

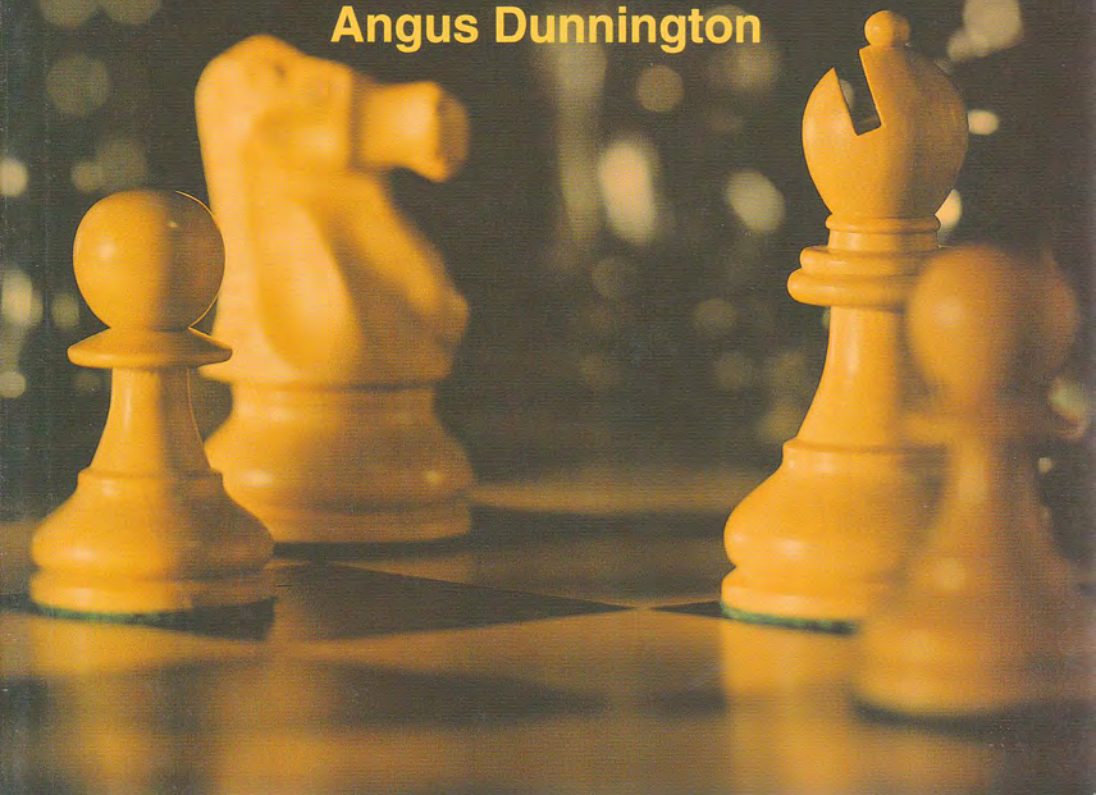
GAMBIT

# 101

## Winning Chess Strategies

A wealth of plans and ideas for you to use in your games

**Angus Dunnington**



# **101 Winning Chess Strategies**

Angus Dunnington

**GAMBIT**

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*Dedication: To Alison – we're waiting for your next barbecue...*

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# Introduction

We are all guilty of letting an opponent off with a draw after engineering a completely winning position. From beginner to GM, chess-players' generosity seems to know no bounds as time and time again we give away points that really should have been ours. Of course we can always blame blunders or Father Time, but ultimately we are solely responsible for our actions on the board, and there is really no excuse for messing up.

Perhaps the most frustrating of all is sensing that victory is there for the taking but being unable to latch on to the winning strategy when it matters. How many times do we hear "I was totally winning in a bishop ending but he got a lucky blockade" or "I played a great attack but couldn't break through", etc.? Are these examples of gritty defence or lack of technique? After years of coaching players of all standards, from Olympiad teams and England's representatives in the world junior championships, down to hundreds of eager school children (and from my own failings as a player, too, of course), I know that it is poor technique and insufficient appreciation of important themes which are to blame. Hence this book.

When I started this project I had a number of strategies and principles which I thought should be included. However, as I played through hundreds of games, I realized that chess is so incredibly rich in terms of different players' approaches and styles and the ostensibly infinite number of choices we are given, that breaking all this down into 101 examples would be much more difficult than I had originally assumed. Consequently I have tried to cover a wide range of subjects, and, while some might seem more or less appropriate to one player, another will take a much different view.

The strategies in this book cannot really be categorized in a regimented manner, so I have settled for the loose groupings of Opening, Middlegame and Endgame. When these stages begin and end is never very clear, but at least this acts as a rough guide to the state of play, so don't be surprised to see certain themes crop up unexpectedly. A good understanding of important ideas and 'rules' enables the player to apply them in different forms at different stages. You will recognize characteristics of a particular strategy in various guises, and it is the ability to appreciate these connections which nets the points. Pattern recognition is an extremely useful tool.

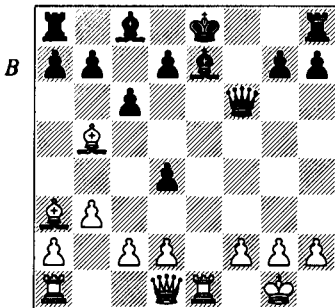
Anyway, the ultimate aim of this book is to point you in the right direction and better prepare you for the many battles ahead. I hope that, armed with the varied examples which feature in the following pages, you can sit down to play matches and tournaments with more confidence in your ability to spot key features during a game, and consequently have a better idea of what you should be aiming for.

Then you can finish the job off in clinical, textbook fashion, with masterful technique, in style... Perhaps not, but you should score more points! Good luck, and I hope you find this book interesting as well as instructive.

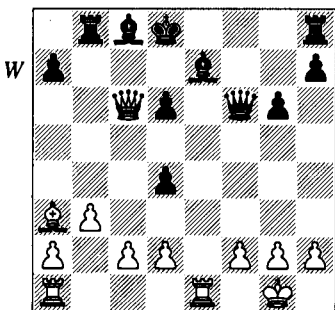
Angus Dunnington  
England, June 1999

## Symbols

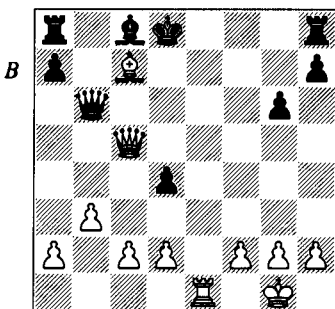
+	check	Z	zonal event
++	double check	OL	olympiad
#	checkmate	ECC	European Clubs Cup
x	capture	jr	junior event
!!	brilliant move	wom	women's event
!	good move	mem	memorial event
!?	interesting move	rpd	rapidplay game
?!	dubious move	corr.	correspondence game
?	bad move	qual	qualifying event
??	blunder	1-0	the game ends in a win for White
Ch	championship	$\frac{1}{2}$ - $\frac{1}{2}$	the game ends in a draw
Cht	team championship	0-1	the game ends in a win for Black
Echt	European team championship	( <i>n</i> )	<i>n</i> th match game
Wch	world championship	(3 <i>a</i> )	see diagram 3a, etc.
Ct	candidates event		
IZ	interzonal event		



1a: After 11...a3



1b: After 15...b8



1c: After 20...c7+!

## Strategy 1 – Attacking the Uncastled King

In the game Boto-M.Perić, Bosnia 1998, after the opening moves 1 e4 e5 2 f3 d6 3 b5 f5 4 c3 fxe4 5 xe4 f6 6 xf6+ xf6 7 0-0 d4 8 xd4 exd4 9 b3 c6 10 e1+ e7, White concentrated his energy on exploiting his opponent's stranded king with 11 a3 (1a). There followed:

11...d6 12 Wh5+ g6

White also had to analyse 12...Wf7 13 xe7+! xe7 14 xd6+ cf6 15 We5+ cg6 16 d3+ ch6 (16...df5 loses to 17 g4! xd3 18 Wh5+ cf6 19 g5+ ce6 20 e1+, etc.) 17 e7!, when White closes in for the kill, e.g. 17...Wd5 18 Wf4+ g5 19 Wf6+ ch5 20 e2+ g4 (20...g4 21 xg4+ cxg4 22 h3+ ch5 23 g4+ ch4 24 Wh6#) 21 d3! threatening mate on h4.

13 Wd5!

The queen exerts pressure on c6 and d6.

13...cd8 14 xc6! bxc6 15 Wxc6 b8 (1b) 16 xe7!!

A logical sacrifice – with hindsight.

16...Wxe7

16...xe7 17 Wc7+ d7 18 e1+ cf7 19 Wxd7+ cg8 20 Wxa7 is hopeless for Black.

17 xd6 Wb7 18 Wc5 e8

Although Black survives longer after 18...e8 19 xb8 Wxb8 20 Wxd4+ d7 21 Wh4+, his defensive task is enormous.

19 e1!

White is a rook down, but quality over quantity.

19...Wb6 20 c7+! (1c) 20...Wxc7

20...cd7 21 e7#.

21 Wg5+ 1-0

After 21...cd7 22 e7+ cf6 23 xc7+ xc7 24 We5+ the queen picks up a lazy rook at the expense of the hapless king.

## Strategy 2 – Tiptoe down the h-file

(2a) Euwe-Maroczy, Amsterdam 1921. This is a typical position from the aggressive Alekhine-Chatard Attack in the French. Quite simply, White hopes to come crashing through on the h-file. We are not concerned with the theoretical niceties here, rather with the practical implications for both sides of a brutal h-file offensive.

10 ♖xe7 ♜xe7 11 h5 ♖f8

Coming to the defence of h7, a target which White has firmly in his sights.

12 ♖f3 cxd4 13 ♖g5! (2b)

White now has a queen, knight, bishop and rook either attacking or aimed at the h7-pawn. This in turn puts the g6-pawn under pressure, e.g. 13...dxc3 14 ♖xh7! cxb2 15 ♖b1 (15 ♖f6+? backfires: 15...♜xf6 16 exf6 bxa1 ♜+ 17 ♖d2 ♜xf6) 15...♖xh7 16 hxg6 fxg6 17 ♜xg6+, etc.

13...♖bd7 14 ♖xh7 ♖xe5

Or 14...♖xh7 15 hxg6.

15 hxg6 ♖fxg6?

Even top players find such an onslaught hard to handle. Black could avoid disaster with 15...fxg6 (15...♖exg6? 16 ♖xf8 wins) 16 ♖xf8 ♖xd3+ 17 cxd3 ♜g7 18 ♖xg6 ♜xh6 19 ♖xh6 dxc3 20 ♖e5 cxb2 21 ♖b1.

16 ♖xg6 ♖xg6

16...fxg6 is met by 17 f4! ♜g7 18 fxe5 ♜xh6 19 ♖f6+!

17 g4!

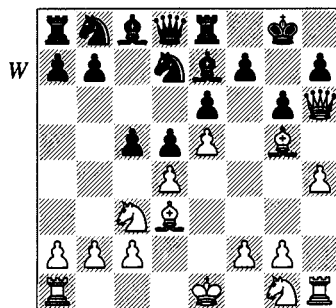
Preparing to hammer in the final nail with g5 and ♖f6+.

17...dxc3 18 0-0-0! (2c)

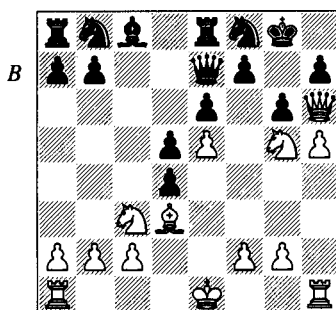
18 g5? is too eager because 18...cxb2 19 ♖b1 ♜b4+ throws a spanner in the works.

1-0

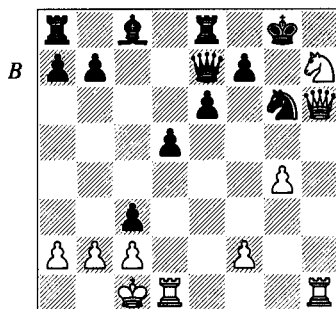
After 18...cxb2+ 19 ♖b1 the white king shelters in front of the enemy pawn, leaving Black no defence to g5 and ♖f6+.



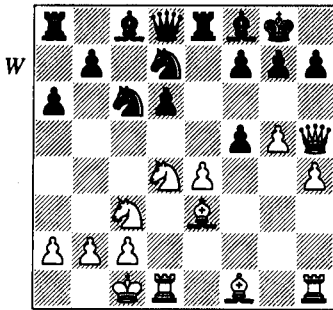
2a: After Black's 9th move



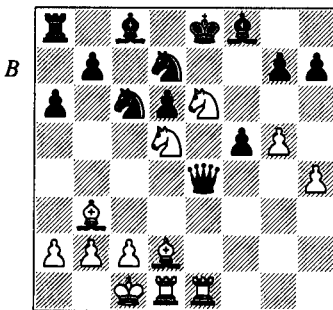
2b: After 13 ♖g5!



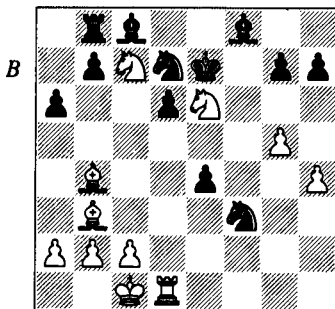
2c: After 18 0-0-0!



3a: After Black's 13th move



3b: After 22 ♖he1



3c: After 27 ♖d1!

### Strategy 3 – Flush Out the Enemy King

(3a) Zakić-Cvetković, Aosta 1989. White began with a kingside pawn-storm, but now he comes up with an unexpected queen sacrifice which brings Black's king out into the open.

14 ♖xf7+!! ♔xf7 15 ♖c4+ ♜e6

15...d5 (15...♗e7 16 ♖xf5# and 15...♔g6 16 h5#) 16 ♖xd5+ ♜e6 17 ♖xe6 ♖a5 18 ♖c7+ ♗e7 19 ♖xa8 is hopeless for Black.

16 ♖xe6 ♖a5

16...♖e7 17 ♖c7+ ♔g6 allows 18 h5#.

17 ♖c7+ ♗e7

17...d5 is met by 18 ♜xd5.

18 ♖3d5+ ♗d8 19 ♖e6+ ♗e8 20 ♖d2!

White focuses on the queen and ultimately the king rather than pick up the other rook.

20...♖a4 21 ♖b3 ♖xe4 22 ♜he1 (3b)

The black king is surrounded by enemy pieces and the queen must keep the e-file closed, although White's attack continues thanks to the open d- and f-files.

22...♜b8

22...♖xh4 23 ♖ec7+ ♗f7 (23...♗d8 24 ♜e8#) 24 ♖f4+ mates.

23 ♜xe4 fxe4 24 ♜f1!

Attacking too many crucial squares and virtually forcing Black's next.

24...♖ce5 25 ♖b4 ♖f3 26 ♖dc7+ ♗e7 27 ♜d1! (3c)

Highlighting the sorry plight of Black's hapless king, which was resting safely on g8 when we joined the game.

27...♖c5 28 ♖xc5 a5

28...dxc5 29 ♖xc5#.

29 ♖5a6! axb4 30 ♖xb8 ♖xh4 31 ♖b5 ♖g4 32 ♜xd6 e3 33 ♜b6! e2 34 ♜xb7+ 1-0

After 34...♗e8 35 ♖f7+ ♗d8 36 ♖c6+ ♗c8 37 ♜c7# the mission that began on move 14 is finally completed.

## Strategy 4 – Punish Careless Play

(4a) Ivanchuk-Chiburdanidze, Lucerne Wcht 1997. Black's a7-rook and g4-knight are awkwardly placed and White already has the d6-square in his sights. These factors point to the need to strike.

**9 d4! bxc4**

9...cxd4? 10 ♖xd4 forks rook and knight.

**10 ♖a3!?**

White wants the d6-square.

**10...♗d5**

10...♗c6 11 h3 ♘h6 12 ♘xc4 is a lesser evil, while Ivanchuk suggests 10...h5.

**11 ♘g5 ♗xg2**

11...h5 12 ♗xd5 exd5 13 ♖f3 hits d5/f7.

**12 ♗xg2 h5 13 f3 ♘h6 14 d5**

White's strategy is aimed at punishing his opponent's play with aggressive expansion in the centre and rapid development.

**14...♘f5**

14...♗e7 15 ♘e4 ♘f5 16 ♗xc4 and even the ugly 16...0-0 loses to 17 d6.

**15 ♗xc4 ♘d4 16 ♘e4 exd5 17 ♗cd6+ ♗xd6**

17...♗e7 18 ♗g5+ f6 19 exf6+.

**18 ♗xd6+ ♗f8 19 b4! (4b)**

Thus far White has dominated the centre and now he undermines Black's fragile grip on the dark squares.

**19...♗bc6**

Or 19...♘e6 20 bxc5 when 20...♗xc5 loses to 21 ♗a3, but 20...d4 is more resilient.

**20 ♗e3 ♘e6 21 ♗xc5**

21 bxc5?! d4.

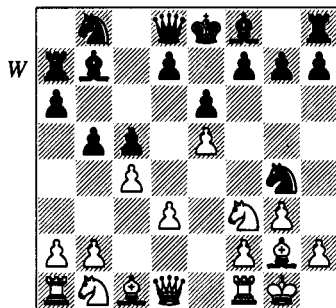
**21...♗xc5 22 bxc5 d4**

22...♗e7 is too passive, while 22...♗xe5 loses to 23 ♖xd5.

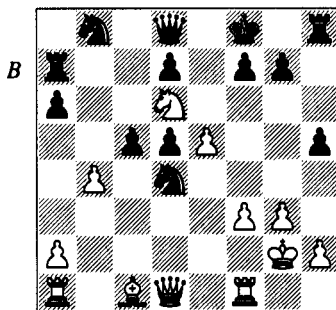
**23 ♖b3 ♖e7 24 ♗c8 ♖xc5 25 ♖ac1!**

(4c) 1-0

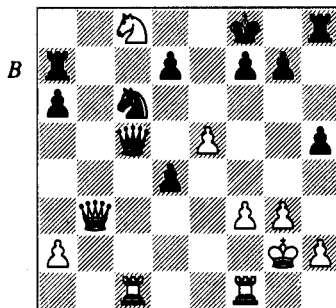
25...♖xe5 26 ♖xc6 dxc6 27 ♘xa7 ♖c7 28 ♖b1. Energetic play from Ivanchuk.



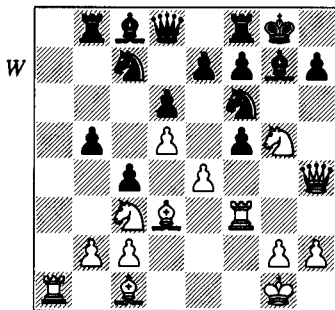
4a: After Black's 8th move



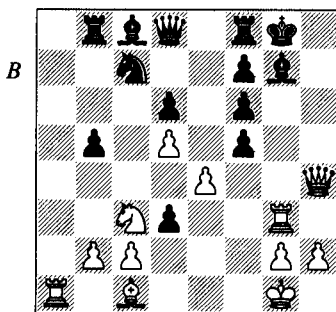
4b: After 19 b4!



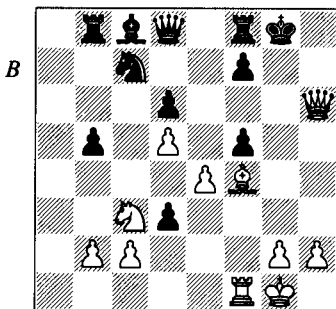
4c: After 25 ♖ac1!



5a: White to play



5b: After 3...g3



5c: After 7...f6!

## Strategy 5 – Strike while the Iron is Hot

(5a) B.Thipsay – Bosboom-Lanchava, Groningen 1997. This position is typical of what might happen when a fianchettoed kingside is compromised. If you are happy to post your pieces aggressively in front of the enemy king, then you should subsequently be prepared to make the final commitment. Here, White is up to the task.

1 ♖xh7!

With the g-file open White must be consistent and clear the h-file.

1...cxd3

1...♖xh7 fails to 2 ♜h3 ♖f6 3 ♔h6.

2 ♖xf6+ exf6

2...♔xf6 3 ♜g3+ ♔g7 4 ♜xg7+! ♖xg7 5 ♔h6+ is a standard theme.

3 ♜g3 (5b)

Another phase of the attack is over, and White threatens to finish the job on either the g- or h-file. The mission is clear: mate.

3...f4

Forced – 3...♖e8 4 ♜h3!.

4 ♔xf4 f5

After 4...♖e8 5 ♔h6 ♜b6+, White has the unlikely 6 ♖f1!, when 6...♜d4 7 ♔xg7 ♖xg7 8 ♜h6 f5 fails to 9 e5! ♜xe5 10 ♜e1 ♜d4? 11 ♜h3! f6 12 ♜e7.

5 ♜xg7+ ♖xg7 6 ♜h6+ ♖g8 7 ♜f1! (5c)

No matter how logical this move and its purpose may seem now, the trick is to make clear assessments and reassessments during the game. It is imperative that the attacker focuses solely on snaring the enemy king, and on the defensive resources available to the opponent.

7...f6

Or: 7...dxc2 8 ♜f3 c1♜+ 9 ♔xc1 f4 10 ♔xf4 ♔g4 11 ♜g3; 7...fxe4 loses to 8 ♔g5!.

8 ♜g6+ ♖h8 9 ♜f3 fxe4 10 ♜h5+! 1-0

## Strategy 6 – Rooks Thrive on Open Files

(6a) Fischer-Kovačević, Rovinj/Zagreb 1970. An earlier capture of the g7-pawn weakened Black's dark squares but unleashed his rook. This could prove significant, though an open h-file for another rook would be doubly dangerous.

**12...h6!**

Removing the pin. Now 13 ♖xh6 loses a piece to 13...♭g4 14 ♗xe7 ♝xh6 15 ♗h4 ♜g4, while 13 ♗xh6 ♜g4 14 ♖h3 0-0-0 15 ♗e2 ♜gg8 16 ♖h4 ♜h8 is good for Black.

**13 ♗d2 0-0-0 14 ♗e2 ♝f8 15 0-0 ♝g6! 16 ♖xh6**

16 ♖h3 ♝d5 threatens 17...♝g4, hence Black gains two open lines for his rooks.

**16...♜h8 17 ♖g5 ♝d8**

Black's set-up is becoming menacing.

**18 f3 (6b)**

Intending to meet the natural 18...♝h4? with 19 fxe4!! ♜xg5 20 ♗xg5.

**18...e3!!**

Black's strategy is based on generating threats on the open files, not clearing lines for his opponent.

**19 ♗xe3**

Or 19 ♖xe3 ♝d5 20 ♖f2 (20 ♖g5 f6 21 ♖g4 ♜h4) 20...♖h4.

**19...♝f8 20 ♖b5 ♝d5**

Compare the two sides' rooks. Now 21 ♗d2 loses to 21...a6! 22 ♖d3 ♖h4.

**21 ♝f2 a6 22 ♖d3 ♜xh2**

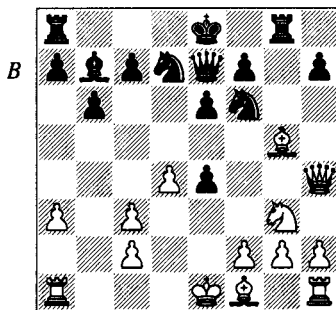
Black's rooks will not be denied.

**23 ♜h1 ♖h4 24 ♜xh2 ♖xh2**

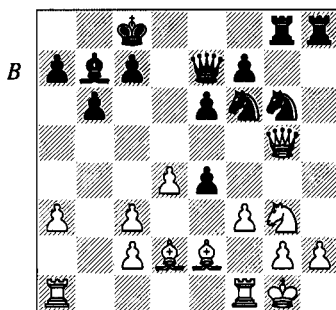
Not 24...♖xg3+ 25 ♝g1.

**25 ♝f1 ♜xg2+ 26 ♝e1 ♖h4+ 27 ♝d2 ♝g6 28 ♜e1 ♝gf4 29 ♗xf4 ♝xf4 30 ♖e3 ♜f2! (6c) 0-1**

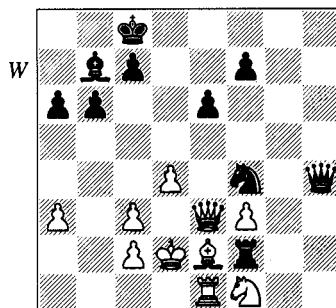
The rook has the last word. The threats of 31...♝g2, 31...♗xf3 and 31...♝xe2 32 ♜xe2 ♜xf1 are too much.



