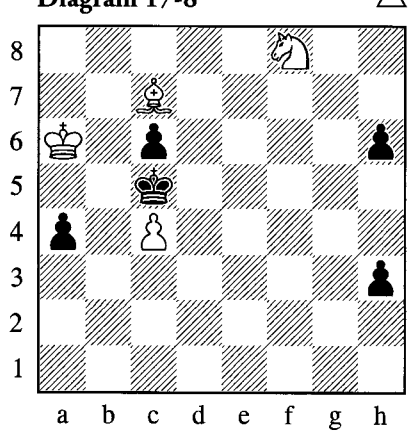


Diagram 17-8

The end of a study by

M.Kliatskin

1925

1.♔a5!

Can the king still stop this passed pawn?

1...a3

1...♔xc4 2.♔xa4+–

2.♔a4 a2 3.♔b3! a1=♕

The race against the pawn has been lost, but in the end it is the knight which makes the running!

4.♘e6#

Diagram 17-9

L.Kubbel

1914

1.♘f4

The white knight chases the black rook. But not 1.♔g2? ♖xh5∓.

1...♖xg3† 2.♔f2 ♖g5 3.♘e6 ♖e5

3...♖xd5 loses to 4.♘c7†, while 3...♖xh5 or 3...♖f5 loses to 4.♘xg7†.

4.f4 ♖e4 5.b3!

And Black is in zugzwang.

5...♖c4

5...♔f7 6.♘g5†+– or 5...♔d7 6.♘c5†+–.

6.bxc4 b3 7.♘c7† ♔d7 8.♘b5

Followed by 9.♘c3+–.

Diagram 17-9 △

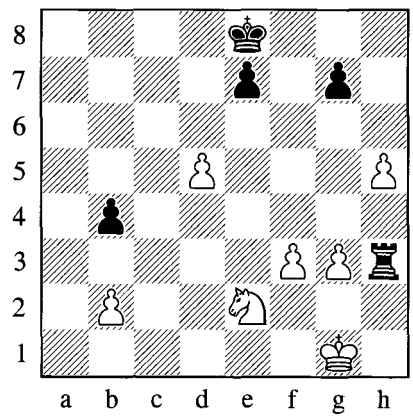


Diagram 17-10

P.Keres

1936

Black is a queen down, but there is the threat of ...b3-b2†.

1.♘c2†!! ♔a2

1...♗xc2 loses after 2.♕b8 ♗b1 3.♕xb3 ♗a2 4.♕xc3#.

2.♘b4† ♔a1

2...♔a3 is followed by 3.♘d3! ♗xd3 4.♕d6† ♔a2 5.♕d5!! (Δ♕a5#) 5...♗b5 6.♕a8†+–.

Diagram 17-11

3.♕a2†!!

A big surprise. The white knight can deliver mate on its own.

3...bxa2 4.♘c6!+–

Black has no defence against ♘d4 followed by mate on either b3 or c2.

Diagram 17-10 △

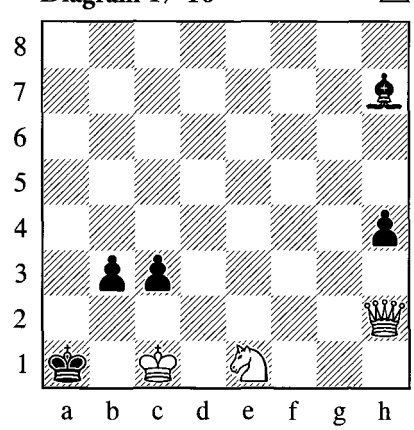


Diagram 17-11 △

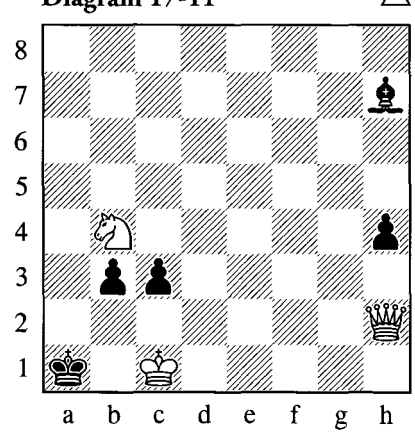


Diagram 17-12 △

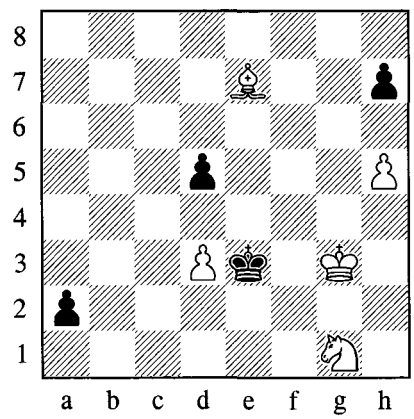


Diagram 17-12

V.Platov & M.Platov

1909

How can the a-pawn be stopped?

1.♗f6 d4 2.♘e2! a1=♕ 3.♘c1!!

White does not want to win the queen yet. The threat is now ♗g5#.

3.♗xd4† ♕xd4 4.♘xd4 ♔xd4 5.♔f4 ♔xd3 6.♔g5 ♔e4 7.♔h6 ♔f5 8.♔xh7 ♔f6 would only lead to a draw.

3...♕a5

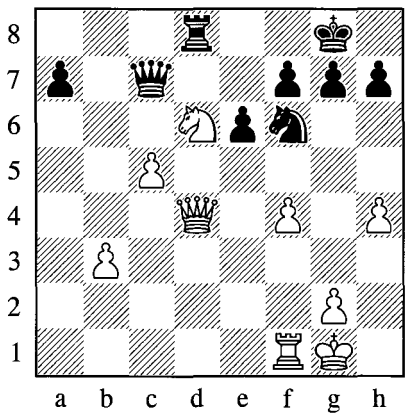
3...h6 4.♗e5+–; 3...♔d2 4.♘b3†+–

4.♗xd4†!

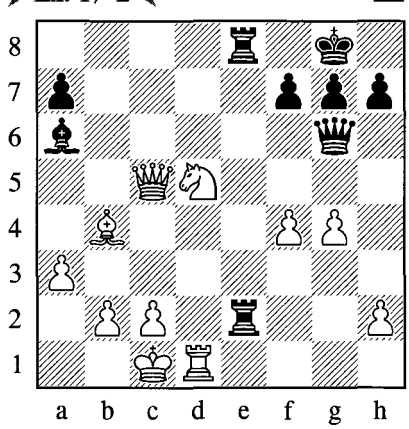
Followed by ♘b3† with a thematic fork.

Exercises

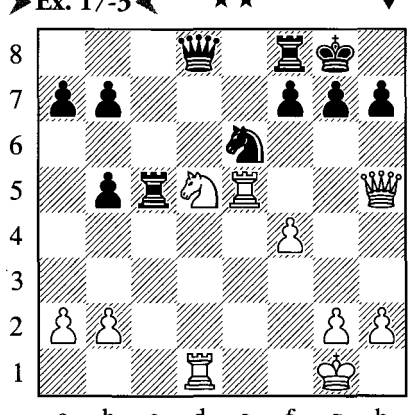
Ex. 17-1 ★ ▼



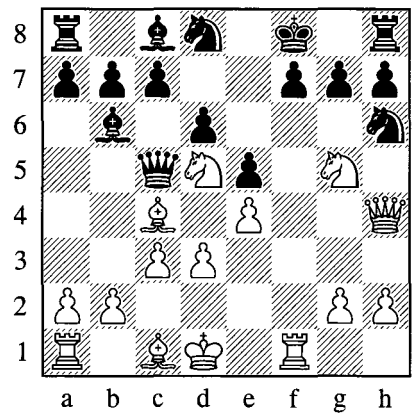
Ex. 17-2 ★★ △



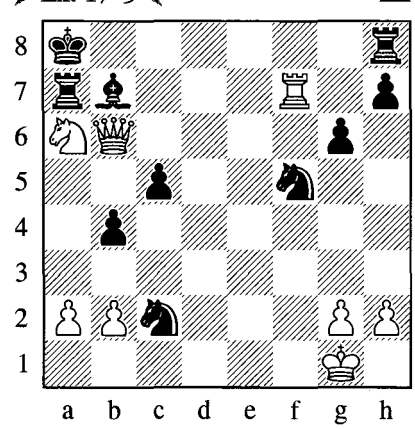
Ex. 17-3 ★★ ▼



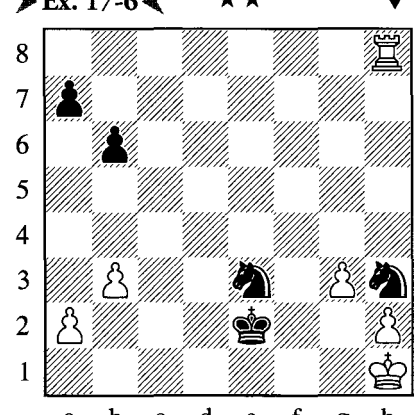
Ex. 17-4 ★ △



Ex. 17-5 ★ △

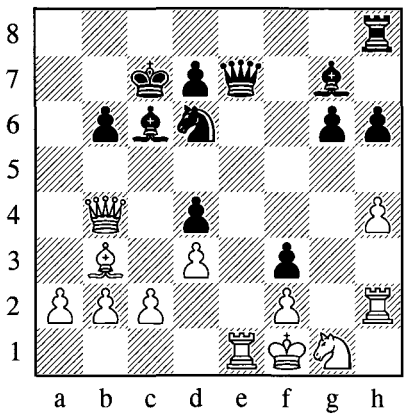


Ex. 17-6 ★★ ▼

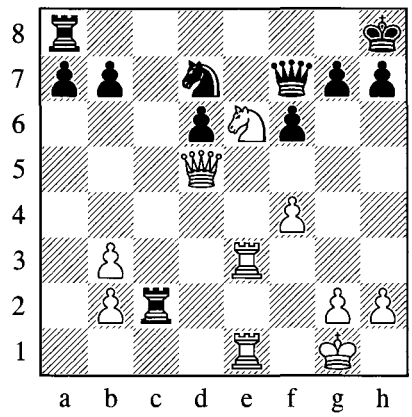


Exercises

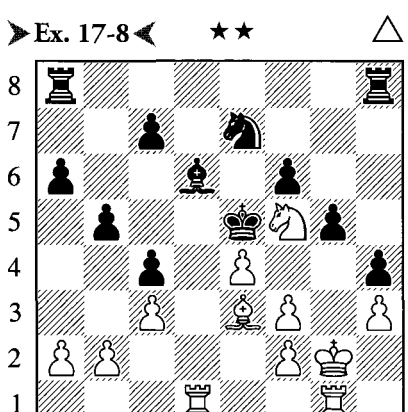
Ex. 17-7 ★ ▼



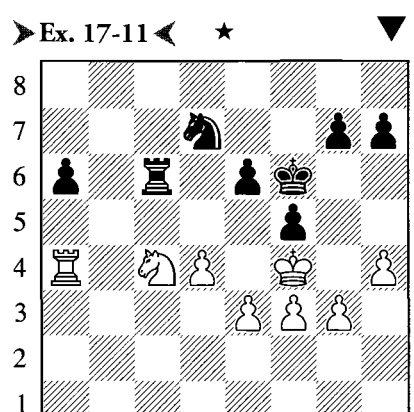
Ex. 17-10 ★★ △



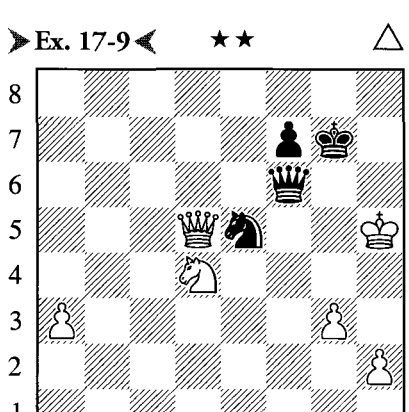
Ex. 17-8 ★★ △



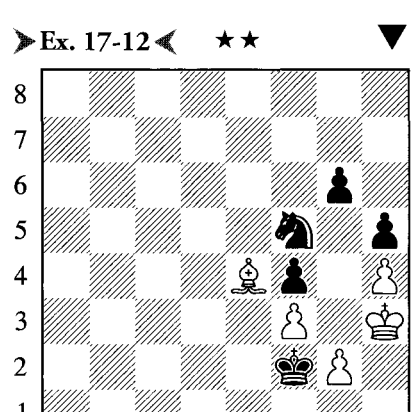
Ex. 17-11 ★ ▼



Ex. 17-9 ★★ △



Ex. 17-12 ★★ ▼



Solutions

Ex. 17-1

M.Taimanov – B.Spassky

1951

1...♘e4!

(1 point)

A lovely deflection.

2.♕xe4 ♕xc5† 3.♔h2 ♕xd6∓

Ex. 17-2

M.Chigorin – E.Znosko-Borovsky

Russian Ch., Kiev 1903

1.♘e7†!

(1 point)

1...♖8xe7

1...♖2xe7 2.♕xe7+–

2.♖d8†

2.♕xe7?? ♕xc2#

2...♖e8 3.♕f8†!

1–0

(another 1 point for this variation)

Ex. 17-3

B.Gelfand – A.Yusupov

Horgen 1994

1...♖xd5!

(1 point)

But not 1...♘xf4? on account of 2.♘xf4 ♖xe5 3.♖xd8 ♖xh5 4.♖xf8† ♔xf8 5.♘xh5+–.

2.♖dxd5

Or 2.♖exd5 ♕b6† 3.♔h1 ♘xf4–+.

2...♕b6† 3.♔h1 ♘xf4–+

(another 1 point)

Ex. 17-4

A.Alekhine – S.Lugowski

Belgrade simultaneous 1931

1.♘e6†!

The best solution, but there is also a win after 1.♘xf7! ♗g4† 2.♔c2 ♘dxf7 3.♕e7† ♔g8 4.♗xh6+– (also 1 point).

1...♘xe6

1...♗xe6 2.♕e7† ♔g8 3.♕e8#; 1...♔e8 2.♕xd8#

2.♕e7† ♔g8 3.♕e8† ♘f8 4.♘e7#

(1 point)

Ex. 17-5

Zotov – Glebov

Moscow 1975

1.♕c7!

(1 point)

Threatening 2.♕b8† ♖xb8 3.♘c7#.

1.♘c7†! also leads to a rapid victory after 1...♔b8 2.♘b5+– (also 1 point).

1...♖xa6

Or 1...♗xa6 2.♕xa7#.

2.♕xb7#

Ex. 17-6

N.N. – K.Richter

1938

1...♔f1!

(1 point)

But not 1...♘g4? which allows 2.♔g2=.

2.♖xh3

Or 2.♖f8† ♘f2† with a winning ending for Black.

2...♘g4

0–1

White cannot prevent 3...♘f2#.

(another 1 point)

Ex. 17-7

Aik – Derremo

1970

1...♘e4!!–+ 2.♕xe7

Or 2.dxe4 ♕xb4–+.

2...♘d2#

(1 point)

Solutions

Ex. 17-8

J.Pokojowczyk – W.Szajna

Polish Ch., Piotrkow Trybunalski 1977

1.♘g7!!

(1 point)

Threatening 2.♗d4† ♔f4 3.♘e6#.

1.♖xd6! (also 1 point) is good too: 1...cxd6 (1...♘xf5 2.♖d5†+–) 2.♘xe7+–

1...c5 2.♗d4†!

Black resigned, in view of 2...cxd4 3.cxd4† ♔f4 4.♘e6#.

(1 bonus point for this variation)

Ex. 17-9

Variation from the game

M.Tal – P.Keres

Belgrade Candidates 1959

1.♕d6!!+–

(2 points)

White defends against ♕h6# and is ready to meet 1...♕xd6 with 2.♘f5†+–.

Stopping the mate by 1.♘e6† fxe6 2.♕b7† would leave White in trouble after 2...♘f7 3.♕b5 ♕g6† 4.♔h4 ♕e4† 5.g4 ♕e1† 6.♔h3 ♕f2–+ as Black plans ♔f6 and ♘g5†.

Ex. 17-10

Koch – Stuber

1934

1.♘d8!

(1 point)

But not 1.♘g5? ♕xd5 2.♖e8† because of 2...♘f8!–+.

1...♖xg2†!?

If 1...♕xd5, then 2.♖e8† ♘f8 (2...♕g8 3.♘f7#) 3.♖xf8† ♕g8 4.♘f7#.

2.♔f1!

(another 1 point)

2.♔h1! also wins.

But 2.♕xg2?! ♖xd8± would not be so good. And certainly not 2.♔xg2? due to 2...♕xd5† 3.♔g1 ♘f8–+.

2...♖g1† 3.♔xg1 ♕g6† 4.♖g3

1–0

Ex. 17-11

Dartov – Kogan

Riga 1977

1...♖xc4!

(1 point)

2.♖xc4 ♘b6

2...e5†! 3.dxe5† ♘xe5–+ is even better, with the threats of ♘xc4, ♘d3# or ♘g6#.

3.♖c5 ♘d5† 4.♖xd5 exd5 5.e4 fxe4 6.fxe4 dxe4–+

Black wins, thanks to his outside passed pawn.

Ex. 17-12

I.Farago – J.Flesch

Sombor 1973

1...♔g1!

(1 point)

The threat is now ♘g3-h1-f2#. If 1...♘g3, then either 2.♔h2= or 2.♗xg6 ♔g1 3.♗xh5!=.

2.♗xf5

2.g4 is followed by 2...♘g3 3.gxh5 gxh5 4.♗g6 ♘h1 5.♗xh5 ♘f2#.

(another 1 point for this variation)

2...gxf5 3.g3 ♔f2! 4.g4

Or 4.gxf4 ♔xf3–+.

4...fxg4† 5.fxg4 ♔e2

0–1

Scoring

Maximum number of points is **19**

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

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

CHAPTER 18

Contents

The principles behind mobilization

In the lesson 'Basic opening principles' (*Build Up Your Chess 1*, Chapter 3), we described **rapid development of all the pieces as one of the most important principles of play in the opening**. In this lesson we shall revisit this central principle, in order to treat in greater depth the mobilization of our forces.

The art of the opening consists of rendering effective the pieces which were initially blocked in, of freeing the pieces by a small number of pawn moves and placing them in favourable positions, and doing so as quickly as possible. One must make the most of each and every tempo, advancing move by move. The best way to develop the pieces is according to their value: first the pawns or at least one pawn, then the minor pieces, and finally the major ones – Tarrasch 'The Game of Chess'

The side which brings its pieces into play faster and better usually obtains the initiative as a result, and can attack the opponent first.

Here are some guidelines which a less experienced chess player must follow in order to successfully survive the complicated opening phase of the game. You must of course understand that these rules – as so often is the case in chess – are in no way absolute, and that you can sometimes break them. However, you should only do this if you acquire important advantages, such as, for example, a major gain in material, control of the centre or the disruption of your opponent's development.

The principles behind mobilization

1) If possible, **in the opening never move the same piece twice!**

You should first try to bring other pieces into play!

2) **Don't waste time on unnecessary moves with rook pawns!**

(In praxis there are frequent exceptions to this rule. Sometimes the moves h2-h3 or h7-h6 are

important to prevent the pinning of the knight on f3 [f6] by a bishop move to g4 [g5]. Nevertheless, you should weigh up such moves very carefully, because they cost time and can weaken your own castled position.)

3) **Do not move the queen prematurely!**

The queen is the strongest piece and it is very important to have it well posted. If you bring out the queen too early and too far, your opponent can gain time for development by attacking the queen with his pieces.

4) ***Do not start any premature or unprepared attacks!***

5) **In open positions, do not play to win a pawn if it results in you neglecting your development!**

The time wasted doing this can lead to a dangerous lead in development for your opponent, and that can result in your coming under attack. But in closed positions the loss of a tempo plays a less important role.

6) **Put your king in a safe position!**

A king in the centre can come under attack very quickly. In an open position, castling must be prepared as soon as possible. This also brings the rooks into play.

Please study the following games and take note of how these guidelines work in praxis, or how the neglect of these principles is punished.

A.Yusupov – P.Risch

Swiss Team Ch. 2004

1.d4 ♘f6 2.♘f3 e6 3.e3 b6 4.♗d3 ♗e7 5.c4 ♗b7 6.♘c3

Diagram 18-1

6...♗b4?

Black makes an unprovoked second move with a piece which is already developed and loses a tempo. 6...d5 would be the correct move.

7.♗d2 c5 8.0–0 0–0 9.a3 ♗xc3 10.♗xc3

Diagram 18-1 ▼

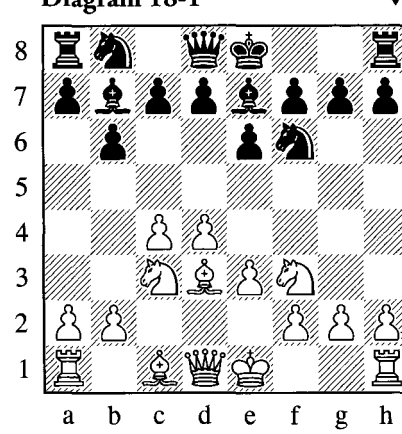


Diagram 18-2 ▼

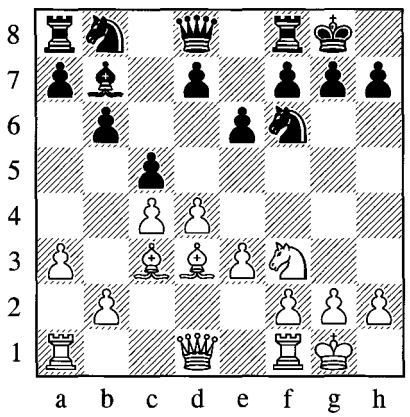


Diagram 18-3 △

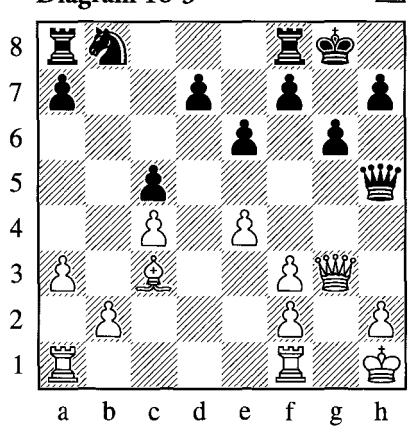


Diagram 18-4 ▼

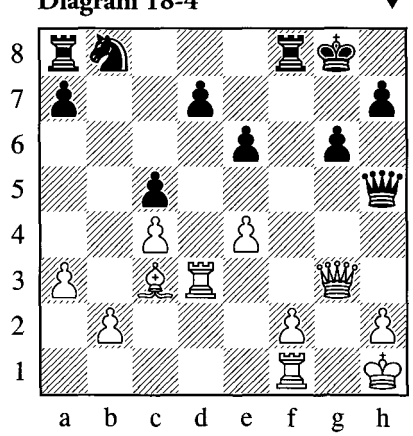


Diagram 18-2

10...♘e4?!

Black is now feeling the consequences of the mistake on move 6: his opponent has the bishop pair. But this fresh loss of time does not improve his position. 10...d6 would be preferable.

11.♗xe4 ♗xe4 12.dxc5 bxc5 13.♕d6!±

The threat is not only 14.♕xc5, but also 14.♕e5!.

13...♗xf3 14.gxf3

White now wants to attack down the g-file. Black cannot exploit the weakening of the white pawn structure on the kingside, since he must defend his own weaknesses on d7 and c5 as well as his king.

14...♕g5† 15.♔h1 ♕f5 16.♕g3 g6 17.e4

White exploits the exposed position of the opposing queen to make some useful moves. Here he gains space and fixes the black pawn on d7.

17...♕h5

Diagram 18-3

18.♖ad1!

White not only brings his reserves into play (even in the middlegame you should not forget about mobilization!), but at the same time he hinders his opponent's normal development.

18...f5

Black looks for counterplay. But his knight and the rook on a8 are not yet developed. For that reason his attack has no real chance against four white pieces.

But unfortunately he cannot bring his knight into play either, since 18...♘c6? is simply met by 19.♖xd7±.

19.♖d3! fxe4 20.fxe4

Diagram 18-4

20...♕e2

Black strayed from the correct path on move 6 and is still not sticking to the rules described above. He may win a pawn, but in doing so he comes under a strong attack by White.

21.♖e1 ♕xf2 22.♕e5

The black squares are too weak, the threat is mate.

22...♔f7

The only move, but in the centre his king will come under further attack.

23.♖ed1!+–

Threatening ♖xd7†. All the white pieces are now attacking.

23...♔e8

23...♔e7 is followed by 24.♖xd7†! ♘xd7 25.♕d6† ♔f7 26.♕xd7† ♔g8 27.♕g7#.

Diagram 18-5

24.♕c7!

This once more hinders the development of the knight.

24...♕h4

If 24...♕f4, then 25.♕c8† ♔f7 26.♖xd7† ♘xd7 27.♕xd7† ♔g8 28.♕g7#.

25.♕c8†

The simplest solution.

25...♕d8 26.♕b7 ♘c6 27.♖xd7 ♕c8 28.♖1d6 ♕xb7 29.♖xb7

There is no hope for the black position. The game finished:

29...♘d8 30.♖xh7 ♖f7 31.♖xf7 ♔xf7 32.♗a5 ♔e8 33.♖xd8† ♖xd8 34.♗xd8 ♔xd8 35.e5 ♔d7 36.♔g2 ♔e7 37.♔f3 ♔f7 38.♔f4 a5 39.♔g5 ♔g7 (39...a4 40.♔h6⊙) **40.b3**

1–0

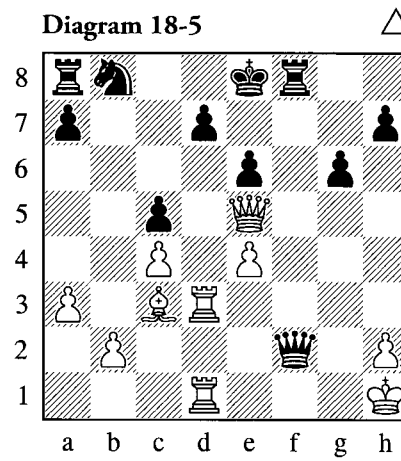


Diagram 18-5 △

I.Boleslavsky – B.Gurgenidze

USSR Ch. semi-final 1960

1.e4 c5 2.♘f3 ♘c6 3.d4 d5?

Diagram 18-6

A very bad move. Not only does Black bring his queen into play too soon, but he also opens up the position, which is very advantageous for the better developed side. Of course 3...cxd4 should be played.

4.exd5 ♕xd5 5.♘c3

Gaining a tempo.

5...♕e6†

5...♕d8 6.d5±

6.♗e3! cxd4 7.♘xd4 ♕d7?!

The third move with the queen already, and yet it still cannot find a safe position. White has obtained a powerful lead in development.

If 7...♘xd4 8.♕xd4 ♗d7, then 9.♘b5!+–. However, 7...♕e5± would have been more stubborn.

8.♘db5!+–

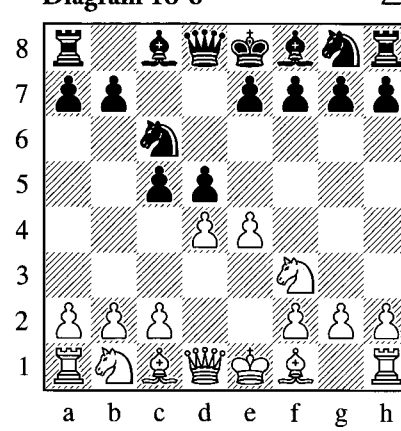


Diagram 18-6 △

Diagram 18-7 ▼

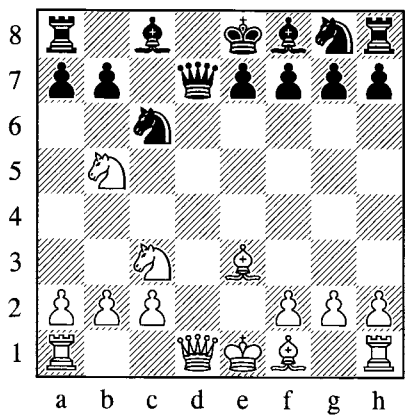


Diagram 18-7

In this case the second move by the knight is justified. White has more developed pieces and now wants to punish his opponent for his poor play. He takes a favourable opportunity to mount an attack.

8...♖b8

If 8...a6, then 9.♕xd7† ♔xd7 10.0–0–0† followed by ♘c7.

9.♕e2!

White prepares the move ♖d1, which will gain another tempo.

9...f6

Clearing the f7-square for the king. Black is already out of normal moves.

9...e6 is followed by 10.♖d1 ♕e7 11.♗f4+–.

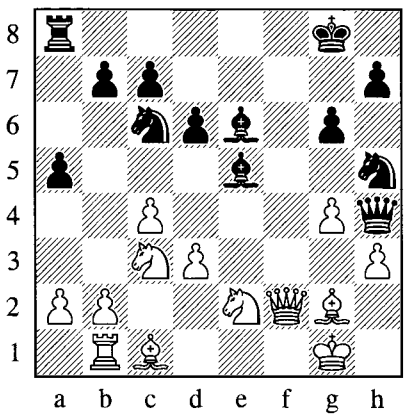
10.♖d1 ♕g4 11.f3 ♕h5 12.♗xa7! ♘xa7 13.♘d6†!

And Black resigned. The black king in the centre is subject to a devastating attack. The conclusion might have been 13...♔d7 14.♘xc8† ♔xc8 15.♕e6† ♔c7 16.♖d7† ♔c8 17.♖xe7† ♔d8 18.♕d7#.

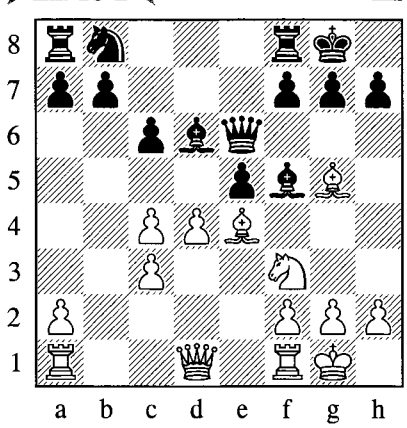
In the test which follows you should try to exploit a lead in development.

Exercises

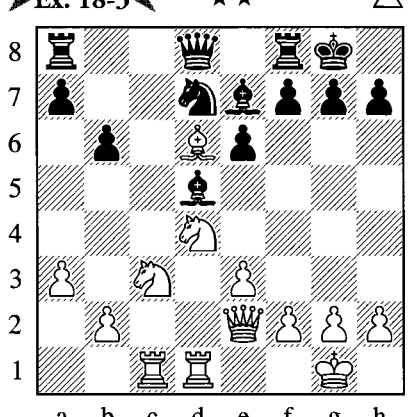
Ex. 18-1 ★ ▼



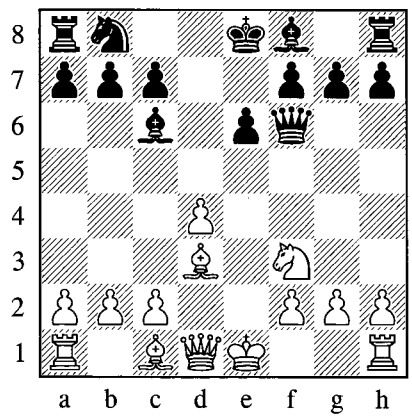
Ex. 18-2 ★ △



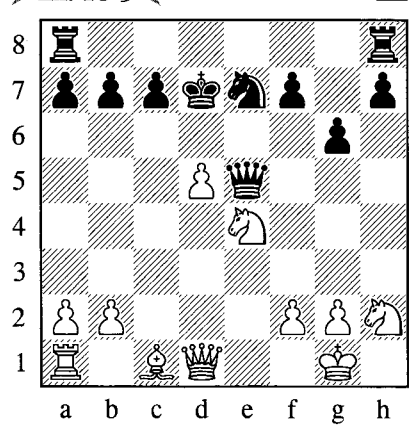
Ex. 18-3 ★★ △



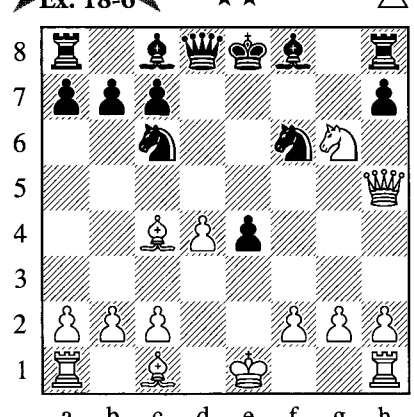
Ex. 18-4 ★★ △



Ex. 18-5 ★ △

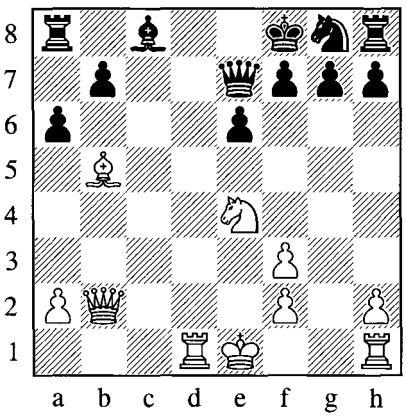


Ex. 18-6 ★★ △

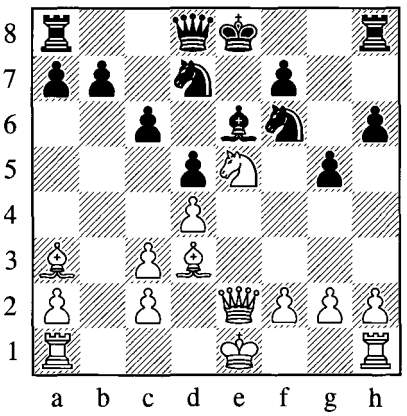


Exercises

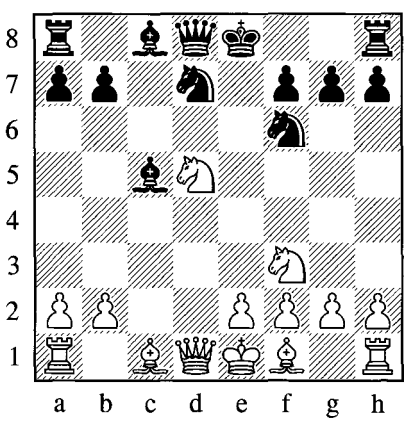
Ex. 18-7 ★★ △



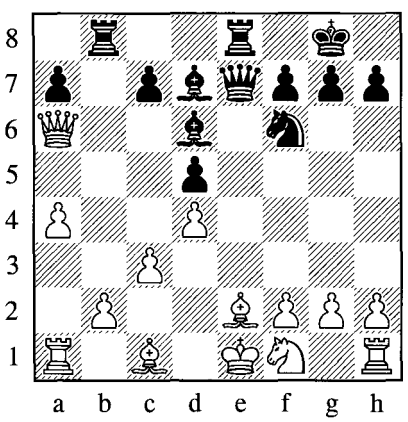
Ex. 18-10 ★★ △



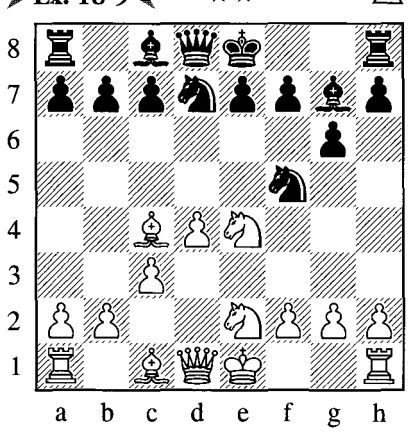
Ex. 18-8 ★★ ▼



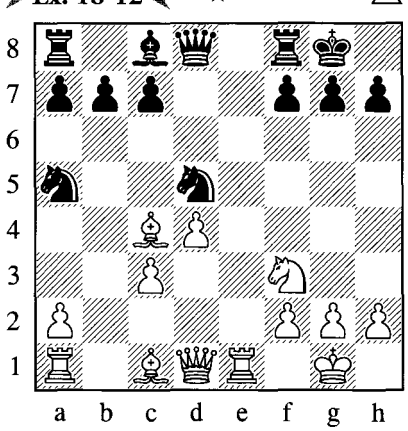
Ex. 18-11 ★ ▼



Ex. 18-9 ★★ △



Ex. 18-12 ★ △



Solutions

Ex. 18-1

D.Cramling – A.Yusupov

Graz 1981

1...♗h2†!

(1 point)

2.♔xh2

Or 2.♔f1 ♖f8–+.

2...♕xf2 3.gxh5 ♖f8 4.♘g1 ♘e5 5.♗h6 ♘xd3

White resigned. 6.♗xf8 allows 6...♕f4† 7.♔h1 ♘f2#, while 6.♖f1 is simply met by 7...♕xf1 8.♗xf1 ♖xf1–+.

Ex. 18-2

V.Korchnoi – A.Yusupov

Cologne (rapid) 1990

1.d5!

(1 point)

1.♗xf5!? is equally good: 1...♕xf5 2.dxe5 ♗xe5 3.♕b1! (also 1 point) 3...♕xb1 4.♖axb1 ♗xc3 5.♖fc1 ♗a5 6.♖xb7±

1...♕c8?

Black had to play 1...cxd5 2.♗xf5 (2.♗xd5 ♕c8 3.♗xb7 ♕xb7 4.♕xd6 f6±) 2...♕xf5 3.♕xd5±.

2.♗xf5 ♕xf5 3.dxc6+– ♘xc6 4.♕xd6 e4 5.♕d5!

Black had overlooked this move.

5...♕g6 6.♘h4

Black resigned, in view of 6...♕h5 7.f3 h6 8.♗f6! ♕xd5 9.cxd5+–.

Ex. 18-3

A.Yusupov – Rott

Eupen (rapid) 1996

1.♗c7!

(2 points)

White also has a great advantage after 1.♗xe7 ♕xe7 2.♘f5! (2.♘xd5 exd5 3.♘f5 ♕e6±) exf5 3.♘xd5 ♕g5 4.f4 ♕h4 (4...♕d8 5.♖c6) 5.g3 ♕d8 6.♖c6.

If you found 2.♘f5! you also get 2 points.

1...♕e8

1...♕xc7 loses to 2.♘xd5 ♕d6 (2...♕d8 3.♘c6+–) 3.♘c7 ♖ac8 4.♘db5.

2.♘db5?

2.♘xd5! would have been correct: 2...exd5 3.♘f5 ♘f6 4.♗e5 ♕d7 and now 5.♕f3 gives White a safe advantage, although even better is 5.♘xg7! ♔xg7 6.♖c7 ♕e6 7.♖xe7! ♕xe7 8.♕g4† ♔h8 9.♕g5+–.

2...♘f6?

After 2...♗b3! Black could put up a defence.

3.♗e5 ♗b7 4.♘c7 ♕c6 5.♘3d5!+– ♗c5 6.♘xf6† ♔h8 7.♕g4 ♖ad8 8.♘h5

1–0

Ex. 18-4

V.Kotkov – G.Akopian

Krasnodar 1966

1.e4 e6 2.d4 d5 3.♘d2 dxe4 4.♘xe4 ♗d7 5.♘f3 ♗c6 6.♗d3 ♘f6?! (⌓6...♘d7) 7.♘xf6† ♕xf6? (⌓7...gxf6)

Diagram 18-4

8.♗g5!

(1 point)

8...♗xf3 9.♕d2!+–

(another 1 point)

An idea of Dr. Tarrasch.

Of course not 9.♗xf6? ♗xd1–+. Also, 9.♕xf3 is not so strong, because of 9...♕xf3! (but not 9...♕xg5? 10.♕xb7 ♕d5 11.♗e4!+–).

9...♕xd4

After 9...♗xg2 10.♗xf6 ♗xh1 11.0–0–0 ♗f3 12.♖g1 gxf6 13.♕f4+– Black is losing a piece, and so does not retain sufficient compensation for the queen.

10.♗b5†

1–0

Ex. 18-5

Tikhomirow – Slussarjow

Moscow 1980

1.♘g4!

(1 point)

Solutions

White gains another tempo with this tactical trick.

1...♕f5

1...♕xe4 loses to 2.♘f6†.

1...♕g7 is followed by 2.♘ef6† ♔c8 3.♗h6+–.

2.♘gf6†

2.♘g3!+– is also good.

2...♔c8 3.g4 ♕e5 4.f4+

1–0

Ex. 18-6

Aissin – Y.Mikhailovich

Moscow 1965

1.e4 e5 2.♘f3 ♘c6 3.♘c3 f5? 4.d4! fxe4 5.♘xe5 ♘f6 6.♗c4! d5 7.♘xd5 ♘xd5 8.♕h5† g6 9.♘xg6 ♘f6? (better, but still grim for Black was 9...hxg6 10.♕xg6† ♔d7 11.♗xd5)

Diagram 18-6

10.♗f7†!

(1 point)

Black resigned, on account of 10...♔xf7 (10...♔d7 11.♕f5† ♔d6 12.♗f4†+–) 11.♘e5† ♔e6 12.♕f7† ♔d6 (or 12...♔f5 13.g4#) 13.♘c4#.

(1 bonus point for these variations)

Ex. 18-7

Benitez – M.Euwe

Puerto Rico 1948

1.♕a3!!

(2 points)

But not 1.♕b4?? which allows Black to capture the queen with check!

1...g6

1...♕xa3 loses quickly to 2.♖d8† ♔e7 3.♖e8#.

If 1...f6, then 2.♖d8† ♔f7 3.♗e8† ♕xe8 4.♘d6†+–.

1...♗d7 2.♕xe7† ♘xe7 3.♗xd7+– would have been a bit more stubborn.

2.♖d8† ♔g7 3.♖xg8†

1–0

Ex. 18-8

Gajduk – A.Zaitsev

1958

1.d4 ♘f6 2.c4 e6 3.♘c3 d5 4.♘f3 c5 5.cxd5 cxd4 6.♕a4† ♘bd7 7.♕xd4?! (⌓7.♘xd4) 7...♗c5 8.♕d1 exd5 9.♘xd5?

Diagram 18-8

9...♘xd5

The immediate 9...♕a5† (1 consolation point) would not be so strong, in view of 10.♘c3 ♘e4 11.e3=.

10.♕xd5 ♕a5†!

(1 point)

11.♔d1

If 11.♗d2, then 11...♗xf2†!–+.

(another 1 point for seeing this idea)

11...♘f6 12.♕e5† ♗e6 13.e3 ♘g4–+

The white king in the centre will not be able to survive a direct attack for long.

14.♕xg7

Or 14.♕g3 0–0–0† 15.♗d2 ♖xd2† 16.♘xd2 ♖d8–+.

14...0–0–0† 15.♗d2 ♗b4 16.♖c1† ♔b8 17.♖c2 ♖hg8

1–0

White is simply losing the rook on h1 after 18.♕xh7 ♘xf2†.

Ex. 18-9

Stepite – Zelina

Riga 1984

1.e4 d5 2.exd5 ♕xd5 3.♘c3 ♕d8 (⌓3...♕a5) 4.d4 g6 5.♗c4 ♘h6 6.♘ge2 ♘f5 7.♘e4 ♗g7 8.c3± ♘d7?? (⌓8...0–0)

Diagram 18-9

This example shows how important a well-timed castling can be!

9.♗xf7†!

(1 point)

9.♘g5 would not be so strong: 9...0–0 10.♗xf7† ♖xf7 11.♘e6 ♕e8 12.♘xc7 ♕d8 13.♘xa8 b5∞

9...♔xf7 10.♘g5† ♔f6

Other king moves also lose: 10...♔e8 11.♘e6 or 10...♔f8 11.♘e6†.

11.♕b3!

(another 1 point)

Black resigned, since he cannot simultaneously parry the threats of mate by ♕f7#, ♕e6# and ♘e4#.

Ex. 18-10

Kofman – Filatov

Kiev 1962

1.e4 e6 2.d4 d5 3.♘c3 ♗b4 4.exd5 ♗xc3†?! (⌓4...exd5) 5.bxc3 exd5 6.♘f3 ♘f6 7.♗a3! h6? 8.♗b5† c6 9.♕e2† ♗e6 10.♗d3 g5?! (10...♘bd7?? 11.♕xe6†! fxe6 12.♗g6#) 11.♘e5± ♘bd7??

Diagram 18-10

12.♘xc6!

(1 point)

12.♘g6 would not be so strong, since Black can decline the sacrifice.

12...bxc6 13.♕xe6† fxe6 14.♗g6#

(another 1 point)

Ex. 18-11

A.Fink – A.Alekhine

Pasadena 1932

1.e4 e5 2.♘f3 ♘c6 3.c3 d5 4.♕a4 ♘f6!? 5.♘xe5 ♗d6 6.♘xc6 bxc6 7.e5? (⌓7.d3) 7...♗xe5 8.d4 ♗d6 9.♕xc6†? ♗d7 10.♕a6 0–0 11.♗e2 ♖e8 12.♘d2 ♖b8 13.a4 ♕e7 14.♘f1

Diagram 18-11

14...♗b5!

0–1

(1 point)

Ex. 18-12

M.Euwe – C.Duffield

Weston 1924

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♗c5 4.c3 ♘f6 5.d4 exd4 6.cxd4 ♗b4† 7.♘c3 d5 (⌓7...♘xe4) 8.exd5 ♘xd5 9.0–0 ♗xc3 10.bxc3 0–0 11.♖e1 ♘a5??

Diagram 18-12

12.♗xd5!

(1 point)

White wins a piece: 12...♕xd5 13.♖e5.

1–0

Scoring

Maximum number of points is **19**

17 points and above ····► **Excellent**

14 points and above ····► **Good**

10 points ····► **Pass mark**

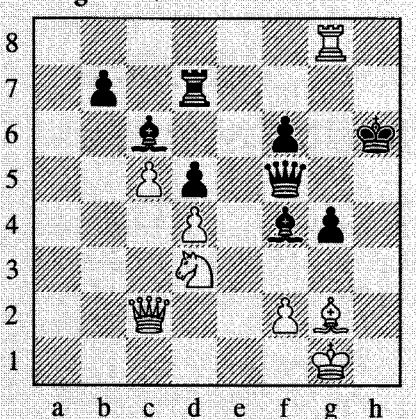
*If you scored less than **10** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 19

Contents

- ✓ Perpetual check in defence
- ✓ An open king position
- ✓ Combinations involving perpetual check
- ✓ Perpetual check in attack
- ✓ Perpetual check in the endgame

Diagram 19-1 △



Perpetual check

Perpetual check is a very important tactical element, which can be especially useful in defence. Even in positions where one side is at a material or positional disadvantage, a perpetual check may play a key role and save the game.

Diagram 19-1

Variation from the game

M.Taimanov – B.Larsen

Copenhagen 1965

White is a pawn behind. But the active position of his rook allows him to reach a typical set-up for perpetual check.

1.♘e5!! ♕xc2

Black has no choice and must accept the sacrifice.

2.♘xg4†

The knight and the rook cooperate superbly to give perpetual check and save the game.

2...♔h5 3.♘xf6† ♔h6

Of course not 3...♔h4?? allowing 4.♖g4#.

4.♘g4† ♔h7 5.♘f6† ♔h6 6.♘g4†=

Of course, in most perpetual check situations the queen, the strongest piece, plays a decisive part. If his king position has been opened up, the side with a material advantage can often no longer avoid a perpetual check.

Diagram 19-2 △

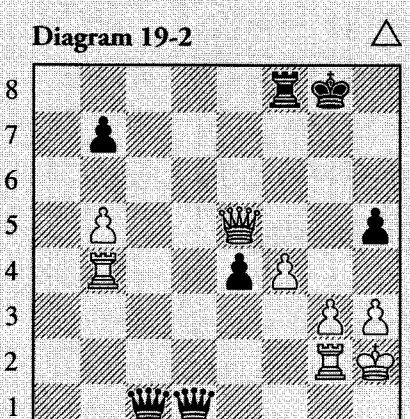


Diagram 19-2

D.Bronstein – I.Boleslavsky

Candidates Match(13), Moscow 1950

1.♕g5†

Here the players agreed a draw, in view of the inevitable perpetual check. Any attempt by Black to avoid the perpetual check would have led to the loss of the game: 1...♔f7 (or 1...♔h7 2.♕e7† ♔g6 3.♕g5†=) 2.♕f5† ♔e7?? (2...♔g7=) 3.♖xe4† ♔d8 4.♕xf8†+–

Diagram 19-3

G.Lisitsin – K.Klaman

Leningrad 1950

Despite his advantage in material, Black cannot win here, as his king cannot escape the perpetual check.

1.♕g5† ♔f7 2.♕h5†

But not 2.♕d5†?? ♕e6–+.

2...♔e7 3.♕g5† ♔e8

Or 3...♔d7 4.♕d5† ♔c7 5.♕xc5† ♔b7 6.♕b5† ♔a8 7.♕d5†=.

4.♕h5†=

4.♕e5† ♔d8 5.♕g5† also leads to a draw.

½–½

It is naturally harder to give a perpetual check if the opposing king is protected by its pawns or pieces. Then combinations are often required in order to open up the king position.

Diagram 19-4

G.Levenfish – N.Zubarev

USSR Ch., Leningrad 1933

Black played the over-hasty:

1...♕xd4?

Correct was 1...c3 2.♖xc3 and only then 2...♕xd4–+.

2.♕e6† ♔h8

Now White was able to save himself with a little combination.

3.♘g6†! hxg6 4.♕h3†

With perpetual check.

½–½

Diagram 19-5

K.Opocensky – A.Kotov

Moscow 1946

White makes a typical sacrifice on g7, in order to weaken his opponent's castled position.

1.♗xg7 ♔xg7 2.♕g5† ♔h8

The bishop on e4 is pinned to the black queen! Black must agree to the draw.

3.♕f6† ♔g8

½–½

Diagram 19-3 △

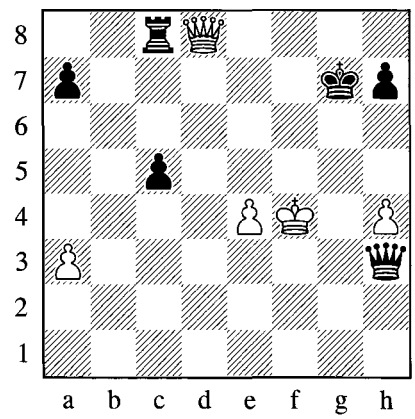


Diagram 19-4 ▼

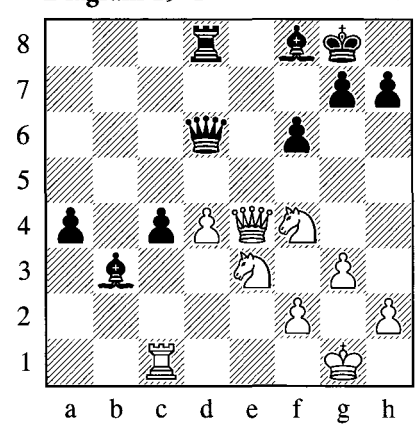


Diagram 19-5 △

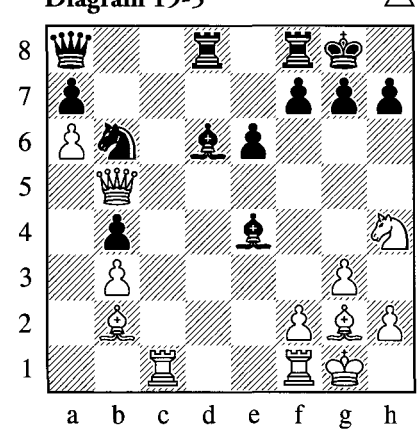
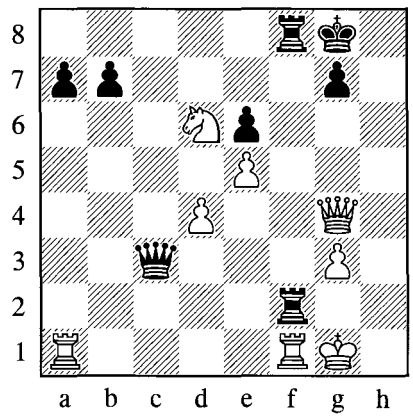


Diagram 19-6 ▼



Often the side with more material cannot avoid a perpetual check (or rather a repetition of moves) on account of the threat of material losses.

Diagram 19-6

G.Ilivitzki – P.Dubinin

Sverdlovsk 1948

1...♖xf1† 2.♖xf1 ♕e3† 3.♔g2

The king must defend the rook on f1.

3...♕d2†

½–½

Diagram 19-7 △

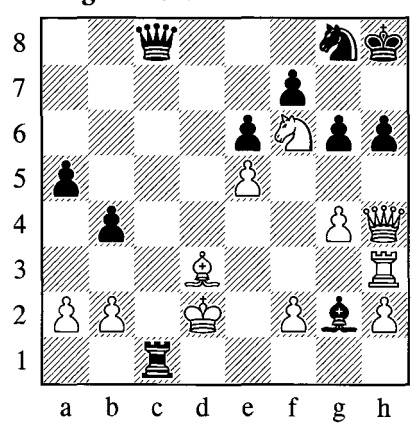


Diagram 19-7

V.Ragozin – G.Levenfish

Moscow 1935

Black is threatening to seize the initiative. So White forces the draw.

1.♕xh6†! ♘xh6 2.♖xh6† ♔g7 3.♖h7† ♔f8 4.♖h8† ♔e7 5.♘g8† ♔f8

5...♕xg8? 6.♖xg8 is good for White.

5...♔d7 6.♘f6† ♔e7 leads to a draw, as in the game, but 6...♔c7?? would even lose to 7.♖xc8† ♔xc8 8.♔xc1.

5.♘f6†

½–½

A perpetual check can also be the saving grace when you have started an attack on the king, but do not have enough material left to successfully finish it off.

Diagram 19-8 △

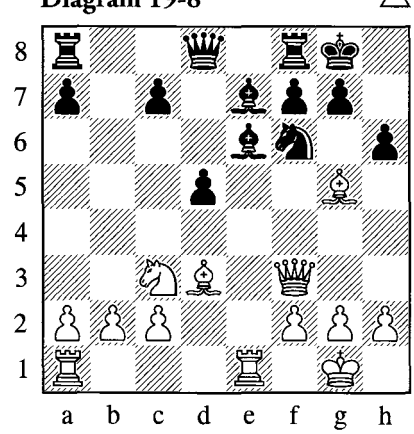


Diagram 19-8

A.Alekhine – Em.Lasker

Moscow 1914

Alekhine finds a combination which is, however, merely enough for a draw.

1.♗xh6!? gxh6 2.♖xe6! fxe6 3.♕g3† ♔h8 4.♕g6 ♕e8

And the game is drawn, on account of the perpetual check after 5.♕xh6† followed by ♕g5†.

Diagram 19-9

R.Schmaltz – A.Yusupov

Philadelphia 2002

1...♘h3†! 2.♔h1

Or 2.gxh3 ♕f2† 3.♔h1 ♕f3†=.

½–½

2...♘f2† is repeatition.

Sometimes perpetual check is the only thing left to you against a dangerous counterattack by your opponent.