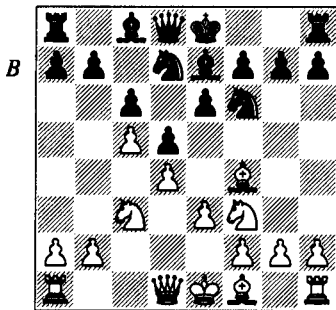
6a: After White's 12th move



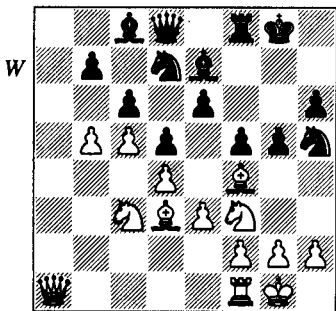
6b: After 18 f3



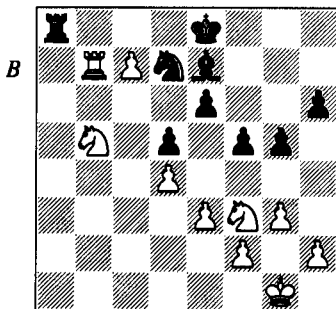
6c: After 30...♜f2!



7a: After White's 7th move



7b: After 14...g5



7c: After 26...b5

## Strategy 7 – Early Queenside Pawn Offensive

(7a) Gulko-Lautier, Dos Hermanas 1994. White has just played 7 c5, and must now look out for the undermining ...e5.

7...♞h5

Black prepares his own expansion on the kingside. 7...b6 b8 b4 a5 9 a3 axb4 10 axb4 ♜xa1 11 ♜xa1 bxc5 12 bxc5 gives White more space and a target on c6.

8 ♞d3 0-0

8...♞xf4 9 exf4 tightens White's grip on e5.

9 0-0 f5 10 b4!

Gulko omits the usual h3 in order to concentrate on his strategy.

10...a6 11 a4 h6 12 b5 axb5

12...g5? runs into 13 bxc6! bxc6 14 ♞e5, when both c6 and h5 are hanging.

13 axb5 ♜xa1 14 ♜xa1 g5 (7b)

White's simple but effective attack is by far the stronger, thanks partly to the location of his dark-squared bishop.

15 bxc6! ♞xc5

15...bxc6 16 ♞d6! ♞xd6 17 cxd6 ♞df6 18 ♜a3 ♞e8 19 ♞e5 ♜xd6 20 ♜c5! ♜xc5 21 dxc5 ♞b7 22 ♞b1 clearly favours White.

16 c7!

The culmination of White's advance.

16...♜e8 17 ♞b5! ♞d7

Or 17...♞d7 18 ♞e5.

18 ♞e5! ♞e4

18...♞xb5 19 ♞xb5 ♜xb5 20 dxc5 ♞xc5 21 ♞c1 b6 22 ♞d6! ♞c8 23 ♜e5, etc.

19 ♞xd7 ♜xd7 20 ♜a4!

Exchanges remove defenders.

20...♞hf6 21 ♞xf6! ♞xf6 22 ♜xd7 ♞xd7 23 ♞b1! ♞a8

23...b6 24 ♞b5.

24 ♞xb7 ♞f7 25 g3 ♞e8 26 ♞b5 (7c) 1-0

It is fitting that a queenside pawn emerges as the game-winner.

## Strategy 8 – Classic Pins Game

Morphy-Duke of Brunswick + Count Isouard, Paris 1858. Watch White's bishops...

1 e4 e5 2 ♘f3 d6 3 d4 ♗g4? 4 dxe5 ♗xf3  
5 ♗xf3 dxe5 6 ♗c4 ♘f6?

6...♗f6 7 ♗b3 ♗c5 8 0-0 (8 ♗xb7 is possible) 8...♗b6 9 a4 a5 10 ♘c3 ♘e7 11 ♗e3 ♘d7 12 ♖ad1 is unpleasant for Black. 6...♗d7 has been suggested.

7 ♗b3!

The first indication that something has gone wrong for Black. Only one of f7 and b7 can be protected.

7...♗e7 8 ♘c3! c6 9 ♗g5 (8a)

The first pin.

9...b5?

Black's first (and last) attempt at aggression sets the scene for a remarkable display of pins. 9...♗c7 is better.

10 ♘xb5!

Here we go.

10...cxb5 11 ♗xb5+ ♘bd7

Introducing a second pin, more annoying than the first. Black's position now starts to get a bit crowded. 11...♗d8 12 0-0-0+ doesn't look too appealing.

12 0-0-0! ♗d8 13 ♖xd7! (8b)

After a piece White invests an exchange, since the pins mean that it is Black who is running out of pieces.

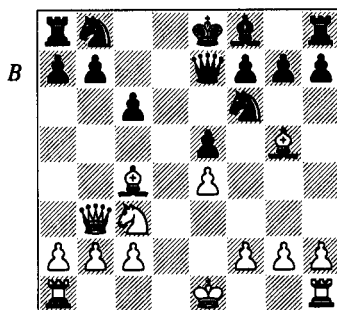
13...♖xd7 14 ♖d1 ♗e6

Finally taking the queen off the h4-d8 diagonal, though the bishop helps create an even deadlier pin.

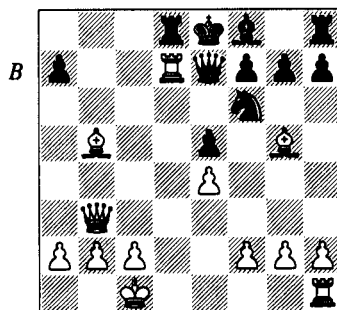
15 ♗d7+! ♘d7 16 ♗b8+!! (8c)

Thanks to the g5-bishop the knight finds itself pinned yet again, and there is no escape this time.

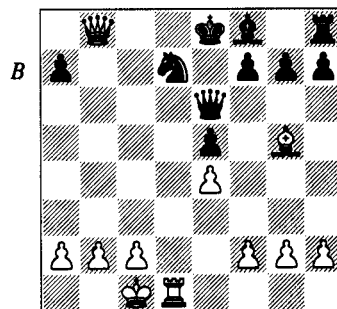
16...♘xb8 17 ♖d8# (1-0)



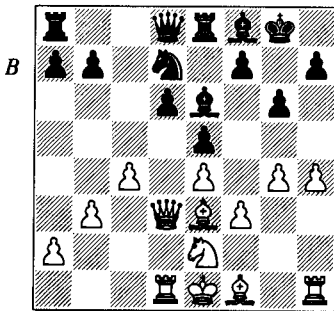
8a: After 9 ♗g5



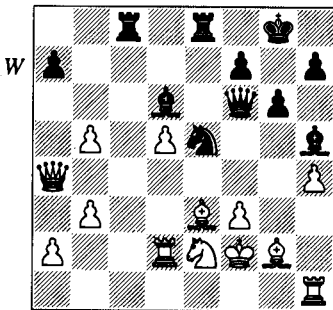
8b: After 13 ♖xd7!



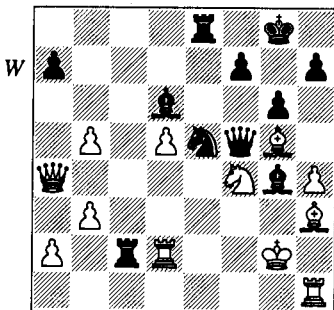
8c: After 16 ♗b8+!!



9a: After White's 16th move



9b: After 24...Wf6



9c: After 28...Nc2!

## Strategy 9 – Meet a Flank Attack with Counterplay in the Centre

(9a) Neergaard-Simagin, corr. 1965. White's 'Maroczy Bind' pawns on c4 and e4 seem to give him a grip on the centre, so he has just advanced his h-pawn toward the black king. A violent, uncompromising reply is needed: **16...b5!**

Shaking White's grip is the only chance. He threatens to saddle White with a weak c-pawn by ...bxc4.

**17 cxb5 d5!! 18 exd5 e4!**

Black's three pawn sacrifices have brought about a complete transformation.

**19 Wxe4**

The lesser evil, as 19 fxe4 Qe5 leaves White worrying about f3, g4, e4 and a nasty check on the a5-e1 diagonal.

**19...Nxcg4! 20 Wxf4**

20 Wxg4 Nxe3 21 Qf2 Qc5 and ...Qe5 puts White under too much pressure.

**20...Qh5 21 Qf2 Qe5 22 Qg2 Qd6! 23 Wa4 Nc8!**

Eyeing c2.

**24 Nd2 Wf6 (9b)**

Compared to diagram 9a, where he faced the prospect of total passivity, Black's energetic reaction has resulted in all of his pieces taking part in an attack of their own.

**25 Qg5 Wf5 26 Qf4 Qxf3! 27 Qh3**

27 Qxf3 Qc5+ 28 Qg2 Qxf3 29 Qxf3 Nxe3+ 30 Qg2 Wg4+ is decisive.

**27...Qg4 28 Qg2**

28 Qxcg4 Qxcg4+ 29 Qg2 Nc2 30 Wd4 Qe3+ 31 Qf3 (31 Qf2 Qxf4) 31...Wg4+ 32 Qf2 Qxf4.

**28...Nc2! (9c) 0-1**

A possible end to White's torture is 29 Wd4 Nxd2+ 30 Wxd2 We4+, etc. A lively display of the central counter-punch.

## Strategy 10 – The Centre: Dismantle and Occupy

(10a) Gokhale-P.Thipsay, Indian Ch 1993.  
White has a firm grip on the centre – time for  
an eviction attempt.

10...b5!? 11 cxb5?!

11 dxc6 is less greedy and much safer;  
from here on White is steam-rolled.

11...cxd5 12 exd5 ♖b7! 13 ♖f3 ♜c8!

The d5-pawn is not going anywhere.

14 ♖b3

14 ♜b3 ♜c5.

14...♜xc3!

All part of the strategy to take complete  
control of the centre.

15 bxc3 e4!

Driving back the bishop, opening the a1-  
h8 diagonal and vacating the e5-square.

16 ♖e2 ♜fxd5 17 ♖d2 ♜xc3 18 ♖xc3  
♖xc3 19 ♜c1 ♖e5 20 ♜d2 ♜d5!

The knight is in its element on the board's  
most central outpost.

21 g3

21 ♜a5 ♜f4! 22 ♜xb7 ♜g5 23 g3 ♜h3+.

21...♜f6! (10b)

Black has total command of the centre.

22 ♜c2

22 ♜c4 ♜f4! 23 ♜e3 (23 gxf4? ♖xf4 24  
♜c3 ♜g5+ 25 ♖h1! ♜h4 26 h3 e3+ closes  
the third rank) 23...d5 also favours Black.

22...♖c3! 23 ♜c1 ♜b4! 24 ♜d2

24 ♜xc3 ♜xa2.

24...♖xd2 25 ♜xd2 ♜d5 26 ♜c1 ♜e8

Now all four of Black's working force are  
focused on the centre.

27 ♜a5 ♖a8 28 ♜c6 e3! 29 fxe3 ♜xe3

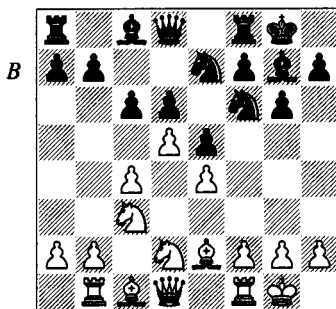
30 ♜c3 ♜e6 31 ♜d4 ♜e5 (10c)

White is under too much pressure.

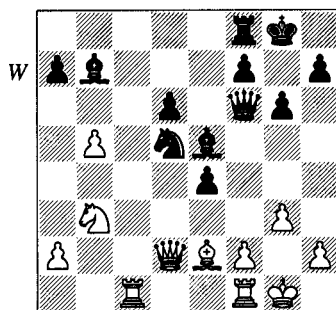
32 ♜c6 ♜e4! 33 ♖d3 ♜d5 34 ♜e2 ♖xc6!

Black's faithful knight is enough.

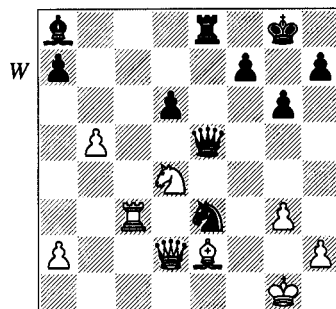
35 bxc6? ♜d4 36 ♜c1 ♜g4+ 0-1



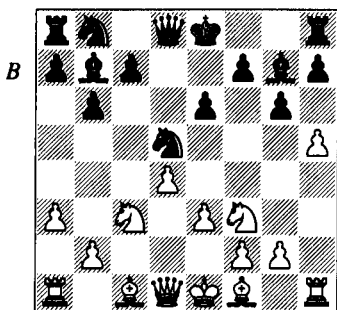
10a: After White's 10th move



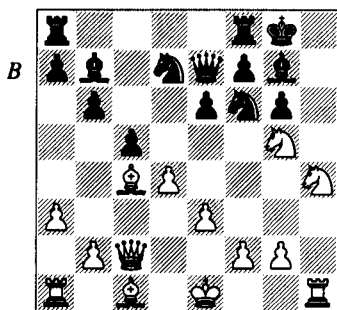
10b: After 21...♜f6!



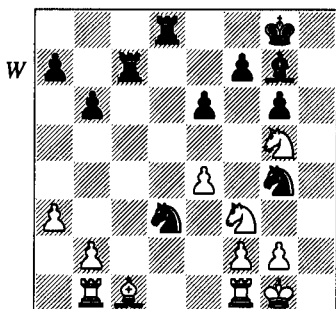
10c: After 31...♜e5



11a: After White's 9th move



11b: After 15 h4



11c: After 24...xc7

## Strategy 11 – Don't be Afraid of Ghosts

(11a) Miles-Adorjan, Reggio Emilia 1984/5. Can White answer 9...0-0 with an attack and maintain a hold on the centre? Should Black be afraid?

9...0-0!

No!

10 hxg6 hxg6 11 e4?

11 e3 focuses back on the centre.

11...d7! 12 e5

12 f5 g5 f6 13 f3 xe4 14 xe4 xe4 15 xe4 c5! is better for Black.

12...f6 13 c4 e7 14 c2 c5 15 h4 (11b)

With two knights, queen, bishop and rook all in menacing positions Black needs to make his presence felt in the centre.

15...d5! 16 e4

16 d3 cxd4 17 exd4 e5! 18 dx5 xe5+, etc.

16...xc4 17 xc4 ac8! 18 hf3

Admitting that White will get no attack.

18...cxd4 19 xd4 g4! 20 b4

20 e5 dx5 21 xe5 xe5 22 h4 finally manages to double on the h-file, but 22...d3+ and 23...fd8 is great for Black.

20...c5 21 0-0

The final acknowledgement that the h-file promises White nothing. Time for Black to reap the reward for his coolness.

21...c7 22 c4 fd8 23 b1 d3 24 xc7 xc7 (11c)

White's knights are misplaced, his rooks are passive and his bishop is glued down. Each of Black's pieces, in contrast, makes a worthy contribution.

25 b3 gxf2! 26 e3 g4 27 d2 dd7 28 bd1

Now 28...b2 29 a4 a3 would have left White struggling. Black's play was based on fluid development and central influence.

## Strategy 12 – Closing the Centre Invites a Deadly Flank Attack

(12a) Here we have a typical King's Indian position which arose in the game Averbakh-Panno, Buenos Aires 1954.

9...e5?

A strategic blunder, which is not a good idea when sitting opposite Mr Averbakh in the Averbakh Variation! Now, with the centre files well and truly closed, White can embark on a kingside attack, knowing that he will not have to deal with any annoying counterplay created by his opponent opening lines in the centre.

10 g4!

Black reacts by preparing his only available pawn advance:

10...♞e8 11 h4 f5 12 h5 f4

Any pawn capture benefits only White by clearing lines to the black king.

13 g5!

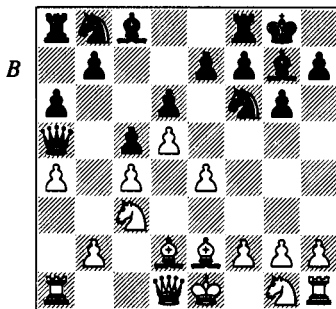
Standard. White prepares to exchange light-squared bishops.

13...♞f7 14 ♙g4 ♜d8 15 ♙xc8 ♜xc8 16 ♞f3 ♙f8 17 ♚e2! (12b)

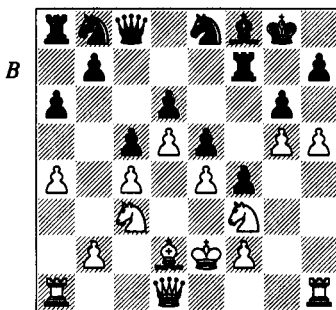
If White is to exploit the advance of his two kingside pawns he needs to gain full access to the h-file, and Black's generous offer to close the centre has produced a wonderful resting place on e2, in turn making way for the queen to join in the action along the back rank.

17...♞g7 18 ♞h4 ♞d7 19 hxe6 hxe6 20 ♜h1 ♙e7 21 ♞h8+ (12c)

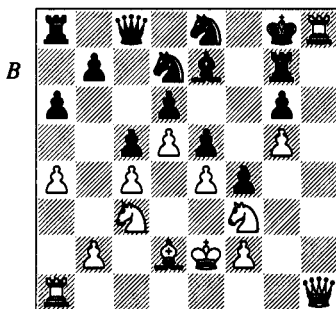
White, who has engineered a decisive attack with a perfect illustration of the strategy, has total command of the kingside and his king is sheltered by a fixed wall of pawns. Black is on the ropes – all thanks to his careless ninth move.



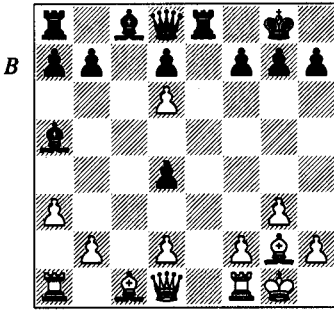
12a: After White's 9th move



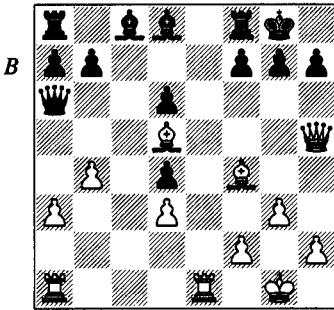
12b: After 17 ♚e2!



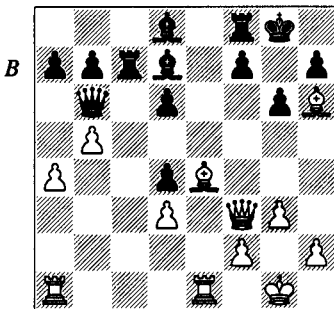
12c: After 21 ♞h8+



13a: After White's 13th move



13b: After 19...d5



13c: After 24...h6

## Strategy 13 – Hinder Your Opponent's Development

(13a) Timman-Hübner, Sarajevo Ct (5) 1991. White has just played 13 d6!!, an advance which causes Black maximum disorder. In order to liberate his queenside Black must invest too much time. Meanwhile, watch White's development lead snowball.

13...♖f6

The 'copy-cat' 13...d3 fails to 14 ♖f3.

14 d3 ♗xd6 15 ♙f4

White gains time on the troubled queen.

15...♗a6

Defending the b7-pawn. After 15...♗f6 16 h4! White's superbly posted pieces far outweigh the (doubled) pawn.

16 b4 ♙d8 17 ♞e1 ♜f8 18 ♗h5 d6 19 ♙d5 (13b)

Threatening 20 ♗xf7+! ♜xf7 21 ♞e8#.

19...♙d7 20 a4!

Continuing the theme, Timman denies his opponent even a glimpse of a decent outpost. Note the contrast in activity of the respective bishops and queens!

20...♞c8

20...♗xd3? 21 ♙xd6.

21 ♙e4!

Adding a structural weakness to Black's misery.

21...g6 22 ♗f3 ♞c7

22...♙c6 23 ♙h6! ♞e8 24 ♙xc6.

23 b5 ♗b6 24 ♙h6 (13c)

The culmination of White's winning strategy. Black's forces watch as White takes a vital square. All for a pawn. Moreover, Black's extra pawn is in fact a liability. Now 24...♞e8 25 ♙d5 ♙e6 26 ♙xe6 fxe6 27 ♞xe6! spells the end.

24...a6 25 ♙d5 ♙f5 26 g4 ♙c8 27 ♞e2!

Introducing the simple but deadly threat of 28 ♞ae1 and 29 ♞e8, etc.

27...axb5 and 1-0

## Strategy 14 – One Weakness Leads to Another

(14a) Tarrasch-Mieses, Berlin 1916. Here White hopes to exploit a weak square (c6) on one side of the board in order to induce a more serious structural weakness on the opposite flank.

11 ♖c6 ♜d6 12 ♜f3!

This is much better than the automatic 12 ♖xe7+ ♜xe7 13 ♜f3 ♜b8!. Now the threat of a discovered attack on the a8-rook (after ♖xe7) is awkward to meet.

12...♙d7

12...♖d5 13 ♖xe7+ ♜xe7 14 c4.

13 ♖xe7+ ♜xe7 14 ♙g5!

Pinning a knight on f6/f3 in front of a castled king is usually a good policy. With the bishop bearing down on the b1-h7 diagonal Black should play ...h6 now or on the next move.

14...♜ac8 15 ♜fe1 ♜fe8? 16 ♜h3! (14b)

Now the troubled knight is useless, as it is after 16...h6 17 ♙xh6! gxh6 18 ♜xh6, e.g. ♜e3-g3, etc. Nor does 16...g6 help due to 17 ♜h4 ♙g7 18 ♜e4 and 19 ♜f4. Consequently Black offers his h-pawn.

16...♜d6 17 ♙xf6 gxf6 18 ♜h6!

This instructive teamwork with queen and bishop is the correct way to punish the h7-f7-f6-e6 castled pawn complex. Grabbing the h-pawn runs the risk of giving Black compensation on the g- and h-files, whereas the text threatens 19 ♙xh7+ ♙h8 20 ♙g6+! ♙g8 21 ♜h7+ and mate.

18...f5

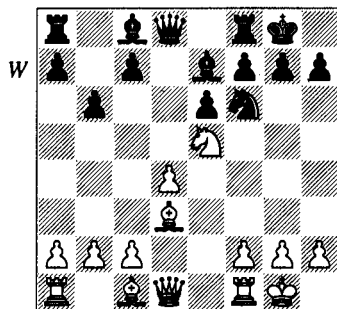
Futile. The undesirable ...gxf6 has also opened the g-file.

19 ♜e3

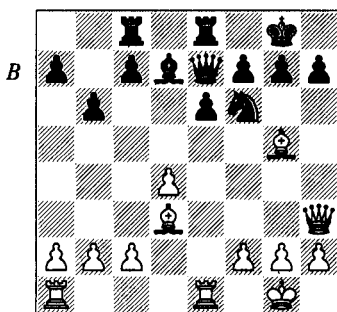
Swing!

19...♜xd4 20 c3! (14c) 1-0

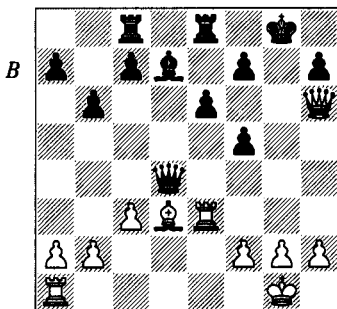
Black must part with the queen to avoid mate.



14a: After Black's 10th move

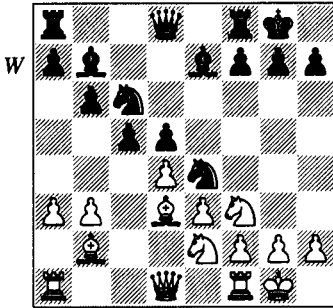


14b: After 16 ♜h3!

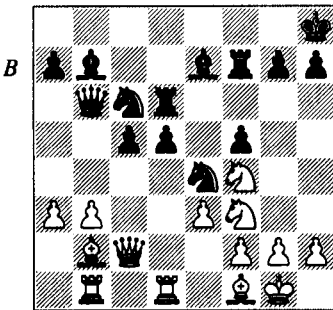


14c: After 20 c3!

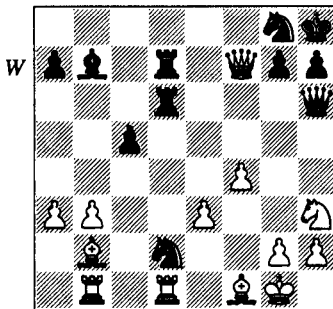
## Strategy 15 – Hanging Pawns



15a: After Black's 12th move



15b: After 20 f1



15c: After 27... g8

(15a) Bronstein-Furman, USSR Ch (Moscow) 1948. Many players simply avoid hanging pawns. What follows is typical play for both sides.