Diagram 19-9 ▼

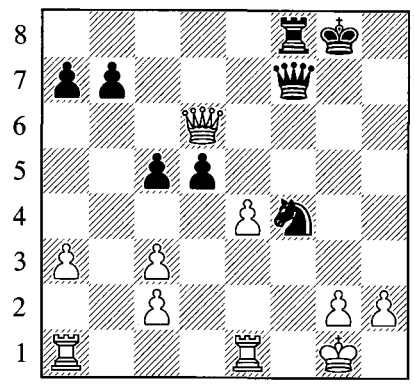


Diagram 19-10

Hahnke – K.Richter

Berlin 1931

Here White has a combination which forces his opponent to deliver perpetual check!

1.♖xc3! ♕xc3

1...♕xe2?? 2.♖cxc7#

2.♕b5! c6□ 3.♕a6! ♘f1† 4.♔h1

Or 4.♔g1 ♕e3† 5.♔h1 ♘g3†=.

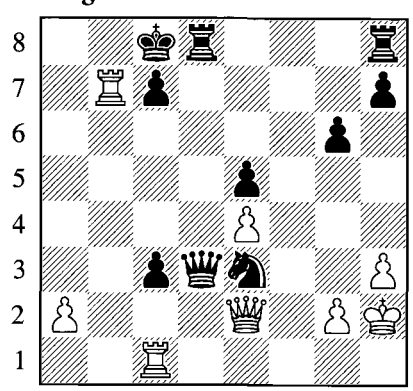
4...♘g3† 5.♔h2

But not 5.♔g1?? ♖d1† 6.♔h2 ♖h1#.

5...♘f1†=

½–½

Diagram 19-10 △



A perpetual check situation can also arise in the endgame.

Diagram 19-11

Theoretical position

In this important theoretical drawing position, the black king cannot cross the f-file without the loss of the queen.

1.♖g2† ♔h6 2.♖h2† ♔g5 3.♖g2† ♔h4 4.♖h2† ♔g3 5.♖g2†=

Diagram 19-11 △

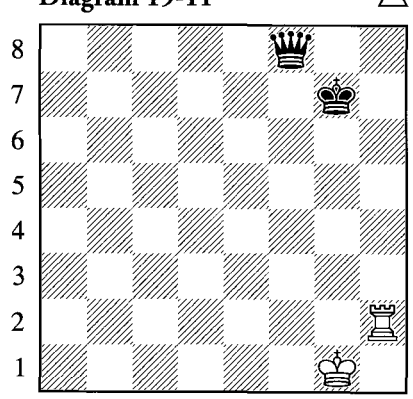


Diagram 19-12 △

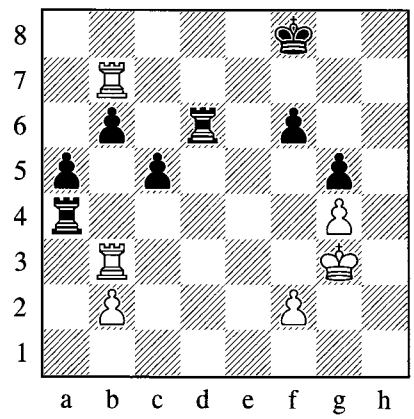


Diagram 19-12

A.Yusupov – S.Dolmatov

Candidates (12), Wijk aan Zee 1991

1.♖e3!

Another typical endgame situation. White brings his rooks to the 7th rank, which practically guarantees him perpetual check.

1...♖f4 2.♖ee7 ♖d3† 3.♔g2 ♖xg4† 4.♔f1 ♖d8

Or 4...♖h4 5.♖g7! ♖d1† 6.♔e2 ♖d6 7.♖bf7† ♔e8 8.♖e7† ♔f8= (but not 8...♔d8? 9.♖a7–+).

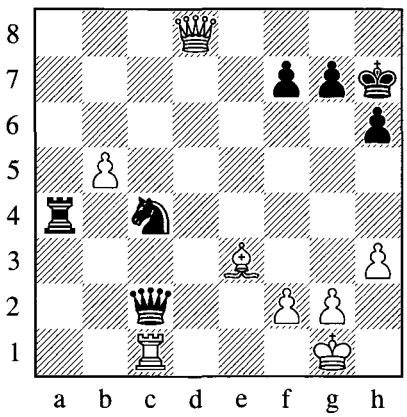
5.♖f7† ♔g8 6.♖g7† ♔h8 7.♖h7† ♔g8 8.♖hg7† ♔f8 9.♖gf7†

½–½

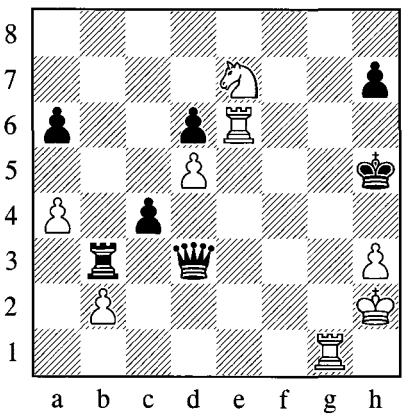
In the exercises, try to find a perpetual check in every case!

Exercises

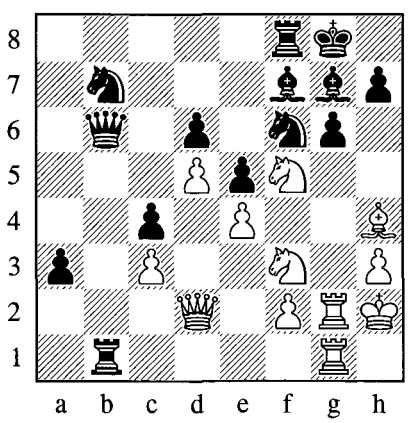
Ex. 19-1 ★ ▼



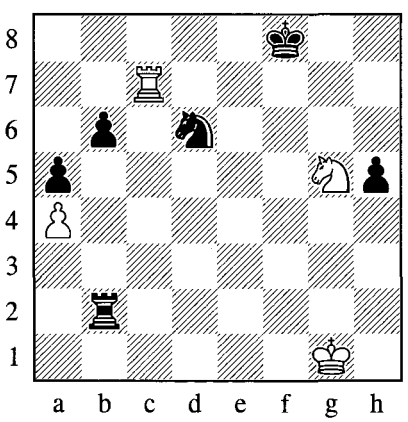
Ex. 19-4 ★ △



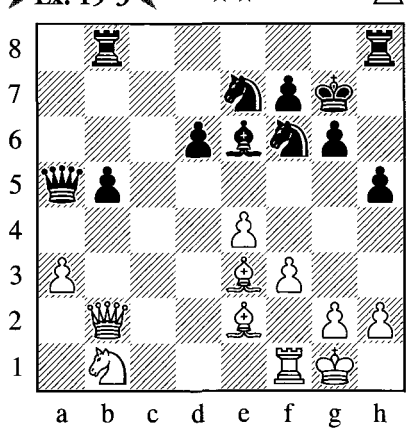
Ex. 19-2 ★★★ △



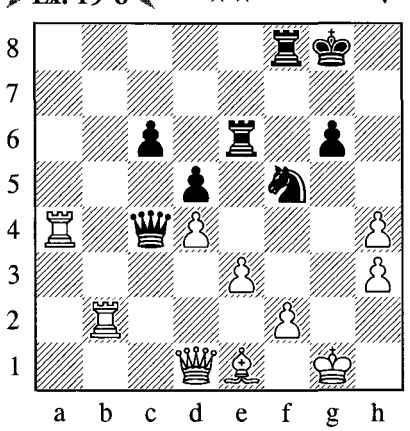
Ex. 19-5 ★ △



Ex. 19-3 ★★ △

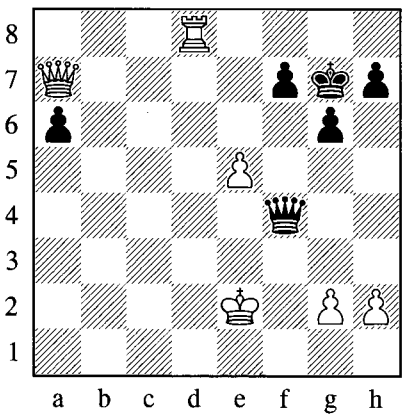


Ex. 19-6 ★★ ▼

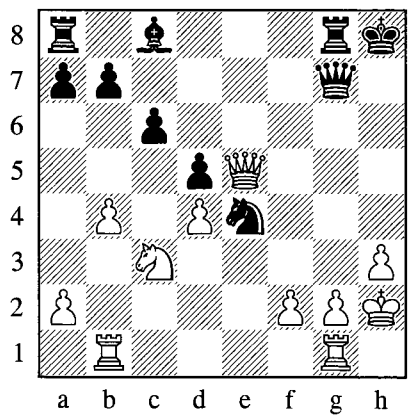


Exercises

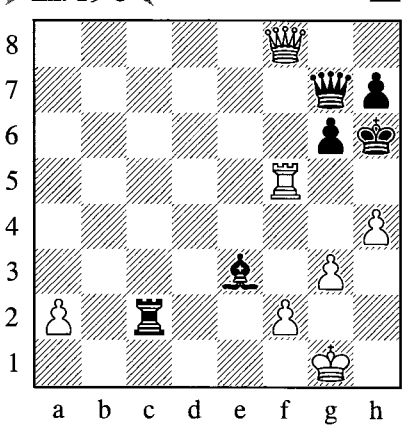
Ex. 19-7 ★★ ▼



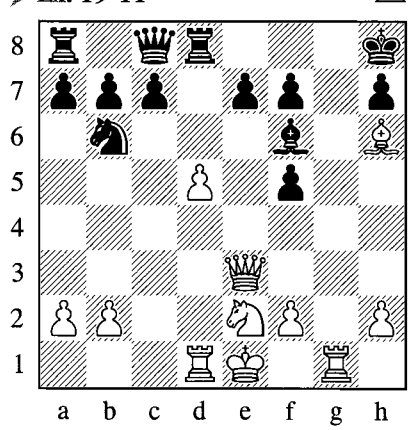
Ex. 19-10 ★ △



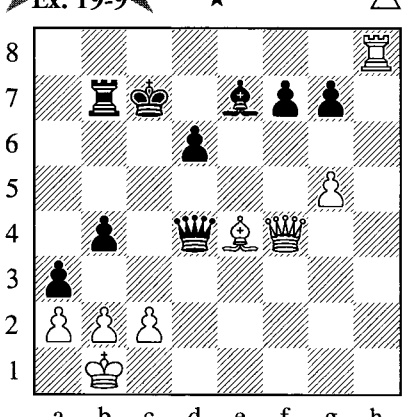
Ex. 19-8 ★ △



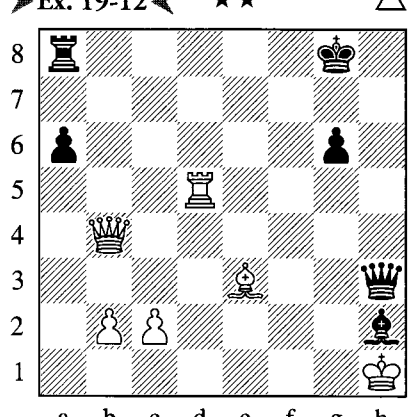
Ex. 19-11 ★ △



Ex. 19-9 ★ △



Ex. 19-12 ★★ △



Solutions

Ex. 19-1

G.Sax – S.Mariotti

Las Palmas 1978

1...♘xe3! 2.♖xc2 ♖a1† 3.♔h2 ♘f1†

(1 point)

A typical set-up.

½–½

Ex. 19-2

G.Mazzoni – Y.Kraidman

Tel Aviv Olympiad 1964

The game continued:

1.♕h6! ♗xh6

1...♘e8? loses after 2.♘xg7 ♘xg7 3.♘g5!.

2.♘xh6† ♔g7

2...♔h8 3.♗xf6#

3.♘f5† ♔g8 4.♘e7† ♔g7

½–½

For this solution you get 2 points. After all, you did find the perpetual check you were looking for. But White could even have won!

1.♗xf6!! ♗xf6 2.♕h6

Black now loses in all variations:

a) 2...♖xg1 3.♘g5!+–

(3 points for this important variation!)

b) 2...♗e8 3.♘g5 ♕c7 4.♘e6 ♕f7 5.♖xb1+–

c) 2...♕c7 3.♘g5 ♗xd5 4.♘xh7! ♖xg1 (4...♕xh7 5.♖xg6† ♔f7 6.♖xf6†+–) 5.♕xf8† ♔xh7 6.♕h6† ♔g8 7.♕xg6† ♗g7 8.♕e8† ♔h7 9.♖xg1+–

'Who doesn't dare, doesn't win!'

Ex. 19-3

Steinberg – Makarov

USSR 1966

1.♕xf6†! ♔xf6 2.♗d4† ♔g5 3.♗e3†

(1 point)

3...♔f6

After 3...♔h4?? White can give perpetual check by 4.♗f2†? ♔g5 5.♗e3†=.

But 4.f4!! (threatening ♗f2#) is much more unpleasant for Black: 4...♕b6 5.♖f3! ♕xe3† 6.♖xe3 ♖bc8 7.♖h3† ♗xh3 8.g3#

(1 bonus point for this variation)

4.♗d4†

½–½

Ex. 19-4

I.Bilek – B.Feustel

Berlin 1983

White saves the game with a combination:

1.♖h6†! ♔xh6 2.♘g8† ♔h5 3.♘f6†

(1 point)

3...♔h6

3...♔h4?? 4.♖g4#

4.♘g8†

½–½

Ex. 19-5

G.Lisitsin – V.Makagonov

Moscow 1936

1.♘h7†

But not 1.♘e6†? because of 1...♔g8∓.

1...♔e8 2.♘f6† ♔f8 3.♘h7†

(1 point)

3...♔e8 4.♘f6†

½–½

Ex. 19-6

N.Kopaev – I.Vistinietzki

Vilnius 1949

1...♕f1†!

(1 point)

1...♘xe3? would be too optimistic: 2.fxe3 ♕f1† 3.♔h2 ♖xe3 (3...♖f3 4.♖a8† ♔g7 5.♖b7†+–) 4.♕g4+–

'Pride goes before a fall!'

2.♔xf1 ♘xe3† 3.♔e2 ♘c4†!

(another 1 point)

4.♔f1

4.♔d3?? is bad, due to 4...♘xb2†–+.

4...♘e3†

Of course not 4...♘xb2?? 5.♕g4+–.

½–½

Solutions

Ex. 19-7

G.Orlov – P.Wolff

USA 1991

1...♕g4†!

(1 point)

Now White must choose the squares for his king moves carefully, so as not to lose his rook on d8.

2.♔f1

Other moves lose the rook: 2.♔e3 ♕g5†; 2.♔d2 ♕g5†; 2.♔e1 ♕h4†

2...♕c4†!

But not 2...♕f4†?? on account of 3.♕f2+–.

3.♔g1

3.♔e1 ♕h4†

3...♕c1† 4.♔f2 ♕f4†!

(another 1 point)

5.♔e2 ♕g4†

½–½

Ex. 19-8

V.Smyslov – E.Vasiukov

Moscow 1961

1.♖h5†! gxh5

1...♔xh5?? 2.♕xg7+–

2.♕d6† ♕g6 3.♕f8†

(1 point)

½–½

Ex. 19-9

T.Wedberg – R.Kuczynski

Novi Sad Olympiad 1990

1.♖c8†! ♔b6

The 'desperado' rook cannot be taken: 1...♔xc8?? 2.♗xb7†+–.

2.♖c6† ♔a7

2...♔a5? 3.♖a6†! ♔xa6 4.♗xb7†+–

3.♖a6†! ♔b8 4.♖a8†!

(1 point)

4...♔c7 5.♖c8†! ♔b6 6.♖c6†

½–½

Ex. 19-10

H.Lieb – T.Jackelen

Bundesliga 1990

1.♕h5† ♕h7 2.♕e5† ♖g7 3.♕e8† ♕g8 4.♕h5† ♖h7 5.♕e5†

(1 point)

A typical perpetual check.

½–½

Ex. 19-11

Based on the game

Baranov – Zelinsky

Saratov 1950

1.♕xe7! ♗xe7

There is no reason for Black to decline the draw: 1...♖d6?! 2.♕xf7 ♕d7 3.♗g7† ♗xg7 4.♖xg7 ♕xf7 5.♖xf7±

2.♗g7† ♔g8 3.♗h6†

½–½

(1 point)

Ex. 19-12

Variation from the game

V.Panov – L.Abramov

Moscow 1949

1.♖d8†!

(1 point)

1...♖xd8 2.♕b3†!

(another 1 point)

3.♕c4†? ♔h8 4.♗d4† would be bad, due to 4...♗e5†–+.

2...♔h7

If the king goes onto a black square, the queen is lost after the discovered attack: 2...♔g7? 3.♗d4†+–; 2...♔f8? 3.♗c5†+–; 2...♔h8? 3.♗d4†+–

3.♕f7† ♔h8 4.♕f6† ♔h7

Or 4...♔g8 5.♕xd8† ♔f7 6.♕d5† ♔g7 7.♕g2=.

5.♕f7†=

Scoring

Maximum number of points is **18**

15 points and above ····→ **Excellent**
12 points and above ····→ **Good**
9 points ····→ **Pass mark**

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

CHAPTER 20

Contents

- ✓ Calculating short variations
- ✓ Possibilities for the opponent
- ✓ Exercises with mate in two moves

Mate in two moves

We previously did some exercises with 'mate in two moves' in *Build Up Your Chess 1*, Chapter 9. They are very useful for training in the calculation of variations. One is often forced to take into account a lot of candidate moves in order to reach the solution. It is very important to consider all possible replies for your opponent. This develops your skill in calculating short variations.

Try to solve the positions from this chapter with a short thinking time (a maximum of 10 minutes). If your answer is different from that given in the book, please check through the defensive moves to find why your suggestion fails. In each case there is only one correct solution for these problems.

If after 10 minutes you still have not found the solution, take a good look at the first move. Your task is to then find a mate for **all replies by your opponent**. That way you will get used to thinking out your opponent's moves as well.

Diagram 20-1 △

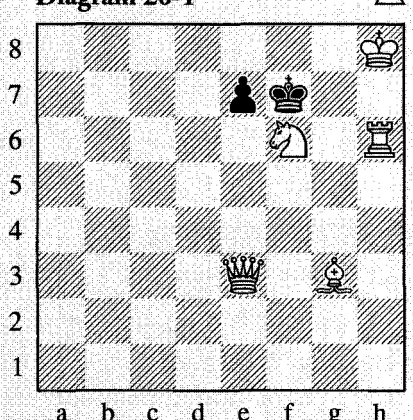


Diagram 20-1

H.Bettman

1915

Please consider all possible replies for the opponent.

1.♗d6! ♔f8

1...exf6 2.♕e7#

1...exd6 2.♕e8#

1...e6 2.♕a7#

1...e5 2.♕b3#

2.♕xe7#

Diagram 20-2

A.Oreshin

1936

1.♖g3! d4

1...♔f4 2.♕f3#

1...f4 2.♕d3#

1...♖e6 (e7,e8) 2.♕e3#

1...♔d4 2.♕b4#

2.♕f3#

Diagram 20-2 △

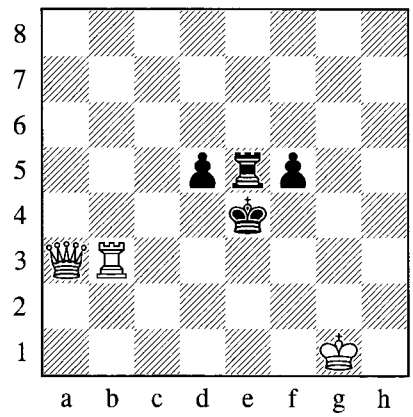


Diagram 20-3

E.Cook

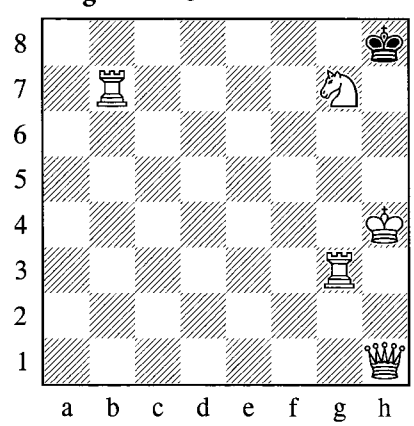
1868

1.♕a1! ♔h7

1...♔g8 2.♘e6#

2.♘f5#

Diagram 20-3 △



In some problems you have to set up the correct threat.

Diagram 20-4

K.Fabel

1936

1.♕f3!

The threat is simply ♕xb7#. Black has no adequate defence.

1...♔b8

1...♗d5 2.♕xf8#

1...♖b8 2.♕a3#

2.♕xb7#

Diagram 20-4 △

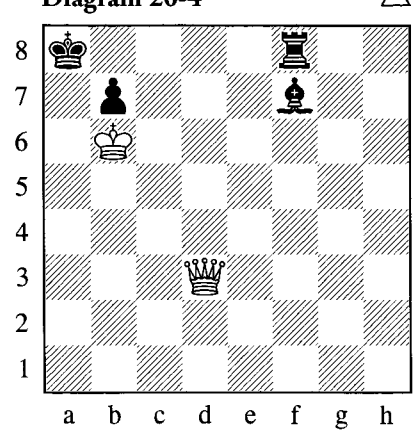


Diagram 20-5 △

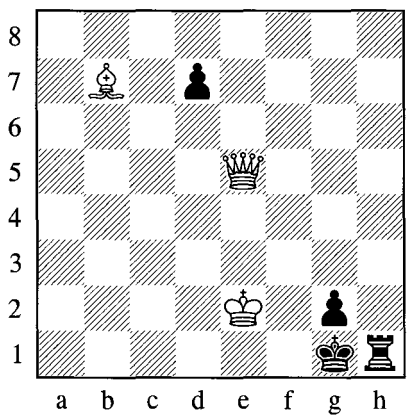


Diagram 20-5

N.Petrovic

1959

1.♕d5!

With the threat of ♕xg2#. Other ways of threatening the mate on g2, such as 1.♕g3, are thwarted by 1...d5.

1...♖h2

1...♔h2 2.♕xg2#

2.♕d1#

In other problems you can exploit a zugzwang.

Diagram 20-6 △

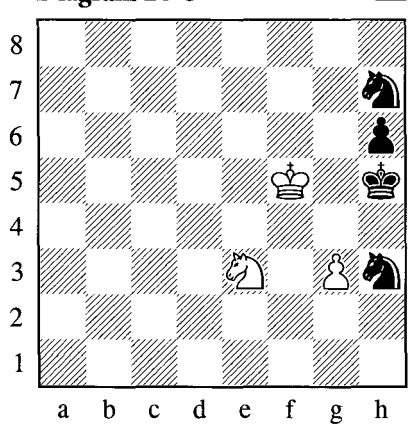


Diagram 20-6

P.ten Cate

1966

1.♘d5!

And Black is in zugzwang! A knight must move and surrender control of one of the vital squares f6 or f4.

1...♘3g5

Or 1...♘7g5 2.♘f6#.

2.♘f4#

Diagram 20-7 △

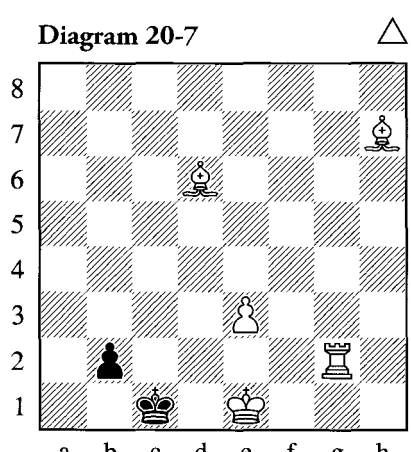


Diagram 20-7

E.Livshits & V.Melnichenko

1967

1.♗f4!

This does not threaten mate, but Black faces a decisive quandary: he has to move!

1...b1=♕

Or 1...b1=♘ 2.♖c2#.

2.e4#

Many mating problems employ typical tactical motifs and help train your eyes to spot the hidden possibilities of the pieces!

Diagram 20-8

E.Martin

1934

1.♖b7!

Here White utilizes a well-known tactical motif – obstruction!

1...♗xb7

1...♖xb7 2.♕h1#

1...♖e8 2.♖b1#

1...♔f1 2.♕h1#

1...♔d1 2.♕b1#

2.♕b1#

Diagram 20-9

V.Chepizhny

1968

1.♕h1!

The queen prepares to make a long move.

1...b1=♕

1...b1=♘ 2.♕d5#

2.♕a8#

Diagram 20-10

G.Zakhodyakin

1949

1.♕e1!

The queen can reach the a5-d8 and h4-d8 diagonals from far away, in order to deliver the deadly check.

Other queen moves are unsuccessful, for example 1.♕e5? fails to 1...c5 and 1.♕c6? to 1...e6.

1...e6 (or 1...e5)

1...c5 or 1...c6 is met by 2.♕a5#.

2.♕h4#

In the next set of exercises, please try to consider **all relevant moves** for your opponent. In all the positions in the test, it is of course mate in two moves that you are looking for.

Diagram 20-8 △

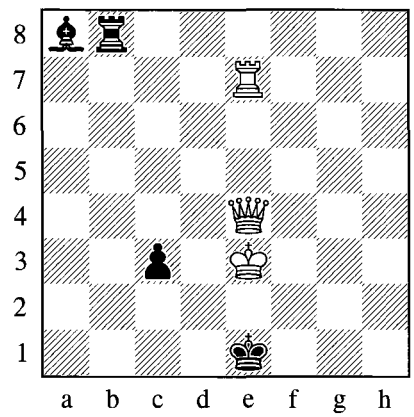


Diagram 20-9 △

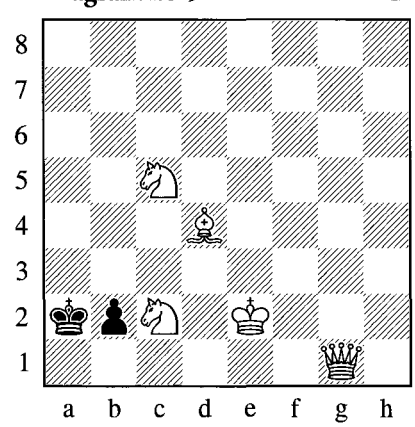
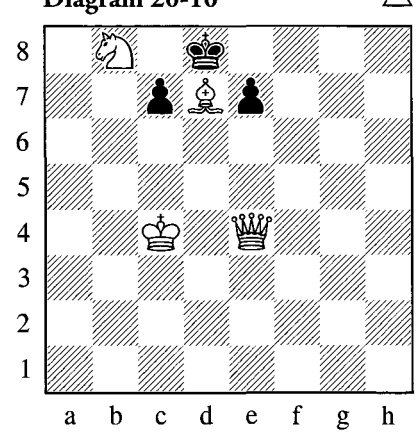
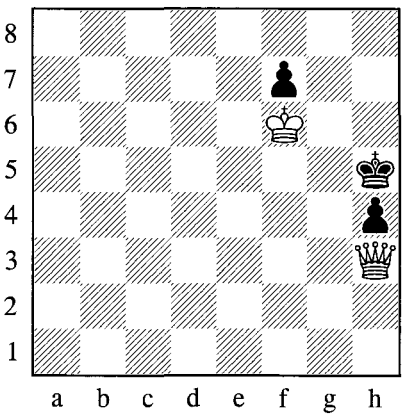


Diagram 20-10 △

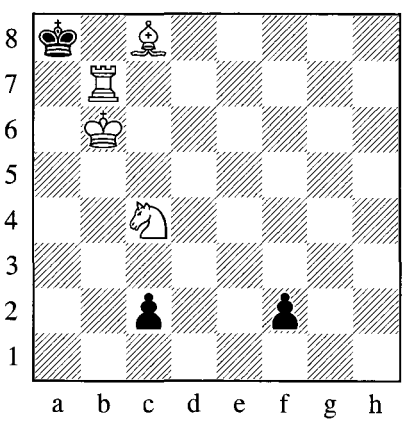


Exercises

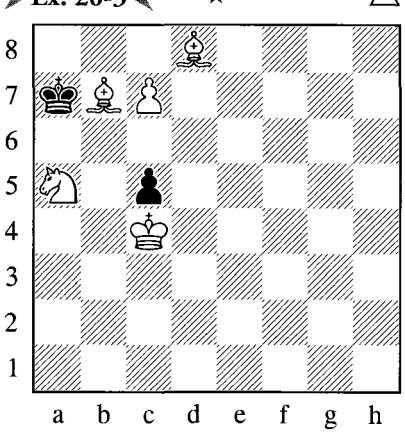
Ex. 20-1 ★ △



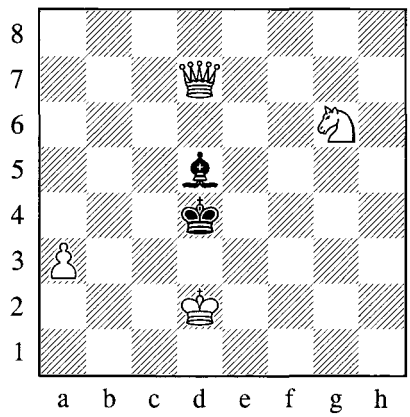
Ex. 20-2 ★ △



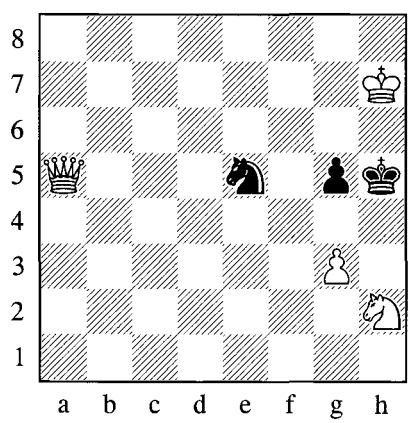
Ex. 20-3 ★ △



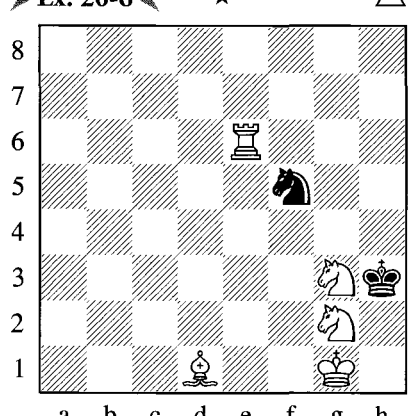
Ex. 20-4 ★ △



Ex. 20-5 ★ △

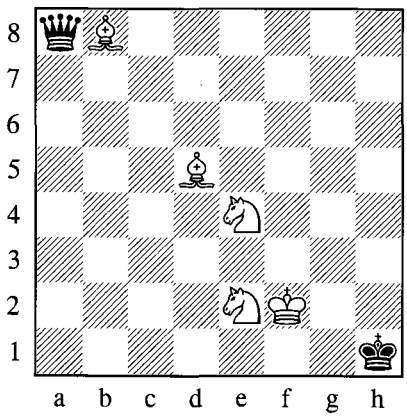


Ex. 20-6 ★ △

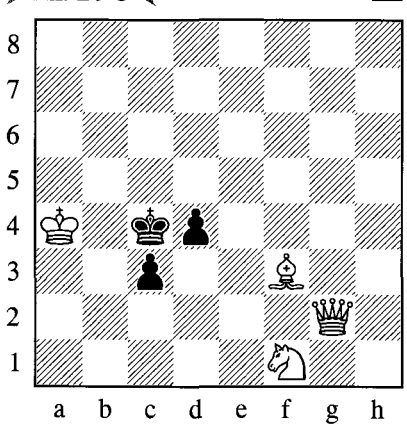


Exercises

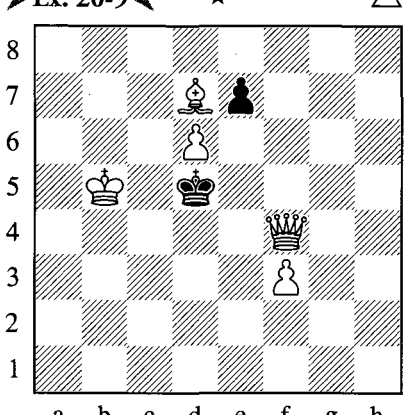
Ex. 20-7 ★ △



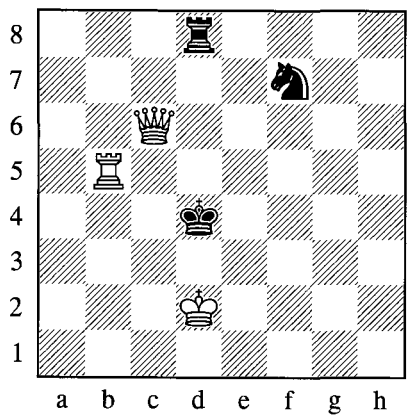
Ex. 20-8 ★ △



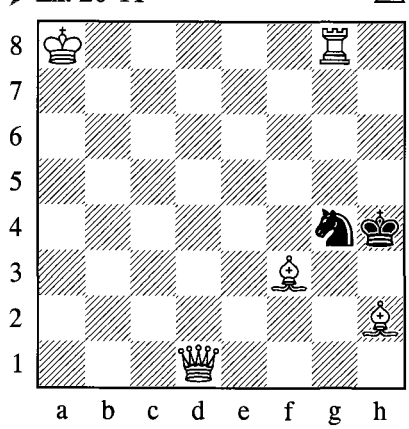
Ex. 20-9 ★ △



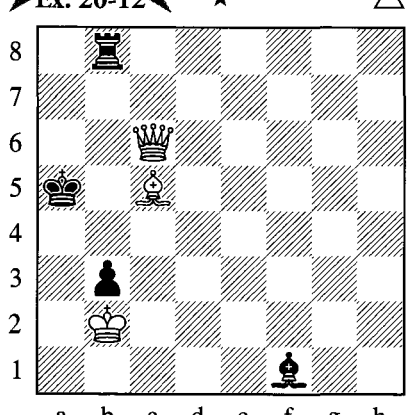
Ex. 20-10 ★ △



Ex. 20-11 ★ △



Ex. 20-12 ★ △



Solutions

Ex. 20-1

B.Harley & C.Watney

1921

1.♕c8! h3

1...♔h6 2.♕h8#

2.♕xh3#

(1 point)

Ex. 20-2

J.Buchwald

1937

1.♔a5!

1.♔a6? f1=♕; 1.♔c7? c1=♕

1...c1=♕

1...f1=♕ 2.♘b6#

2.♘b6#

(1 point)

Ex. 20-3

H.Weenink

1920

1.c8=♗! ♔b8 2.♘c6#

(1 point)

Ex. 20-4

V.Chepizhny

1968

1.♕d6! ♔c4

1...♔e4 2.♕f4#

2.♕b4#

(1 point)

Ex. 20-5

M.Lokker

1967

1.♕e1! g4

1...♘g4 allows 2.♕e8#; and after any knight move other than 1...♘g4 White has 2.g4#.

2.♕xe5#

(1 point)

Ex. 20-6

G.Zakhodyakin

1969

1.♘h1! ♘g3

1...♘d6(or e3, e7, h6) allows White a choice between 2.♖(x)e3# or 2.♖(x)h6#.

1...♘h4 2.♘f4#

1...♘g7 2.♖e3#

1...♘d4 2.♖h6#

2.♘f2#

(1 point)

Ex. 20-7

S.Boros

1937

1.♔g3!

Threatening ♘f2#.

1...♕xd5

1...♕xb8† 2.♘d6#

1...♕a3† 2.♘4c3#

2.♘f2#

(1 point)

Ex. 20-8

M.Lokker

1966

1.♗b7!

But not 1.♗c6? on account of 1...♔c5.

1...d3

1...c2 2.♕xc2#

1...♔d3 2.♗a6#

1...♔c5 2.♕c6#

2.♕d5#

(1 point)

Solutions

Ex. 20-9

S.Pimenov

1956

1.♗c8! exd6
1...e6 2.♗b7#
1...e5 2.♕d2#
2.♕e4#

(1 point)

Ex. 20-10

V.Marin

1895

1.♖f5! ♘e5
1...♘d6 2.♕d5#
1...♘g5 2.♕a4#
1...♖d5 2.♕xd5#
1...♖d6 2.♕a4#
1...♖a8(or c8) 2.♕d5#
2.♖f4#

(1 point)

Ex. 20-11

A.Kuznetsov

1968

1.♕d7! ♘xh2
1...♔h3 2.♖h8#
1...♔h5 2.♕h7#
1...♘f6 2.♗g3#
2.♕h7#

(1 point)

Ex. 20-12

V.Lebedev

1929

1.♔a3!
Threatening ♕a4#.
1...b2
1...♖b5 2.♕a8#
1...♗b5 2.♗b4#
1...♖b4 2.♗xb4#
2.♕a4#

(1 point)

Scoring

Maximum number of points is **12**

11 points and above ····→ **Excellent**
9 points and above ····→ **Good**
6 points ····→ **Pass mark**

*If you scored less than **6** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 21

Contents

- ✓ Cooperation between the major pieces
- ✓ Mating set-ups with the queen
- ✓ Mating set-ups with the rook
- ✓ Coordination of the major pieces

Combinations with the major pieces

In this chapter we shall take another look at various combinations in which the major pieces play a decisive part. We have already seen some of them in the chapters on 'Combinations involving files' and 'Back rank combinations'. Above all we wish to study the cooperation between the major pieces, but of course we shall also take a look at some typical tactical motifs.

Diagram 21-1 ▼

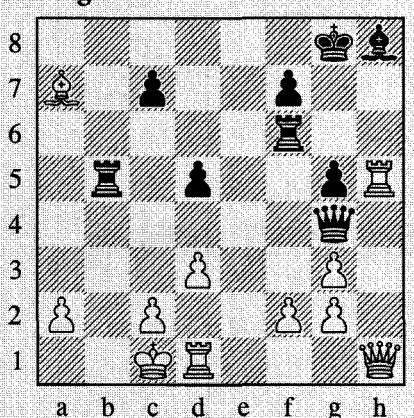


Diagram 21-1

M.Vlk – O.Duras

Prague 1899

1...♖b1†!

A sacrifice involving decoying.

2.♔xb1

2.♔d2 loses more quickly: 2...♖xf2†! 3.♗xf2 (3.♔e3 ♕e2# or 3.♔e1 ♕e2#) 3...♗c3†! 4.♔xc3 (or 4.♔e3 d4#) 4...♕b4#

2...♖b6†!

Black now opens the long diagonal for his bishop.

3.♔c1

3.♗xb6 is followed by 3...♕b4† 4.♔c1 ♗b2† 5.♔b1 ♗a3† 6.♔a1 ♕b2#.

3...♗b2† 4.♔d2 ♗c3†! 5.♔c1

5.♔e3 d4#; 5.♔xc3 ♕b4#.

5...♖b1†!

A fresh sacrifice to decoy the king to b1 once more.

6.♔xb1 ♕b4† 7.♔c1 ♕b2#

Diagram 21-2 △

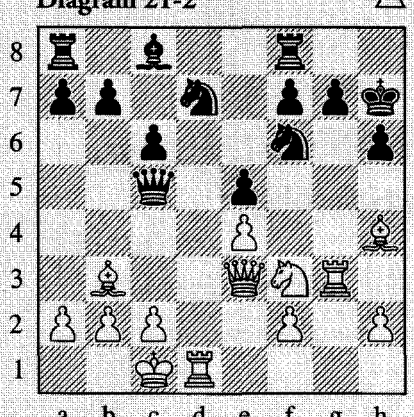


Diagram 21-2

R.Kimmelfeld – V.Luchinkin

USSR 1979

1.♖xg7†

Another typical combination, which destroys Black's castled position.

1...♔xg7 2.♖g1† ♔h7 3.♘g5†! ♔h8

Or 3...hxg5 4.♕xg5 ♖g8 5.♕f5† ♔h6 (5...♖g6

6.♗xf7+–) 6.♗g5† ♔g7 7.♗xf6† ♔f8 8.♖xg8† ♔xg8 9.♕g6† ♔f8 10.♕xf7#.

4.♘xf7† ♖xf7 5.♕xh6† ♘h7 6.♗xf7 ♕f8 7.♕g6

And Black has no sensible defence against ♕g8†.

1–0

Diagram 21-3

S.Furman – E.Ubilava

USSR 1971

In this game Black set a trap with:

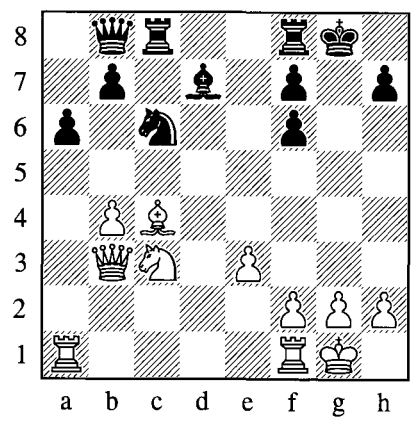
1...♘e5

However White saw through the trap and simply played:

2.♗e2!±

On the other hand 2.♘e4?! ♖xc4! 3.♘xf6† ♔h8! 4.♘xd7? (better is 4.f4 ♗e6 5.fxe5 ♕xe5 with approximate equality – note that Black can meet 6.♕d3? with 6...♖h4) would be wrong, in view of 4...♘f3†! 5.gxf3 ♖g8† 6.♔h1 ♕xh2†! (a typical combination for mate along open lines with two major pieces) 7.♔xh2 ♖h4#.

Diagram 21-3 ▼



Mating set-ups with the queen

Here are some mating motifs in which the queen plays an active part.

Diagram 21-4

Goban – Schmidt

Budapest 1950

This example demonstrates the strength of the queen.

1.♕e8†! ♔h7

If 1...♕f8, then simply 2.exf6 ♕xe8 3.♗xe8 gxf6 4.♖xe6+–.

2.♘g5†! hxg5 3.♗g6†! ♖xg6 4.♖h1† ♖h6 5.♖xh6† gxh6

Or 5...♔xh6 6.♖h1#.

6.♕f7#

This mating position is typical and very beautiful.

Diagram 21-4 △

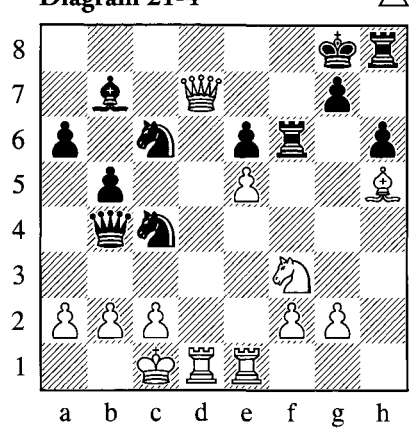


Diagram 21-5 △

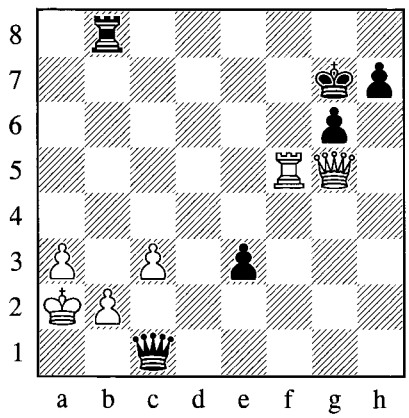


Diagram 21-5

G.Lolli

1763

A similar mating position can be seen in this study. White first brings his queen to e5.

1.♕e7†

1.♕f6† is just as good.

1...♔h6 2.♕h4† ♔g7 3.♕d4† ♔h6

Or 3...♔g8 4.♕d5† ♔g7 5.♕e5†.

4.♕f4† ♔g7 5.♕e5† ♔h6

5...♔g8 is met by 6.♕xb8† ♔g7 7.♕f8#.

6.♖h5†! gxh5 7.♕f6#

Diagram 21-6 △

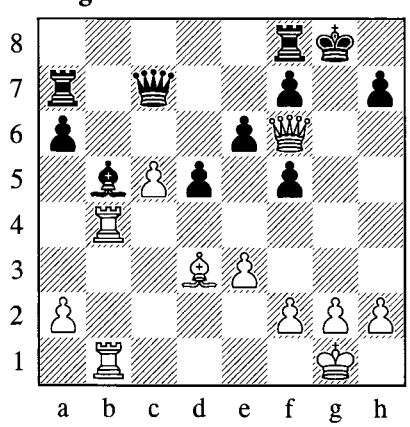


Diagram 21-6

V.Hort – L.Portisch

Madrid 1973

Another typical set-up, in which a bishop supports its queen very well in the attack.

1.♖g4†! fxg4 2.♕g5† ♔h8 3.♕h6!

Black has no defence against the double threat of 4.♕xf8# and 4.♕xh7#.

1–0

Diagram 21-7 △

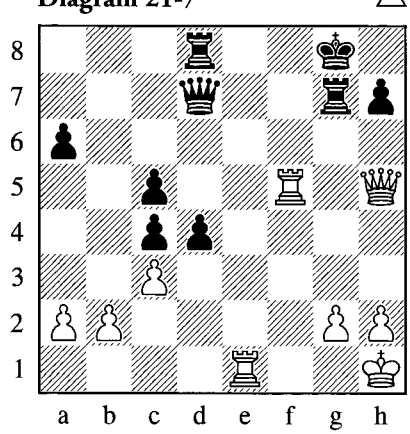


Diagram 21-7

G.Agzamov – M.Ruderfer

Uzbek Ch., Tashkent 1974

1.♖d5!

Black resigned, in view of the following variations:

1...♕xd5

Or 1...♕c8 2.♖xd8† ♕xd8 3.♖e8† ♕xe8 4.♕xe8#.

2.♖e8† ♖xe8 3.♕xe8#

Mating set-ups with the rook

And now some mating motifs with an active rook.

Diagram 21-8

B.Goldenov – V.Zakharian

1960

A mating attack can even be fashioned in the endgame.

1...g4† 2.♔f4

2.♔e2 is simply met by 2...b1=♕†–+.

2...♖a5!

The threat is ...g5#.

3.e5 ♖a4† 4.e4 ♖a3

And White has no good defence against ...♖f3#.

0–1

Diagram 21-8 ▼

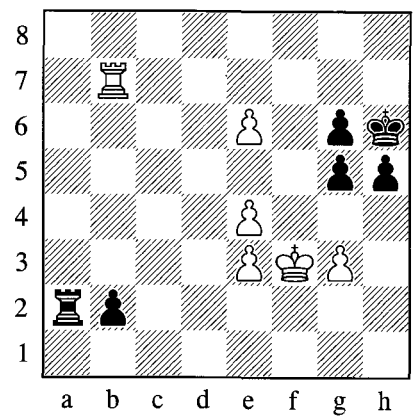


Diagram 21-9

Herrmann – Ranfeld

1976

1...♘g3†!

A really spectacular combination.

2.hxg3 ♖f6!

And White has no defence against ...♖h6#, not even after:

3.♖xf2 exf2

0–1

Diagram 21-9 ▼

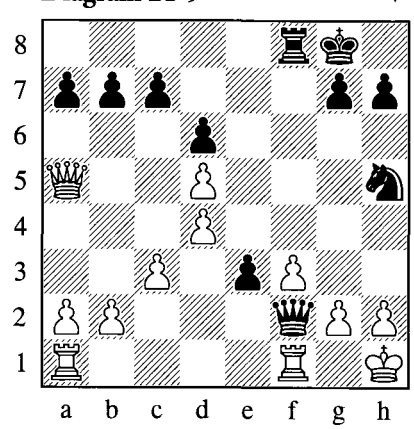


Diagram 21-10

N.Cortlever – van der Weide

Beverwijk 1968

1.♖f3!

This move deflects the black queen from the defence of the g7-square.

1...♕xf3?

Did Black really believe that his opponent had simply left the rook lying like that?

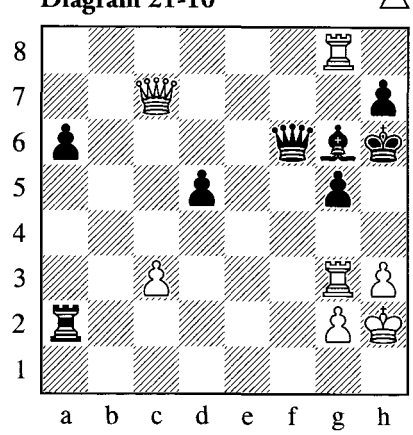
1...♕e6 would have been better: 2.♕g7† ♔h5 3.♖g3±

2.♕g7† ♔h5 3.♕xg6†!! hxg6

Or 3...♔h4 4.♕xg5#.

4.♖h8#

Diagram 21-10 △



Coordination of the major pieces

Diagram 21-11 ▼

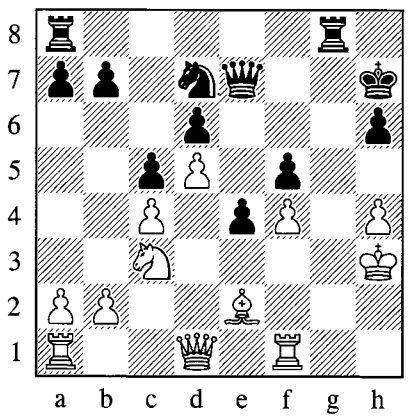


Diagram 21-11

Wennerström – Garam

Correspondence game 1973

This example shows how well a queen and a rook can cooperate.

1...♖g2!!

The threat is simply ...♖ag8 followed by mate on g3.

2.♖g1

Or 2.♔xg2 ♕xh4 (threatening ...♖g8†–+) 3.♖g1 (3.♗g4 ♖g8 4.♖f2 ♖xg4† 5.♔f1 e3 6.♖f3 ♕h2–+) 3...♖g8† 4.♔f1 e3–+.

2...♖h2†! 3.♔xh2 ♕xh4† 4.♔g2 ♖g8† 5.♗g4

5.♔f1 is answered by 5...e3–+.

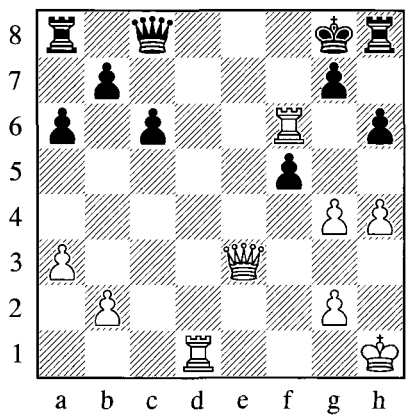
5...♖xg4†

White resigned. 6.♔f1 ♖xf4† leads to mate.

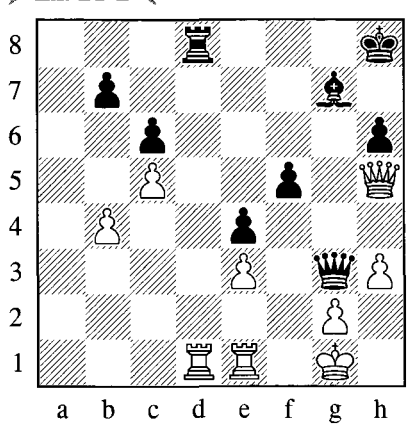
In the test you should try to exploit the power of the major pieces. Look for active attacking moves!

Exercises

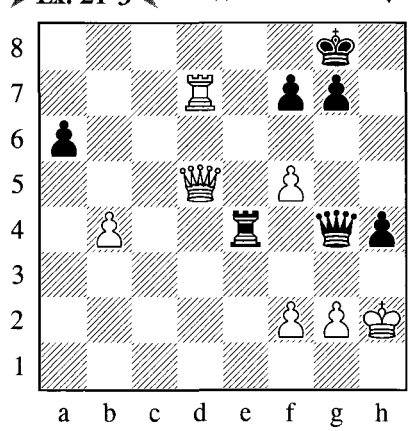
Ex. 21-1 ★ △



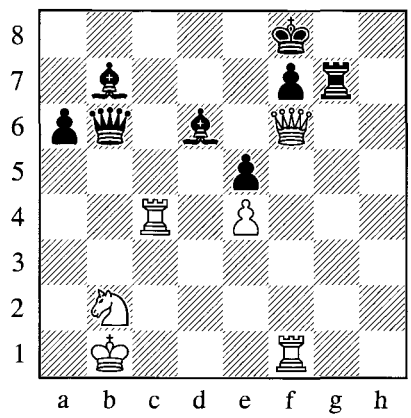
Ex. 21-2 ★ ▼



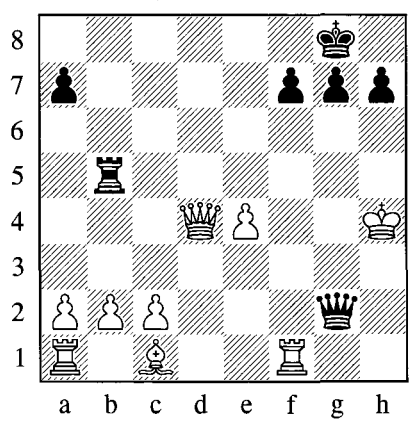
Ex. 21-3 ★ ▼



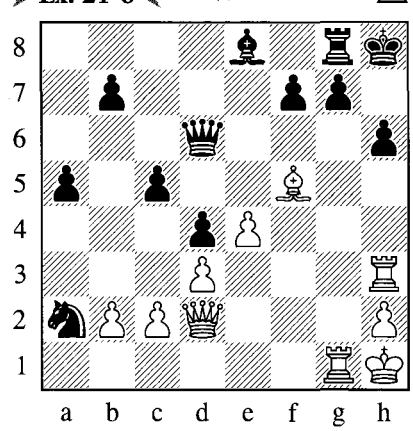
Ex. 21-4 ★ △



Ex. 21-5 ★★ ▼

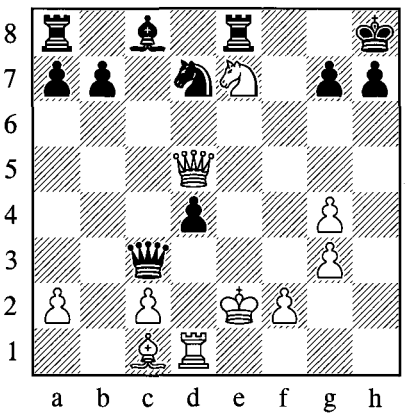


Ex. 21-6 ★ △

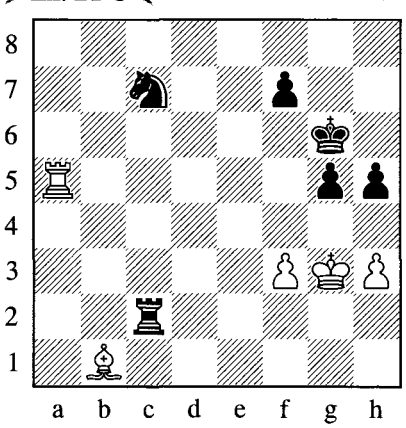


Exercises

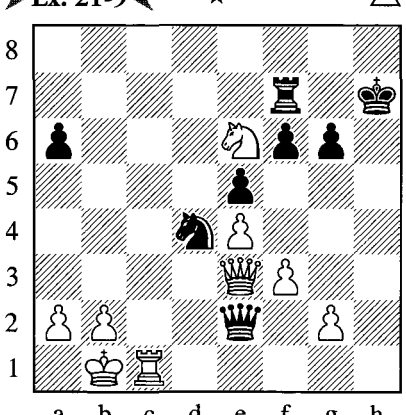
Ex. 21-7 ★ △



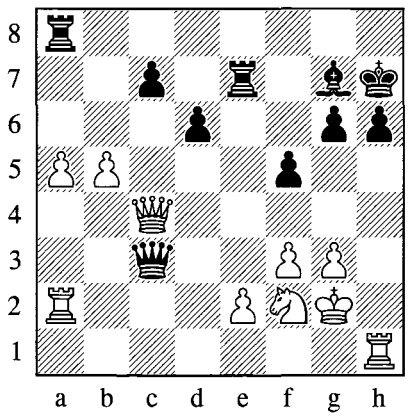
Ex. 21-8 ★ ▼



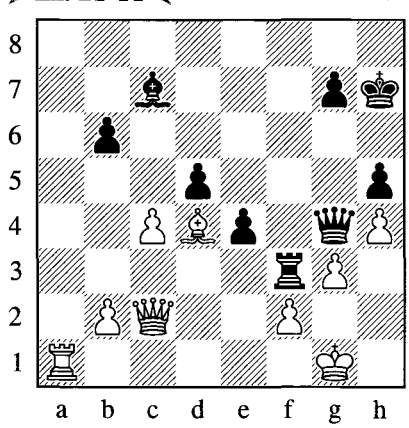
Ex. 21-9 ★ △



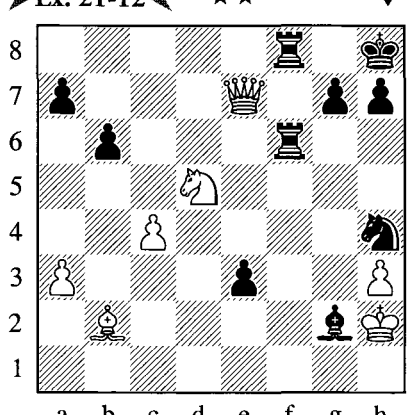
Ex. 21-10 ★ △



Ex. 21-11 ★★ ▼



Ex. 21-12 ★★ ▼



Solutions

Ex. 21-1

W.Steinitz – N.N.