13 dxc5 bxc5 14 c2 b6 15 g3!

This challenge to the e4-knight is standard.

15...f5 16 h5 f7 17 ab1!

White protects a potential weakness and toys with the advance b3-b4.

17...d8 18 ffd1 d6 19 f4 h8?

19...a5 20 f1 d8 21 b4! axb4 22 axb4 cxb4 23 e5 f8 24 d4 a5 25 a1 (Bronstein).

20 f1 (15b) 20...d8

20...d8 21 b4 is very good for White.

21 dxd5

21 fxd5! fxd5 22 dxd5 fxd5 23 e4.

21...h4 22 dxh4 fxh4 23 f4 ffd7 24 h3?!

24 fxd6 fxd6 25 h3 stays well on top.

24...d2! 25 fxf5 e7 26 f7!

26 f8+ dg8 27 e3 is less clear.

26...f6 27 f4! dg8 (15c)

27...dxb1? 28 fxd6 fxd6 29 fx7 and dg5, etc.

In this critical position (after 27... dg8) Bronstein, in time-trouble, played 28 f8? allowing 28... dxf1 29 fxd6 fxd6 30 fxf1 fd2 31 f2 fd1+ with a draw – a line which Furman missed.

However, White can finish the strategy with 28 dg5!, e.g. 28... dxf1 (28... d5 29 exg7+; 28... g6 29 fxg6 hxg6 30 e2; 28... dxb1 29 fxd6 fxd6 30 fxg7+ fxg7 31 df7#) 29 fxg7+! fxg7 30 fxd6 df6 (30... fx2 31 fx2 fxd6 32 df7+ cg7 33 dxd6 e6 34 de8+ cf7 35 dc7 d3 36 ff2 dxe3 37 ff3) 31 exf6 fxd6 32 exg7+ fxg7 33 exf1.

## Strategy 16 – White's d6-knight

(16a) Barlov-Tošić, Yugoslav Ch 1998. This is a good example of the influence a white knight can have when firmly rooted on d6.

12 b4 ♖c7 13 c5 ♗e6 14 ♖c4 ♘d4 15 ♘d6 ♗xe2+

Presumably Black was afraid that the knight might not do much on d4 after ♗c4.

16 ♗xe2 ♗e7 17 ♗d2 ♞d8 18 ♞ad1 ♘f8?!

Black wants to send a second knight to d4. However, White's strategy clearly revolves around the beast on d6, so undermining it with 18...b6 makes sense.

19 f4! (16b)

With a view to attacking the f7-square. Now 19...♗e6? runs into 20 f5 ♘d4 21 fxg6.

19...exf4 20 ♗xf4 ♗e6

20...♗g4 21 ♞d1 ♗e6 22 ♗g3 is very good for White.

21 ♗g3

Supported by a pawn, bishop, queen and rook, the d6-knight still has a lot to offer.

21...h6

21...♗g5 22 e5!

22 e5 ♗g5 23 ♗f2

Leaving the d-file and planning h4.

23...♗g4 24 ♞d1 ♞d7 25 h4 ♗h7 26 ♖ce4

White is winning already thanks to the devastating effect of his all-seeing knight.

26...♗d8

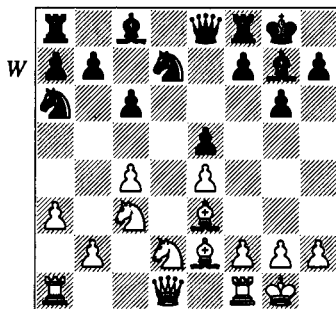
26...♗f8 27 ♖f6+ ♖xf6 28 exf6 ♗h8 29 ♗f4 and Black is tied up.

27 ♗f4 ♗e6 28 ♖f6+ ♖xf6 29 exf6 ♗f8

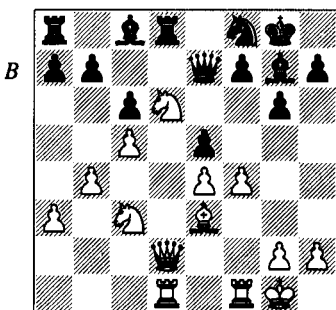
30 ♗xe6! fxe6 31 ♗g4 (16c) 31...♗xd6

Black removes the knight, but it is too late. 31...♖h7 32 h5 g5 (32...gxh5 33 ♗xe6 a5 34 ♖f7!) 33 ♗e4+ ♖h8 34 f7!.

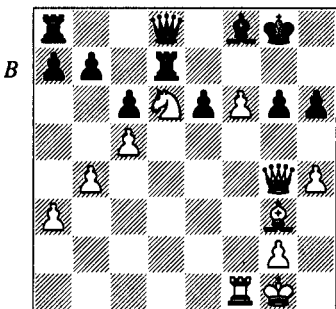
32 ♗xg6+ ♖h8 33 f7! 1-0



16a: After Black's 11th move

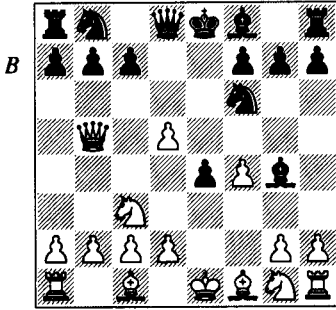


16b: After 19 f4!

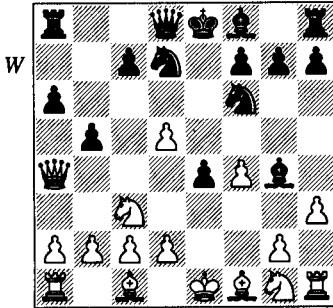


16c: After 31 ♗g4

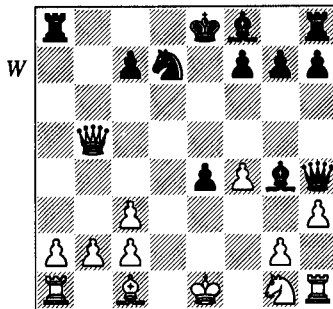
## Strategy 17 – Respect Her Majesty



17a: After 6 ♖b5+?



17b: After 8...b5



17c: After 12...♖h4+

The game Zubova-Konstantinova, USSR jr 1968, opened 1 e4 e5 2 f4 d5 3 exd5 e4 4 ♘c3 ♙f6 5 ♚e2 ♙g4 6 ♚b5+? (17a). Even in a case such as this – where 5 ♚e2 is OK for White – there is a considerable risk in bringing the queen out very early because one wrong move could lead to disaster. Instead of the text White could consider addressing the potential kingside development problem with 6 ♚e3 or 6 ♘f3.

6...♘bd7 7 h3

7 ♚xb7 seems the lesser evil, but after completing development Black can further harass the queen (and where does White's king go?).

7...a6 8 ♚a4

Typical of what tends to happen when the queen leaves her escorts is 8 ♚xb7 ♘c5 9 ♚c6+ (or 9 ♚b4 ♘d3+) 9...♙d7.

8...b5 (17b)

White is already in terrible trouble as both 9 ♚d4 ♙c5 and 9 ♚b3 ♘c5 10 ♚b4/a3 ♘d3+ pick up the queen, while bailing out with a piece sacrifice on b5 is only a short-term solution.

9 ♚a5 ♘xd5!

Both Zubova and her trainer had studied the position after 9 ♚a5 before the game, but had missed Black's apt reply. And therein lies the problem with bringing the queen out too early – there are too many annoying possibilities to check. Here the capture on d5 clears the way for Black's patient queen to come to h4. 10 hxg4 deservedly loses the queen to 10...♙b4.

10 ♙xb5 axb5 11 ♚xb5 ♘xc3 12 dxc3 ♚h4+ (17c) 0-1

This final position should act as a warning.

## Strategy 18 – Tempt the Queen with your b-pawn

(18a) Spasov-Imocha, Tunja jr Wch 1989. A typical French in which the e5-square is rather inviting for White. But what about the b2-pawn?

15 ♖e5! ♙xe5?!

A faulty plan in a slightly worse position.

16 dxe5 ♜xb2

Will this pawn taste nice?

17 ♙d2!

White correctly focuses on the queen rather than 17 exf6 ♜xc3 18 fxg7 ♜xg7.

17... ♖e4 18 ♖xe4 dxe4 19 ♜xe4 ♖xe5

Black feels greedy. 19... ♜b6 20 ♙e3 ♜d8 is necessary.

20 ♜b1 ♜a3 21 ♜b3 ♜c5 22 ♙e3

Because the queen must defend the knight White improves his pieces for free. Black now makes a rash attempt to be active.

22... ♜a5?! 23 ♜xb7! ♙c6 24 ♜xa7 ♜d5

25 ♙d4 ♜f5 (18b)

Black is hanging grimly on, and his queen exerts pressure on g2. However, White's pieces have already found perfect outposts, enabling him to strike first.

26 ♜g4! g6

26... ♖xg4 27 ♜xg7+ ♙f8 28 ♜xg4.

27 ♙e4 ♜d6 28 ♜h4 ♜g5 29 f3

29 f4! is crushing.

29... ♜d8

29...h5 is better, but Black still has plans for his queen.

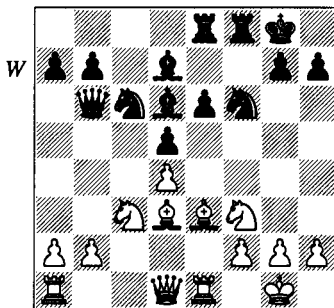
30 ♜axh7 ♜h5 31 ♜4xh5 gxh5 32 ♜xh5 ♙xe4 (18c)

Intending to meet 33 fxe4 with 33... ♖g6.

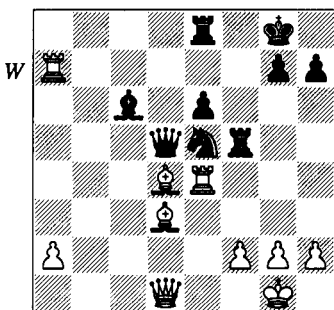
33 ♜h8+!! ♙xh8

Or 33... ♙f7 34 ♜xd8 ♜xd8 35 fxe4.

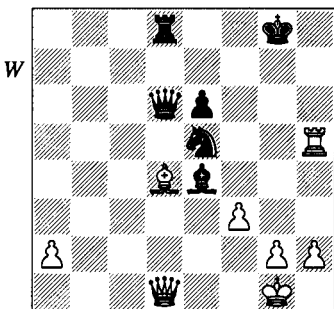
34 ♙xe5+ ♜xe5 35 ♜xd8+ ♙g7 36 fxe4 ♜xe4 37 ♜d2 and White soon won. Things went from bad to worse for Black after ... ♜xb2.



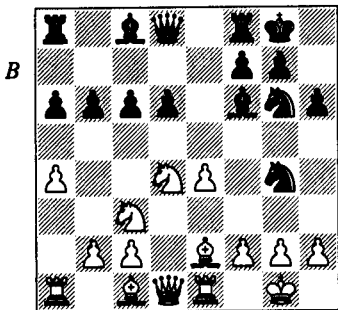
18a: After Black's 14th move



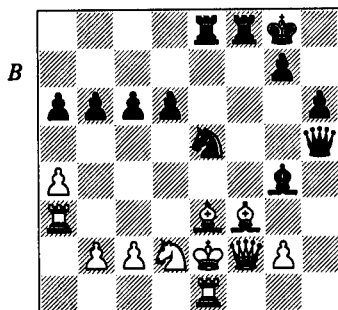
18b: After 25... ♜f5



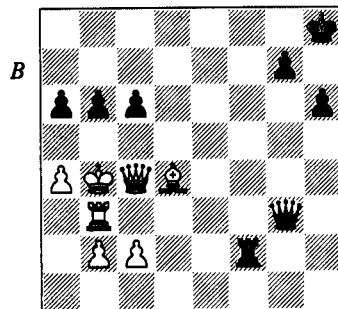
18c: After 32... ♙xe4



19a: After White's 15th move



19b: After 25 ♖a3!



19c: After 36 ♖b4

## Strategy 19 – The Practical Piece Sacrifice

(19a) Luciano-Kosten, Imperia 1993.

15... ♖xf2!?

Black has not calculated a forced win; he is content just to unsettle his opponent.

16 ♖xf2 ♖xd4+ 17 ♖xd4 ♖h4+ 18 ♖f1

Or 18 g3 ♖xh2+ 19 ♖e3 ♖xg3+.

18...f5!

A natural reaction to the arrival of the king on the f-file.

19 ♖f3

19 ♖c4+ ♖h7 20 ♖e3 ♖xh2 21 e5 is unclear. He could try 19 ♖c4+ and 20 e5.

19... ♖e5 20 ♖f2 ♖xh2 21 ♖e2

White decides that the kingside is no longer a safe place. Others: 21 ♖e3? fxe4 22 ♖xe4 ♖xf3 23 gxf3 ♖xf3! 24 ♖xf3 ♖h3+, or the better 21 ♖g1 ♖xf3 22 gxf3 ♖h3+ 23 ♖g2 fxe4 and Black has a collection of pawns for the piece.

21...fxe4 22 ♖xe4 ♖g4 23 ♖e3

Not 23 ♖a3? ♖ae8.

23... ♖h5 24 ♖d2 ♖ae8 25 ♖a3! (19b)

Another impressive defensive try.

25...d5

Black keeps coming.

26 ♖d1 ♖xf3+ 27 gxf3 ♖xf3 28 ♖e2!

Not 28 ♖xf3? ♖xf3 29 ♖e2 d4.

28... ♖h3 29 ♖f1 ♖xd2 30 ♖xf8+ ♖xf8 31 ♖xd2 ♖h4!

One threat now is 32...d4 33 ♖g1 ♖g5+.

32 ♖b3?

Hastening the end, although 32 ♖xa6 ♖b4+ 33 ♖d1 ♖xb2 and 32 c3 c5 are not exactly pleasant.

32...d4! 33 ♖c4+ ♖h8 34 ♖xd4 ♖f2+! 35 ♖c3 ♖g3+ 36 ♖b4 (19c) 36... ♖d6+ 37 ♖c3 ♖f3+ 38 ♖d2 ♖xb3 0-1

Due to 39 cxb3 c5. The general strategy here is: present your opponent with numerous tasks and apply maximum pressure.

## Strategy 20 – Opposite-Side Castling: Strike a Balance

(20a) Franzen-McAlpine, corr. 1991-3. With opposite-side castling it is often the stronger player who wins, and what separates the two sides here is White's skilful marriage of attack and defence.

15  $\text{♙xg7}$   $\text{♜xg7}$  16  $\text{h4}$   $\text{♞fc8}$  17  $\text{h5!}$

It is imperative that White open a line of attack – material can take second place to time and weaknesses.

17... $\text{c4}$  18  $\text{hxg6 cxd3}$  19  $\text{♚h6+ ♜h8}$  20  $\text{cxd3 b3}$

Toe-to-toe stuff. 20... $\text{fxg6}$  is met by 21  $\text{♕f4!}$  threatening 22  $\text{♕e6 ♙g8}$  23  $\text{♚hx7+!}$   $\text{♜hx7}$  24  $\text{♞hx7+}$  and 25  $\text{♞h1\#}$ .

21  $\text{axb3! ♞ab8}$

Again 21... $\text{fxg6}$  22  $\text{♕f4}$  is bad for Black. 22  $\text{gxf7!}$

White coolly allows the continued demolition of his defensive wall.

22... $\text{♞xb3}$  23  $\text{♞d2!}$  (20b)

Excellent. Failure to consider such a quiet defensive resource is usually the decisive factor. It helps to keep an eye on your own king, too! Meanwhile White threatens 24  $\text{♙g1}$  or 24  $\text{♕f4}$ .

23... $\text{♞a3!?}$

What else?

24  $\text{bxa3 ♚xa3}$

24... $\text{♞b8+}$  is met by 25  $\text{♞b2}$ .

25  $\text{♞b2 ♚xd3+}$  26  $\text{♜a1 ♞a3+}$

Or 26... $\text{♚xf3}$  27  $\text{♙g1 ♕g4}$  28  $\text{♚e6 ♕gf6}$  (28... $\text{♞d8}$  29  $\text{♚xd7!}$ ) 29  $\text{e5!}$ .

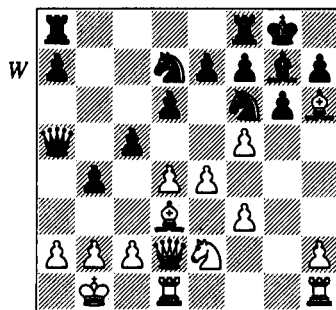
27  $\text{♞a2 ♚b3}$  28  $\text{e5! dxe5}$  29  $\text{dxe5}$  (20c)

White's pawns are too powerful and f8 and h7 cannot be defended.

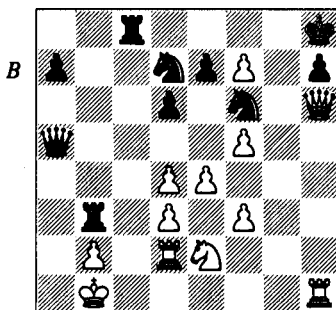
29... $\text{♞c2}$  30  $\text{♞xc2 ♚xc2}$  31  $\text{exf6}$

Or 31  $\text{f8♚+ ♕xf8}$  32  $\text{♚xf8+ ♕g8}$  33  $\text{♚f7}$ .

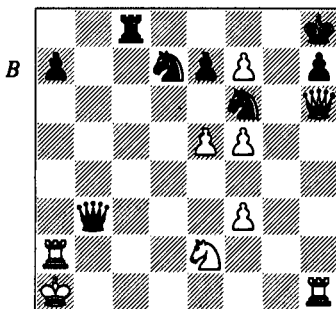
31... $\text{♚a4+}$  32  $\text{♜b2 ♚b5+}$  33  $\text{♜c1 ♚c4+}$  34  $\text{♜d1 ♚b3+}$  35  $\text{♜e1 ♚xf7}$  36  $\text{♕f4 1-0}$



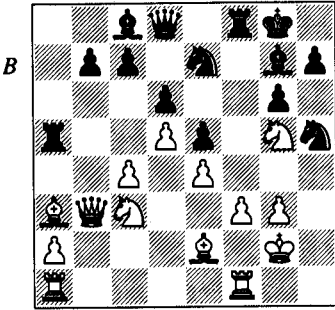
20a: After Black's 14th move



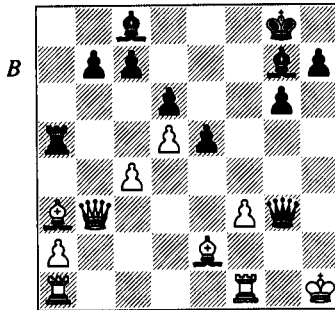
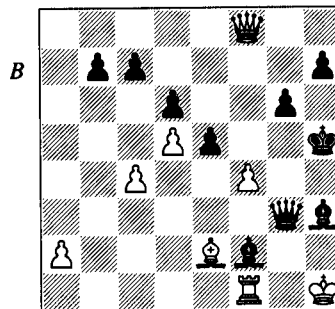
20b: After 23 ♞d2!



20c: After 29 dxe5



21a: After White's 17th move

21b: After 26  $\text{c}h1$ 21c: After 36  $f4+$  (analysis)

## Strategy 21 – Fuel the Fire

(21a) Steffensen-Hamilton, Canberra 1994. White's slightly damaged kingside pawns and the location of his queen and dark-squared bishop prompt Black to strike. The key to Black's successful strategy is his willingness to invest material.

17...  $\text{d}xg3!!$

Eliminating a loyal pawn.

18  $\text{c}xg3$   $\text{d}f5+$  19  $\text{exf5}$   $\text{w}xg5+$  20  $\text{c}f2$   $\text{w}h4+$  21  $\text{c}e3?$   $\text{w}d4\#$

21  $\text{c}e3?$   $\text{w}d4\#$  highlights White's predicament.

21...  $\text{f}xf5$  22  $\text{d}e4$   $\text{g}g5+!$

This fresh sacrifice is the key move of the strategy, for with the knight on e4 White is able to defend. Material is but one factor in chess, and here Black's command of the dark squares takes priority.

23  $\text{d}xg5$   $\text{w}xg5+$  24  $\text{c}f2$   $\text{w}h4+$  25  $\text{c}g1$   $\text{w}g3+$  26  $\text{c}h1$  (21b)

Black is a rook down, but his queen has the white king trapped. The next phase features the powerful king's bishop, but first Black throws more fuel on the fire.

26...  $\text{f}xa3!!$

Black gives up another rook, using it to remove a potentially game-saving piece in readiness for the killer blow on the dark squares.

27  $\text{w}xa3$   $\text{d}h6$  28  $\text{d}d1$

Clearing the second rank. After 28  $\text{w}a8$   $\text{w}h3+$  29  $\text{c}g1$   $\text{d}e3+$  30  $\text{d}f2$   $\text{c}g7!$  31  $\text{f}f1$   $\text{w}g3+$  32  $\text{c}h1$   $\text{d}h3!$  33  $\text{w}d8$   $\text{d}xf2$  34  $\text{w}e7+$   $\text{c}h6$  35  $\text{w}f8+$   $\text{c}h5!$  36  $f4+$  (21c) 36...  $\text{d}g4$  37  $\text{d}xg4+$   $\text{c}xg4$  38  $\text{w}h6$   $\text{c}f3!$  39  $\text{w}h2$   $\text{w}xh2+$  40  $\text{c}xh2$  e4 the lone bishop wins.

28...  $\text{d}f4$  29  $\text{w}b2$   $\text{w}h4+$  30  $\text{c}g1$   $\text{d}e3+$  31  $\text{f}f2$   $\text{d}h3!$  32  $\text{c}h2$   $\text{d}f5+!?$  33  $\text{c}g1$   $\text{w}g3+$  34  $\text{c}h1$

34  $\text{c}f1$   $\text{d}d3+$ .

34...  $\text{d}xf2$  35  $\text{d}e2$   $\text{w}h3\#$  (0-1)

## Strategy 22 – Eliminate the Leader

(22a) This kind of position has been seen countless times. Here, in Dieks-Marjanović, Manila jr Wch 1974, White's pressure on the g1-a7 diagonal aims to dissuade Black from the desired ...d5 thrust, but Black goes ahead anyway.

**17...d5! 18 cxd5 exd5 19 e5?!**

White's judgement is clouded by material matters. 19 exd5 dfxd5 20 dxd5 fxd5 21 fxd5 gxd5 is level.

**19...Wxe5 20 gxb6**

Now the expected 20...d7 would be met by 21 gd4. The key piece in the equation is White's dark-squared bishop, and a closer inspection of the situation reveals that without it White might have problems defending.

**20...fxb6! 21 Wxb6 d7 22 Wa5**

White is in trouble on the dark squares, his queen is out of play (22 Wf2 gc5) and his king is beginning to look rather lonely.

**22...fb8!**

Defending the b4-knight and threatening 23...gd8 24 Wa4 dc5, trapping the queen.

**23 dc2 g5! (22b)**

Sticking to the strategy by exploiting White's vulnerability on the dark squares.

**24 dxb4 gxd2 25 gf1**

Not 25 fxd2 We3+, but 25 d bxd5 at least muddies the waters.

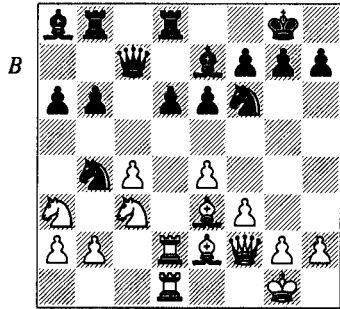
**25...ge3+ 26 fh1 fb6! 27 Wxa6 gc7 28 g3 d4 29 ge2**

**29 de4 ge4 30 fe4 fxb4 31 Wc8+ df8.**

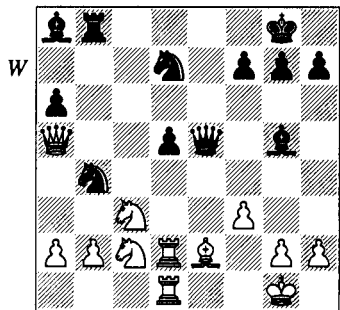
**29...df8! (22c)**

Both the white knights are attacked, the bishop is in the firing line and the rook must be protected against ...gf3+.