Vienna 1861

1.♖d8†! ♕xd8

Or 1...♔h7 2.♖xh6† gxh6 3.♕e7† ♔g6 4.h5#.

2.♕e6† ♔h7 3.♖xh6† gxh6 4.♕f7#

(1 point)

Ex. 21-2

U.Andersson – A.Mestel

London 1982

Black did not find the following idea over the board. He played 1...♖d5?+– and even went on to lose the game. The correct move is:

1...♖d2!

(1 point)

2.♖xd2 ♕xe1† 3.♔h2 ♗e5†

This is more accurate than the immediate 3...♕xd2.

4.g3 ♕xd2†–+

Ex. 21-3

J.Tarjan – A.Karpov

Skopje 1976

1...♕f4† 2.♔h3 ♖e3†!

(1 point)

White resigned. He is quickly mated after 3.g3 (3.fxe3 ♕g3#) 3...♖xg3†!.

Ex. 21-4

Based on the game

E.Sindik – M.Cebalo

Zagreb/Skopje 1978

1.♖b4!

(1 point)

But not 1.♖fc1? on account of 1...♖g1!=.

1...♕c7

Black also loses in all other variations:

a) 1...♕xb4 2.♕d8#

b) 1...♗xe4† 2.♖xe4+–

c) 1...♗xb4 2.♕xb6+–

2.♖xb7!+–

Ex. 21-5

Dzambelli – G.Maroczy

1889

1...♖h5†!

(1 point)

But not 1...g6? which allows 2.♕d8† ♔g7 3.♗h6†! ♔xh6 4.♕f8#.

After 1...h5? White has a strong defence in 2.♕g1!+–.

The rook sacrifice, decoying the king forward, leads to a forced mate.

2.♔xh5 ♕h3† 3.♔g5 h6† 4.♔f4 g5† 5.♔e5 ♕e6#

(another 1 point for this variation)

Ex. 21-6

E.Vladimirov – G.Agzamov

USSR 1977

1.♖g6!

(1 point)

1.♖g4 was also possible, intending ♖gh4 followed by ♖xh6†.

After 1.♖g6! Black resigned. If 1...♕xg6, then 2.♗xg6 fxg6 3.♖xh6† gxh6 4.♕xh6#. And after 1...fxg6 there follows the immediate 2.♖xh6† gxh6 3.♕xh6#.

Ex. 21-7

Solter – Brigg

1947

1.♕g8†! ♖xg8 2.♘g6†! hxg6 3.♖h1#

(1 point)

Solutions

Ex. 21-8

Tavernier – Grodner

Charleville 1952

1...h4†! 2.♔g4 f5†! 3.♖xf5 ♖g2#

(1 point)

Ex. 21-9

B.Spassky – V.Korchnoi

Candidates Match(7), Kiev 1968

1.♕h6†!

(1 point)

1.♖h1† ♔g8 2.♕h6?? would have been bad, due to 2...♕d3† 3.♔a1 ♘c2† 4.♔b1 ♘a3† 5.♔a1 ♕b1† 6.♖xb1 ♘c2#.

Black resigned, in view of 1...♔xh6 2.♖h1# or 1...♔g8 2.♖c8†+–.

Ex. 21-10

J.Smejkal – A.Adorjan

Vrnjacka Banja 1972

1.♖xh6†!

(1 point)

Black resigned. Either he is mated by 1...♔xh6 2.♕h4# or he loses his queen after 1...♗xh6 2.♕xc3.

Ex. 21-11

Variation from the game

J.Speelman – A.Yusupov

Linares 1992

1...♗xg3!

(1 point)

2.fxg3 ♖xg3† 3.♔f1 ♕h3† 4.♔e1

4.♔e2 ♖g2† 5.♗f2 ♖xf2†! 6.♔xf2 ♕h2†–+.

(1 bonus point if you found this idea!)

4...♕h1† 5.♔e2 ♖g2† 6.♗f2

Or 6.♔e3 ♕h3†–+.

6...♖xf2†! 7.♔xf2 ♕h2†–+

Ex. 21-12

O.Moiseev – A.Sokolsky

USSR 1951

1...♘f3†!

(1 point)

The strongest continuation. 1...e2? would be bad, because of 2.♗xf6+–.

1 consolation point for the slightly less accurate move 1...♘g6. Black will win here too, after 2.♕xe3 ♖f2 3.♗f6 ♗xd5† 4.♕xf2 ♖xf6–+.

2.♔xg2

2.♔g3 ♖g6†–+

2...♘e1† 3.♔h2

Or 3.♔g3 ♖g6† 4.♔h4 ♘f3† 5.♔h5 ♖f5†–+.

3...♖f2†

(another 1 point)

4.♔h1

If 4.♔g3, then 4...♖g2† 5.♔h4 ♘f3† 6.♔h5 ♖f5†–+.

4...♖f1† 5.♔h2 ♘f3† 6.♔g3 ♖g1#

Scoring

Maximum number of points is **15**

13 points and above ➤ **Excellent**
11 points and above ➤ **Good**
8 points ➤ **Pass mark**

*If you scored less than **8** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 22

Contents

- ✓ Developing all the pieces
- ✓ Coordinating the pieces
- ✓ Coordination in the endgame
- ✓ 'General advance!'

Coordination of the pieces

There is one typical mistake which less experienced players often make: they develop only two pieces and then try to play on and attack their opponent with these pieces. If an experienced player doesn't actually fall off his chair laughing, then he will find it easy to deal with these attacking attempts, since he simply has more pieces available for the defence. Of course you should not behave like that; you should also bring your reserves into play.

It is very important to develop all the pieces quickly. But it is also necessary to be able to coordinate these same pieces well. **The pieces have to mutually support and complement one another**. In the ideal case they should form a single unit. They are only really strong when they work together. Coordinated units are much stronger than an army with regiments which are not cooperating with each other.

Diagram 22-1

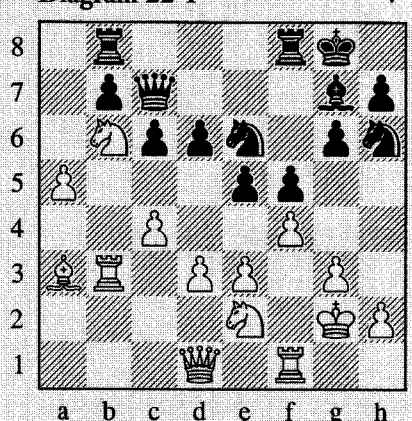


Diagram 22-1

C.Adrian – A.Yusupov

French Team Ch. 2004

Black begins action against the white position in the centre. In a few moves he manages to organize massive pressure against the e3-pawn. White tries his luck on the queenside, but he has to send some of his forces to help the defence.

1...♘g4 2.♕d2 exf4 3.gxf4 ♖be8

The black pieces are now playing actively together; both the knight on g4 and the rook on e8 are attacking the vulnerable point in the white position – the e3-pawn.

4.♖f3 ♘c5 5.♗xc5 dxc5 6.h3

White has to chase away the active knight, but in doing so he slightly weakens his castled position.

6...♘f6 7.♕a2

White prepares a5-a6. This attack on the queenside is not dangerous, since White cannot properly coordinate his forces there. Black concentrates his

pieces on the kingside and the centre. They will be attacking the e3-pawn, but at the same time they will also be protecting the queenside.

7...♖f7! 8.♕a3 ♗f8

The bishop must protect the c5-pawn.

9.a6 bxa6 10.♕xa6 ♖fe7

Diagram 22-2

Doubling the rooks is a simple form of the coordination of the major pieces.

11.♔f2 ♖e6!

The queen too can crank up the pressure on e3. White is forced to end his operations on the queenside and bring the queen back into defence.

12.♕a2 ♕e7 13.♕d2

Diagram 22-3

Compare the positions of the pieces. Black is much more harmoniously developed and is attacking on the kingside with all his forces. On the other hand, the white pieces are not so well coordinated, the knight on b6 is out of play and even the rook on b3 is not really taking part in the game.

13...♘h5!

Black prepares to open the position on the kingside in order to activate his bishop and queen.

14.♘a4

White tries to bring his lonely knight back home, but he does not have time to do so.

14...♕h4† 15.♔g2 g5! 16.fxg5 ♕xg5† 17.♔f2 ♗h6

Diagram 22-4

Black is coordinating four pieces in his attack on the e3-pawn; moreover the knight and the f5-pawn are also participating in the attack on the kingside. It is no wonder that White cannot hold his position together.

18.d4 f4

The destruction of the pawn shield around the white king is the quickest way to victory.

19.♘xf4 ♕h4† 20.♔g1 ♗xf4 21.exf4 ♖e1† 22.♖f1 ♖xf1†

22...♖8e2–+ or 22...♘xf4 23.♖bf3 ♕g5† 24.♔h1 ♖8e2 would also be very strong. But having seen that the move played in the game also won easily, Black aimed for a simpler solution.

25.♔xf1 ♘g3† 26.♖xg3†

Or 26.♔g1 ♕xh3 27.♖e3 ♕h1† 28.♔f2 ♕h2† and

Diagram 22-2 △

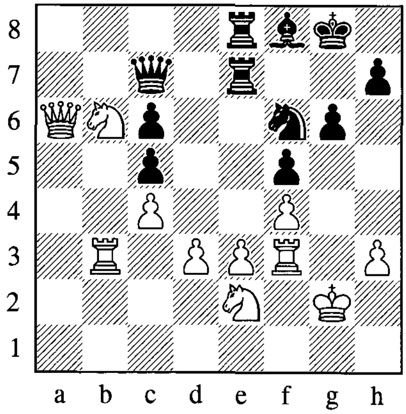


Diagram 22-3 ▼

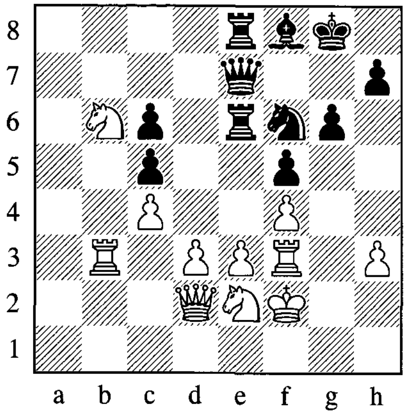
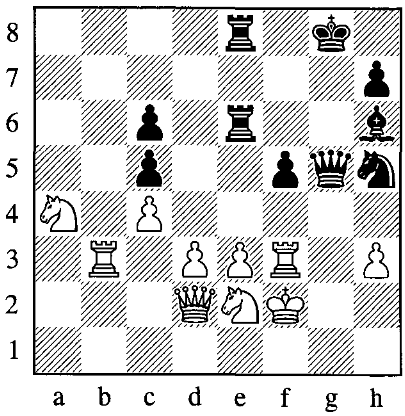


Diagram 22-4 △



Black wins.

26...♕xg3 27.♘xc5 ♖e3!

And White resigned, since the loss of his queen is unavoidable.

In the endgame the coordination of the pieces plays an even greater part. In his masterpiece *My System*, Nimzowitsch describes the importance of coordination in these terms:

> *'Coordination is 80 per cent of all endgame technique; all the individual topics we have treated here such as centralization, bridge building, hiding and gap plugging are subordinate to the main goal, coordination. They are like the cogs which fit together in the movement of a clock and set the whole mechanism in motion; so what we are talking about is a slow but steady advance of the serried ranks of your army. "General advance!" is the watchword!'*

Diagram 22-5 △

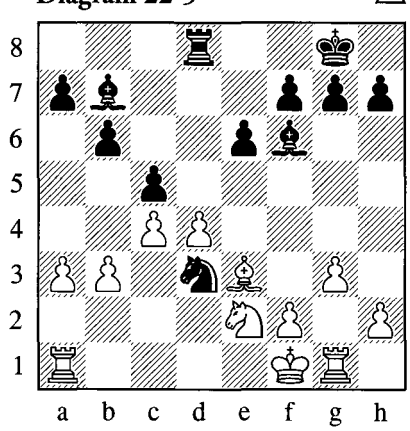


Diagram 22-6 ▼

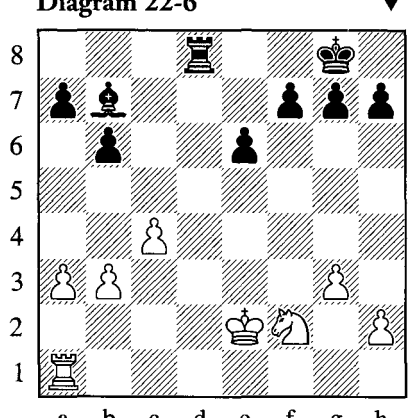


Diagram 22-5

K.Shirazi – A.Yusupov

Saint John 1988

White already has severe problems opposing the well coordinated black army. However, the next move is a clear mistake.

1.♘f4?

1.♖d1 is an improvement, although Black is still doing well after 1...♘e5∓ and then ...♘f3.

1...cxd4 2.♘xd3 dxe3 3.♔e2

3.♖d1 is bad, in view of 3...♗f3–+.

3...exf2 4.♘xf2 ♗xa1–+ 5.♖xa1

Diagram 22-6

Black has an extra pawn, and in addition his bishop can provide very good support to the passed pawn. In such positions, winning is relatively simple. Black simply has to play as Nimzowitsch recommended, coordinate his pieces and then the 'general advance'!

5...f6 6.♖c1 ♔f7 7.♔e3 e5 8.a4 ♔e6

The king 'plugs' the gaps in the position and supports its passed pawn perfectly.

9.a5 f5 10.c5 bxc5 11.♘d3 ♗d5 12.♘xc5† ♔d6

13.b4 g5 14.♘a6 f4†

The pawns move forward slowly, but surely.

15.♔f2 e4 16.h4 h6 17.♘c7 ♔e5 18.hxg5 hxg5 19.gxf4† gxf4 20.♖c5 e3† 21.♔e2 ♔e4

There is no defence against this coordinated attack; the exchange of all the pieces on d5 leads to a lost pawn ending.

0–1

Diagram 22-7

A.Yusupov – O.Cvitan

Dresden 1998

The white king, rook and knight are all supporting the passed h-pawn, and in addition they will create mating threats against the black king.

1.♔g5 ♖xa4

1...♖g1 is met by 2.♔f4±.

2.♘f5 ♖a1

2...♖a7 would be no better, in view of 3.h5 b5 4.h6+–.

3.♖e7† ♔f8 4.♖b7!+–

The rook is very well positioned here; it is restricting the black king to the 8th rank and hindering any further advance of the b-pawn.

4...♖f1 5.♔g6 ♔e8

If Black tries 5...♖xf5, then the intermediate check 6.♖b8†! results in a win for White after 6...♔e7 7.♔xf5.

5...♖g1† 6.♔f6 ♔g8 is also no improvement, on account of 7.♘h6† ♔h8 8.♘f7† ♔g8 (or 8...♔h7 9.♘g5† and mate next move) 9.♖b8† ♔h7 10.♖h8#.

6.h5 ♘d2

The black knight arrives too late. Once again White makes the most of the better cooperation of his pieces.

7.h6 ♘e4

7...♖g1† 8.♔f6 ♘e4† is followed by 9.♔e5 ♘g5 10.♘d6† ♔f8 (10...♔d8 11.h7+–) 11.♔f6+–.

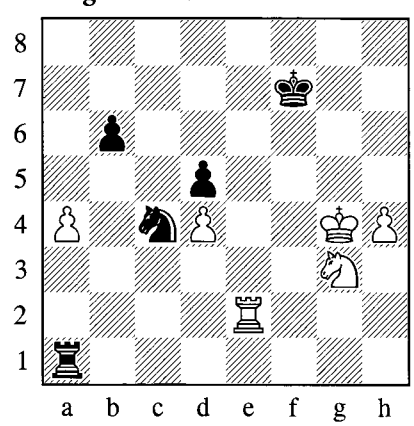
8.♖e7† ♔d8

After 8...♔f8 9.♖f7† ♔e8 10.♘g7† White wins the rook.

9.♖xe4!

This is the simplest solution. White pushes his h-pawn through after 9...dxe4 (or 9...♖g1† 10.♔h5

Diagram 22-7 △

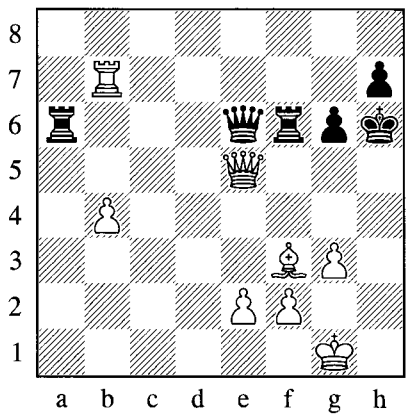


dxe4 11.h7 ♖h1† 12.♘h4+– and White has built a bridge) 10.h7 ♖h1 11.♘h6 ♖g1† 12.♔f5 ♖f1† 13.♔xe4 ♖f8 14.♘g8+–.
1–0

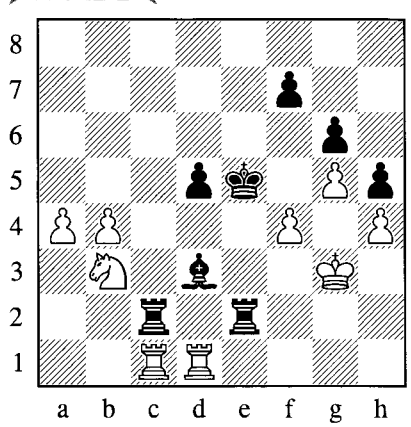
In the next test, try to coordinate your pieces properly. Often the simplest way to achieve that is to attack an opposing weakness with all your forces.

Exercises

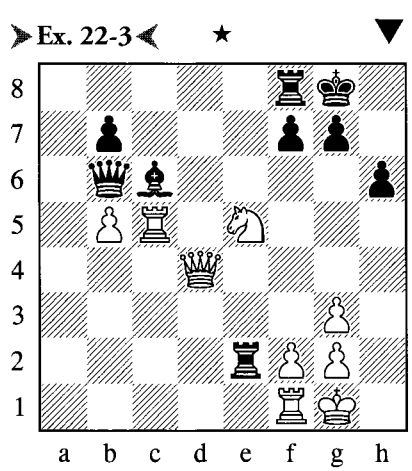
Ex. 22-1 ★ △



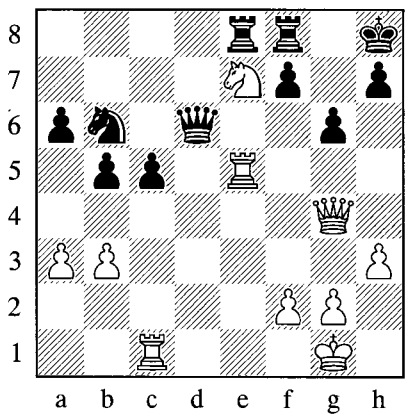
Ex. 22-2 ★ ▼



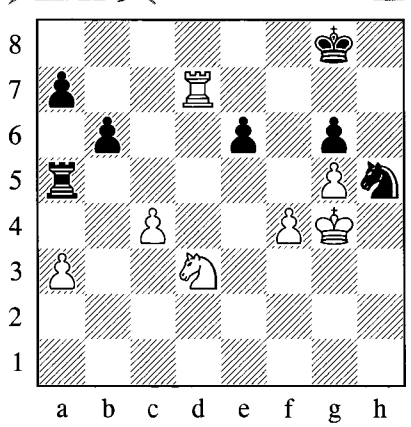
Ex. 22-3 ★ ▼



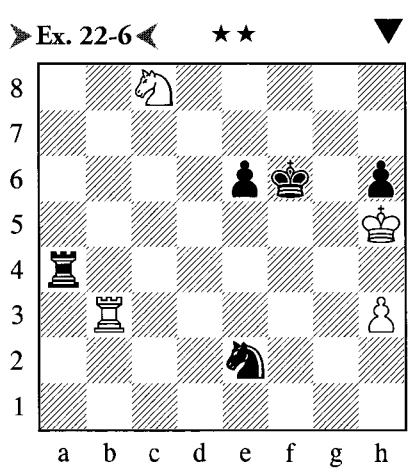
Ex. 22-4 ★★ △



Ex. 22-5 ★ △

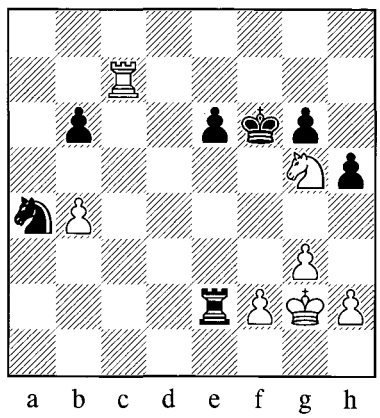


Ex. 22-6 ★★ ▼

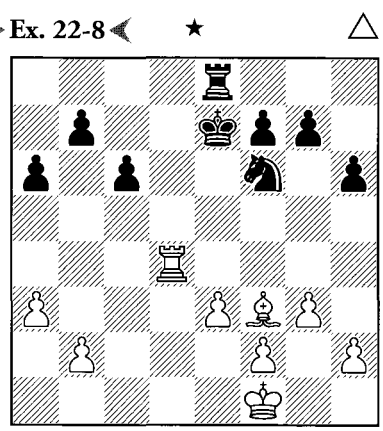


Exercises

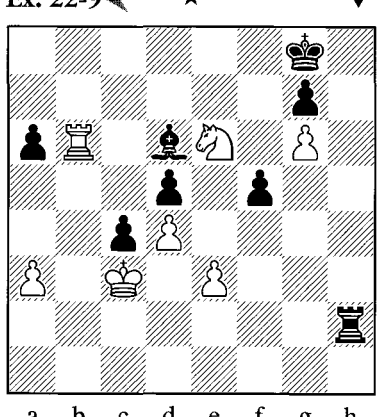
Ex. 22-7 ★★ △



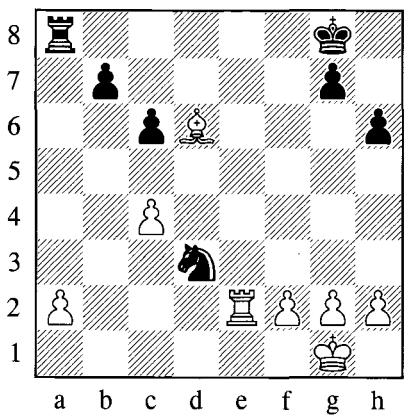
Ex. 22-8 ★ △



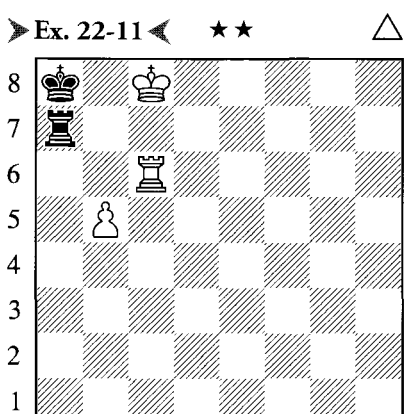
Ex. 22-9 ★ ▼



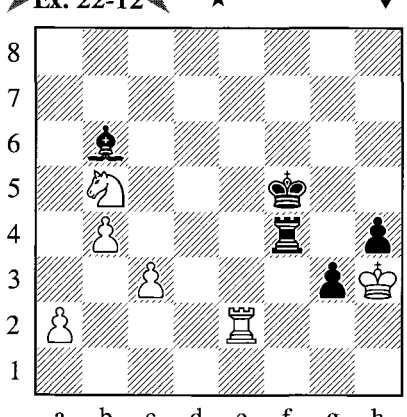
Ex. 22-10 ★★ ▼



Ex. 22-11 ★★ △



Ex. 22-12 ★ ▼



Ex. 22-1

A.Yusupov – J.Hickl

Cologne 1999

1.♕c7!

(1 point)

1...♕g8 2.♕c1† g5 3.♗e4 ♖f7 4.♗d5+– ♕h8 5.♗xf7

Black resigned, because 5...♖a1 allows 6.♖b6† ♔g7 7.♕xa1†.

Ex. 22-2

A.Yusupov – W.Rapparlie

Swiss Team Ch. 2004

1...♔d6!

(1 point)

This is the only way to secure a draw for Black. Other moves are followed by a knight fork.

2.♖xd3

2.♖xc2?! ♗xc2 3.♖d2 would be bad, due to 3...♖e3† 4.♔f2 ♖xb3 5.♖xc2 ♖xb4∓.

2...♖g2† 3.♔f3 ♖gf2† 4.♔g3

But not 4.♔e3?? ♖ce2† 5.♔d4 ♖e4† 6.♔c3 ♖c4#.

4...♖g2† 5.♔f3 ♖gf2† 6.♔g3

½–½

Ex. 22-3

M.Cebalo – A.Yusupov

Bastia (rapid) 2004

1...♖d8!

(1 point)

This leads to an advantageous position for Black

1...♖c2 would be rather bad, because of 2.♘c4!+–. And if 1...♗e8?! then also 2.♘c4±.

2.♕c4

2.♘c4 is met by 2...♖xd4 3.♘xb6 ♗e8 and the weakness of the b5-pawn gives Black an edge.

2...♗e8 3.♘f3

Or 3.♕xe2 ♕xc5∓.

3...♖b2∓ 4.♖e1?

Better is 4.♘d4∓.

4...♗xb5 5.♕c3 ♗c6 6.♘d4 ♖b1 7.♖xb1 ♕xb1† 8.♔h2 ♗d5∓

8...♗xg2!? would not be so clear: 9.♔xg2 ♕e4† 10.♕f3 (10.♘f3 ♖d3–+) 10...♖xd4 11.♖c8† ♔h7 12.♖c7∓.

9.f3 ♕g6 10.g4 ♕d6† 11.♔h3 ♗e6 12.♘xe6 ♕xe6 13.♖b5 b6 14.♕c7 ♖d6 15.♖b4 h5 16.♖e4 hxg4† 17.♔g3 ♕d5∓ 18.♖xg4? ♕e5†

0–1

Ex. 22-4

A.Yusupov – M.Mrdja

Rapid game 2004

1.♕e2!

(2 points)

White threatens ♘xg6†.

1.♕g5? would not be so strong, on account of 1...♘c8∓.

Only 1 point for 1.♖ce1 which can be met by 1...♖d8∞.

1...♖d8 2.♖exc5 ♘d7?

After 2...♘c4! 3.♖c6 ♕d2 (3...♕xa3? 4.♖1xc4 bxc4 5.♕e5† f6 6.♖xf6+–) 4.♕xd2 ♘xd2 5.♖xa6 ♘xb3= Black could hold the position.

3.♖d5! ♕e6 4.♕xe6 fxe6 5.♖d6 ♘e5 6.♖xe6 ♘d3 7.♖d1!?

Or 7.♖f1 ♘c5 (7...♘xf2 8.♖xa6±) 8.♖e3±.

7...♘c5 8.♖xd8 ♖xd8 9.♖e3±

Ex. 22-5

M.Krasenkow – K.Sakaev

Copenhagen 2003

1.♘e5!

(1 point)

This natural move sees White start an attack on the kingside.

1...♖xa3 2.♘xg6 ♘g7 3.♖d8† ♔f7 4.♘e5† ♔e7 5.♘c6† ♔f7 6.♖d7† ♔f8 7.g6 ♘e8 8.♖f7†

Solutions

Black resigned. 8...♔g8 is followed by 9.♘e7† ♔h8 10.♖h7#.

Ex. 22-6

G.Michelakis – A.Yusupov

Copenhagen 2003

1...♘d4!

(1 point)

2.♖g3

If 2.♖d3, then 2...♘f5 and ♖h4# is coming. And 2.♘b6 loses simply to 2...♖a5†.

2...♖a5†

White resigned, on account of 3.♔g4 (3.♔h4 ♘f5†–+) 4...♖g5† 5.♔f4 (5.♔h4 ♘f5#) 5...♘e2†–+.

(another 1 point for this variation)

Ex. 22-7

V.Smyslov – P.Benko

Monte Carlo 1969

1.♔f1!

(1 point)

1.h4 would not be so strong, but nevertheless you get 1 consolation point.

1...♖xf2†

If 1...♖b2, then 2.f4! ♔f5 3.h3 followed by ♖f7#.

(another 1 point for this variation)

2.♔xf2+– ♔xg5 3.♔e3 ♔g4 3.b5 ♔h3 4.♖c4 ♘b2 5.♖c2

1–0

Ex. 22-8

A.Yusupov – S.Lputian

Kazan 1997

1.♖b4!

(1 point)

White wins a pawn.

1...b5

Or 1...♖b8 2.♗xc6+–.

2.♗xc6±

Ex. 22-9

A.Yusupov – Computer Rebel

Ischia (blitz) 1997

1...♗g3!

(1 point)

Black threatens ...♗e1#.

2.♖b1

If 2.♔b4, then 2...♖b2† 3.♔c5 c3–+.

2...♖e2 3.♔b4 ♖xe3 4.♘g5 ♗d6† 5.♔a5 ♖xa3† 6.♔b6 ♖b3† 7.♖xb3 cxb3–+ 8.♘f3 ♗f4 9.♔c5 b2 10.♔xd5 b1=♕ 11.♘e5 ♗xe5 12.dxe5 ♕e4† 13.♔e6 f4 14.♔d6 f3 15.e6 f2 16.e7 f1=♕ 17.♔d7 ♕b5†

0–1

Ex. 22-10

A.Shirov – A.Yusupov

European Team Ch., Batumi 1999

1...♖d8!

(1 point)

Black recovers the pawn.

2.♗c7

2.c5? ♘xc5 3.♗xc5 ♖d1†–+.

(another 1 point for this variation)

2...♖d4 3.g3

½–½

Ex. 22-11

T.Thorhallsson – A.Anastasian

Capelle la Grande 1996

1.♖b6!

(1 point)

But not 1.♖c7? on account of 1...♖b7!!=.

1...♖a5

1...♖h7 2.♖a6† ♖a7 3.b6! ♖xa6 4.b7† ♔a7 5.b8=♕#

(another 1 point for this variation)

2.♖b7

1–0

Black is in zugzwang; for example 2...♖a4 loses to 3.♖b8† (or 3.b6 ♖c4† 4.♖c7 ♖xc7† 5.bxc7+–) 3...♔a7 4.b6† ♔a6 5.♖a8†.

Solutions

Ex. 22-12

E.Post – A.Alekhine

Mannheim 1914

1...♖f2!

(1 point)

2.♘d6†

If 2.♖xf2†, then 2...gxf2 3.♔g2 h3† 4.♔f1 h2–+.

2...♔f4 3.♖e4† ♔f3

General advance!

4.♔xh4 ♗d8† 5.♔h5 ♖h2†

White resigned, in view of 6.♔g6 g2 7.♖e1 ♖h1–+.

Scoring

Maximum number of points is **17**

15 points and above ····→ **Excellent**

12 points and above ····→ **Good**

8 points ····→ **Pass mark**

*If you scored less than **8** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

CHAPTER 23

Contents

- ✓ Dangerous knight moves
- ✓ Knight forks
- ✓ Attacking a hemmed-in king

Combinations with knights 2

In this chapter we shall take another look at the numerous possibilities for the knight. A knight is a very nimble and awkward piece, which is why less experienced players frequently overlook knight moves. These moves (especially knight forks) can be very dangerous and lead to material losses. Here are some typical combinations, in which the knight plays a decisive part.

Knight Forks

After the queen, the knight is perhaps the most dangerous piece for executing a double attack.

Diagram 23-1 △

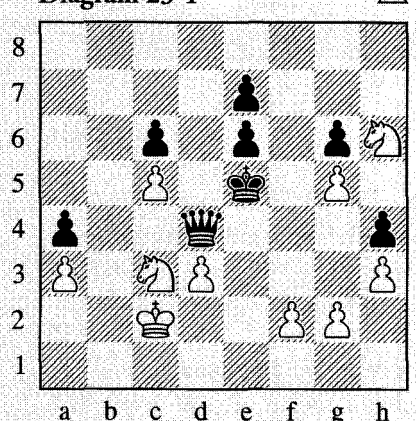


Diagram 23-1

L.Kubbel

1916

In this position the black queen will eventually become the victim of a fork.

1.f4† ♕xf4

1...♔xf4 2.♘e2†+–

2.♘e2 ♕f8

Other moves also lose:

a) 2...♕f1 3.♘g4† ♔d5(or f5) 4.♘e3†+–

b) 2...♕e3 3.♘g4†+–

c) 2...♕xg5 3.♘f7†+–

3.♘g4† ♔d5

3...♔f5 is followed by 4.♘d4† ♔xg5 (or 4...♔f4) 5.♘xe6†+–.

4.♘f6†!

This sacrifice prepares the decisive double attack.

4...exf6

If 4...♔xc5 or 4...♔e5, then 5.♘d7†+–.

5.♘f4† ♔xc5

Nor are other moves any better: 5...♔e5 6.♘xg6†+– or 5...♔d4 6.♘xe6†+–.

6.♘xe6†+–

Diagram 23-2

J.Polgar – A.Yusupov

Madrid 1995

Here White played:

1.♕xf6

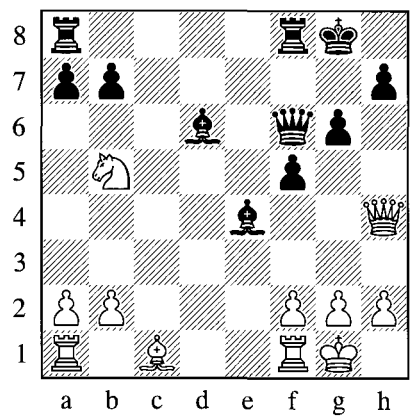
Instead of this, White could have won the exchange with an original manoeuvre: 1.♗g5!? ♗xh2†! (1...♕e6? would be worse, due to 2.♘xd6 ♕xd6 3.♗e7+–) 2.♕xh2 (2.♔xh2 is met by 2...♕e5†!) 2...♕xg5 and then 3.♘c7! ♖ac8 4.♘e6± with a knight fork. However, Black gets a pawn in return for the exchange, which is almost sufficient compensation.

In the event, the game ended in an early draw:

1...♖xf6 2.♗g5 ♖e6 3.♘xd6 ♖xd6 4.♖ad1

½–½

Diagram 23-2 △



Attacking a hemmed-in king

Frequently the side with the knight can take advantage of situations in which the opposing king is stuck in the corner for various variations on the theme of smothered mate. (This motif was also treated in *Build Up Your Chess 1*, Chapter 23.)

Diagram 23-3

The end of a study by

V.Bron

1950

1.♘g5† ♔h8!

1...♔g8 loses even more quickly after 2.♗a2† ♔f8 (2...♔h8 3.♔f7! and so on, as in the main line) 3.♗f7! and mate follows.

Of course 1...♔h6 allows the immediate 2.♘f7#.

2.♗a2! ♗b7

Nor would 2...h4 be any better, due to 3.♔f7! h3 4.♔f8 h2 5.♘f7†! ♔h7 6.♗b1†+–.

3.♔f7! ♗a6! 4.♔f8 ♗d3 5.♗g8!

Threatening ♘f7#.

5...♗g6 6.♗h7!

The black pawn prevents the bishop from retreating to h5. Black either loses his bishop or he is mated.

6...♗xh7

This deprives the king of the h7-square.

7.♘f7#

Diagram 23-3 △

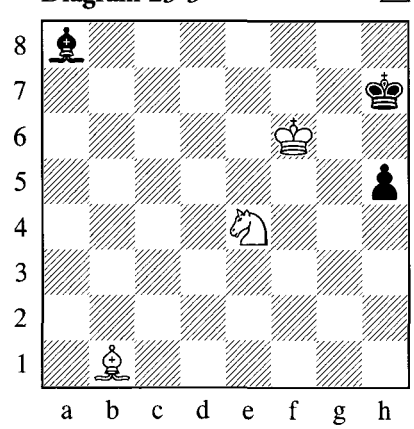


Diagram 23-4 △

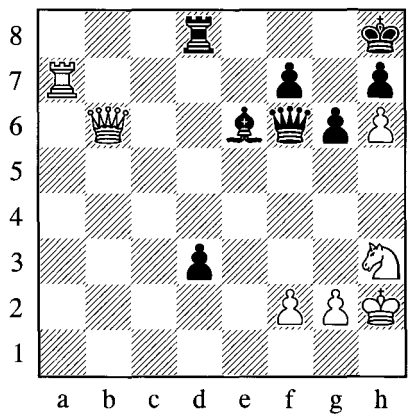


Diagram 23-4

Perez – C.Chaude de Silans

1958

White exploits the overloading of the black queen for a nice tactical blow.

1.♖xf7! ♕e5†

The bishop is pinned and after 1...♕xf7 there follows 2.♕xd8† ♕g8 3.♕f6†+–.

2.f4 ♕d6

The queen must protect the rook on d8.

3.♕b2† ♕d4 4.♖f8†!

A deflecting sacrifice which Black cannot accept.

4...♗g8

4...♖xf8 5.♕xd4†+–

5.♘g5!

A pretty move which exploits the pinned position of the black pieces. Black cannot parry the mating threat of ♘f7 and so resigned.

Diagram 23-5 △

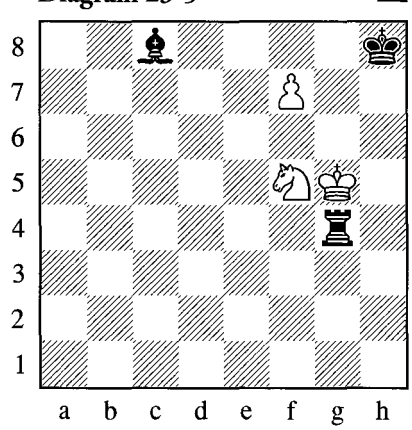


Diagram 23-5

The end of a study by

V.Korolkov

1951

1.♔h6!

This is the only winning move.

1.♔xg4? is followed by 1...♗xf5† 2.♔xf5 ♔g7 3.♔e6 ♔f8 4.♔f6 stalemate.

If 1.♔f6? then 1...♖g8 2.♘e7 ♖d8=.

1...♖g8

1...♖g6† does not help matters: 2.♔xg6 ♗xf5† 3.♔h6+–.

2.♘e7 ♗e6

Or 2...♖f8 3.♘g6#.

3.fxg8=♕†!

But not 3.♘g6†? ♖xg6† 4.♔xg6 ♗xf7†=.

3...♗xg8 4.♘g6#

Another smothered mate, as in the study by Bron.

A knight can also threaten a king which is hemmed in on the edge of the board.

Diagram 23-6

L.Vadasz – P.Lukacs

Hungarian Ch., Budapest 1977

Black exploits the endangered position of the white king.

1...g5!

Threatening 1...♖h4† 2.gxh4 g4† 3.♔g3 ♘e2#.

2.♖fe1

2.♖g1 is simply met by 2...♘e2–+.

2...♖f4!

0–1

The threat is 3...g4#. And after 3.gxf4 there comes 3...g4† 4.♔g3 ♘f5#.

Diagram 23-7

M.Shereshevsky – A.Buslaev

1973

In the game White did not find the winning move and played:

1.♘g5?

White could have mated his opponent after 1.♘h8!!, when 2.♘g6# cannot be prevented.

1...♘d3

0–1

Diagram 23-8

The end of a study by

M.Liburkin

1935

How should White proceed against the advance ...e3-e2?

1.♘c5!

The only way! If 1.♘f4? then 1...e2†! 2.♘xe2 ♘f1! 3.♘c3 ♘e3† 4.♔d2 ♘f1†=.

1...e2† 2.♔d2 ♘f1†

Black wins the rook, but...

3.♔c1 ♔xe1

3...♔e3 survives longer, but also loses: 4.♔c2 ♘h2 5.♘d3 ♘f3 (5...♘f1 6.♖a1+–) 6.♖b1 ♘d4† 7.♔c3+–

4.♘d3#

Diagram 23-6 ▼

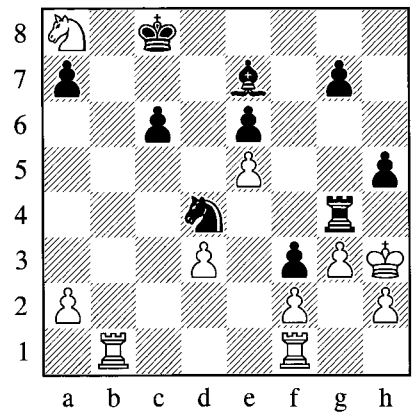


Diagram 23-7 △

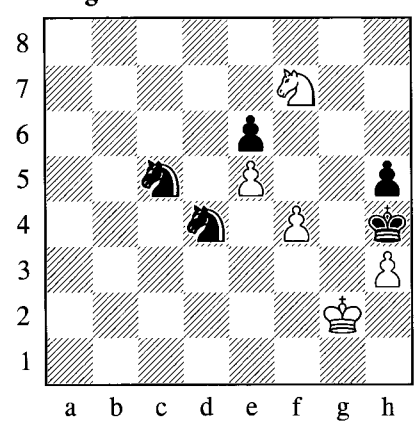


Diagram 23-8 △

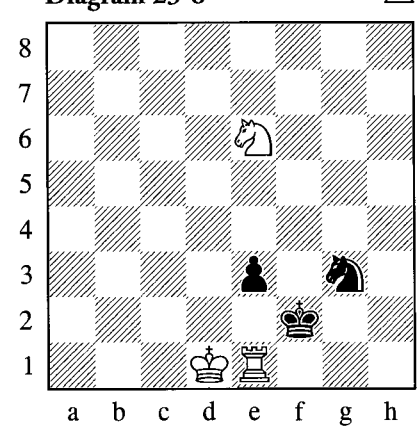


Diagram 23-9 ▼

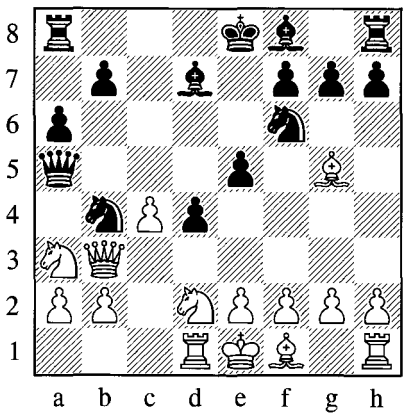


Diagram 23-9

Mueller – Weihnacht

1937

1...♘e4!

Black utilizes his knight-queen battery for a rapid attack. 1...♗a4–+ would also be good.

2.♗h4

White cannot take the knight because of the double check and mate after 2.♘xe4 ♘d3# (or 2...♘c2#).

2...♘c5 3.♕g3

The queen is forced to abandon the defence of c2.

3...♕xa3!

After Black has driven away the queen, he gets rid of the second defender and threatens ...♘c2#.

0–1

Every player knows from his own experience that combinations are not always correct. But sometimes even incorrect combinations achieve the desired aim!

Diagram 23-10 ▼

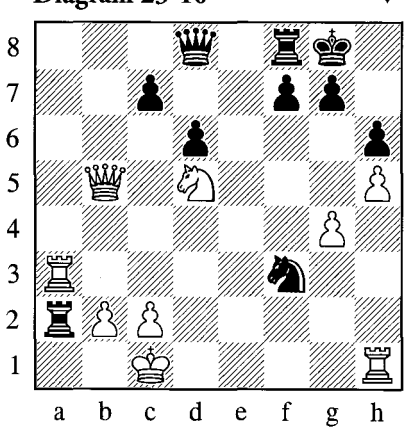


Diagram 23-10

C.Golmayo Zupide – S.Loyd

Paris 1867

1...♖a1†?!

Instead of this spectacular sacrifice, Black should simply exchange rooks or first give a check on g5, e.g. 1...♕g5† 2.♔b1 ♖xa3 3.bxa3 ♕xg4–+.

2.♖xa1 ♕g5† 3.♔b1 ♘d2† 4.♔c1

4.♔a2?? ♖a8†–+

4...♘b3† 5.♔b1 ♕c1†?!

Black did not want to give perpetual check! He tried with all his might to entice the king on to a2.

Diagram 23-11 △

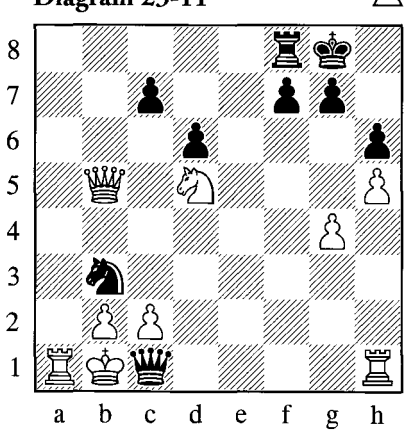


Diagram 23-11

6.♖xc1??

Greed (according to GM Jonathan Rowson) is one of the seven deadly sins in chess too.

6.♔a2! was correct: 6...♕xc2 7.♕c6! (but not 7.♕a6?? ♘c5–+ nor 7.♕a4? ♘xa1∓) 7...♘xa1 8.♔xa1± and White would even be better.

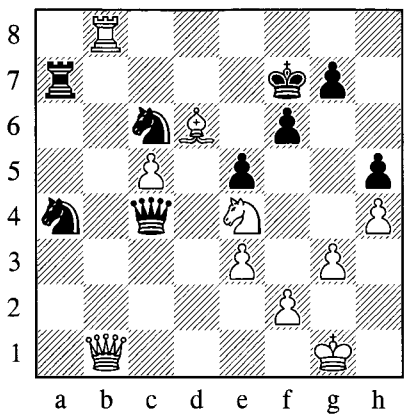
6...♘d2† 7.♔a2 ♖a8†

We know this as Anastasia's mate (see *Build Up Your Chess 1*, Chapter 1).

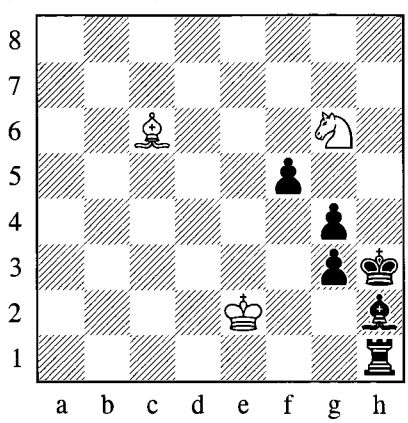
8.♕a4 ♖xa4#

Exercises

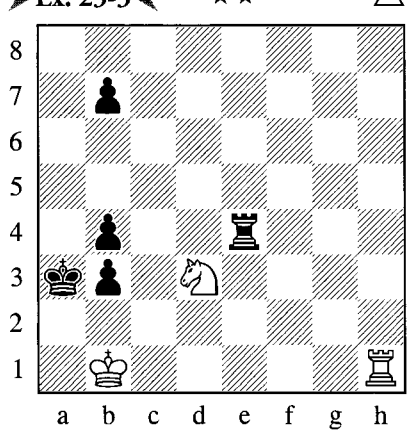
Ex. 23-1 ★ △



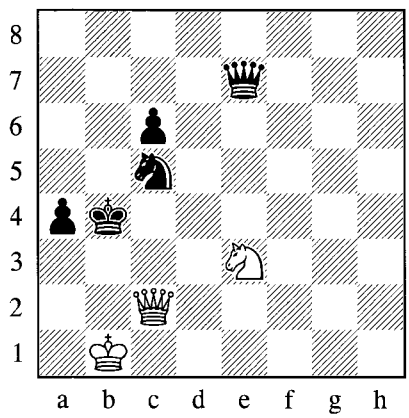
Ex. 23-2 ★★ △



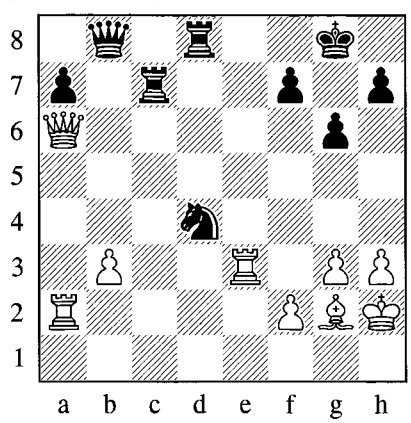
Ex. 23-3 ★★ △



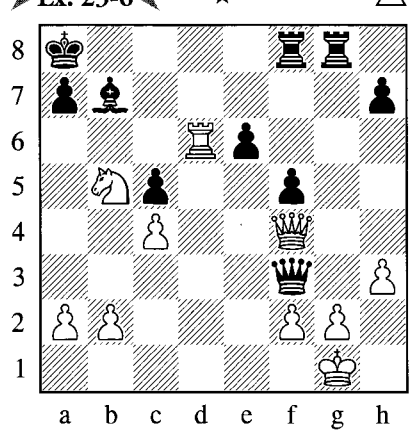
Ex. 23-4 ★★ △



Ex. 23-5 ★ ▼

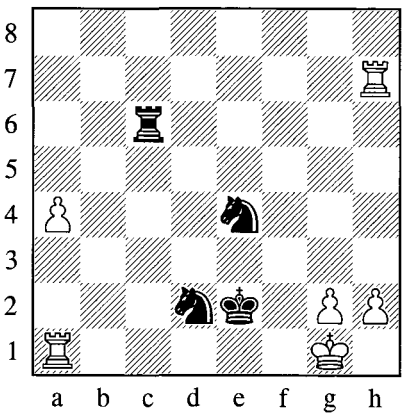


Ex. 23-6 ★ △

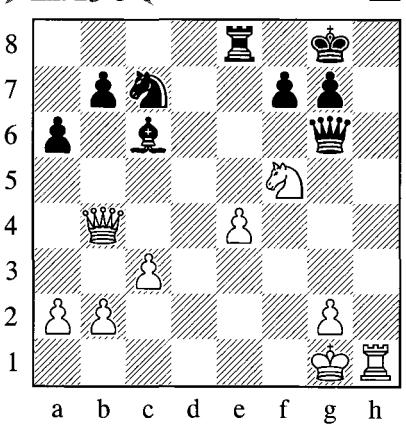


Exercises

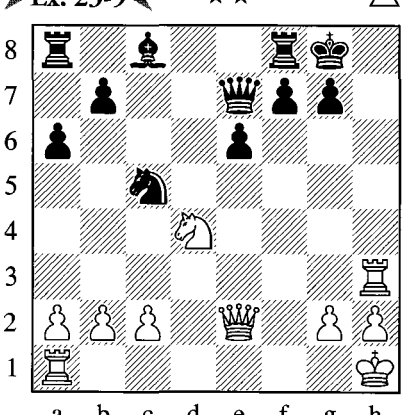
Ex. 23-7 ★ ▼



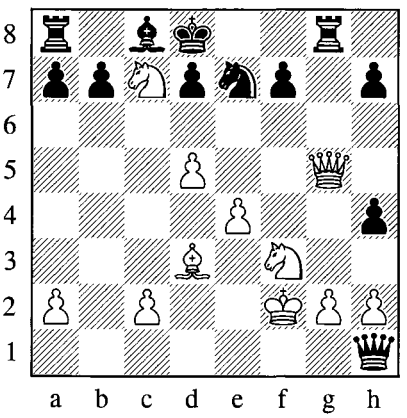
Ex. 23-8 ★★ △



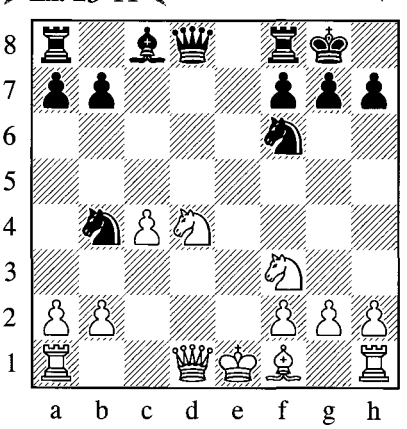
Ex. 23-9 ★★ △



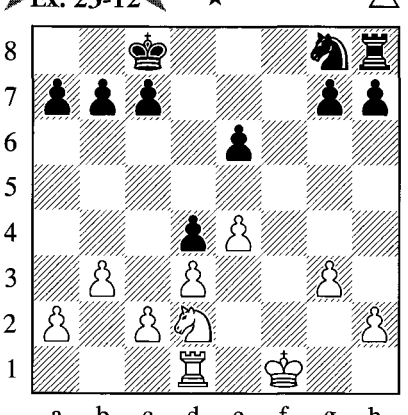
Ex. 23-10 ★ △



Ex. 23-11 ★★ ▼



Ex. 23-12 ★ △



Solutions

Ex. 23-1

A.Yusupov – V.Smyslov

USSR Ch., Moscow 1988

1.♘g5†!

(1 point)

1–0

1.♖b7† or 1.♗xe5 would also have won easily, but the move in the game leads to a forced mate: 1...fxg5 2.♕f5#.

Ex. 23-2

The end of a study by

A.Troitzky

1897

1.♗g2†!