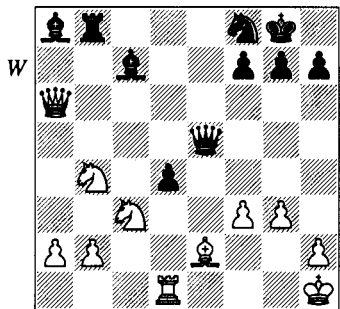
**30 Wc4 dxc3 31 bxc3 fe8! 32 fd2 gf3+! 0-1**



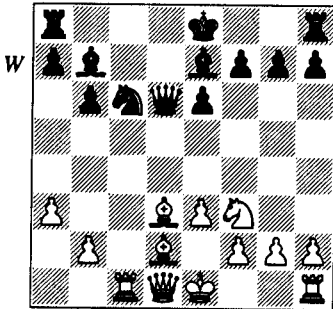
22a: After White's 17th move



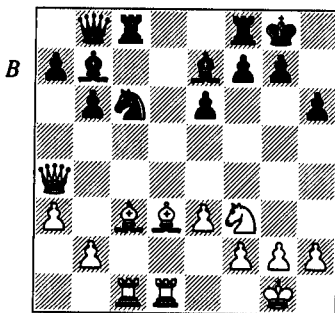
22b: After 23...g5!



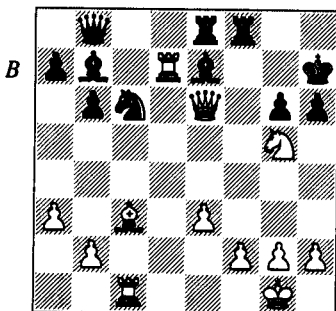
22c: After 29...df8!



23a: After Black's 13th move



23b: After 18 ♖a4!



23c: After 24 ♘g5+! (analysis)

## Strategy 23 – Inducing Weaknesses in the Castled Structure

(23a) Petrosian-Smyslov, USSR Ch (Moscow) 1961. Despite the level of symmetry suggesting near equality, with a precise sequence of queen moves White succeeds in inducing significant structural weaknesses.

14 ♛c2! ♜c8 15 0-0 h6

This is the response which most players would choose in this situation, but 15...♗f6 followed by ...g6 is better, as we shall see. But not 15...♘e5 16 ♖b5+ ♜f8 (16...♜d8 17 ♘xe5!) 17 ♗xc8+ ♗xc8 18 ♜xc8+.

16 ♜fd1 0-0 17 ♗c3 ♗b8

The uncompromising 17...♛c5 runs the risk of leaving the queen exposed and does not protect the b7-bishop. White can bring his own queen into play with 18 ♗a4, or inconvenience his opponent with 18 ♗h7+ ♜h8 19 ♗e4.

18 ♗a4! (23b)

I enjoy these positions. Black goes along for a gentle ride to a draw while White gradually creeps up on him. White's bishops point menacingly at Black's kingside while the knight is just one jump away.

18...♜fd8

The immediate 18...g6 has been suggested, as Black will be forced to commit himself anyway. Then Petrosian proposed 19 ♗e4!, after which Black's weaknesses soon become evident in view of the threats 20 ♜d7 and 20 ♗xc6 ♗xc6 21 ♗d4.

19 ♗e4 g6

Creating a fresh weakness in the shape of the h6-pawn (see note to Black's 15th) as well as an even more appealing target on g6. Note also the increased, maximum range of White's dark-squared bishop.

20 ♗g4 h5

Desperate measures on the ropes. With nearly all his pieces over on the 'wrong' side of the board and his kingside suddenly full of holes, Black cannot expect to survive. Equally after 20...♖h7 there are simply too many weaknesses: 21 ♔xg6+! fxg6 22 ♖xe6 ♜f8 23 ♞d7 ♞ce8 (23...♞c7 24 ♚e5!) 24 ♚g5+! (23c) 24...hxg5 25 ♖h3+ ♔g8 26 ♖h8+ ♔f7 27 ♖f6+! ♔g8 28 ♖g7#.

21 ♖h3 (23d) 21...f5

Only three moves since the previous diagram, yet Black's once healthy kingside structure has been totally compromised with ostensibly minimum effort from White. The ugly text is directed against the threatened breakthrough with g4. The following variation is instructive: 21...♞d6 22 g4 ♞cd8?! 23 gxh5! ♞xd3 24 ♞xd3 ♞xd3 25 hxg6 fxg6 (25...♞xc3 26 ♖h7+ mates) 26 ♖h8+ ♔f7 27 ♚e5+! ♚e5 28 ♖xb8.

22 ♔c4 ♞xd1+ 23 ♞xd1 ♔f7 24 e4! (23e)

A 'special' move to keep up the momentum. The odd e6-f5-g6-h5 pawn complex points to such a breakthrough.

24...♖f4 25 ♞e1 ♖g4 26 exf5! ♖xc4

Or 26...♖h3 27 ♔xe6+ ♔e8 28 gxh3 ♞d8 29 fxg6.

27 fxg6+ ♔e8

27...♔xg6 28 ♞xe6+ ♔f7 29 ♞xc6! with the fork on e5.

28 g7 e5

28...♔d7 29 ♞d1+ ♔c7 30 ♖g3+.

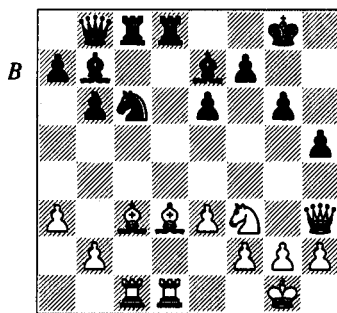
29 ♖h5+ ♔d7 (23f)

In keeping with the theme White has taken complete control of the whole kingside. The game ended:

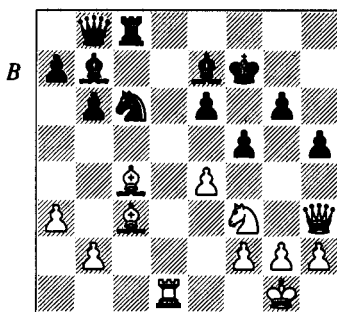
30 ♞d1+ ♔d6 31 ♔xe5 ♚d4

31...♚xe5 32 ♚xe5+.

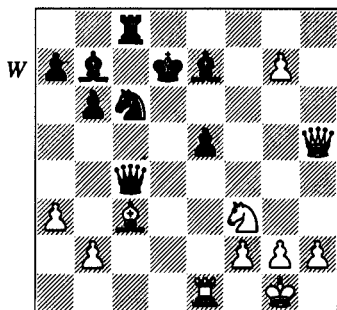
32 ♚xd4 ♔xe5 33 ♚f3+ ♔d6 34 ♚e5+ 1-0



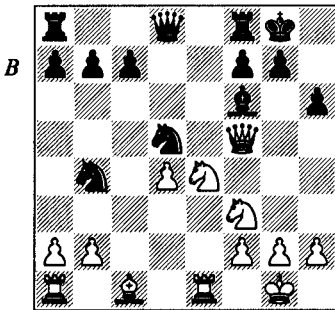
23d: After 21 ♖h3



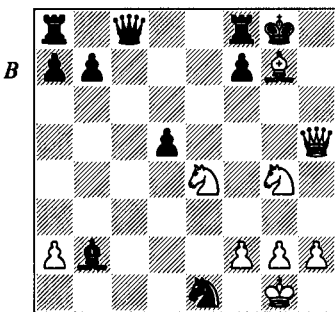
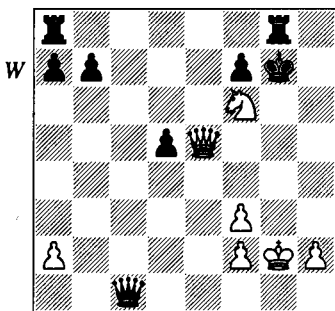
23e: After 24 e4!



23f: After 29...♔d7



24a: After White's 17th move

24b: After 24.  $\text{♙g7}$ 24c: After 29...  $\text{♜g8!}$ 

## Strategy 24 – Calm Defence Wins Games

(24a) Korsunsky-Yusupov, Baku 1979. It is a common mistake among club players to let wishful thinking form the basis of an attack. Such players also tend to telegraph their intentions. Confident that the coming attack is futile, Yusupov deliberately 'decentralizes' his queen.

17...  $\text{♜c8!}$  18  $\text{♞h5}$

The isolated d4-pawn puts White off an exchange of queens.

18...c6 19  $\text{♙xh6?!$

Hoping for 19...gxh6? 20  $\text{♜xf6+}$   $\text{♜xf6}$  21  $\text{♞xh6}$  and 22  $\text{♞e5}$ , etc.

19...  $\text{♜c2!}$  20  $\text{♜e5}$

Alternatives get nowhere: 20  $\text{♜d6}$   $\text{♞d7}$  21  $\text{♜f5}$  g6, or 20  $\text{♜xf6+}$   $\text{♜xf6}$  21  $\text{♞g5}$   $\text{♞g4}$ .

20...  $\text{♜xe1}$  21  $\text{♜g4}$   $\text{♙xd4}$

Also possible is 21...  $\text{♞e6}$  22  $\text{♞xe1}$   $\text{♞fe8!}$  23 h3  $\text{♙xd4}$ , but 21...  $\text{♜c2?}$  22  $\text{♜gxf6+}$   $\text{♜xf6}$  23  $\text{♞g5}$   $\text{♜e8}$  24  $\text{♜f6+}$   $\text{♜h8}$  25  $\text{♙xg7+}$   $\text{♜xg7}$  26  $\text{♞h6\#}$  is best avoided.

22  $\text{♞d1}$

White must remove the defender on d5.

22...  $\text{♙xb2}$  23  $\text{♞xd5}$   $\text{cxd5}$  24  $\text{♙xg7}$  (24b)

Thus far White's offensive has continued according to plan...

24...  $\text{♜f3+!!}$

The prepared spoiler. The extra tempo provided by the knight is decisive.

25  $\text{gxf3}$   $\text{♜c1+}$  26  $\text{♜g2}$   $\text{♙xg7}$  27  $\text{♜ef6+}$   $\text{♙xf6}$  28  $\text{♜xf6+}$   $\text{♜g7}$

Now the check on c1 prevents the check on g5.

29  $\text{♞e5}$   $\text{♞g8!}$  (24c)

Another point behind 24...  $\text{♜f3+}$  – the rook threatens to come face to face with White's king.

30  $\text{♜g4+}$   $\text{♜f8}$  31  $\text{♞d6+}$   $\text{♜e8}$  32  $\text{♞e5+}$   $\text{♜d7}$  33  $\text{♞f5+}$   $\text{♜c6}$  0-1

## Strategy 25 – Lure the Pawns Forward

(25a) Grechikhin-Abrashkin, Russia 1994. If White gets too ambitious against the provocative Alekhine Defence, he will be left with holes on both sides of the board.

11 h3 ♖h5 12 g4

Not wrong but risky; this is White's seventh pawn move!

12...♙g6 13 h4 h6! 14 h5 ♖h7 15 ♗d2

Black now breaks out.

15...dxe5 16 ♘xe5

16 dxe5 leaves White vulnerable on a3, b4, c2, d3 and the d-file.

16...c5!

Black's well-timed play is textbook stuff. White now pushes on.

17 d5 exd5 18 cxd5 ♘b4 19 ♖ad1 a4 20 d6 ♙f6 21 f4 axb3 22 axb3 ♙xe5! 23 fxe5 ♘d7 24 ♙f4 ♙c2

The sleeping bishop comes to life on White's much-neglected light squares.

25 ♖de1 ♙xb3 26 ♙f3 ♘c6 27 ♙xc6

In view of what happens it would be better to retain this bishop.

27...bxc6 28 g5 hxg5 29 ♙xg5 ♗a5 30 ♖e4 ♙d5! (25b)

Though balanced, the game requires more care from White than from Black.

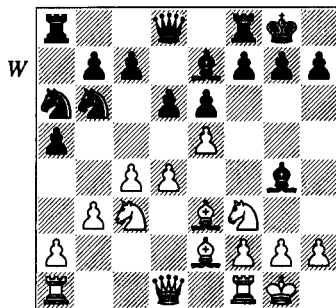
31 ♖a4

This move is unduly risky. Instead 31 ♘xd5 cxd5 32 ♗xd5 c4 33 ♗xa5 ♖xa5 34 ♙f4 ♙c8 is unclear.

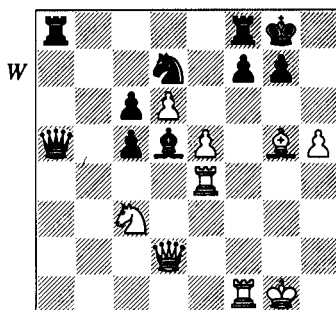
31...♗xc3!! 32 ♗xc3 ♖xa4 33 ♖f4 ♖a2 34 ♖g4 ♖b8 35 ♙c1?

White's last chance was 35 e6!, for example 35...♘f6 36 h6 ♖b1+ 37 ♙c1 ♖xc1+ 38 ♗xc1 ♘g4 39 e7 and Black must give perpetual check.

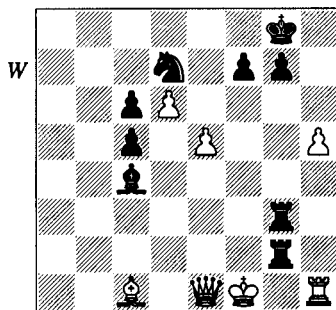
35...♖b3! 36 ♗e1 ♖h3 37 ♖h4 ♖g2+ 38 ♙f1 ♖hg3! 39 ♖h1 ♙c4+ (25c) 0-1



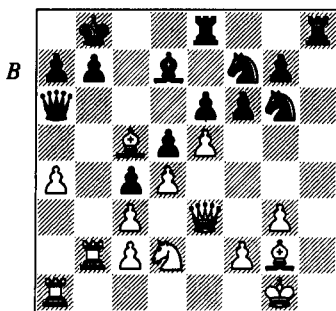
25a: After Black's 10th move



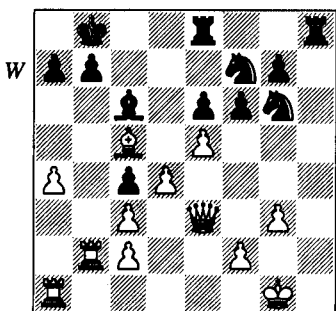
25b: After 30...♙d5!



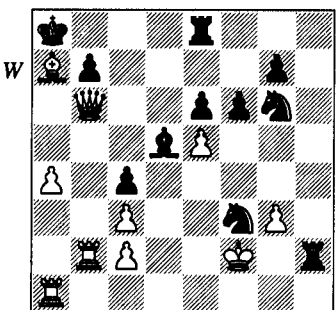
25c: After 39...♙c4+



26a: After White's 25th move



26b: After 28...dxc4



26c: After 33...Nf2+

## Strategy 26 – What is a Queen Worth?

(26a) Bjerring-Marszalek, Primorsko 1974. Both sides have an open file on which to worry the enemy king. White now saw his chance in a breakthrough and subsequent attack, based on a variation involving the capture of Black's queen.

26 ♖xc4

The point is to meet the natural 26...dxc4 with 27 ♖e4, for example 27...b6 (27...♗c6 28 ♖xc6) 28 ♗d6+! ♖xd6 29 exd6, etc. The alternative capture with the queen on c4 leaves the lady with no retreat. But...

26...♖xc4!! 27 ♗f1 ♗c6! 28 ♗xc4 dxc4 (26b)

When considering this position, White must have made the same assessment as most players: after preventing mate on h1 he can again focus on black's king. However, White's army looks threatening on the dark squares only. The others belong to Black, who also has two agile knights ready to join the bishop and rook.

29 f3 ♖g5 30 ♗xa7+?

Maybe White intended this as his trump card. 30 ♗d6+ ♗a8 31 ♖f1 is more sober.

30...♗a8! 31 d5 ♗xd5 32 ♖b6

Heading for a5, but White's queen alone is no match for a team of 'lesser' pieces.

32...♖xf3+ 33 ♗f2 ♖h2+ (26c)

No white piece is there to help the king.

34 ♗e3

Or 34 ♗f1 ♖d2+ 35 ♗e1 ♗f3 36 ♖e3 (36 ♖a5 ♖e2+ 37 ♗d1 ♖xe5+) 36...♖h8!.

34...♖gxe5

Threatening 35...♖g4+ 36 ♗f4 g5+ 37 ♗xg4 f5#.

35 g4 g5 36 ♖g1 ♖xg1 0-1

Remember: the queen is not the only valuable piece!

## Strategy 27 – Combining Attack and Defence

(27a) Østenstad-Basin, Trnava 1989. White has an obvious lead on the queenside but is being distracted on the other flank. The appropriate strategy involves a sensible balance between defence and attack.

**16 h3**

White preserves his bishop.

**16... ♖h4 17 ♔g1 ♜f6 18 bxc6 bxc6 19 c4 ♙f5 20 ♞fc1**

Stepping up the pressure on the queenside and leaving f1 free.

**20... ♞ac8 21 c5**

The vulnerable c6-pawn is White's ultimate target.

**21...g5 22 ♙f1! (27b)**

A clever yet typical defensive resource; 22...g4 will be met by 23 g3! ♖h5 24 h4.

**22... ♖h5 23 ♖d1 ♗g6**

Without queens Black would simply be outnumbered on the queenside.

**24 ♙e2 g4 25 hxg4 ♜xg4 26 ♜f1**

This time the knight comes to the rescue.

**26...h5 27 ♜h2! ♜f6 28 ♜h1!**

Another prophylactic measure.

**28... ♜h8 29 ♞ab1 ♞g8 30 ♜a5 ♙f8 31 ♖g1**

Note that the c5-pawn denies the bishop access to the b8-h2 diagonal.

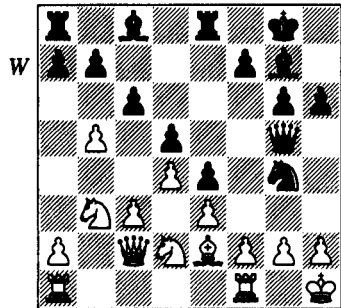
**31... ♙e7 32 ♙a6! ♞c7 33 ♞b7 ♞g8 34 ♞xc7 ♞xc7 35 ♞b1 ♙d7 36 ♗e1 ♜g4 37 ♜xg4 ♙xg4 38 ♖b4! ♜g7 39 ♖b8 ♞d7 40 ♖e5+ ♙f6 41 ♖e8**

42 ♞b8 is coming; Black cannot try 41... ♙f3 42 gxf3 exf3 due to 43 ♞g1.

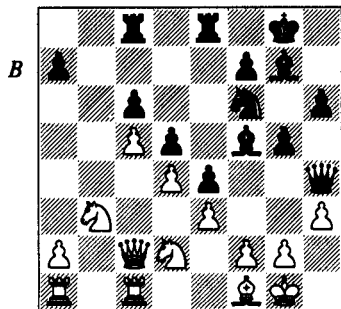
**41... ♞e7 42 ♖a8 ♖f5 43 ♜g1 ♙h4 44 ♞b2 (27c)**

Calm. The rook now helps out.

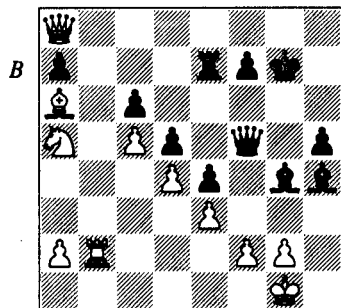
**44... ♞e6 45 ♙c8 ♖g5 46 ♙xe6 ♙xe6 47 ♖b8! ♖g4 48 ♖e5+ ♜h7 49 ♜xc6 1-0**



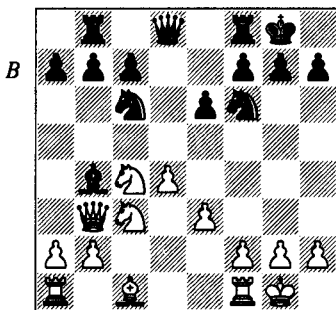
27a: After Black's 15th move



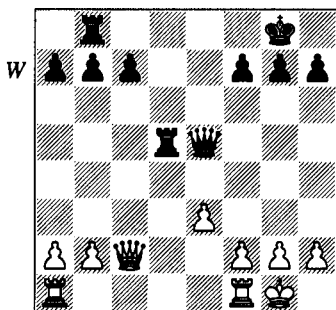
27b: After 22 ♙f1!



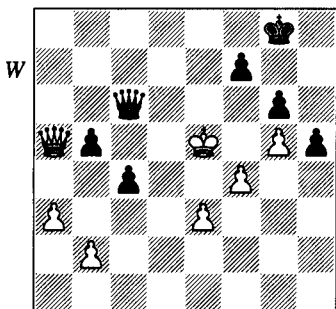
27c: After 44 ♞b2



28a: After White's 12th move



28b: After 19...Rd5!



28c: After 36...Qc6!

## Strategy 28 – Centralization

(28a) Grünfeld-Tartakower, Semmering 1926. Because he is ready to play ...e5 at an appropriate moment, Black has the greater influence in the centre – which he uses to steer the game into a favourable ending.

12...Qd5! 13 Qxd5

White must also make a concession if he refuses to trade on d5, e.g. 13 Qe4 b5 14 Qe5 Qxe5 15 dxe5 c5 16 a3 c4, etc.

13...Qxd5! 14 Qc2 e5 15 Qxe5 Qxe5 16 dxe5 Qxe5 17 Qd2 Qxd2 18 Qxd2 Rfd8 19 Qc2 Rd5! (28b)

First a knight, then the queen and now a rook, all taking turns to occupy the key d5-square.

20 Rxd1 Rbd8 21 Rxd5 Rxd5 22 Rd1 g6 23 Rxd5 Qxd5 24 a3 c5 25 h3 b5

The d5-square continues to be the foundation upon which Black's strategy of centralization is based. The relative strengths of the queens are increasingly significant.

26 f4 c4 27 Qc3 Qe4! 28 Qf2 a5! 29 g4

Otherwise Black creates a passed pawn at his leisure, while 29 Qxa5 Qc2+ and 30...Qxb2 releases the c-pawn.

29...h6 30 h4 Qh1! 31 Qg3 Qg1+ 32 Qf3

32 Qh3 h5 is also difficult for White.

32...Qh2! 33 g5 h5 34 Qe4 Qxh4 35 Qxa5 Qh1+

Consistent with the overall strategy.

36 Qe5 Qc6! (28c)

The queen returns to another central posting. Now the h-pawn is about to run.

37 Qa7

37 Qe1 Qc5+ 38 Qe4 (38 Qf6 Qd6#) 38...Qf5+ and 39...Qc2 wins for Black.

37...h4 38 f5 gxf5 39 Qxf5 Qf3+ 40 Qe5 h3 41 Qd4 Qg4+ 0-1

## Strategy 29 – Taking over a Colour Complex

(29a) Schlechter-John, Barmen 1905. The exchange of bishops on f4 has left Black with very little influence on the dark squares – a colour complex upon which White should concentrate. The presence of White's knights is the telling factor. The first phase of the strategy should be to restrict Black on both sides of the board, as the centre is already in White's hands.

13 ♖e5 ♜e7 14 ♙xe4! fxe4 15 f3!

Removing the e4-pawn because White needs full access to the key e5-square.

15...exf3 16 ♜ce1 ♜c7

Unfortunately for Black, he cannot challenge with 16...♟d7 due to his queen sitting in the firing line of White's rook, e.g. 17 cxd5 cxd5 18 ♟xd5 exd5? 19 ♟g6+, etc. Alternatively, taking on c4 serves only to hand White the e4-square for his other knight.

17 ♜a3! (29b)

I hope that by now you are beginning to understand the effectiveness of White's dark-square obsession. The natural 17...♟d7 would now be met by the unwelcome arrival of the queen after 18 ♜e7.

17...♟g8 18 ♜xf3 ♟a6 19 b3 ♜d8

Threatening to take on c4 and then d4, as well as vacating c7 for the knight to reroute.

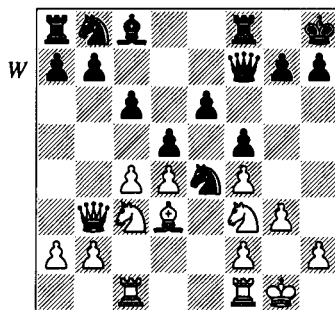
20 c5

Consistent. Partly closing the queenside (he can always come back later) allows White to turn his attention to the other wing.

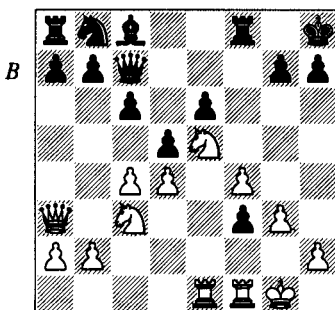
20...♟c7 21 ♜b2 ♟d7 22 ♜c2 ♜e7 23 ♜ef1 ♜ae8 24 g4 ♟c8 (29c)

White's extra space, superior pieces and structure combine to form a decisive advantage that is highlighted by Schlechter's next move.