(1 point)

1...♔xg2 2.♘f4† ♔g1 3.♔e1

Black is in zugzwang.

3...g2 4.♘e2#

(another 1 point)

Ex. 23-3

The end of a study by

A.Gurvitch

1929

1.♖h8!

(1 point)

1...♖e6

1...b2 2.♖a8† ♔b3 3.♘c5†+–

1...♔a4 2.♘c5†+–

2.♖a8†

But not 2.♘c5?? on account of 2...♖e1#.

2...♖a6 3.♖xa6† bxa6 4.♘b2! a5 5.♔a1 a4 6.♘c4#

(another 1 point for this variation)

Ex. 23-4

The end of a study by

L.Kubbel

1925

1.♕b2†

(1 point)

If 1.♕d2† ♔b5 2.♕e2†, then 2...♘d3!=.

1...♘b3

1...♔a5 is met by 2.♘c4† ♔a6 3.♕b6#.

2.♕a3†!! ♔xa3 3.♘c2#

(another 1 point)

Ex. 23-5

A.Beliavsky – A.Yusupov

Ubeda 1997

1...♘c2!

(1 point)

Black wins the exchange and so White resigned. 2.♖e2 is followed by 2...♘b4–+.

Ex. 23-6

Dal – Sperber

1968

1.♖d8†!

(1 point)

Mate can even be achieved one move quicker by 1.♘c7†! ♔b8 2.♖d8†! (also 1 point) 2...♗c8 (2...♖xd8 3.♘a6† ♔a8 4.♕b8† ♖xb8 5.♘c7#) 3.♘a6† ♔b7 4.♕b8† ♔xa6 (or 4...♔c6 5.♕b5#) 5.♕b5#.

1...♗c8

If 1...♖xd8, then 2.♘c7† ♔b8 3.♘a6† ♔a8 (3...♔c8 4.♕c7#) 4.♕b8† ♖xb8 5.♘c7#.

2.♕xf3†

1–0

Solutions

Ex. 23-7

V.Korchnoi – A.Karpov

World Championship Match (17), Baguio City 1978

1...♘f3†!

(1 point)

White resigned, as he is mated after either 2.♔h1 ♘f2# or 2.gxf3 ♖g6† 3.♔h1 ♘f2#.

Ex. 23-8

Based on

P.Romanovsky

1.♕f8†!

(2 points)

1...♖xf8

1...♔xf8 2.♖h8#

2.♘e7#

Ex. 23-9

M.Tal – N.N.

1974

1.♘f5!

(1 point)

But not 1.♕h5? because of 1...f5–+.

1...♕g5

After 1...♕d7 comes 2.♘h6† gxh6 (2...♔h7 3.♘xf7† ♔g8 4.♖h8† ♔xf7 5.♕f3†+–) 3.♕g4† ♔h7 4.♕g5+–.

2.♕h5!

(another 1 point)

The threat is ♕h8#. Black resigned, in view of 2...♕xh5 (or 2...f6 3.♘e7#) 3.♘e7† ♔h7 4.♖xh5#.

Ex. 23-10

G.Chepukaitis – N.N.

2002

1.d6!

(1 point)

1...♖xg5

1...f6 is met by 2.dxe7† ♔xe7 (2...♔xc7 3.♕c5† ♔b8 4.♕d6#) 3.♘d5† ♔f8 (3...♔d6 4.♕f4† ♔c5 5.♕c7#) 4.♕xf6† ♔e8 5.♕e7#.

2.♘xg5!

And ♘xf7# will follow.

1–0

Ex. 23-11

Ed.Lasker – I.Horowitz

1946

1...♕a5!

(1 point)

2.♘d2

If 2.♗e2, then 2...♘c2† 3.♔f1 ♘xa1–+. After 2.♕d2 there follows 2...♘e4!–+.

2...♕e5†! 3.♘e2 ♘d3#

(1 bonus point for this variation)

Ex. 23-12

G.Levenfish

1.♘f3!

(1 point)

White wins a pawn. If 1...c5, then 2.♘g5± threatens both ♘f7 and ♘xe6.

Scoring

Maximum number of points is **18**

16 points and above ➤ **Excellent**

13 points and above ➤ **Good**

9 points ➤ **Pass mark**

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

CHAPTER 24

Contents

Zugzwang

Zugzwang describes '*the obligation in a game to make a move, even if this move results in a worsening of one's own position.*' (Meyers Schachlexikon)

Zugzwang situations mostly occur in the endgame, when there are only a few pieces left on the board.

We have already looked at some important zugzwang positions in pawn endings. In the ending 'king + pawn against king' the stronger side often requires a zugzwang to be able to win

Diagram 24-1 △

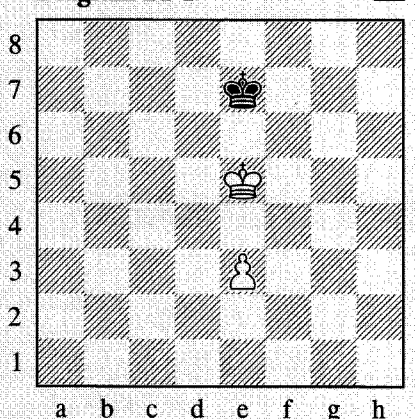


Diagram 24-1

In the struggle for the key squares d6, e6 and f6, White gains the opposition, because he still has the *reserve tempo* e3-e4!

1.e4! ♔f7 2.♔d6

Flanking.

2...♔e8 3.♔e6 ♔d8 4.♔f7

4.e5 wins here too, because the central pawn has already reached the other half of the board and the white king is in front of the pawn, e.g. 4...♔e8 5.♔d6 ♔d8 6.e6 ♔e8 7.e7⊙.

4...♔d7 5.e5+–

In *Build Up Your Chess 1*, Chapter 10 – 'The opposition', we learned about some other zugzwang situations. It can be said that there is almost always a zugzwang in pawn endings. The positions involving mutual zugzwang are especially interesting. In them *reserve tempi* often play a decisive role.

Diagram 24-2 △

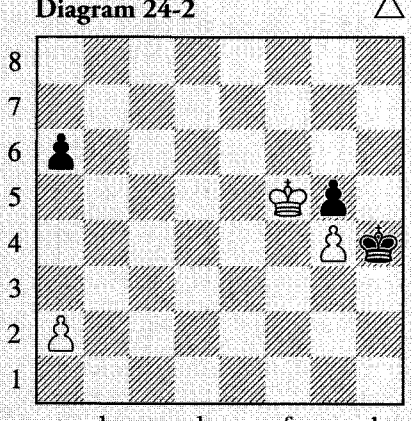


Diagram 24-2

In pawn endgames it is very useful to have some pawns still on their starting squares, because then you have the choice of moving forward one square or two squares. In a zugzwang situation, this can decide the game.

1.a3!

1.a4? would be wrong, due to 1...a5 and White would already be in zugzwang.

1...a5 2.a4+–

Now Black is in zugzwang. He has to move his king and loses the g5-pawn.

And here are a few more important zugzwang situations.

Diagram 24-3

Ed.Lasker – K.Moll

Berlin 1904

1.f4??

White misses his chance. 1.f6! would be correct: 1...gxf6 2.f4 ♔d4 3.g5! fxg5 4.fxg5 ♔e5 5.gxh6 ♔f6 6.♔c2⊙+–.

Diagram 24-4

Black must move his king and leave the square of the h-pawn. A typical zugzwang situation!

Let's go back to the position after 1.f4??.

1...f6!

Black prevents the white breakthrough f5-f6.

2.g5 ♔d4

Black will continue with ...♔e4.

0–1

Diagram 24-5

V.Borisenko – K.Zvorykina

Riga 1963

White has wrongly evaluated the transition to a pawn ending.

1...♕xf4†! 2.♔xf4 a4! 3.♔e4 b4! 4.♔xd4 bxa3 5.♔c3 ♔g5⊙

The white king cannot move and Black wins both the g- and the d-pawns. Then White will be left without any sensible moves.

6.d4 ♔xg4

0–1

But in other endgames too, zugzwang plays an important part. In the examples which follow you

Diagram 24-3 △

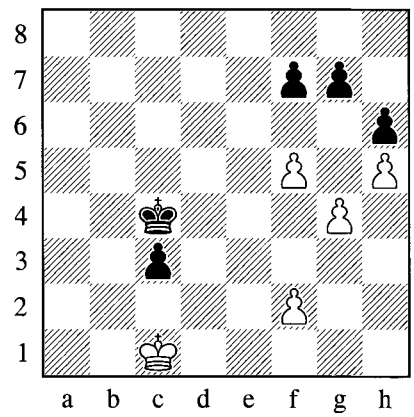


Diagram 24-4 (analysis) ▼

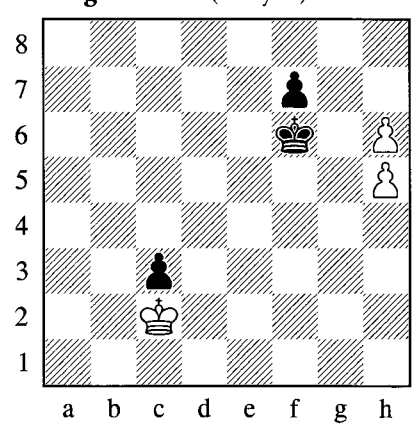
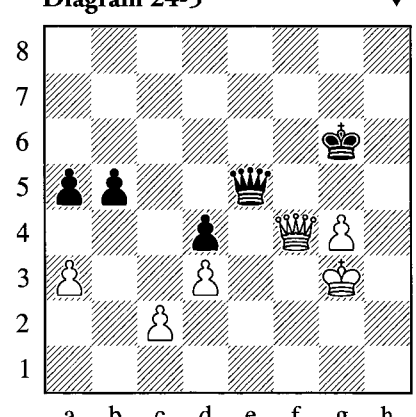


Diagram 24-5 ▼



should first try to spot the zugzwang situation and work out how to exploit it. A typical marker for such situations is that the mobility of the opposing pieces is severely restricted.

Diagram 24-6 △

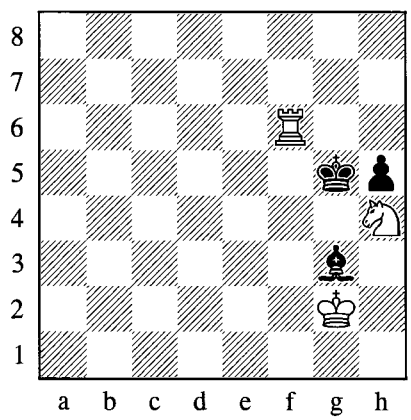


Diagram 24-6
The end of a study by
V.Korolkov
1947

1.♖e6!
It is important to control the e1-square.
1...♗xh4
Or 1...♔xh4 2.♖e4† ♔g5 3.♔xg3+–.
2.♖e4⊙+–

Diagram 24-7 △

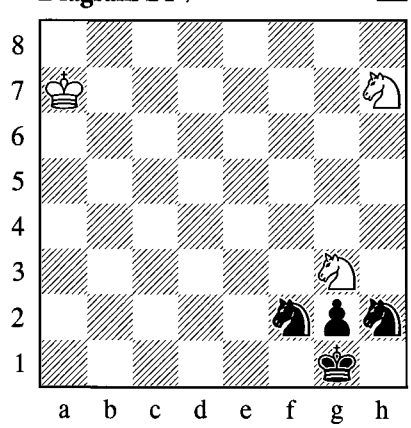


Diagram 24-7
The end of a study by
A.Gurvitch
1927

1.♘g5!⊙ ♘hg4
Or 1...♘d3 2.♘h3#.
2.♘f3#

Diagram 24-8 △

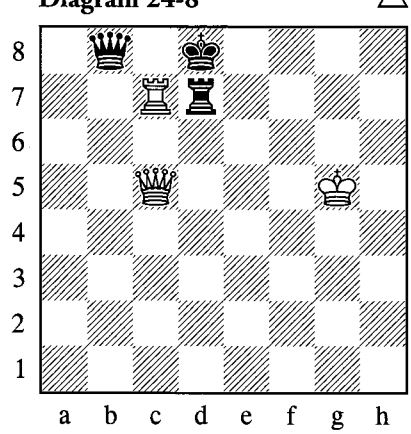


Diagram 24-8
The end of a study by
H.Rinck
1926

1.♔h6!⊙
But not 1.♔h4? on account of 1...♖d4†=.
1...♖xc7
Other moves also lose:
a) 1...♕xc7 2.♕f8#
b) 1...♕b2 2.♖c8#
c) 1...♕a8 2.♕f8† ♔xc7 3.♕xa8+–
2.♕f8†+–

Diagram 24-9

The end of a study by

L.Kubbel

1927

1.♕d3!⊙

There is no threat, but Black has to move the queen and finds himself without a sensible way to protect the important squares c3 and a3.

1...♕a1

Other moves also lose quickly:

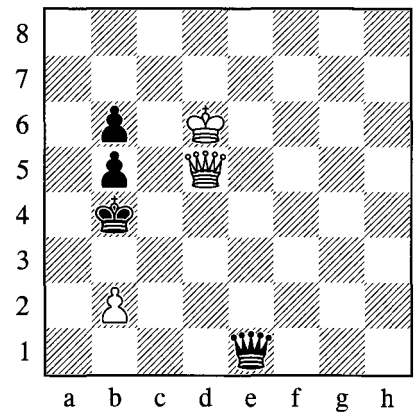
a) 1...♔a4 2.♕a3#

b) 1...♕f2 2.♕c3† ♔a4 3.♕a3#

c) 1...♕c1 2.♕a3† ♔c4 3.b3†+–

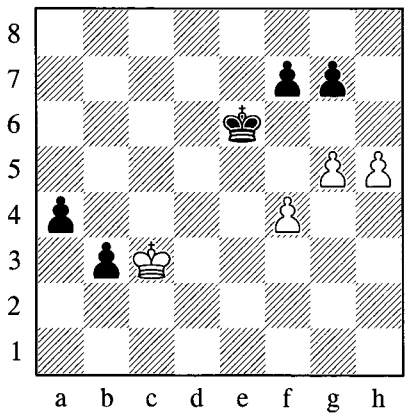
2.♕c3† ♔a4 3.b3†+–

Diagram 24-9 △

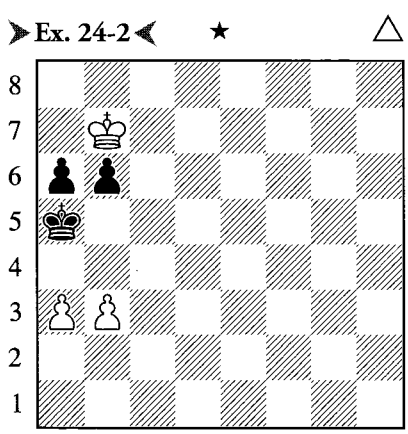


Exercises

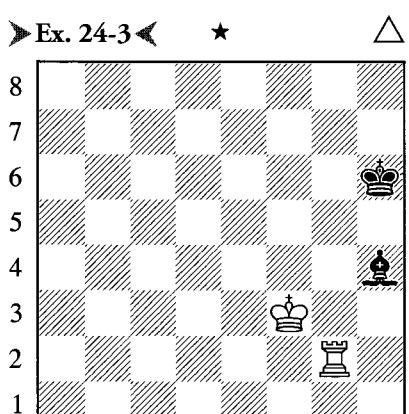
Ex. 24-1 ★ △



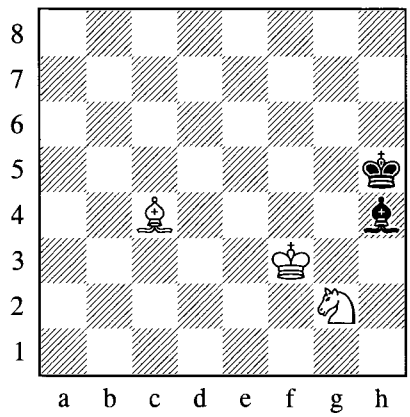
Ex. 24-2 ★ △



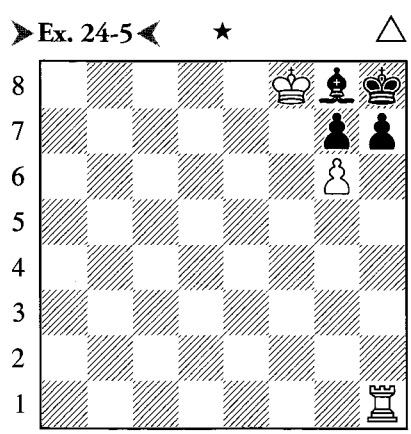
Ex. 24-3 ★ △



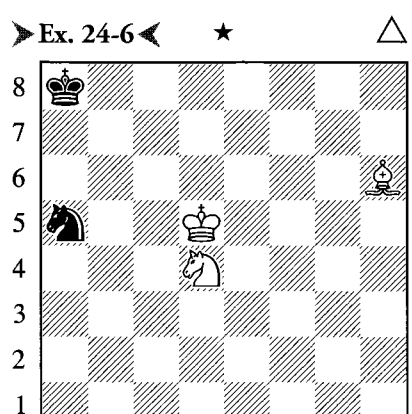
Ex. 24-4 ★ △



Ex. 24-5 ★ △

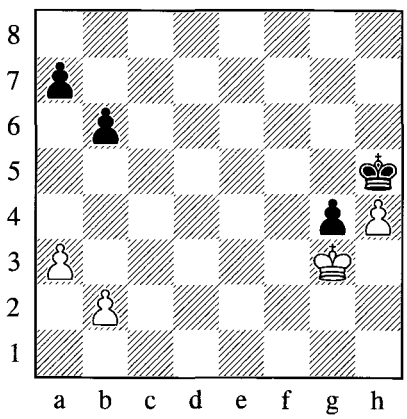


Ex. 24-6 ★ △

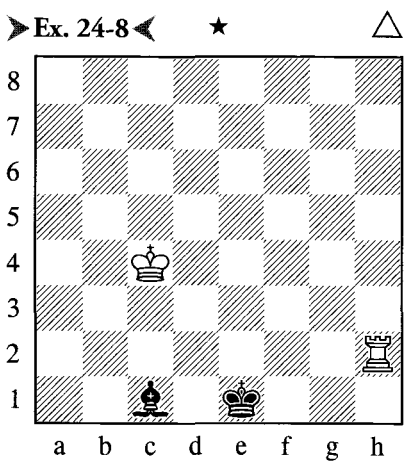


Exercises

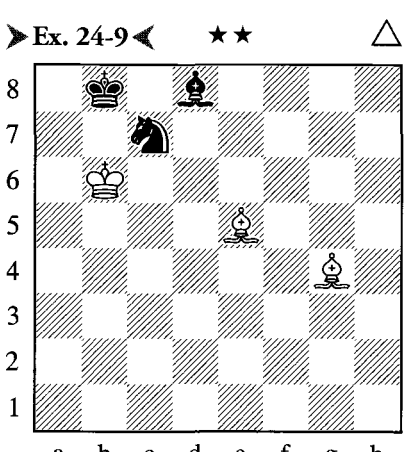
Ex. 24-7 ★ △



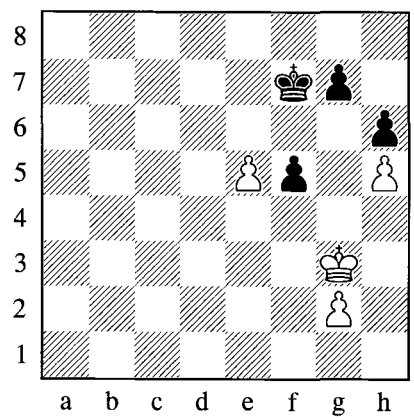
Ex. 24-8 ★ △



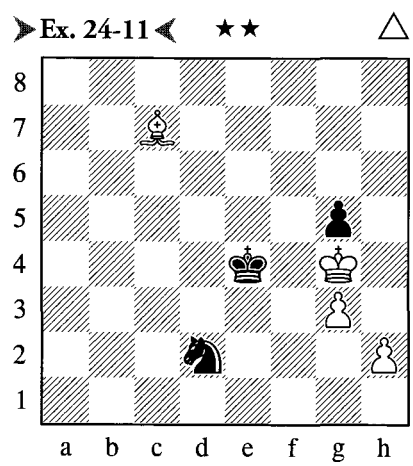
Ex. 24-9 ★★ △



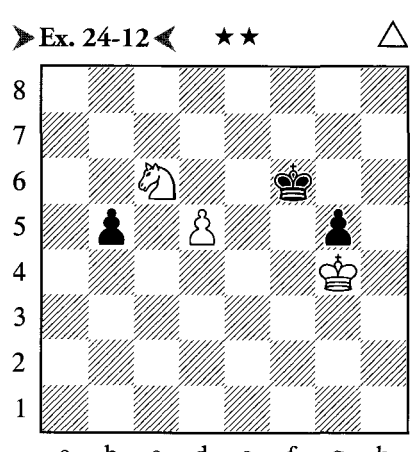
Ex. 24-10 ★★ △



Ex. 24-11 ★★ △



Ex. 24-12 ★★ △



Solutions

Ex. 24-1

G.Goldberg – V.Zak

Leningrad 1934

1.h6! gxh6 2.gxh6 ♔f6 3.f5⊙
1–0

(1 point)

Ex. 24-2

1.♔c6! b5 2.♔c5 b4 3.axb4#

(1 point)

Ex. 24-3

F.Sackmann

1911

1.♖h2! ♔g5
If 1...♔h5, then 2.♔f4⊙+–.
2.♖h1!
But not 2.♖h3? on account of 2...♗e1=.
2...♔h5 3.♔f4⊙+–

(1 point)

Ex. 24-4

The end of a study by

J.Fritz

1953

1.♗f7†! ♔g5 2.♗e8!⊙+–

(1 point)

Ex. 24-5

P.Morphy

1.♖h6!⊙ gxh6
Or 1...♗d5 2.♖xh7#.
2.g7#

(1 point)

Ex. 24-6

1.♗d2! ♘b7 2.♘c6⊙+–

(1 point)

Ex. 24-7

1.a4!

(1 point)

It is important to leave the b-pawn on its starting position.

1.b4?? loses to 1...b5; whereas 1.b3?? loses to 1...a6 2.a4 (2.b4 b5⊙) 2...a5⊙.

1...a6 2.b4!

Of course not 2.b3?? a5⊙.

Also bad is 2.a5? although White can still save the game: 2...bxa5 3.b3 a4 4.bxa4 a5⊙ 5.♔g2 ♔xh4 6.♔h2 ♔g5 7.♔g3 ♔f5 8.♔g2 ♔e4 9.♔g3 ♔d4 10.♔xg4 ♔c3 11.♔f3 ♔b3 12.♔e2 ♔xa4 13.♔d2 ♔b3 14.♔c1=

2...a5

Or 2...b5 3.a5⊙.

3.b5⊙+–

Ex. 24-8

1.♖h1†! ♔d2 2.♔b3!+–

(1 point)

Black is in zugzwang and loses the bishop.

Ex. 24-9

The end of a study by

D.Goldberg

1931

1.♗d7!

(1 point)

Other moves do not win, e.g. 1.♗f5? ♔a8 2.♗e4† ♘d5†=.

1...♔a8 2.♗c6† ♔b8 3.♗b7⊙ ♗h4 4.♗xc7#

(another 1 point for this variation)

Ex. 24-10

A.Ilyin Zhenevsky – M.Botvinnik

Leningrad 1938

In the game White played the over-hasty:

1.♔f4?

1.♔f3! first is correct.

(1 point)

Solutions

Black loses in all lines:
a) 1...♔e6 2.♔f4
b) 1...♔e7 2.♔f4 ♔e6 3.g3⊙
c) 1...g6 2.hxg6† ♔xg6 3.♔f4 h5 4.g3⊙
(another 1 point for these variations)

1...g6!

Of course not 1...♔e6?? because of 2.g3⊙.

A draw was agreed here. 2.hxg6† is followed by 2...♔xg6 3.g3 h5⊙ 4.e6 ♔f6 5.e7 ♔xe7 6.♔xf5 h4!=.

Ex. 24-11

M.Taimanov – R.Ekstroem

Stockholm 1984

1.h3!

(1 point)

1.♔xg5? is no good, due to 1...♘f3†=.

Nor does 1.♗d8? win, on account of 1...♘f3 2.h3 ♘e5† 3.♔xg5 (if 3.♔h5 ♔f3 4.g4, then 4...♔g2!=) ♘f7† 4.♔f6 ♘xd8 5.g4 ♔f4 6.g5 ♘b7 7.g6 ♘d6=.

There is an alternative win, but it is much more complicated and so only earns 1 point: 1.h4 gxh4 2.gxh4 ♔d5 (2...♘c4 3.h5 ♘e3† 4.♔g5 ♘f5 5.♗b8 ♘d4 6.h6 ♘e6† 7.♔f6 ♘f8 8.♗d6+–) 3.♔f5 ♘f3 4.h5 ♘d4† 5.♔f6 ♘e6 6.♗g3 ♘f8 7.h6 ♘h7† 8.♔f5 ♘f8 9.♗e5 ♘h7 10.♗g7+–

1...♘f3 2.♗b6⊙

(another 1 point)

2...♘e5† 3.♔xg5 ♔f3 4.♗c7

Black resigned, in view of 4...♔xg3 5.h4+–.

Ex. 24-12

R.Reti – E.Marshall

Baden-Baden 1925

White must reach the same position with Black to move.

1.♔g3!

(1 point)

There is the equally good 1.♔f3 ♔f5 2.♔g3 g4 (2...♔f6 3.♔g4⊙) 3.♔h4 ♔f4 4.d6 g3 5.♔h3 ♔f3 6.d7 g2 7.♘d4† ♔f2 8.♘e2+–.

1...♔f7

Or 1...♔f5 2.♔f3 ♔f6 3.♔g4⊙+–.