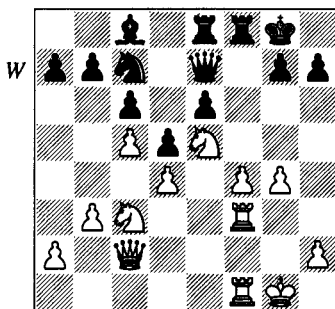
25 ♜h3! g6 26 b4 ♜f6 27 ♜hf3 ♜e7 28 a4



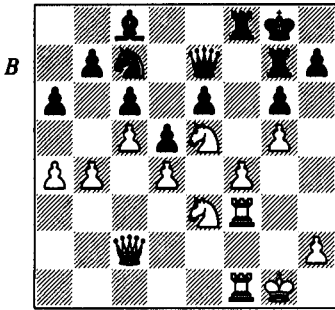
29a: After Black's 12th move



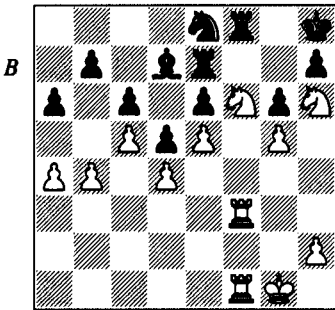
29b: After 17 ♜a3!



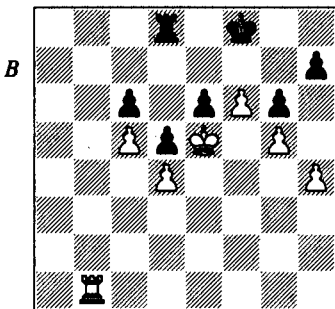
29c: After 24...♟c8



29d: After 31 g5!



29e: After 40 ♖hf3



29f: After 54 ♔e5! (analysis)

Cruel play – now expansion with b5 is on the cards.

28...a6 29 ♖d1

We will see the point behind this regrouping in a couple of moves.

29...♗g7 30 ♖e3 ♜e7 31 g5! (29d)

Suddenly two more dark squares – right in front of the king – come under fire. Note that White has not been in any hurry, posting his forces optimally – hence ♖c3-d1-e3 and next to g4. The secret to dominating one of the colour complexes is to carry out the process to its limit so as to accentuate the weaknesses in the opponent's position.

31...♙d7 32 ♖3g4 ♙e8 33 ♖h6+ ♔h8  
34 ♜e2 ♜d8 35 ♖eg4 ♙d7 36 ♜e5 ♖e8 37 ♜h3 ♜c7

37...♜e7 38 ♜b8! illustrates the extent to which Black is tied up.

38 ♖f6 ♜xe5

38...♜d8 39 ♖xh7! wins for White.

39 ♜xe5 ♜e7 40 ♜hf3 (29e) 40...♖xf6

The lesser evil in view of the back-rank mate in the air, e.g. 40...♙c8 41 ♖xd5!, etc.

41 ♜xf6 ♜xf6 42 exf6 ♜e8 43 ♖f7+! ♔g8  
44 ♖e5

Of course Black could resign here, but the rest of the game is a good example of how to finish off these positions by simply persevering with a successful strategy.

44...♜d8 45 ♔g2 ♖f8 46 h4 ♙e8 47 ♖f3

47 f7 ♙d7 48 h5 is even stronger.

47...♙f7 48 ♖f4 ♖e8 49 ♜b1! ♖f8 50 b5  
1-0

50...axb5 51 axb5 ♙e8 52 bxc6 ♙xc6 (or 52...bxc6 53 ♜b7) 53 ♖xc6 bxc6 54 ♖e5! (29f) is a fitting end. The king gets a turn on e5!

## Strategy 30 – Domination of the Only Open File

(30a) Petrosian-Unzicker, Germany-USSR match 1960. White has a slight lead in development and is first to the only open file. It is here that the future lies, and the b5-pawn makes a perfect target with which to begin the first part of the strategy.

12 a4! b4

12...bxa4 permits White to double rooks.

13 ♖a2!

Heading for the wonderful b3 outpost.

13...♗e8 14 ♘c1 a5 15 ♖b3 ♕a6 16 ♕xa6 ♖xa6 17 ♗d3 ♖a7 18 ♖fc1 (30b)

Black still lags behind and has weaknesses. Nevertheless White must make something of his pluses.

18...♗d6

18...♗d6 19 ♗e5! ♕xe5 20 dxe5 ♖b6 21 ♗d4 followed by e4 is good for White.

19 ♕xd6! ♕xd6 20 ♖c6

Highlighting the vulnerability of the important squares c6, c5, a5 and b5.

20...♖b8

20...♖b6 21 ♗fd2 with ♗b5 to come.

21 ♖c2 ♗d7 22 ♖ac1 ♖b6

Black relies on hitting the a4-pawn and the c4-square.

23 ♗b5 ♗c4 24 ♗fd2!

One extra knight is enough for White.

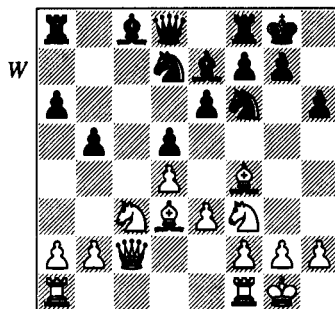
24...♗xd2 25 ♖xd2 ♗a8 26 ♖dc2 ♖d8 27 ♖c6 g6 28 g3 ♗g7 (30c)

Black covers c7 and c8. White stands well, but what next?

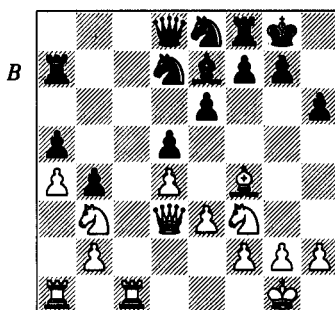
29 ♖f1!

With the pressure on the c-file keeping Black occupied, White sets about altering the state of play on the kingside. All will become clear shortly.

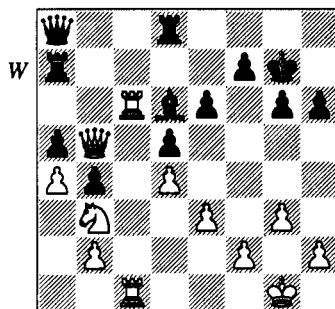
29...♗g8 30 h4 h5 31 ♖1c2! ♖h7 32 ♖e1 ♗g8 33 ♖d1 ♖h7 34 ♖c1 ♗g8 35 ♖b1 (30d)



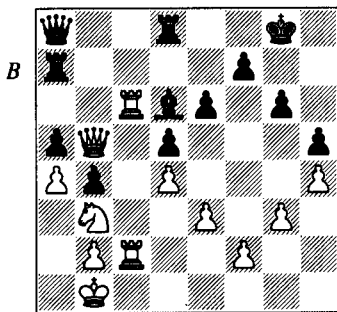
30a: After Black's 11th move



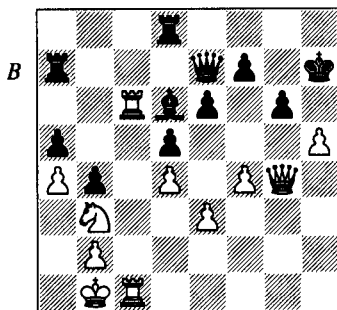
30b: After 18 ♖fc1



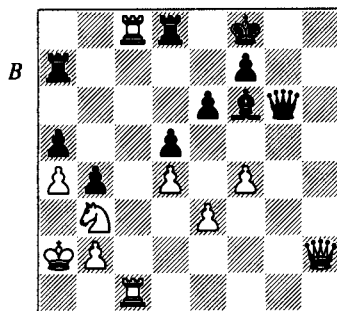
30c: After 28... ♗g7



30d: After 35 ♖b1



30e: After 43 h5



30f: After 51 ♖c8

Again White profits from the 'closed' queenside structure. Black's king has no such peace of mind.

35...♔h7 36 ♖e2!

Watching over both flanks.

36...♜b7 37 ♜c1 ♔g7 38 ♜b5

Teasing his opponent, as now 38...♜xb5 39 axb5 a4 40 b6 ♖a6 (40...♜aa8 41 b7 ♜ab8 42 ♔a5!) 41 b7 ♜xc6 42 ♜xc6 axb3 43 ♜xd6 ♜b8 44 ♜b6 picks up two black b-pawns to leave just two white ones, and White's king is then wonderfully placed.

38...♜a8 39 f4 ♔h7 40 ♖e2 ♜b7

40...f5 creates new targets on e6 and g6, after which White's knight can add e5 and g5 to a5 and c5 as potential outposts.

41 g4!

With his king now far away on b1, White steps up a gear.

41...hxg4 42 ♜xg4 ♖e7 43 h5 (30e)

The c1-rook now has the dual role of supporting its partner and threatening to swing over to the kingside.

43...♜f6 44 ♔a2!

Ruling out the check on f5.

44...♔g7 45 hxg6 ♜xg6 46 ♜h4 ♔e7

After 46...♜h8? 47 ♜f2, both 48 ♜xd6 and 48 ♜g1 are threatened.

47 ♜f2 ♔f8 48 ♔d2 ♜b7 49 ♔b3 ♖a7 50 ♜h2! ♔f6 51 ♜c8 (30f)

Domination of the only open file on one side of the board has resulted in a similar superiority on the other flank and, consequently, a decisive advantage to White.

51...♜ad7

Other moves lose as follows: 51...♜xc8 52 ♜xc8+ ♔e7 53 f5! ♜xf5 54 ♜b8; 51...♔e8 52 f5! ♜xf5 53 ♜xd8+ ♔xd8 54 ♜c8 ♜f6 55 ♜b8 ♜d7 56 ♔c5; 51...♜f5 52 ♜xd8+ ♔xd8 53 ♜c8 ♜d7 54 ♔c5 ♜d6 55 ♔b7.

52 ♔c5! b3+ 53 ♔xb3 ♜d6 54 f5! ♜b6+ 55 ♔a2 1-0

## Strategy 31 – Nurture Your Space Advantage

(31a) Petrosian-Lutikov, USSR Ch (Tbilisi) 1959. White has the extra space in the centre that is usual in the King's Indian, and the queenside is under control. Consequently he turns his attention to the kingside, where Black is gearing up for the traditional ...f5 break.

**13 g4!**

The beginning of an overall strategy of restraint which aims, ultimately, to leave White with a territorial advantage across the board and the subsequent foundation for a decisive breakthrough.

**13...♟c7 14 ♘c3 a6 15 a4!**

Directed against ...b5. Now 15...a5 leaves White free to build on his 13th move and generate a kingside attack, while 15...g5 16 ♙g3 a5 fails to the manoeuvre ♜f1-e3-f5 followed by h4, etc.

**15...♞c8 16 h3 ♜b8 17 ♞c2 ♙d7 18 b3 b6 19 ♘d1 b5 (31b)**

The natural reaction.

**20 a5! ♜h8**

20...bxc4 21 bxc4 ♜b4 22 ♘b2 and 23 ♘d3 brings the brief invasion to an end.

**21 ♙g3 ♘g8 22 ♘e3 ♘e7**

22...bxc4 23 bxc4 ♜b4 24 ♞c3 followed by ♘c2.

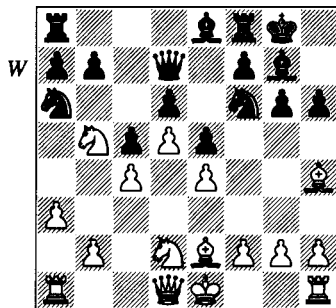
**23 ♙h4 ♞e8?**

The negative retreat to g8 is better. With the text-move Black hopes to exploit the fact that c8 is vacant, but White now jumps at the chance to move on to the next phase of his grand strategy.

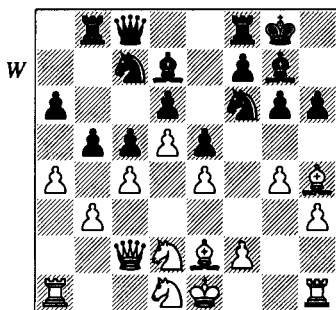
**24 b4! (31c)**

Yet another pawn move! Thus far he has held back, content to make gradual additions to his space advantage, but now the time has come to let the pawns do their worst.

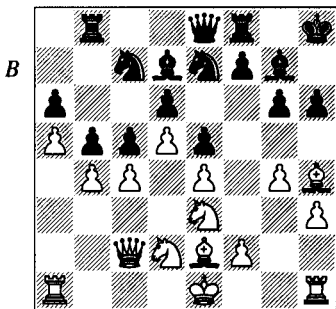
**24...♟c8**



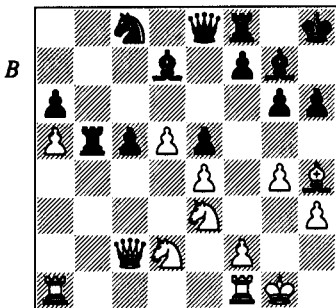
31a: After Black's 12th move



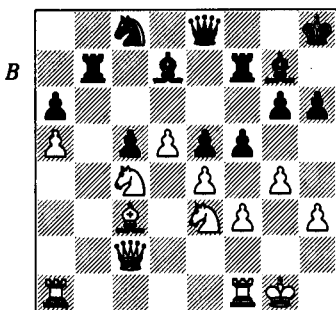
31b: After 19...b5



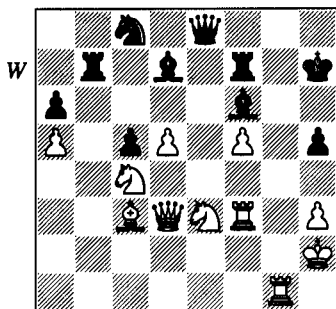
31c: After 24 b4!



31d: After 28 0-0!



31e: After 32 ♖c3



31f: After 38...♔h7

The justification of White's bold queen-side expansion can be seen in the variation 24...cxb4 25 c5 ♖c8 (25...dxc5 26 ♗xc5) 26 c6 ♘xc6 27 dxc6 ♙xc6, when the extra piece will prove more useful than the three pawns. There is also no time for the counter-punch on the other flank: 24...f5 25 bxc5, etc.

25 bxc5 dxc5 26 cxb5 ♘xb5  
26...♙xb5 27 ♗xc5!  
27 ♙xb5!

Otherwise the knight grows in stature after landing on d4.

27...♗xb5 28 0-0! (31d)

Note that White's king has been safe all this time. Castling connects the rooks and clears the way for an effective regrouping.

28...f5 29 f3 ♖f7

29...h5 at least keeps White on his toes.

30 ♘dc4 ♖b4 31 ♙e1!

The bishop has a new job.

31...♖b7 32 ♙c3 (31e)

White's pawns continue to complement his pieces perfectly. Black's pawn structure is peppered with weaknesses.

32...h5 33 gxf5 gxf5 34 exf5 e4

A common method of striving for activity. It's a good job White brought his bishop round to c3!

35 ♔h2 exf3 36 ♖xf3 ♙d4 37 ♗d3 ♙f6  
38 ♖g1 ♔h7 (31f) 39 ♙xf6 ♖xf6 40 ♗c3  
♗f8 41 ♖g6! ♖f7 42 ♖g5 1-0

Adjourned, but Black resigned without resuming. A possible end is 42...♗h6 43 ♖g6 ♗f8 44 ♘e5. Even here the pawns on d5 and f5 are two key players. Petrosian's strategy of using his pawn-mass first to restrain and subsequently to attack proved very effective. Any counterplay from Black was nipped in the bud, after which White converted his patiently nurtured territorial superiority into something more tangible.

## Strategy 32 – Domination of a Square in Enemy Territory

(32a) Taimanov-Karpov, Moscow tt 1973. If White is allowed to push his c-pawn he will stand slightly better.

17...♞c4!

Black judges that the long-term positional pluses are worth a pawn, and so begins an effective strategy.

18 ♖xa7 ♜c6 19 ♖a3 ♞c8

Doomed to passivity, White can do nothing with his extra pawn.

20 h3 h6 21 ♞b1 ♞a4 22 ♜b3 ♘d5 23 ♞dc1 ♞c4 24 ♞b2 f6 (32b)

Typical Karpov. Black maintains the pressure, and herein lies the secret to these ostensibly 'quiet' pawn sacrifices. Control of the c4-square affords the luxury of both time and choice.

25 ♞e1 ♝f7 26 ♜d1 ♘f8!

Keeping an eye on the potentially vulnerable light squares.

27 ♞b3 ♘g6 28 ♜b1 ♞a8 29 ♞e4 ♞ca4

Reminding White of the liability on a2.

30 ♞b2 ♘f8 31 ♜d3 ♞c4

Not 31...♞xa2 32 ♞xa2 ♞xa2 33 c4.

32 ♞e1 ♞a3

Hitting the c-pawn from another angle.

33 ♜b1 ♘g6 34 ♞c1 ♘xc3 35 ♜d3

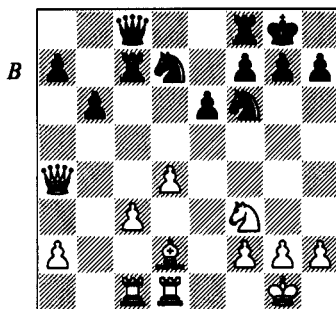
After 35 ♘xc3 ♞axc3 Black invades on the back rank.

35...♘e2+! 36 ♜xe2 ♞xc1+ 37 ♘xc1 ♜xc1+ 38 ♝h2 (32c)

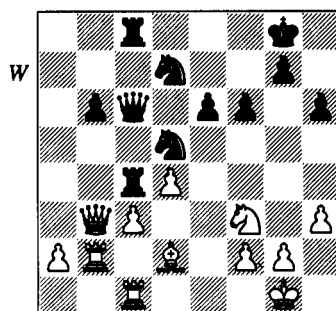
Karpov's game-plan has gone through a natural change from positional bind – the constant use of c4 for his rooks and the resulting pressure against c3 (and a2) – to an offensive on White's king.

38...♞xf3!? 39 gxf3 ♝h4 0-1

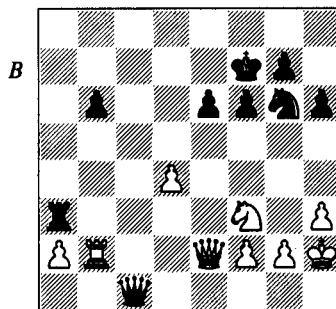
White, due to the prolonged pressure, lost on time.



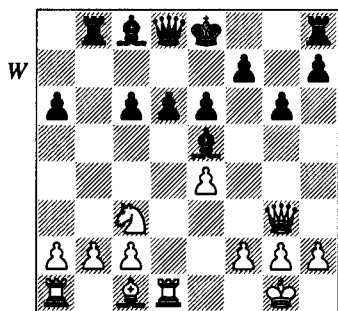
32a: After White's 17th move



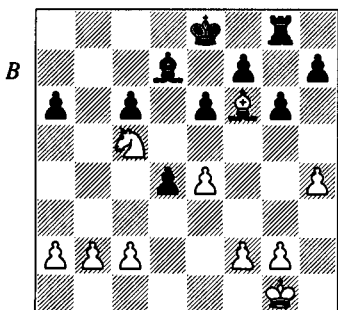
32b: After 24...f6



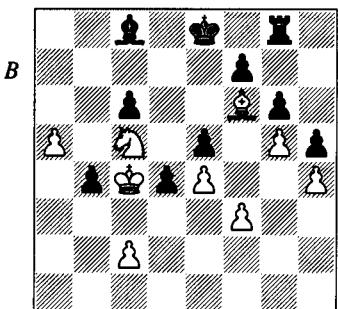
32c: After 38 ♝h2



33a: After Black's 13th move



33b: After 22 h4!



33c: After 33 c4

## Strategy 33 – Prisoner

(33a) Ubilava-Timoshchenko, USSR Young Masters 1974. A couple of moves earlier Black played ...♖b8 instead of developing his kingside. When faced with such unorthodox play it pays to be on the lookout for the killer blow.

14 ♜xe5! dxe5 15 ♞xd8+ ♔xd8 16 ♙g5+ ♚e8

Or 16...♔c7 17 ♙f6 and 18 ♙xe5+, etc.

17 ♙f6 ♞g8 18 ♞d1

White's rook and bishop combine to cage the black king, leaving the g8-rook shut out of the game. Meanwhile White's knight plans a stay on the inviting c5-square.

18...♙d7

18...♙b7 19 ♘a4 is no better for Black.

19 ♘a4 ♖b4

What else? 19...c5 20 ♘xc5 ♙b5 21 a4 and the a6-pawn soon falls.

20 ♘c5 ♞d4 21 ♞xd4 exd4 22 h4! (33b)

White's bishop controls both e7 and d8, while the untouchable knight guards d7. Nor can the black king escape via f8 for the bishop also watches over the g7-square. Consequently the rook, too, is confined to its own quarters, hence White's 22 h4! (22...g5 23 h5).

22...e5 23 f3

There is no need to take on e5. Black can do nothing but aimlessly move his rook or bishop to and fro.

23...♙e6 24 b3 a5 25 g4 h5 26 g5 ♙h3 27 ♜f2 ♞f8 28 ♜e2 ♞g8 29 a4 ♞f8 30 b4! axb4 31 a5 ♙c8 32 ♜d3! ♞g8 33 ♜c4 (33c) 1-0

A possible finish is 33...♞f8 34 ♜xb4 ♞g8 35 ♜c4 ♞f8 36 a6 ♙xa6+ 37 ♘xa6 ♜d7 38 ♘c5+ ♜c8 (38...♜d6 39 ♙xe5+ ♜xe5 40 ♘d7+) 39 ♙xe5 followed by taking on d4.

## Strategy 34 – IQP: Punish Stereotyped Blockading

(34a) Botvinnik-Vidmar, Nottingham 1936. How IQP positions are dealt with is all down to taste. This position is typical, and illustrates the dangers of two common mistakes made by Black in these positions:

1) Eagerness to get rid of the potentially useful light-squared bishop; and

2) Settling for nothing more than the traditional blockade on d5.

12...♖bd5 13 ♖e5 ♗c6 14 ♜ad1 ♖b4

14...♞c8 has been suggested.

15 ♜h3 ♗d5 16 ♜xd5 ♖bxd5 17 f4!

Black's strategy so far is ironic. He has spent a lot of time removing his own queen's bishop – yet now, with his grip on the light squares about to be undermined by f5, Black would like his bishop back!

17...♞c8 18 f5

This thrust is lent more power by the queen on the h3-c8 diagonal.

18...exf5 19 ♜xf5 ♜d6? (34b)

We have progressed only eight moves since joining the game, but after White's next move Black could consider resigning!

20 ♜xf7!

With this effective line clearance White emphasizes that the blockade can in fact be artificial.

20...♞xf7

Or 20...♜xf7 21 ♗xf6, etc.

21 ♗xf6 ♗xf6 22 ♜xd5 ♜c6 23 ♜d6!

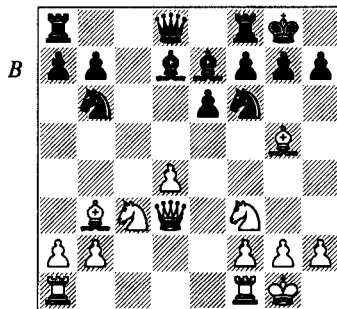
Not 23 ♜c5? ♗xd4+ 24 ♜xd4 ♜xc5.

23...♜e8

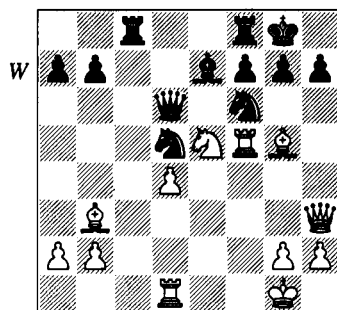
23...♜xd6 24 ♜xc8+.

24 ♜d7 (34c) 1-0

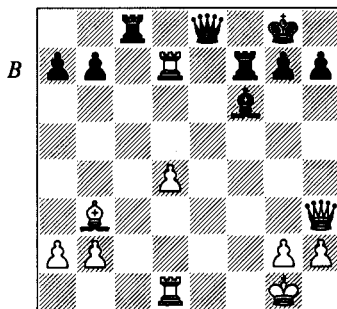
Considering that Black made a major contribution to his downfall, this is a rather embarrassing end.



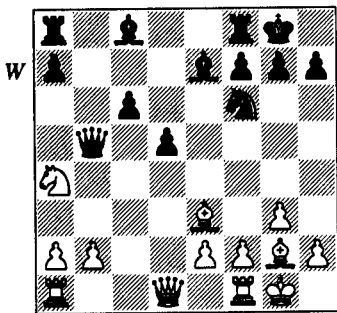
34a: After White's 12th move



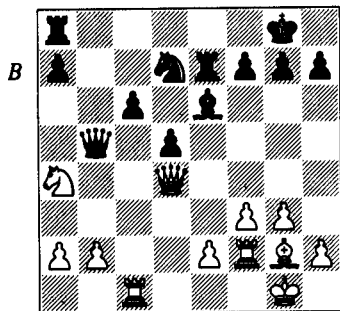
34b: After 19...♜d6



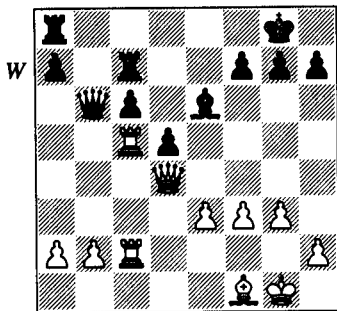
34c: After 24 ♜d7



35a: After Black's 12th move



35b: After 18...Wd4!



35c: After 23...Wb6

## Strategy 35 – Exploiting the Backward c6-pawn

(35a) Rubinstein-Salwe, Lodz 1908. By concentrating on the square in front of the backward c6-pawn White is able to contain his opponent.

13 Nc1

Bringing a third piece to monitor the key c5-square.

13...Qg4 14 f3!

This may seem like an inferior alternative to 14 Ne1, but it is in fact absolutely relevant to the overall strategy of exploiting the hole on c5.

14...Qe6 15 Qc5! Nfe8

Black has another look at the e2-pawn; 15...Qxc5+ 16 Nxc5 alters nothing.

16 Nf2! Qd7 17 Qxe7!

Retreating the bishop allows the liberating 17...c5, while 17 b4? is clearly incorrect as a capture on c5 forces 18 bxc5 – White needs a piece, not a pawn, on c5.

17...Nxe7 18 Wd4! (35b)

Again White has one more piece controlling c5. Note that the e2-pawn is defended.

18...Nee8 19 Qf1! Ncc8 20 e3!

Suddenly White's ostensibly clumsy work on the kingside makes perfect sense. The e-pawn monitors the important d4-square and its advance provides both the bishop with a new role and the f2-rook with a route to the key c-file (and the b2-pawn receives extra protection just in case).

20...Wb7

Or 20...c5 21 Nxc5!

21 Qc5 Qxc5 22 Nxc5

Exchanges have not diminished White's claim to c5 – around which the battle continues to revolve.

22...Nc7 23 Nfc2 Wb6 (35c)

White's pieces are optimally placed. But how does he make progress from here?

**24 b4!**

The weak points in Black's camp are the a7- and c6-pawns, which White now targets. Black must prevent 25 b5.

**24...a6 25 ♖a5!**

Thanks to 20 e3 White need not worry about the d4-square.

**25...♞b8**

25...♞xd4 26 exd4 ♕c8 27 ♜xd5; or 25...♞b7 26 ♞c5 followed by dismantling Black's queenside with 27 a4, 28 b5, etc.

**26 a3 ♞a7**

One of the two sad pawns is sure to fall, e.g. 26...♕c8 27 ♞xb6 ♞xb6 28 ♞xd5.

**27 ♞xc6 (35d)**

A fitting culmination of White's textbook positional display. Now Black needs to keep an eye on the d5-pawn as well as its partner on a6!

**27...♞xc6 28 ♞xa7 ♞a8 29 ♞c5! ♞b7**

Or 29...♞xc5 30 ♞xc5 ♞f8 31 ♞a5.

**30 ♞f2 h5 31 ♕e2! g6 32 ♞d6**

Eyeing the a6-pawn, the d5-pawn and vacating the c5-square for the rook.

**32...♞c8 33 ♞c5! (35e)**

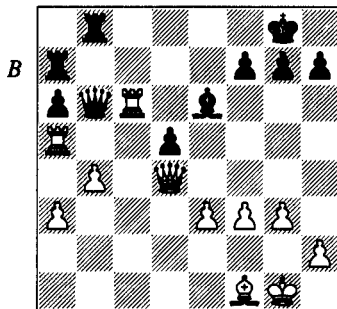
A full twenty moves after bringing his rook to watch over the c5-square, White continues to make good use of this strategic outpost, denying Black any counterplay.

**33...♞b7 34 h4 a5**

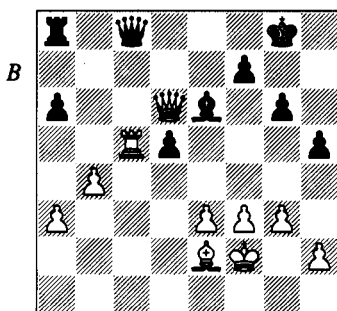
Black hits out. Alternatively 34...♞g7 is answered by 35 ♞c7 ♞b8 36 ♕xa6 ♞g8 (36...♞xa6 37 ♞xf7+) 37 ♕b7! ♞a7 38 ♞c8+ ♕c8 39 ♞xb8.

**35 ♞c7 ♞b8 36 b5 a4 37 b6 ♞a5 38 b7 (35f) 1-0**

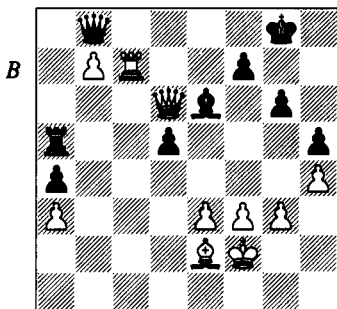
For example, 38...♞g7 39 ♞xf7+; 38...♞e8 39 ♞b6. The difference between the two forces is striking. The systematic exploitation of the c5-square featured a bishop, knight, rook and queen each having a role to play on c5.



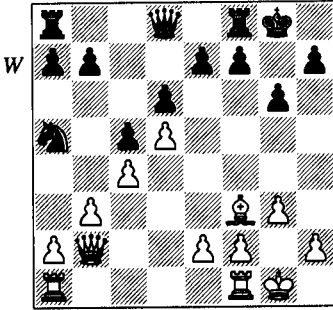
35d: After 27 ♞xc6



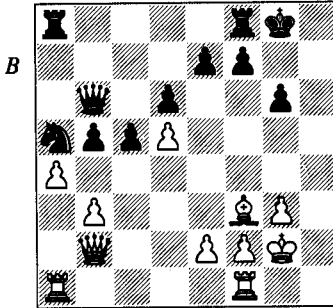
35e: After 33 ♞c5!



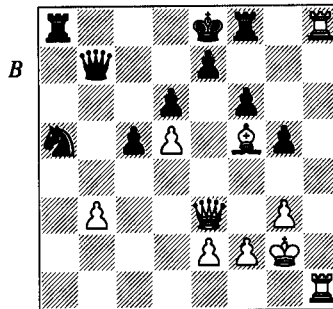
35f: After 38 b7



36a: After Black's 13th move



36b: After 19 ♖g2!



36c: After 28 ♖h8

## Strategy 36 – A 'Dim' Knight Can Cost You Dear

(36a) Keres-Szabo, Hastings 1954/5. Black has just played 13...♘c6-a5, hoping to throw his b-pawn forward. The flaw in this plan can be found on the other flank.

14 h4! b5

14...h5 15 g4.

15 cxb5 ♖b6 16 a4 a6 17 h5 axb5

17...g5 18 b4! and Black suffers from his poorly posted knight, as 18...♘c4 (18...cxb4 19 ♖xb4) 19 ♖c1! hits both c4 and g5.

18 hxg6 hxg6

Or 18...fxg6 19 ♔g4.

19 ♖g2! (36b)

White prepares to let the big boys in to finish the job on the h-file.

19...f6

Attempting to justify playing ...♘a5 fails: 19...bxa4 20 ♖xa4 ♖xb3 (20...♘xb3 21 ♖h4 f6 22 ♖fh1) 21 ♖a1 ♖b6 22 ♖h1 f6 23 ♖ah4.

20 ♖h1 ♖g7

This time 20...bxa4 21 ♖xa4 ♘xb3 meets with 22 ♖g4 ♖g7 23 ♔c4.

21 axb5 ♖xb5 22 ♖d2!

White attacks h6 and reminds his opponent of the liability on a5.

22...g5

Now there are too many holes, but worse is 22...♖h8 23 ♖xh8 ♖xh8 24 ♖h6+.

23 ♖e3 ♖d7 24 ♔g4! ♖c7

24...♖xg4 25 ♖xe7+ ♖f7 26 ♖h7+! is a textbook tool.

25 ♔f5 ♖f7

Or 25...♖h8 26 ♖xh8 ♖xh8 27 ♖xa5! ♖xa5 28 ♖xe7+, etc.

26 ♖h7+ ♖e8 27 ♖ah1 ♖b7 28 ♖h8 (36c) 1-0

Next would come 28...♖xh8 (28...♖xd5+ 29 ♔e4) 29 ♖xh8+ ♖f7 30 ♖e6+ and mates. Black's knight would have been better placed anywhere else!

## Strategy 37 – Make Your Opponent’s Passive Piece Disappear

(37a) Salov-Spassky, France 1994. No prize for spotting Black’s worst placed piece. Salov’s entire strategy from here on in is designed to steer the game into channels which leave Black feeling that he has a piece less.

17 c5!

Obvious, of course, though White has to weigh up the implications of surrendering the d5-square.

17...♟f6 18 ♞e5 ♞d5 19 ♞c4

One of the merits of c4-c5 is the availability of the c4-square to White’s knight, which will add to the plight of the a8-bishop by hopping in and out of d6 to cover the bishop’s only ‘escape’ square.

19...♞d8 20 ♟d6 ♟xd6 21 ♞xd6 ♞b8 22 ♞ab1!

Salov refuses to consider the release of the bishop. While it is locked away in the corner White has an extra bishop to use on the kingside, which is the ultimate aim of the strategy.

22...♞c7 23 ♞xb8 ♞xb8 24 ♞b1 ♞d8! 25 ♞b3! ♟f6 26 ♞b2 (37b)

Emphasizing his advantage by bringing a third piece to control b7. The queen is placed conveniently behind the rook – in order to facilitate a back-rank incursion – and protection is provided for the d-pawn in anticipation of the coming challenge to the knight.

26...♞e8 27 ♞c4!

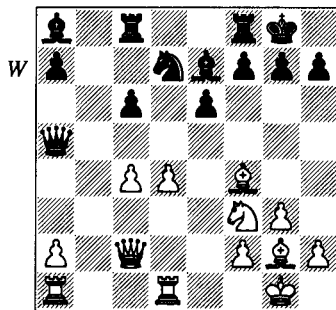
It would be illogical to part with the play-making knight just yet.

27...h6 28 ♟f3 ♟f8 29 ♟g2

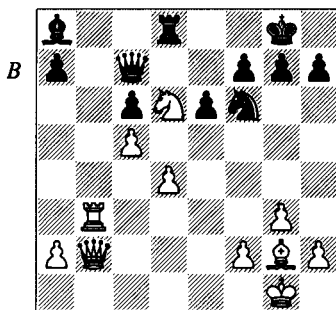
White patiently improves his kingside.

29...♟f6 30 a4! ♞e8 31 a5 ♞c8

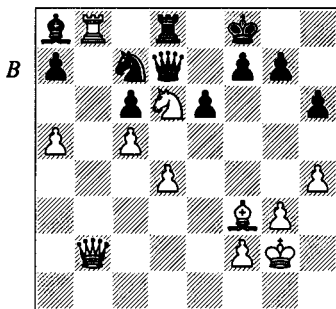
If White’s pawn reaches a6, then he will have the option of planting his knight on b7,



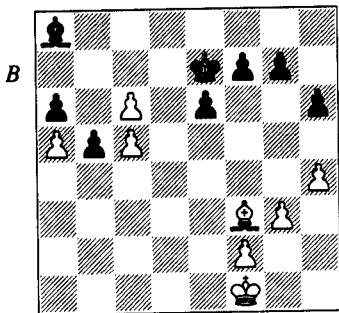
37a: After Black’s 16th move



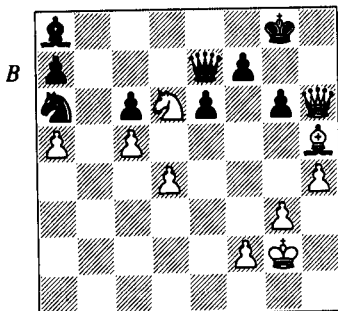
37b: After 26 ♞b2



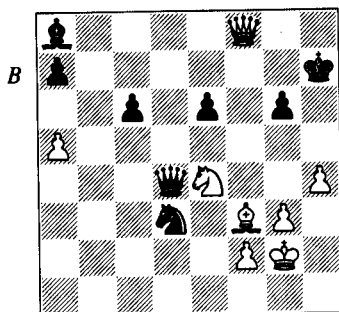
37c: After 34 ♞b8



37d: After 41 ♔f1! (analysis)



37e: After 39 ♜xh6!



37f: After 45 ♘e4

when capture by the hapless bishop would create a passed pawn on the 7th rank.

32 h4 ♘c7

Black hopes to profit from his opponent's ambitious play by blocking the b-file with his knight. A waiting policy is futile in view of White's attacking option on the kingside, with the f7-pawn a potential target (♙h5, ♘e5, ♜f3, etc.).

33 ♘d6 ♜d7 34 ♜b8 (37c)

The tempting 34 ♙h5 g6 35 d5 runs the risk of complicating an already excellent position after 35...♙g8!. The text sets up the final stage of the game-plan by leaving White with three attacking pieces against Black's two and the thing on a8.

34...♘a6

34...♘b5!? is tricky. White should not fall for 35 ♜xa8? ♜xa8 36 ♘xb5 ♜b8!, escaping one pin to create another. Instead 35 ♜xd8+ ♜xd8 36 ♜b4 a6 37 ♘b5 cxb5 38 c6+ ♜e7 39 ♜c5! ♜xc5 40 dxc5 ♙e7 41 ♔f1! (37d) results in a fitting humiliation for the black bishop – 42 c7(+) wins.

35 ♜xd8+ ♜xd8 36 ♜d2!

The kingside beckons.

36...♙g8 37 ♜f4 ♜e7 38 ♙h5!

The change of pace sees White get straight to the point.

38...g6 39 ♜xh6! (37e)

The diagram is explanation enough.

39...♜f6

39...gxf5 40 ♘e4 f5 41 ♜g6+ ♙f8 42 ♘g5 ♜b7 (42...♜d7 43 ♘h7+ ♙e7 44 ♜f6+ ♙e8 45 ♜f8#) 43 ♘xe6+ ♙e7 44 ♘g7 is embarrassing for Black.

40 ♙f3 ♜xd4 41 ♜g5! ♘xc5 42 ♜e7 ♘d3

Or 42...♜g7 43 ♜xa7.

43 ♜xf7+ ♙h8 44 ♜f8+ ♙h7 45 ♘e4 (37f) 1-0

A perfectly thematic display from Salov.

## Strategy 38 – Opposite-Coloured Bishops with Major Pieces: The Initiative can be Decisive

(38a) Réti-Fahrni, Mannheim 1914. Many players fail to appreciate the fact that in these circumstances the defender cannot alleviate the pressure by challenging bishops. Watch now how White operates almost exclusively on the dark squares.

19 b5!

Prising open the c-file and stopping the black bishop coming to life with ...♗a6.

19...cxb5 20 ♖fc1 ♗a6 21 ♜c7 ♜e8

Black must keep in touch with f7, as the line 21...♜b4 22 ♗e5 ♜f7 23 ♜xf7 ♝xf7 24 ♜xh7 shows.

22 ♜a3!

Hitting the a-pawn and bearing down on the a3-f8 diagonal.

22...♗c8 23 ♜d6! ♜f7 24 ♜ac1 ♗d7 25 ♜b7

Vacating c7 for the other rook.

25...h6 26 h3! (38b) 26...♜c8 27 ♜xc8 ♗xc8 28 ♜b8 ♝h7 29 ♜c5 ♜f8 30 ♜c2+ ♝h8 31 ♗d6

The influential bishop finally makes its presence felt. Not so its opposite number.

31...♜g8 32 ♗e5

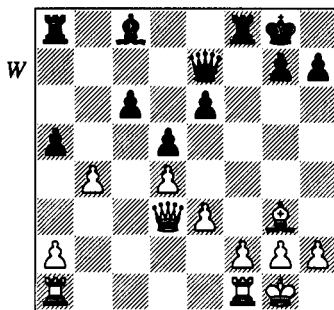
Homing in on the g7-pawn.

32...a4

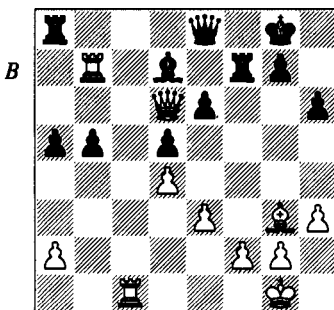
He can only wait to be 'shown' the win.

33 ♜xc8! ♜xc8 34 ♜g6 (38c) 1-0

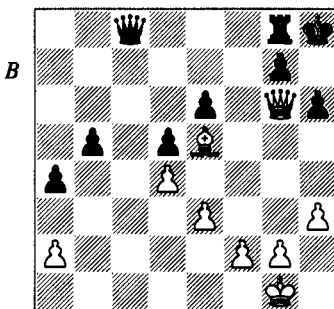
An appropriate end to a well-executed strategy. In order to get the most from the initiative it is imperative to keep the opponent on the defensive by concentrating on the same colour squares as the bishop. The 'extra' piece should tell.



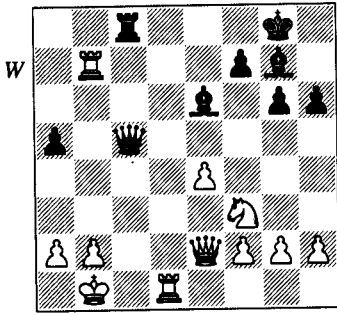
38a: After Black's 18th move



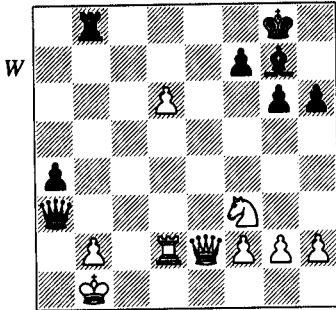
38b: After 26 h3!



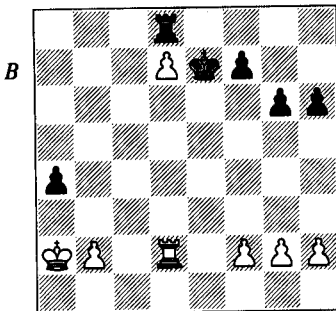
38c: After 34 ♜g6



39a: After Black's 24th move



39b: After 32...xa3



39c: After 39 d2

## Strategy 39 – Don't be Greedy; Invest Your Booty!

(39a) Petrosian-Radulov, Plovdiv Echt 1983. White has a considerable lead in material, but all the black pieces point menacingly towards the white king. Let us see how the strategy of returning material to arrest the opponent's initiative worked.

25 ♖b5 ♜c7 26 ♜bd5!

Juniors in particular put too much stock in 'leading on points', yet the unselfish rook heralds the beginning of the end.

26...♗xd5 27 exd5

White now has a new passed pawn, although there is still the matter of the g7-bishop and potential pressure on b2.

27...♜d6 28 ♜d2!

Adding protection to his remaining weakness.

28...a4 29 a3 ♜b8 30 ♔a2 ♜b6 31 d6! ♜b3+ 32 ♔b1 ♜xa3 (39b)

White has let his material advantage be reduced from the exchange and two pawns to a mere pawn in only eight moves! The logic behind this policy can be seen in how Black's counterplay has also been drastically reduced along the way.

33 d7 ♜f8 34 ♘e5!

Forcing the removal of another pair of pieces.

34...♗xe5 35 ♜xe5 ♜d8

Otherwise White takes on b8.

36 ♜d6 ♜xd6 37 ♜xd6 ♔f8 38 ♔a2 ♔e7 39 ♜d2 (39c)

After the inevitable capture of the a4-pawn Black resigned the hopeless ending. A pawn is a pawn. If you are happy to see your efforts in a long game lead to the win of a pawn and eventually the game, then you should be ready to return material when way ahead to achieve the same result.

## Strategy 40 – Swinging Rooks

(40a) Palac-Kutuzović, Croatia 1999. The a2-d5 pawn-chain effectively cuts the board in two, with White's queen, rooks and bishop all within firing range of the enemy king. Black's knight and c7-rook, meanwhile, are stranded on the queenside.

**22 h4!**

The first target is the g6-pawn. Note that 22...h5 would now run into 23 ♖xh5!, when 23...gxf5 24 ♜g3+ ♔h7 25 ♜g5 is a typical example of a deadly swinging rook.

**22...♔h8 23 h5 ♜g8 24 hxg6 ♜xg6**

24...fxg6 hands over the e6-square, inviting White to combine an attack on the g- and h-pawns with the occupation of e6 by a rook or bishop.

**25 ♖c2 ♜g7 26 ♜h3 ♜g8 27 ♖xh7!**

(40b)

A look at Black's queenside pieces emphasizes the logic behind this sacrifice, clearing the g- and h-files for the swinging rooks.

**27...♜xh7 28 ♜e3**

The second rook joins its partner, eyeing g3 and h3. Now Black cannot parry the threat of 29 ♜xh7+ ♔xh7 (29...♜xh7 30 ♜h3) 30 ♜h3+ without giving up his queen.

**28...♜g6**

Or 28...♜f8 29 ♜xh7+ ♔xh7 30 ♜h3+ ♔g8 31 ♜g3+ ♔h7 32 ♜g5.

**29 ♜c3+!?**

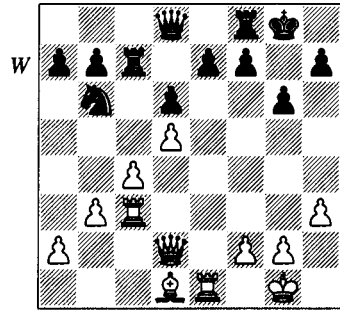
Most players would settle for 29 ♜xh7+ ♔xh7 30 ♜h3+ ♔g7 31 ♜g3, but White thinks his rooks deserve the glory.

**29...♜f6**

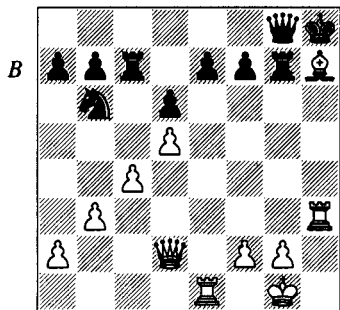
29...f6 30 ♜xh7+ ♔xh7 31 ♜h3+ ♔g7 32 ♜g3.

**30 ♜xf6+ exf6 31 ♜e8+ ♔g7 32 ♜g3+ ♔h6 33 ♜eg8! (40c) 1-0**

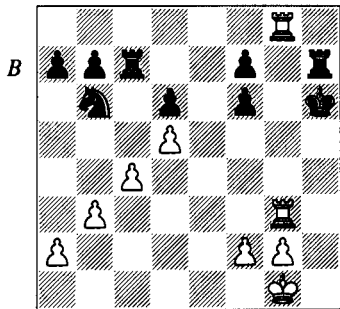
Mate on h3 is coming – a fitting finish to the theme.



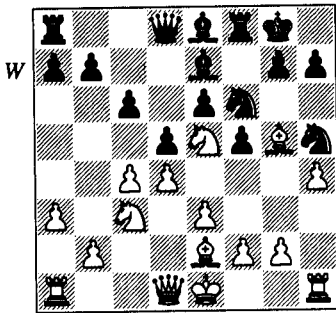
40a: After Black's 21st move



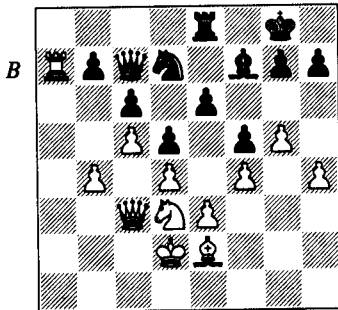
40b: After 27 ♖xh7!