(another 1 point)

2.♔f3 ♔f6 3.♔g4⊙ ♔g6 4.d6 b4 5.d7
1–0

Scoring

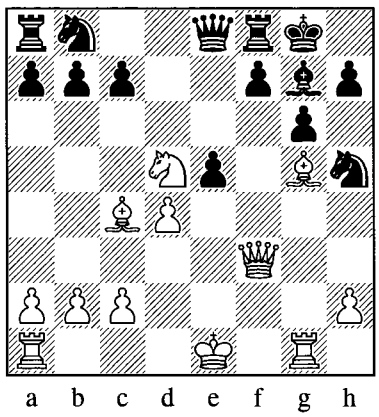
Maximum number of points is **16**

14 points and above ····→ **Excellent**
11 points and above ····→ **Good**
8 points ····→ **Pass mark**

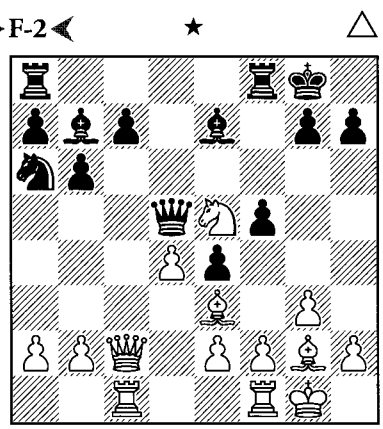
*If you scored less than **8** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

Final test

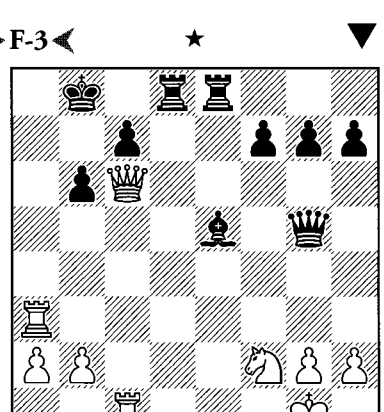
F-1 ★★ △



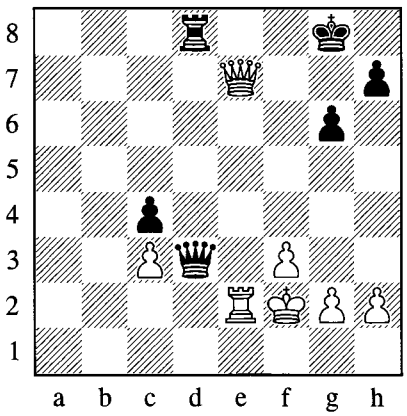
F-2 ★ △



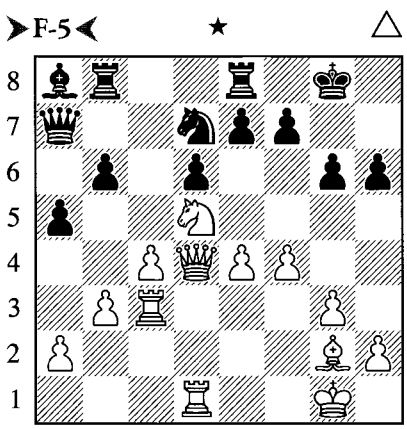
F-3 ★ ▼



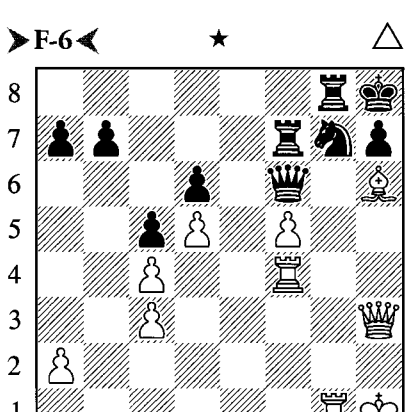
F-4 ★★ △



F-5 ★ △

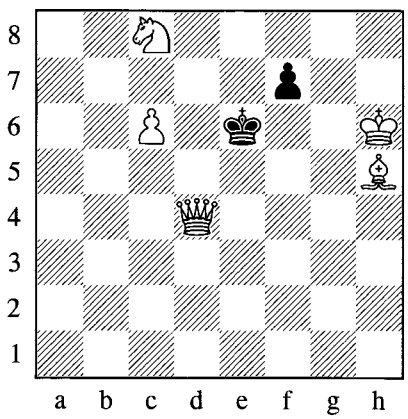


F-6 ★ △

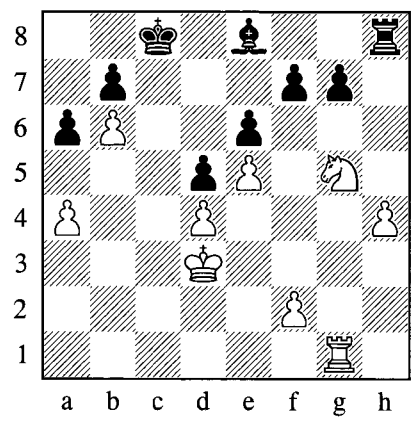


Final test

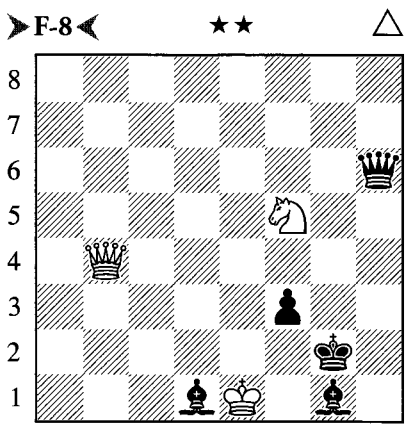
F-7 ★ #2 △



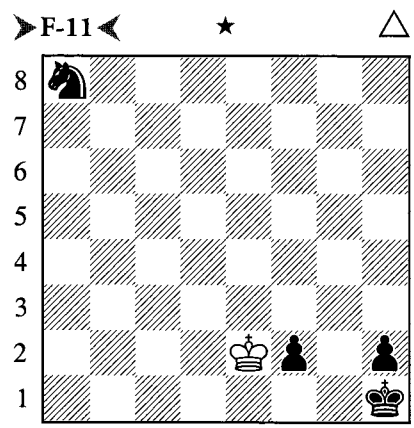
F-10 ★★★ △



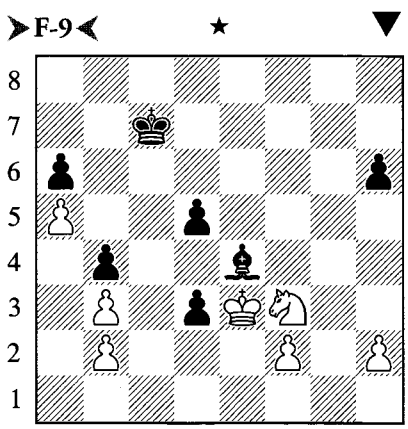
F-8 ★★ △



F-11 ★ △



F-9 ★ ▼



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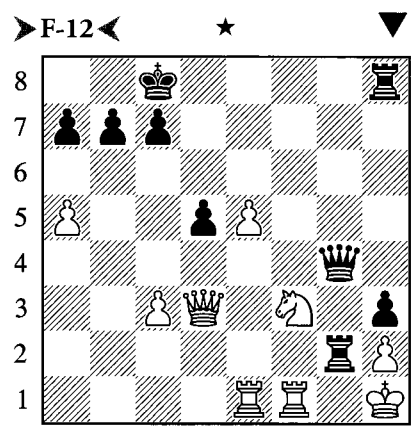
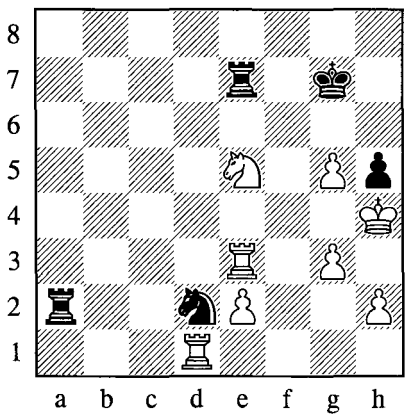


Final test

F-13 ★★ ▼



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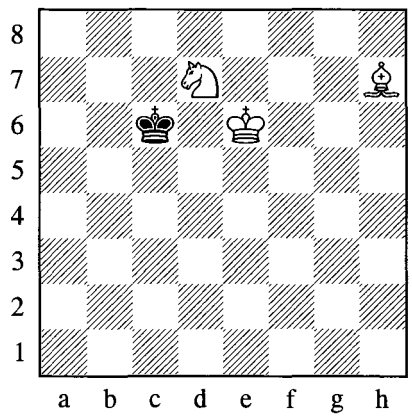

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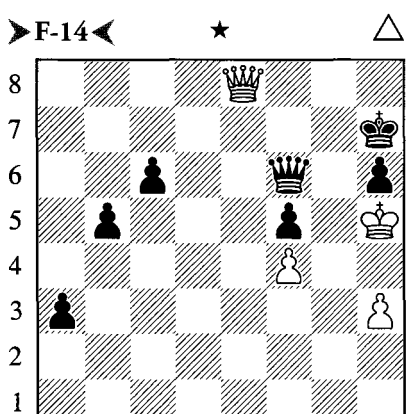
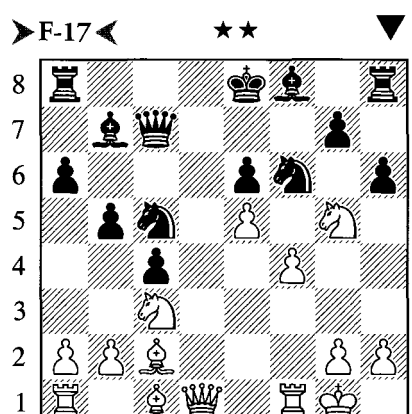


F-17 ★★ ▼



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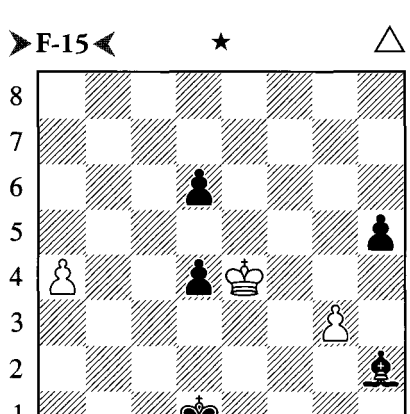
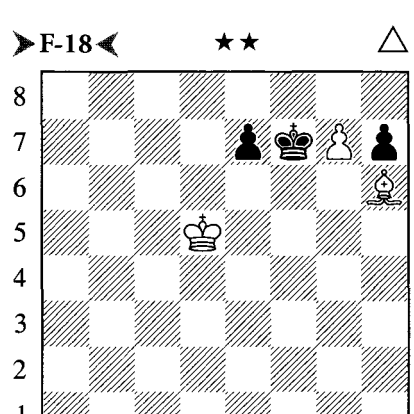
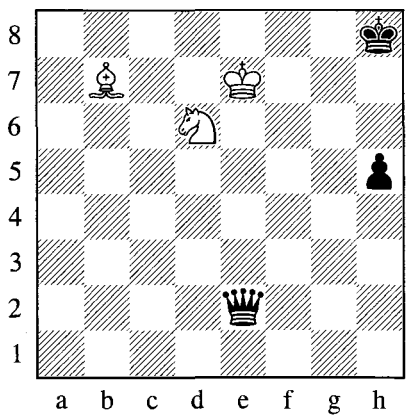


F-18 ★★ △



Final test

F-19 ★★ △



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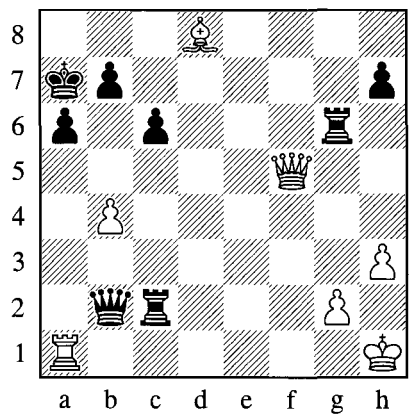

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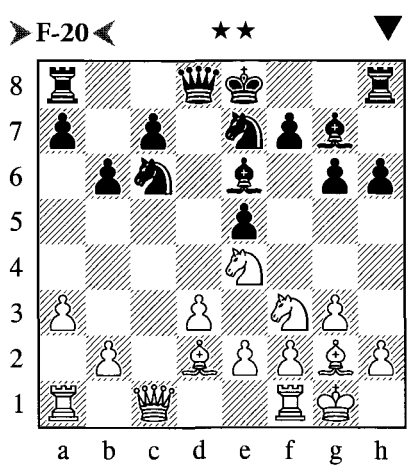

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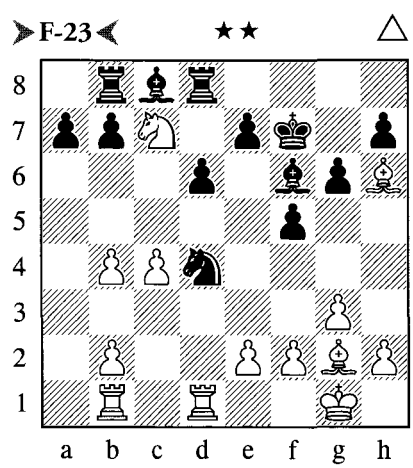

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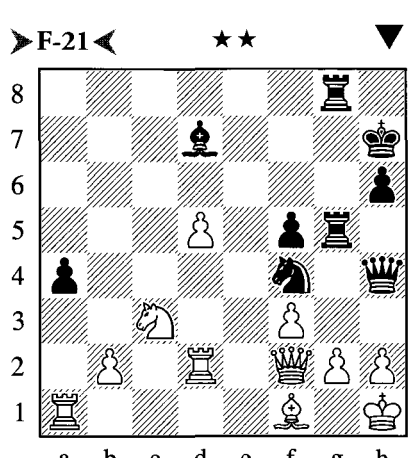
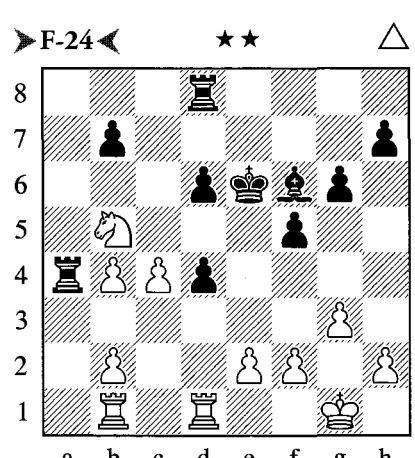


F-24 ★★ △



Solutions

F-1

Tactics /Chapter 1

A.Filipowicz – Z.Gabrys

Polish Ch., Wroclaw 1960

1.♕xh5!

(1 point)

1.♗e7? ♘c6! 2.♗xf8 ♕xf8 3.0–0–0 ♘xd4∓

1...gxh5

1...exd4† would be more stubborn, although the simple 2.♕e2 is good for White.

2.♗f6!

(another 1 point)

Of course not 2.♘f6†? ♔h8∓.

2...♘d7

Or 2...♕e6 3.♖xg7† (3.♗xg7 also wins) 3...♔h8 4.♗d3 e4 5.♗xe4 ♕xe4† 6.♔d2 ♕f5 7.♖g8† ♔xg8 8.♘e7#.

3.♗xg7!+– h6 4.♘f6†

4.♗xe5†! is also good: 4...♔h7 5.♗d3† f5 6.♖g7† ♔h8 7.♖xd7†+–.

4...♘xf6 5.♗xf6† ♔h7 6.♖g7† ♔h8 7.♖xf7† ♔g8 8.♖e7†

1–0

F-2

Strategy /Chapter 2

M.Euwe – J.Capablanca

Netherlands 1938

1.♘c6!

(1 point)

This ensure that the c7-pawn remains blocked and weak.

1.f3 would not be so good, due to 1...c5⇄. After 1.♗f4 Black can even chance 1...g5.

1...♗xc6 2.♕xc6 ♕xc6 3.♖xc6 ♖f6 4.♖fc1 ♖xc6 5.♖xc6 ♗d6 6.a3±

F-3

Tactics /Chapter 3

A.Sznapik – N.Gaprindashvili

Sandomierz 1976

Black exploits the weakness of the back rank.

1...♕xc1†! 2.♕xc1 ♗xb2

(1 point)

White resigned, since 3.♕xb2?? allows 3...♖e1#, and otherwise he is losing the rook on a3.

F-4

Tactics /Chapter 5

A.Yusupov – S.Berndt

Bundesliga 2001

1.♖e4!

(2 points)

1.♕e6† ♔g7 2.♖e4!+– (also 2 points) would be nearly as good, but the active position of the queen on the 7th rank brings extra advantages in the game.

1...♕d2†

If 1...♖f8, then 2.♕e6† ♔h8 3.♕xc4+–.

2.♔g3 ♖f8 4.♖d4

Black resigned on account of 4...♕xc3 5.♖d7 ♕h8 6.♕e6†+–.

F-5

Strategy /Chapter 11

V.Smyslov – B.Kohlweyer

Dortmund 1986

1.e5!

(1 point)

A typical idea. White opens the game and activates his forces on the semi-open d-file.

1...dxe5 2.fxe5 e6?

Black unnecessarily weakens the important f6-square. Better was 2...♖bd8 3.♖e3±.

3.♘e3 ♖bd8

3...♘c5 4.♘g4+–

4.♗xa8 ♕xa8 5.♖cd3!

Solutions

Pinning the knight.

5...♕f3 6.♕f4

Black resigned, in view of 6...♕c6 7.♘g4+–.

F-6

Tactics /Chapter 13

Besser – Maakert

West Germany 1970

A combination on the h-file quickly leads to mate.

1.♗g5! ♕e5 2.♕xh7†! ♔xh7 3.♖h4† ♘h5 4.♖xh5† ♔g7 5.♗e7†

1–0

(1 point)

F-7

Calculating variations /Chapter 20

A.Cheron

1936

1.♗f3!

But not 1.c7? because of 1...f6!.

1...♔f5

1...f5 2.♗d5#; 1...f6 2.♕d5#.

2.♗g4#

(1 point)

F-8

Tactics /Chapter 17

The end of a study by

A.Herbstmann

1934

White has a forced win.

1.♕g4†!

(1 point)

But not 1.♘xh6? f2† 2.♔xd1 f1=♕†=.

1...♔h1

Or 1...♔h2 2.♕g3† ♔h1 3.♘xh6+–.

2.♘xh6 f2† 3.♔f1!

3.♔xd1? f1=♕†=

3...♗xg4 4.♘xg4 ♗h2 5.♘xf2#

(another 1 point for this variation)

F-9

Endgame /Chapter 24

L.Bronstein – A.Yusupov

Lucerne Olympiad 1982

1...♗xf3

White resigned, since he will be in zugzwang after 2.♔xf3 d4!.

(1 point)

F-10

Positional play /Chapter 4

V.Kramnik – P.Leko

World Championship Match (14), Brissago 2004

1.♖c1†!

(2 points)

1...♗c6

It is hopeless to allow the white rook to c7: 1...♔b8 2.♖c7! ♖xh4 3.♘xf7 ♗xf7 4.♖xf7 (Δ♖f8#) 4...♔c8 5.♖c7†! ♔d8 (5...♔b8 6.♖xg7+–) 6.♖xb7+–

2.♘xf7 ♖xh4 3.♘d6† ♔d8 4.♖g1!

(another 1 point for this variation)

White activates his rook.

4...♖h3† 5.♔e2 ♖a3 6.♖xg7 ♖xa4 7.f4!+–

This essentially decides the game; the threat is now f5. The white pieces are perfectly coordinated.

7...♖a2†

If 7...♖xd4, then 8.f5 exf5 9.e6 ♖e4† 10.♘xe4 dxe4 11.♖c7! and the threat of ♖xc6 means that White is winning.

8.♔f3 ♖a3† 9.♔g4 ♖d3 10.f5 ♖xd4† 11.♔g5 exf5 12.♔f6 ♖g4 13.♖c7

Or 13.♖h7+–.

13...♖h4 14.♘f7†

Black resigned, in view of 14...♔e8 15.♖c8† ♔d7 16.♖d8#.

Solutions

F-11

Endgame /Chapter 6

The end of a study by

R.Skuja

1935

1.♔f1!

(1 point)

But not 1.♔xf2?? ♘b6 2.♔f1 ♘c4 3.♔f2 ♘d2⊙–+.

2...♘b6 3.♔xf2 ♘d5 4.♔f1=

Fortress VIII.

F-12

Tactics /Chapter 7

Edelstein – Yazze

1957

The game continued 1...♖f8? 2.♘h4!+–. However, Black could have won with:

1...♖xh2†!

Followed by ...♕g2#.

(1 point)

F-13

Calculating variations /Chapter 9

M.Illescas Cordoba – V.Epishin

Dos Hermanas 1994

In the game, Black missed his chance and lost after 1...♖e8? 2.♘c4 ♖xe3 3.♘xe3 ♔g6 4.♘g2.

He could have saved the game with:

1...♖xe5! 2.♖xe5

2.♖xd2? ♖a4†–+

2...♘f3†! 3.♔xh5

3.exf3?? ♖xh2#

3...♘xe5=

(2 points)

F-14

Tactics /Chapter 10

Zdanovs – Pigits

Riga 1953

1.h4!

(1 point)

White puts his king into a stalemate position and threatens to surrender his queen. Black has no defence against this threat, e.g. 1...♕g7 2.♕g8†!= (but not 2.♕f7?? ♕xf7#).

½–½

F-15

Tactics /Chapter 10

The end of a study by

G.Bernhardt

1923

1.♔d3!!

But not 1.a5? when White can win with either 1...d3 or 1...♔e2.

1...♗xg3 2.a5 d5 3.a6 ♗b8 4.a7 ♗xa7 stalemate

(1 point)

F-16

Endgame /Chapter 12

Based on

G.Levenfish

1.♗d3!

(1 point)

White shuts the black king off from the wrong corner and constructs a prison for the king.

1...♔c7 2.♗b5 ♔d8 3.♘f6

Or 3.♘e5 ♔c7 4.♘c4.

4...♔c7 5.♘d5† ♔d8 6.♔f7 ♔c8 7.♔e7 ♔b7 8.♔d7 ♔b8 9.♗a6 ♔a7 10.♗c8 ♔b8 11.♘e7 ♔a7 12.♔c7 ♔a8 13.♗b7† ♔a7 14.♘c6#

Solutions

F-17

Positional play /Chapter 14

S.Gligoric – A.Yusupov

Vrbas 1980

1...♘d3!

(1 point)

A good practical solution. Black occupies the d3-outpost and prepares to castle queenside.

However, objective analysis shows that the principled line 1...hxg5 2.♗g6† (2.fxg5 ♘fe4–+) 2...♔e7 3.exf6† (3.fxg5 ♘fd7! 4.♖f7† ♔d8∓) 3...gxf6∓ also promises Black an advantage. You get 2 points if you opted for this uncompromising line.

2.♗xd3

If 2.♘xe6, then 2...♕b6† 3.♔h1 ♕xe6 4.exf6 0–0–0 and Black has a strong attack.

2.exf6? is bad, in view of hxg5 3.f7† ♕xf7 4.♗xd3 ♗c5† 5 .♔h1 0–0–0!–+.

2...0–0–0!∓

(another 1 point)

3.♘f3

3.♘xe6 is followed by 3...♕b6† 4.♔h1 ♕xe6 5.exf6 ♖xd3∓.

Black also gets a decisive attack after 3.exf6 hxg5 4.♕g4 ♗c5† 5.♔h1 cxd3 6.♕xe6† ♔b8.

3...♖xd3

3...♗c5† 4.♔h1 ♘g4∓ would be slightly more accurate.

4.♕e2 ♗c5† 5.♔h1 ♘d5

Now 5...♘g4?! is met by 6.♘e1!.

6.♘e4 ♖f8! 7.♘e1 ♖d4 8.♘xc5 ♕xc5 9.♕g4 ♕e7!

Black is clearly more active and went on to exploit this advantage.

F-18

Tactics /Chapter 15

A.Troitzky

1895

The solution to this well-known study is an elegant mate in 4, starting with:

1.g8=♕†!!

Then comes:

1...♔xg8 2.♔e6 ♔h8 3.♔f7 e5 4.♗g7#

(2 points)

Delaying for a move throws away the win: 1.♔e4 e5!= or 1.♔e5 e6!=.

F-19

Endgame /Chapter 16

The end of a study by

F.Amelung

1899

1.♔f8!

(1 point)

2.♗e4? would be weaker, on account of 2...♕f2–+ (but not 2...h4? 3.♔f8!=).

Black cannot prevent the combination which now follows.

1...♕e3

If 1...h4, then 2.♗e4!= threatens ♘f7#.

And after 1...♔h7 there follows 2.♗e4† ♕xe4 (of course not 2...♔h6?? 3.♘f7#) 3.♘xe4=.

2.♘f7† ♔h7 3.♗e4†! ♕xe4 4.♘g5†=

(another 1 point)

F-20

Opening /Chapter 18

S.Andermatt – A.Yusupov

Winterthur simultaneous 2004

1...f5!

(2 points)

Simple development with 1...♕d7 (1 point) is not bad, but in any case Black can make no progress without ...f5. The active knight on e4 must be forced away!

2.♘c3

2.♘eg5? hxg5 3.♘xg5 is not correct, because of 3...♗d5–+.

2...g5 3.♘b5

Threatening ♘xg5.

3...♕d7 4.b4 ♖c8 5.♘c3 0–0 6.♖b1 ♘d4∓

Black is better placed in the centre and can attack on either flank.

Solutions

7.♘xd4 exd4 8.♘d1 ♗d5 9.♗h3 c5 10.♕b2 ♘g6 11.f3 c4 12.♖c1 c3 13.♘xc3 dxc3 14.♗xc3 ♖xc3 15.♖xc3 g4 16.♗g2 gxf3 17.♗xf3 ♗xf3 18.♖xf3 ♕d4†
0–1

F-21
Tactics /Chapter 19
B.Toth – H.Karl
Switzerland 1984

Black forces perpetual check.
1...♕xh2†!!
(1 point)
2.♔xh2 ♖h5† 3.♕h4!
(1 bonus point for seeing this defence)
3.♔g1? loses to 3...♘h3† 4.♔h2 ♘xf2† 5.♔g1 ♘h3† 6.♔h2 ♘g5† 7.♔g3 (7.♔g1 ♘xf3†–+) 7...♘e4† 8.♔f4 ♘xd2.
3...♖xh4† 4.♔g1 ♘h3† 5.♔h2 ♘f4†
But not 5...♘g5† 6.♔g3+–.
6.♔g1
½–½

F-22
Tactics /Chapter 21
Based on
D.Ponziani

1.♖xa6†!
(1 point)
1...bxa6
Or 1...♔b8 2.♕f4†+–.
2.♕d7† ♔b8 3.♕c7† ♔a8 4.♕c8† ♔a7 5.♗b6†! ♔xb6 6.♕b8#
(another 1 point for the whole variation)

F-23
Positional play /Chapter 22
A.Yusupov – M.Gurevich
Linares 1991

1.♗e3!
(2 points)
The weakness on a7 forces Black to open up his position even further. 1.♘d5 (1 point) would not be so strong after 1...♘e6±.
1...e5
The pawn cannot be taken: 1...♘xe2† 2.♔f1+–
2.♗d5† ♔e7
2...♔g7± would be slightly better.
2.♗xd4 exd4 3.♘b5 ♗e6
3...a6 4.♘xd4± would be more stubborn. Black is losing a pawn in any case.
4.♗xe6 ♔xe6 5.♘xa7!
White goes a pawn up, while Black's weakness on d4 remains.
5...♖a8 6.♘b5 ♖a4
See F-24.

F-24
Positional play /Chapter 22
A.Yusupov – M.Gurevich
Linares 1991

Only 1 consolation point for 1.♘c7† ♔f7 2.♘d5. White has a much better solution!
1.b3!
(2 points)
Now Black also loses the d4-pawn.
1...♖a2
Capturing on b4 is impossible: 1...♖xb4?? 2.♘c7†! ♔f7 3.♘d5+–
2.♔f1 ♔d7 3.♘xd4 ♖e8 4.e3 f4 5.gxf4 ♗h4 6.♘e2 ♔c6 7.♖d5 ♖ea8 8.♖bd1 ♗e7
1–0

Scoring

Maximum number of points is **38**

33 points and above ····→ **Excellent**
28 points and above ····→ **Good**
21 points ····→ **Pass mark**

*If you scored less than **21** points, we recommend that you read again those chapter dealing with the areas where you made a lot of mistakes and repeat the exercises which you got wrong.*

Index of composers

Index of games

Numbers in **bold** type indicate that the player named first had Black.

ARTUR YUSUPOV

Artur Yusupov was ranked No. 3 in the world from 1986 to 1992, just behind the legendary Karpov and Kasparov. He has won everything there is to win in chess except for the World Championship. In recent years he has mainly worked as a chess trainer with players ranging from current World Champion Anand to local amateurs in Germany, where he resides.

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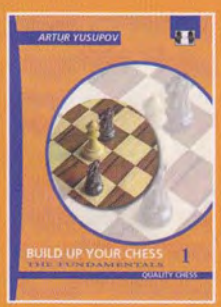

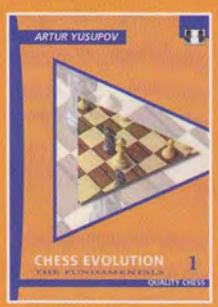

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