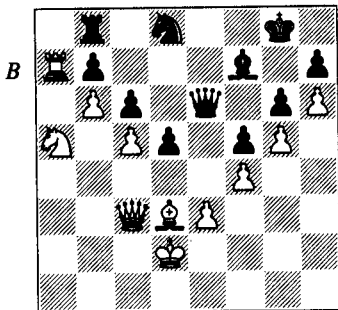
40c: After 33 ♜eg8!



41a: After Black's 12th move



41b: After 27 f4!



41c: After 37 h6!

## Strategy 41 – The 'V' Pawn Bind

(41a) Maroczy-Süchting, Barmen 1905. In this example Maroczy erects the 'V' pawn bind which stretches across the board and can be extremely effective.

13 c5!

Perfectly feasible with the e5-square under wraps.

13... ♖c7 14 b4 a5 15 g3!

Putting a stop to ...f4.

15... axb4 16 axb4 ♜xa1 17 ♜xa1 ♖e4 18 g4!

You will notice the 'V' formation taking shape.

18... ♜xc3 19 ♜xc3 ♜f6 20 ♙f4!

Threatening 21 ♜g6.

20... ♜c8 21 g5! ♜d7

21... ♜e4? self-traps the knight.

22 ♜d3! ♙f7 23 ♜d2! ♙d8 24 ♜a1 ♙c7 25 ♜a7 ♜e8

25... ♙xf4 26 exf4! accentuates White's control of e5.

26 ♙xc7 ♜xc7 27 f4! (41b)

With perfect timing, the clamp is in place. Each white pawn plays a part in the broad bind.

27... ♜b8 28 b5! ♜c8 29 b6!

Introducing the plan of bringing the knight round to a5, taking on b7 and meeting ... ♜xb7 with the pinning ♙a6, etc.

29... ♙e8 30 ♜c1! ♜f8 31 ♜b3 e5!?

Black resorts to mixing tactics and frees the e6-square for the knight.

32 dxe5 ♜e6 33 ♙d3 g6 34 h5 ♙f7 35 ♜a5 ♜d8 36 e6! ♜xe6 37 h6! (41c)

By returning the pawn White is faithful to the strategy, and the massive 'V' bind brings a threat of mate. Despite some resourceful counterplay from Süchting, White's victory was now inevitable.

## Strategy 42 – Transformation of a Knight

(42a) Nimzowitsch-Rubinstein, Dresden 1926. White has the usual development lead and his forces are slightly more actively posted, but a closer inspection reveals a poorly placed knight on g3. Watch how Nimzowitsch, who was well ahead of his time in terms of positional skills, finds an outpost for his knight which is totally appropriate. White begins by opening the e-file and the a2-g8 diagonal.

17 **exf5** **exf5** 18 **♖h1!**

We are sometimes told that knights on the rim are dim, so sticking one right in the corner ought to be virtually unthinkable. However, h1 is merely a temporary stop on a fruitful journey which will drastically improve the harmony among White's army.

18...♗d7 19 **♗f2** ♖ae8 20 **♖fe1** ♗xe2 21 **♗xe2** ♗d8

Adding protection to e6 and f7 – two squares which White has in his sights – and preparing to improve the position of his light-squared bishop. 21...♗e8 is a waste of time in view of 22 **♗d5**.

22 **♗h3** ♗c6

Contesting the e-file would again backfire: 22...♗e8 23 **♗h5!** ♗xe2 24 **♗g5** (42b) 24...h6 25 **♗g6** hxg5 26 **♗h5#**. This variation is possible only because White saw the benefits of re-routing his knight.

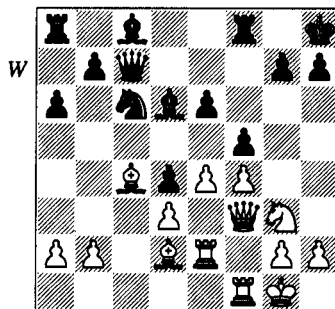
23 **♗h5** g6

The prospect of the knight arriving on g5 prompts Black to compromise his kingside pawn structure – another example of the greatly increased influence of White's most improved piece.

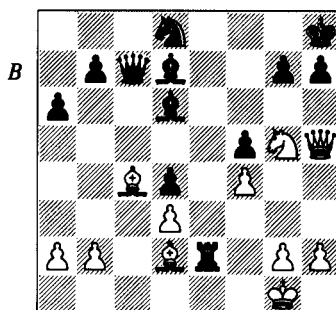
24 **♗h4** ♖g7 25 **♗f2!**

The attack on the d-pawn forces a key defender to relinquish its post.

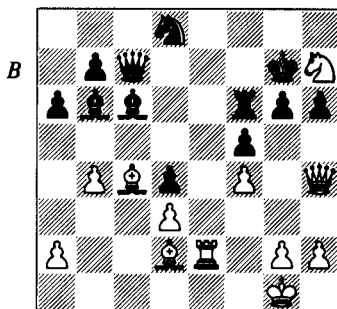
25...♗c5



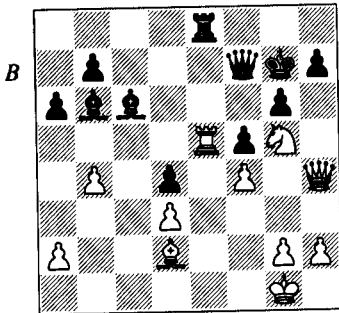
42a: After Black's 16th move



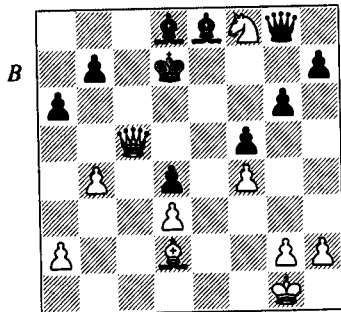
42b: After 24 ♗g5 (analysis)



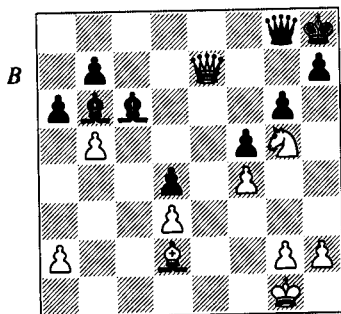
42c: After 29 ♗h7! (analysis)



42d: After 30 Qg5



42e: After 36 Qf8+ (analysis)



42f: After 34 b5!

25... ♖b6 invites 26 b4!, intending ♘c3 with a surprise attack on d4.

26 b4 ♘b6 27 ♖h4

Exploiting the diverted b6-bishop, which no longer protects both e7 and e5. 27 ♖e1 is also good.

27... ♗e8

27... ♗f6 28 ♘g5 h6 29 ♘h7! (42c) sees the knight walk straight into Black's quarters to win the game.

28 ♗e5! ♙f7

28...h6 fails to keep the enemy at bay after 29 g4. After 28... ♗e5 29 fxe5 White threatens mate on f6, and 29... ♖xe5 runs into 30 ♖h6+.

29 ♘xf7 ♖xf7

Or 29... ♗xe5 30 fxe5 ♖xf7 31 ♘g5 ♖g8 32 e6 ♘d5 33 ♖g3! and White wins.

30 ♘g5 (42d)

Thus far the mere threat of White's knight riding in served to heighten Black's increasingly difficult defensive task. Now the possibility has become a reality.

30... ♖g8 31 ♗xe8 ♘xe8 32 ♖e1!

It is well known that a queen and versatile knight combine well.

32... ♘c6

32... ♙f8 does not help Black: 33 ♖e5 (threatening 34 ♖d6+) 33... ♘d8 34 ♘e6+ ♙e7 35 ♖c5+! ♙d7 36 ♘f8+ (42e). There goes that pesky knight again!

33 ♖e7+ ♙h8

33... ♙h6 34 ♘e6 and mate on h4 looms.

34 b5! (42f)

This nice effectively ends the game. The point would now be seen in the variation 34...axb5 35 ♘e6 h5 36 ♖f6+ ♙h7 37 ♘g5+ ♙h6 38 ♘b4!.

34... ♖g7 35 ♖xg7+ ♙xg7 36 bxc6 1-0

All the key variations featured the knight! Remember that the whole manoeuvre began with a 'backward' move – the entire board is there to be used!

## Strategy 43 – A Knight in the Centre can be Worth a Rook

(43a) Kasparov-Shirov, Horgen 1994. White certainly has a firm grip on the centre. Moreover, his control of d5 is so effective that he comes up with a positional exchange sacrifice which results in a promising long-term bind.

17 ♖xb7!

The first stage in the strategy is to rid Black of his 'good' bishop and in so doing accentuate White's influence on the light squares. Black is then left with a poor bishop to partner the knight.

17... ♗xb7 18 b4!

Gaining control of c5 is also important, for now the black knight is as passive as the f6-bishop.

18... ♕g5

Intending to grab a knight should it come to e3.

19 ♖a3! 0-0 20 ♗c4 a5

Without his light-squared bishop the thematic kingside break falls short, viz. 20...f5 21 ♕d3 f4 22 ♖g4, etc.

21 ♕d3

Advancing 21 b5? just gives away the c5-square.

21...axb4 22 cxb4 (43b)

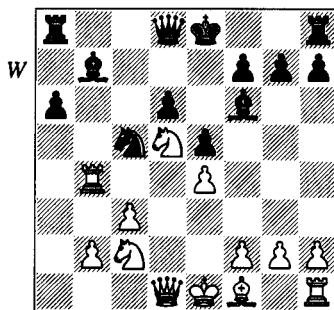
White's forces have such a presence that his material defect – unlike his knights! – goes unnoticed.

22... ♖b8

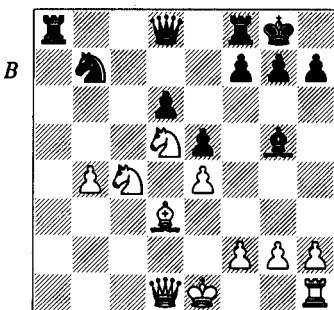
Alternatively 22... ♖a2 23 0-0 ♖a8 24 ♗cb6 ♖a3 25 ♕c4 ♗d2 26 ♖g4 and Black's pieces are not working together. Nor does aggression on the other flank work: 22... ♕h6 23 0-0 ♖h4 24 g3 ♖h3 25 ♕e2. \

23 h4!

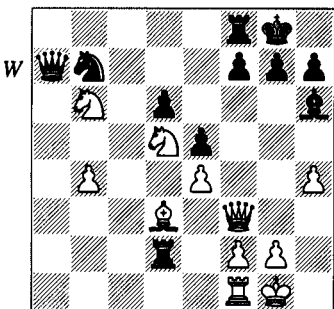
This attack on the bishop fits in well with the strategy of central domination by white knights. Either bishop retreat involves



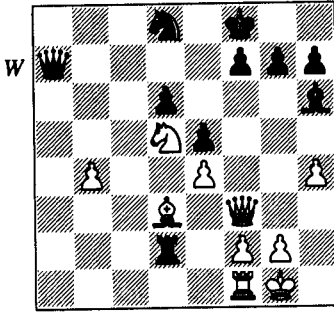
43a: After Black's 16th move



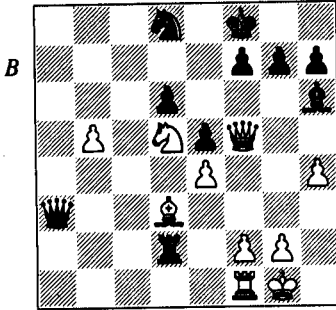
43b: After 22 cxb4



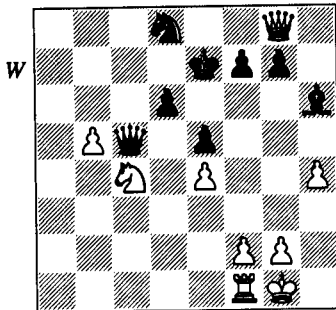
43c: After 26... ♖a7



43d: After 28... ♖xf8



43e: After 30 ♖f5!



43f: After 35... ♖c5

a concession, since the ugly 23... ♖d8 obstructs the rooks, and the text releases e7.

23... ♖h6 24 ♖cb6 ♖a2 25 0-0 ♖d2

By focusing on the light squares White is not troubled by the aggressive visitor.

26 ♖f3 ♖a7 (43c) 27 ♖d7

Kasparov suggests 27 ♖b5, when the exchanges 27... ♖d8 28 ♖d7 ♖e6 29 ♖e7+ ♖h8 30 ♖xf8 ♖xe7 31 ♖xe6 ♖xe6 32 ♖c6 lead to an uncomfortable ending for Black.

27... ♖d8?

While White has use of the key d5-square he remains in control. Preferable is a transposition to the previous note with 27... ♖a8 28 ♖7b6 ♖f8 29 ♖b5.

28 ♖xf8 ♖xf8 (43d) 29 b5!

Emphasizing his lead. White in effect has an extra pawn to add to his superiority.

29... ♖a3

29... ♖d4 30 ♖d1 ♖xd1+ 31 ♖xd1 ♖e6 32 b6 ♖c5 33 ♖c2 ♖xd1+ 34 ♖xd1 ♖e8 35 ♖g4 is very difficult for Black.

30 ♖f5! (43e)

Possible thanks to the enormous knight – a piece White has worked hard to maintain on d5 since the initial sacrifice on b7.

30... ♖e8

Not 30... ♖xd3 31 ♖d7.

31 ♖c4 ♖c2

Or 31... ♖c5 32 ♖xh7!, when 32... ♖xc4 is not on in view of 33 ♖g8+ ♖d7 34 ♖b6+, which leaves 32... ♖d7 33 ♖f5+ ♖e8 34 ♖b3 ♖b2 35 ♖d1 with b6 to follow.

32 ♖xh7! ♖xc4 33 ♖g8+ ♖d7 34 ♖b6+ ♖e7 35 ♖xc4 ♖c5 (43f)

After all the excitement Black emerges the exchange down, and, ironically, a white rook steps in to begin the end.

36 ♖a1!

Yet again ignoring Black's attack on the knight, which will, fittingly, have the last word.

36... ♖d4 37 ♖a3! ♖c1 38 ♖e3! 1-0

## Strategy 44 – The Dormant b2-bishop

(44a) Taimanov-Averbakh, Zurich Ct 1953. White's pieces are aimed at Black's king, upon which the rest of the game is focused.

19 ♖h5 g6

Black is not worried about weakening the a1-h8 diagonal because he intends to block it with a trade on e5.

20 ♖h6 ♗xe5 21 dxe5 ♘e4 22 ♙xe4 ♙xe4

So far according to plan for Black. However, he has overlooked a possibility which puts the ostensibly clumsy e5-pawn to use.

23 ♗ed1 ♗d7 24 ♗d6! (44b)

The point. The b2-bishop is on the verge of bursting back into the game.

24...♙b7 25 ♗ad1 ♗xd6

25...♙c8 26 e4 and ♗1d3-h3, f4-f5, etc.

26 exd6

Mate is threatened, and the new d-pawn keeps Black occupied.

26...f6 27 d7

Threatening 28 ♖xf8+! ♙xf8 29 ♙xf6.

27...♙c6

27...♗f7 28 ♖h3! f5 29 ♖h6 and now 29...♗xd7? loses in spectacular style to 30 ♖g7+!! 27...e5 makes sense.

28 h4 ♙xd7 29 h5 gxh5

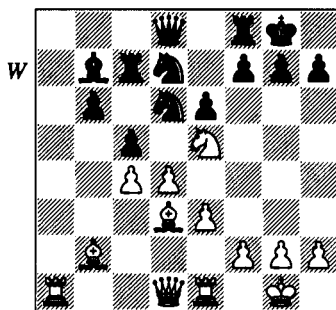
After 29...g5 White's bishop gets to deliver the vital blow: 30 ♙xf6! ♗xf6 (or 30...♖xf6 31 ♖xf6 ♗xf6 32 ♗xd7) 31 ♖xg5+ ♙f7 32 h6 e5? (or 32...♗e7? 33 ♗xd7! ♖xd7 34 ♖g7+ ♙e8 35 ♖xf6; 32...♙e8 puts up resistance) 33 ♗d6!.

30 e4 e5 31 f4!

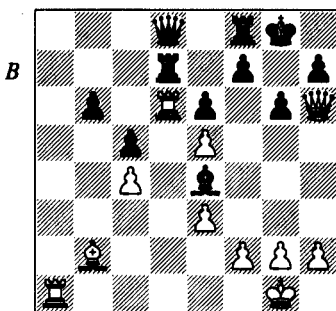
White continues to settle for nothing short of maximum activity for his bishop. Black should now try 31...♖e7.

31...exf4? 32 ♗d6 ♖e8 33 ♙xf6 ♗f7 34 ♗d5 (44c) 1-0

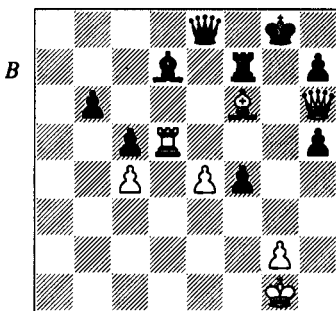
The bishop's transformation is complete.



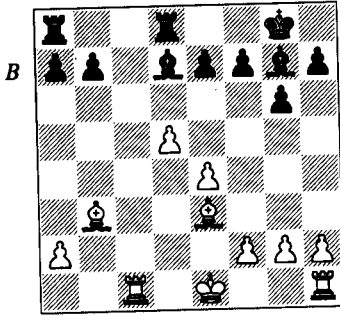
44a: After Black's 18th move



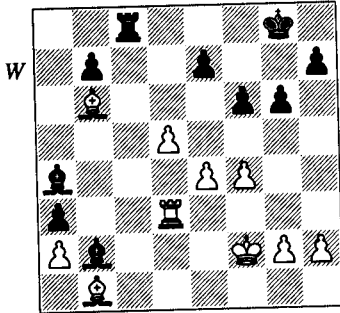
44b: After 24 ♗d6!



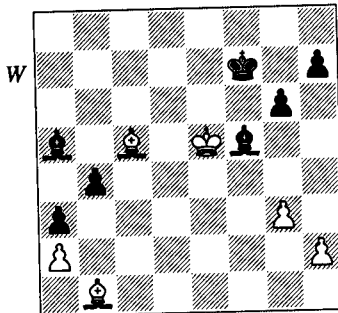
44c: After 34 ♗d5



45a: After White's 17th move



45b: After 30...♙b2



45c: After 42...♙f5!

## Strategy 45 – Mobilize Your Majority

(45a) Jørgensen-Szabo, Stockholm OL 1937. As planless play by Black would allow White's centre pawns to advance, he focuses on the queenside, where he has a 2-1 majority, supported by his bishops.

17...a5! 18 ♙b6

Obstructing the eager b-pawn.

18...a4! 19 ♙c4 ♞dc8 20 0-0

20 ♚e2 runs into 20...♞xc4! 21 ♞xc4 ♙b5.

20...♙b2 21 ♞c2 a3 22 ♙b3

22...♙a4 was threatened.

22...♞xc2 23 ♙xc2 ♙b5 24 ♞e1 ♙c4 25 ♙b1 ♞c8 26 f3 f6!

A regrouping is necessary if Black is to press for the win, so he prevents e5 before taking his eye off the d5-pawn.

27 ♚f2 ♙b5! 28 f4 ♙c3 29 ♞d1 ♙a4 30 ♞d3 ♙b2 (45b)

The b1-bishop defends both a2 and c2, while its partner must relinquish the blockade in order to prevent ...♞c1.

31 ♙e3 b5! 32 e5!

White's best practical chance involves pushing his own pawns.

32...fxe5 33 fxe5 b4 34 d6

After 34 ♙f4 ♞f8 35 ♚g3 (35 ♞f3 ♙d1) 35...g5! 36 ♙xg5 ♙xe5+ Black has 37...♞f1.

34...♙xe5 35 dxe7 ♙f6 36 ♞d8+ ♞xd8 37 exd8 ♚+ ♙xd8

We have a bishop ending where Black's queenside pawns still share top billing.

38 ♙c5 ♙a5 39 ♚e3 ♙d7 40 ♚d4 ♙e6 41 ♚e5 ♚f7 42 g3 ♙f5! (45c)

The penultimate thematic blow.

43 ♙xf5 gxf5 44 ♚xf5 b3 45 axb3 a2 46 ♙d4 ♙b4! 47 ♚e4 ♙f8 48 b4 ♙g7 0-1

Black has been rewarded for consistent application of the strategy.

## Strategy 46 – Karpov’s Anti-IQP Treatment

(46a) Kamsky-Karpov, Elista FIDE Wch (4) 1996. In the second game of the match Karpov had played 12...♙d7, inviting the desirable 13 ♖ad1. However, the champion returned to produce a fine display against the IQP.

12...♜b6!

Not 12...♞xd4? 13 ♞xd4 ♜xd4 14 ♙c3 ♜d8 15 ♞xf6+ ♙xf6 16 ♜fd1.

13 a3

13 ♞xf6+ ♙xf6 14 ♙e3 ♞b4!

13...♙d7

Preparing to bring the queen’s rook to the d-file to monitor the d-pawn. The pressure on the b2-pawn is aimed only at disrupting White’s development, so Black must not get greedy, e.g. 13...♜xb2? 14 ♞xf6+ ♙xf6 (14...gxf6 15 ♜fb1 ♞xd4 16 ♙xh7+ ♜h8 17 ♞xd4 ♜xd4 18 ♜h5) 15 ♜e4 g6 16 ♜fb1.

14 ♜fd1

White cannot bring the ‘natural’ rook to d1 in view of ...♜xb2.

14...♜ad8 15 ♞xf6+ ♙xf6 16 ♜e4 g6 17 ♙e3 ♞e7! (46b)

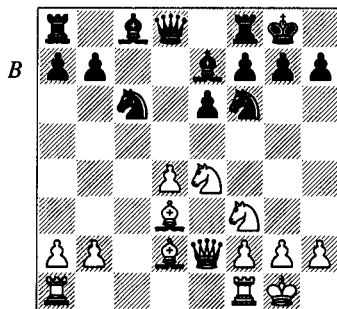
Now Black does exploit the undefended b2-pawn to meet 18 d5 by 18...♜xb2.

18 ♙e5 ♞f5

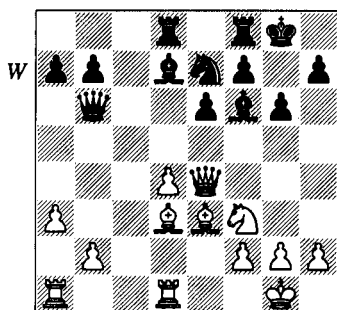
How many players would automatically plant the knight on d5 here? Over the years a simple blockade of the IQP has been regarded as a solid, albeit unambitious, strategy. Karpov’s treatment, though, is far less compromising, for rather than be content with ‘containing’ the d-pawn, Black opts instead to use the knight to target it.

19 ♞c4 ♜a6!

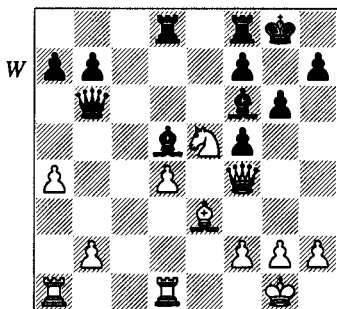
Changing from one unorthodox diagonal to another. Now 20 ♙e5 is answered by 20...♙b5, which is Black’s plan anyway – hence White’s next.



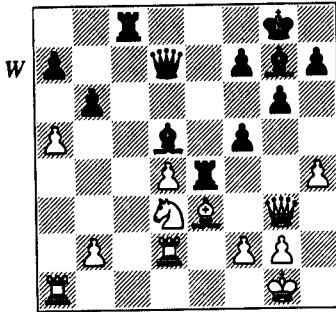
46a: After White’s 12th move



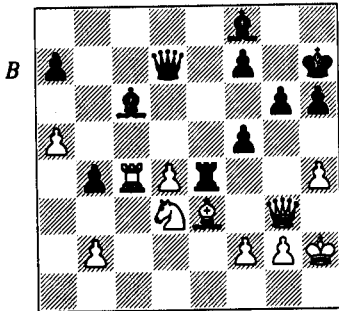
46b: After 17...♞e7!



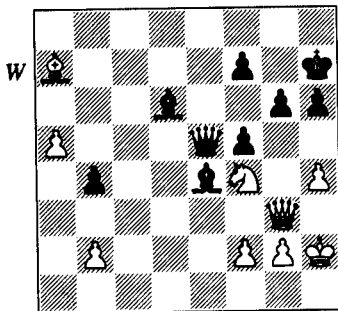
46c: After 23...exf5



46d: After 30...Nc4!



46e: After 40...d3



46f: After 44...We5

20 a4 ♖c6 21 ♜f4 ♙d5 22 ♘e5

Not 22 g4?? g5.

22...♜b6 23 ♙xf5 exf5 (46c)

Everything has a price, and the capture of the annoying knight hands over the light squares.

24 ♞d2 ♙g7 25 h4 ♞fe8 26 ♜g3 ♞c8 27 ♘d7 ♜c6 28 ♘c5 b6 29 ♘d3 ♜d7 30 a5 ♞e4! (46d)

Highlighting the relatively new weaknesses in White's kingside. The d5-bishop dominates.

31 ♘f4

Black's main idea is seen in the variation 31 axb6 ♞g4! 32 ♞xa7 ♜d8 33 ♜h3 ♜xb6 34 f3 ♙xd4 35 ♙xd4 ♜xd4+ 36 ♞f2 ♙xf3 37 ♜xf3 ♜xa7.

31...b5 32 ♞dd1

Note that a capture on d5 merely sees another, more powerful piece take the previous owner's place.

32...♙c4 33 ♞ac1 h6! 34 ♞c3 b4 35 ♞c2 ♞c6 36 ♞dc1 ♙b5 37 ♘h2 ♘h7 38 ♞xc6 ♙xc6 39 ♙c4 ♙f8 40 ♘d3 (46e) 40...♜e6

A slight error in a commanding position. 40...♜d5! 41 ♞c1 (41 ♘e5 ♞xe5 42 ♞xc6 ♞xe3) 41...♙d6 42 ♘e5 ♙xe5 43 dxe5 ♞xh4+! 44 ♘g1 ♞g4 is most precise.

41 d5

Say goodbye to the IQP. 41 ♞c1 loses to 41...♙d6 42 ♙f4 ♞xf4 43 ♘xf4 ♜e4.

41...♙xd5 42 ♞xe4

Both 42 ♘c5 and 42 ♘f4 are met with 42...♙d6.

42...♙xe4 43 ♙xa7

43 ♙c5.

43...♙d6 44 ♘f4

44 f4 ♜d7! hits a7 and d3, e.g. 45 ♙d4 ♙xd3 46 ♜xd3 ♙xf4+ 47 g3 ♙e5.

44...♜e5 (46f) 45 ♘h3? ♜e7 0-1

Black's aggressive play against the IQP deserves further study.

## Strategy 47 – Creeping Pawns

(47a) Taimanov-Hort, Tallinn 1975. So far 70% of White's moves have featured pawns. Taimanov gives an excellent demonstration of the sweeping power of the creeping pawn-mass.

11  $\text{♕a4!}$

Eliminating the bishop.

11...c6 12  $\text{♗xb6 axb6}$  13  $\text{♙b2 ♖e8}$  14  $\text{f4! f6}$

Black is not in a position to open lines.

15  $\text{g4!}$

With the bishop-pair, White can afford to be bold with his fluid pawn-mass.

15...♗h8?

Better is 15...♖c7 and ...b5.

16 0-0 ♖e7

16...♙g8 runs into 17  $\text{fxe5 dxe5}$  18  $\text{♙xe5}$ .

17  $\text{♗e1 ♙f7}$  18  $\text{♖g3 ♙g6}$  19  $\text{♗d1 ♖c7}$

19...exf4 20  $\text{exf4 ♗xe1}$  21  $\text{♗fxe1}$  clearly

favours White.

20  $\text{♗f2 b5}$  21  $\text{c5!}$  (47b)

Something is sure to happen with White's creeping pawn-mass stretching across the board. White's forces better support an open position.

21...exf4 22  $\text{exf4 h6}$

On 22...dxc5 23  $\text{♗fe1 ♗d7}$  24  $\text{f5 ♙f7}$  the white pawns continue the march with 25  $\text{g5!}$ .

23  $\text{♙e4! ♙xe4}$  24  $\text{cxd6! ♗xd6}$  25  $\text{dxe4 ♗e6}$  26  $\text{e5!}$

White seems to have an endless supply of pawns.

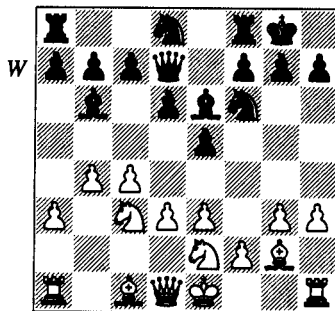
26...fxe5 27  $\text{♙xe5 ♖d5}$  28  $\text{♗b2! ♗f7}$  29  $\text{♖h5 ♗g8}$  30  $\text{f5}$  (47c)

Here comes another one.

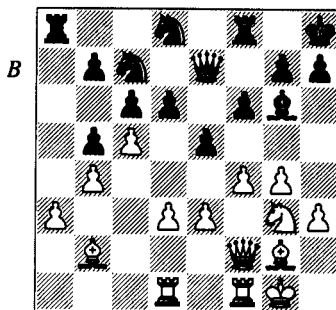
30...b6

30...♖e3 31  $\text{♗c1!}$  aims at the h6-pawn.

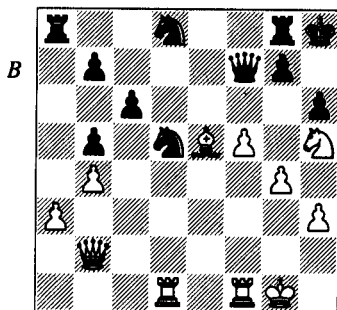
31  $\text{♗fe1 ♖b7}$  32  $\text{♗c1 ♗h7}$  33  $\text{♗xc6 1-0}$



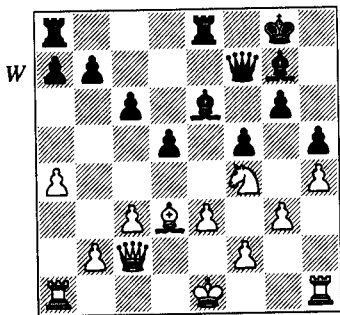
47a: After Black's 10th move



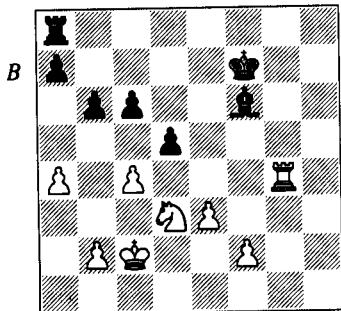
47b: After 21 c5!



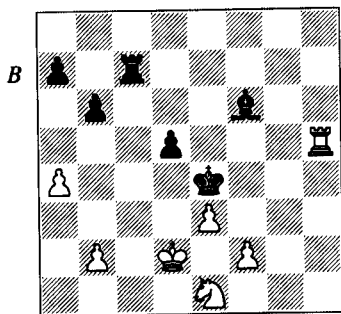
47c: After 30 f5



48a: After Black's 21st move



48b: After 34 c4!



48c: After 40 d2e1!

## Strategy 48 – Prise Open a Fixed Pawn Cluster

(48a) L.B.Hansen-J.Kristiansen, Copenhagen 1990. Black's last move, 21...h5, aims to dissuade White from playing g4. However, when trying to demolish a pawn cluster, check out the desired break even if your opponent has 'prevented' it – particularly if the pawns are shielding the king.

22 g4!! hxg4

22...d7? 23 gxh5 gxh5 24 Ng1 is clearly terrible for Black, as is 22...fxg4? 23 Qxg6 Wxf4!? 24 exf4 Qf5+ 25 Qxe8 Qxc2 26 Qxh5.

23 h5 gxh5

23...g5 24 Qxe6 Qxe6 25 Qxf5 Nf6 26 Qxg4 is not as bad for Black as the game.

24 Nxh5 Qd7

24...Nf8 25 Ng5 and then 25...We7 26 Nxg4! fxg4 27 Qh7+ rewards White for his initial thrust, or 25...Wd7 26 Qh5 Nf7 27 Nxg7+!

25 Qxf5 Qxf5 26 Nxf5 We7 27 0-0-0 We4

Avoiding a kingside attack.

28 Ng5 Wxc2+ 29 Qxc2 Qf7 30 Nxg4

All three target pawns have been taken.

30...Ne4 31 Ndg1 Qf6 32 Qd3 Nxg4 33 Nxg4 b6 34 c4! (48b)

Yet another fixed pawn comes under fire.

34...Qe6

34...dxc4 leaves White with two connected passed pawns.

35 cxd5+ cxd5 36 Ng6 Qf5 37 Nh6 Nc8+ 38 Qd2 Nc7

Or 38...Nd8 39 Nh5+! Qg4 40 Nh7, e.g. 40...d4 41 e4 Qg5+ 42 Qe2 Nc8 43 f3+ Qg3 44 f4! (the point is 44...Qxf4 45 Ng7+).

39 Nh5+ Qe4 40 Qe1! (48c) 1-0

White's restrained f-pawn wins the game (f3#)! Remember – fixed pawns can be sitting ducks.

## Strategy 49 – The Paralysing Pin

(49a) Zaid-Chekhov, Sochi jr 1975. When your opponent's king is in the firing line of your raking bishops, keep an eye out for the possibility of forcing a deadly pin. Here, Black makes use of a well-known theme to paralyse his opponent completely.

24...♠d2! 25 ♘xd2

25 ♠xd2 exd2+ 26 ♖d1 ♕b1!, e.g. 27 ♠f1 ♕xa2 28 ♘xc5 ♕e3 29 ♠f5 ♠c8.

25...exd2+ 26 ♠xd2 ♠d8 27 ♠d1 ♠d4 (49b)

The ultimate pin. The d1-rook is tied to the defence of its partner, White's king is trapped by the f5-bishop and neither the b1-h7 nor the c1-h6 diagonal can be closed! This leaves White's bishop, which Black can ignore.

28 ♕f1 ♖f8

The king is free to tour the board.

29 ♕e2 ♖e7 30 ♕f1 ♕e4 31 b3 ♖d6 32 g3

32 ♕e2 ♖e5 33 ♕f1 a5 34 ♕e2 ♠xd2! 35 ♠xd2 ♕xg2! (trading one decisive factor for another) 36 ♖c2 ♕xd2 37 ♖xd2 ♖d4.

32...♖c6 33 ♕e2 ♖b6 34 ♕f1 a5!

Threatening 35...a4!, after which the king waltzes into c3 to hit the pinned rook.

35 a4 ♖c6

The task on the queenside completed, Black switches wings.

36 ♕e2 ♖d6 37 ♕f1 ♖e5 38 ♕e2 ♕e3 39 ♕f1 h5 40 ♕e2 h4! 41 g4

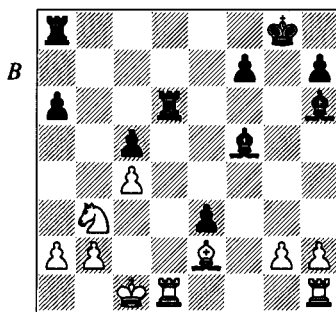
41 gxh4 f5 42 h5 ♖f6, etc.

41...f6 42 ♕f1 ♖f4 43 ♕h3 ♖g5! (49c)

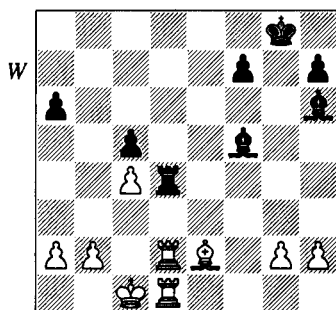
White is running out of moves.

44 ♕f1 ♖xg4 45 ♕e2+ ♖g5 46 ♕f1 f5 47 ♕e2 f4 48 b4 cxb4 49 c5 b3 50 c6 ♕xc6 0-1

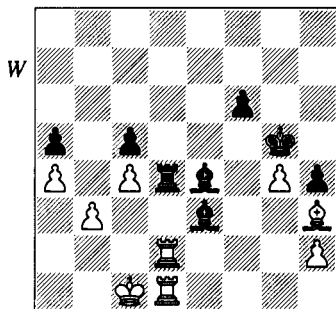
Black denied his opponent the faintest glimmer of hope by holding firm.



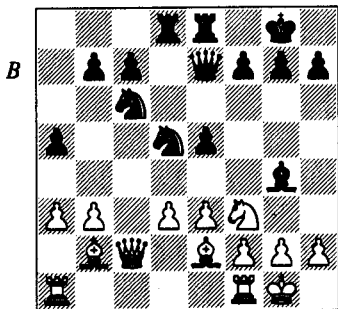
49a: After White's 24th move



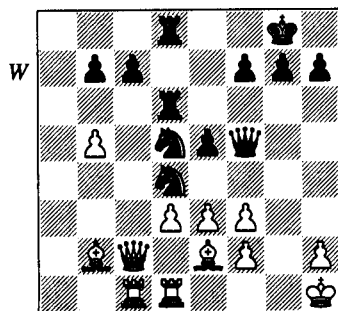
49b: After 27...♠d4



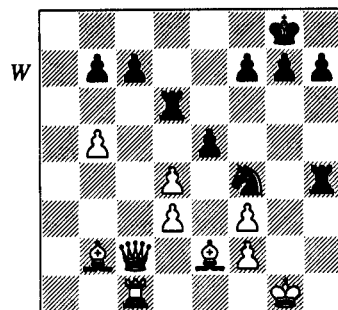
49c: After 43...♖g5!



50a: After White's 14th move



50b: After 25...d4!



50c: After 31...d6

## Strategy 50 – Major Pieces in the Middlegame: The Third-Rank Two-Step

(50a) Van Wely-Piket, Wijk aan Zee 1996.

14...d6!

The beginning of a memorable strategy. Without b4 or d4 White cannot use the c-file or contest the centre.

15 ♖c4 ♜d7 16 ♖ac1 ♞b6 17 ♛c2 ♖g6

The first teaser, threatening ...♙h3.

18 ♚h1 ♜h6!

Now the h2-pawn draws attention.

19 ♞g1

19 b4 axb4 20 axb4 ♜f5 21 b5? ♜h5!.

19...♜d8!? 20 ♜fd1 ♜d6!? 21 ♞f3

White should try 21 ♙xg4 ♜xg4 22 ♞f3, attacking the e5-pawn.

21...♜f5 22 b4

Queenside action is the thematic response, though the undesirable 22 e4 seems to be the lesser evil.

22...axb4 23 axb4 ♙xf3! 24 gxf3

Or 24 ♙xf3 ♞xb4 25 ♜xc7 ♞xd3 26 e4 (26 ♜xd3 ♜xd3 27 ♙xe5 ♜d1+) 26...♜g5! 27 ♜xd3 ♜xd3 28 ♜xb6 ♜xc1+, etc.

24...♞d5 25 b5 ♞d4! (50b)

One knight makes way for another.

26 exd4

Taking with the bishop leads to the same result via a less entertaining route, viz. 26 ♙xd4 ♜h6! 27 ♙xe5 ♜xe5 28 f4 ♞xf4 29 ♜xc7 ♜d5+ 30 e4 ♜g5.

26...♜h6!

The threat is 27...♜h3 and ...♜xh2#.

27 ♖g1

27 ♙f1 ♞f4 28 ♜xc7 ♜e8 and ...♜h5.

27...♞f4! 28 ♖g4

28 ♜xc7? ♜xh2+! 29 ♚xh2 ♜h3#.

28...♜h5 29 h4 ♜xh4+! 30 ♜xh4 ♜xh4+

31 ♚g1 ♜d6 (50c) 0-1

Black's rooks were dominant.

## Strategy 51 – Backward 'French' e6-pawn

(51a) Morozevich-Petrushin, Krasnodar 1997. Black is less able to attack d4 than White is to hit e6. The first part of White's strategy is to monitor the e5-square.

21 ♖f4 ♙c6 22 ♙c2!

Anticipating the coming exchange of dark-squared bishops, White induces a fresh weakness on this colour complex.

22...g6 23 ♖ad1 ♙b5 24 ♗d2 ♙a6 25 ♙b1 ♗c6 26 ♙e5!

Accentuating Black's vulnerability on the dark squares.

26...♙xe5 27 ♗xe5

Pieces – not pawns – belong on holes. 27 dxe5 provides the e6-pawn with a shield and releases the d5-pawn.

27...♙g7 28 ♗de1 ♗f7 29 f4 ♗f6 30 ♗e3 ♙c8 (51b)

For White to make the most of his clear advantage he must look for another target in order to stretch his opponent's defences.

31 ♙d3!

First he takes the second stage of the strategy as far as he can.

31...♗c7 32 ♙e2 ♗c6 33 b4!

A clue to the next target.

33...♗d8 34 b5 ♗d6

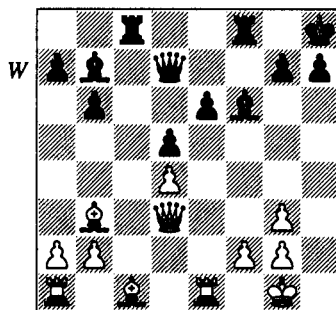
Or 34...♗c2 35 ♙g4 ♗f6 36 ♙xe6 ♙xe6 37 ♗xe6 ♙xe6 38 ♗xe6 ♗xa2 39 ♗c1.

35 ♙g4 ♗f6 36 ♗a3! ♗f7

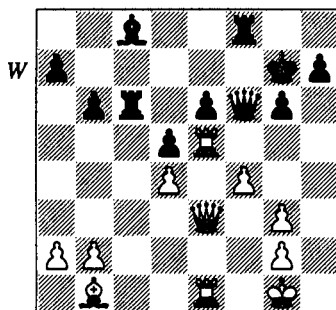
36...♗c7?? loses to 37 ♗c1 ♗d7 38 ♗xc8 ♗xc8 39 ♗xd6, while 36...♗e7 37 ♗xd5! walks into two pins, which leaves 36...♗d7 37 ♗5e3!, when White simply doubles on the c-file.

37 ♙xe6 ♙xe6 38 ♗xe6 ♗xe6 39 ♗xe6 ♗d7 40 ♗e3 (51c) 40...♗xb5 41 ♗e5+ ♗h6 42 g4 1-0

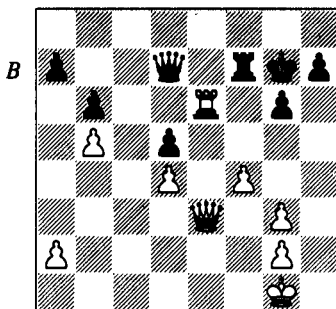
With the e-pawn goes the game.



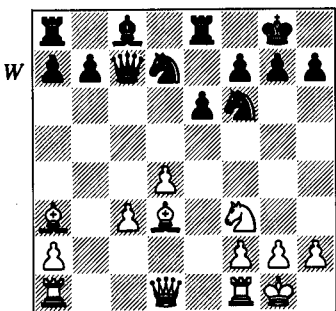
51a: After Black's 20th move



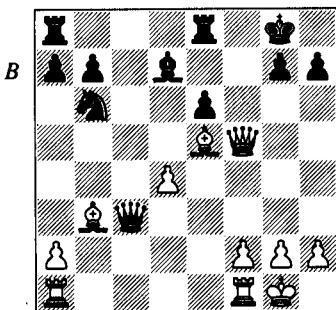
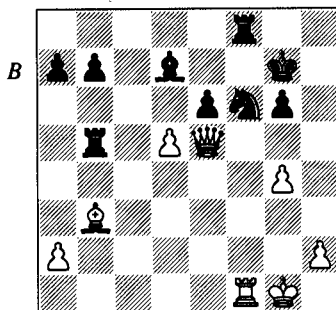
51b: After 30...♙c8



51c: After 40 ♗e3



52a: After Black's 12th move

52b: After 23  $\text{♙e5}$ !

52c: After 37 d5!

## Strategy 52 – Bishop-Pair: The Roving Bishop

(52a) Dolmatov-Flesch, Bucharest 1981. In these situations the 'extra' bishop should be given a leading role.

13  $\text{♞d2}$ !

The first sign that Black might suffer on the dark squares –  $\text{♞c4-d6}$  is threatened. Now 13...  $\text{♜xc3}$  14  $\text{♞c4}$  is too risky.

13...  $\text{♞d8}$  14  $\text{♜f3}$ !

Setting up 14...  $\text{♜xc3}??$  15  $\text{♙xh7+}$  and eyeing b7.

14...  $\text{♞f8}$  15  $\text{♞e4}$ !

Another accurate move, giving Black no time to develop.

15...  $\text{♞xe4}$  16  $\text{♙xe4}$   $\text{♞d7}$  17  $\text{♙e7}$ !

Enter the star of the show.

17...  $\text{♞e8}$  18  $\text{♙h4}$  f5?!

Understandable but risky.

19  $\text{♙c2}$   $\text{♞b6}$  20  $\text{♙b3}$

The other bishop is also able to change diagonals. The pin on the a2-g8 diagonal means that f5 is no longer protected.

20...  $\text{♙d7}$  21  $\text{♙g3}$ !  $\text{♜c6}$  22  $\text{♜xf5}$   $\text{♜xc3}$  23  $\text{♙e5}$ ! (52b)

This thematic move is in keeping with the overall strategy and carries a tactical finesse. Now 23...  $\text{♜xb3}$  loses to 24  $\text{♜g5}$ .

23...  $\text{♜b4}$  24  $\text{♜h5}$   $\text{♞ac8}$  25 f4! g6?!

25...  $\text{♙c6}?$  26  $\text{♜g4}$   $\text{♜e7}$  27  $\text{♙xe6+}$  is worse than the text, but 25...  $\text{♞c4}$  puts up the most resistance.

26  $\text{♜h4}$   $\text{♜e7}$  27  $\text{♙f6}$   $\text{♜f7}$  28 f5!

Thanks to the bishop White's attack falls into place.

28...  $\text{♞d5}$  29 fxc6  $\text{♜xg6}$  30  $\text{♞f3}$ !  $\text{♞xf6}$  31  $\text{♞g3}$   $\text{♞g7}$  32  $\text{♞f1}$   $\text{♞f8}$  33  $\text{♞xg6+}$  hxg6 34  $\text{♜g5}$   $\text{♞c6}$  35  $\text{♜e5}$ !

The queen adds the finishing touches to the bishop's groundwork. The game ended:

35...  $\text{♞b6}$  36 g4  $\text{♞b5}$  37 d5! (52c) 1-0

## Strategy 53 – Change the Scene with an Exchange Sacrifice

(53a) de Firmian-Schwartzmann, USA Ch (Chandler) 1997. Black's 'good' bishop is being closed out – time to bring it to life.

25...♞xe3! 26 ♖xc3 ♗xd4 27 ♞e1 ♞e8 28 ♕f1

28 ♗d2 f4! 29 gxf4 ♗xf4, or 28 ♗f2 ♗xc5 29 ♠bc1 ♞xe3! 30 ♠xc5 ♞xe1+.

28...♗xe3

The bishop controls key dark squares, on which Black now concentrates. White seeks to open queenside lines for his major pieces.

29 ♗b3 ♗xc5 30 ♗xb7 ♗d4 31 ♠bd1 ♗g4 (53b)

31...♗g1 32 ♞xe8+ ♗xe8 33 ♞d2 ♗xh2 is also good. Instead Black prefers to stick to the theme. By changing the character of the game Black is better prepared to adapt.

32 ♕g2 d4 33 ♗b5

33 ♗d7 or 33 ♗e2 might be better, e.g. 33...♗e4+ 34 ♗f3.

33...♞e7! 34 ♗a8+

34 ♗xe7 ♗d5+.

34...♕g7 35 ♗c6 ♞c7 36 ♗f3

White must rely on his light-square control.

36...♗g5

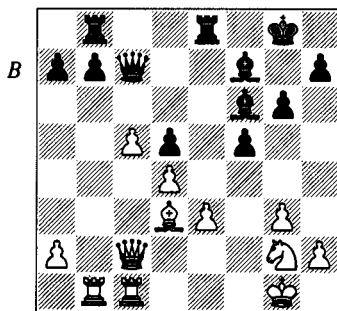
36...♞c2+ may be tempting, but 37 ♕h1 ♗h3 38 ♗g2 is what White wants. The text focuses on the g3-pawn.

37 ♞e2 f4 (53c) 38 ♗b8 ♞d7 39 ♗a8?

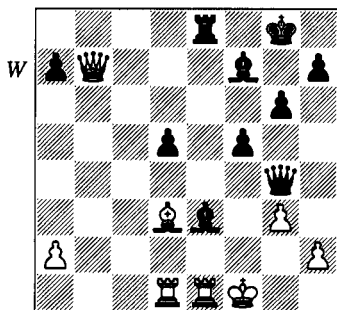
Again White should be looking to the light squares: 39 ♗c8 ♗e6 40 ♗c6 ♗f5 41 g4! ♗e5, although this is still good for Black thanks to the bishop on e3.

39...fxg3 40 h4

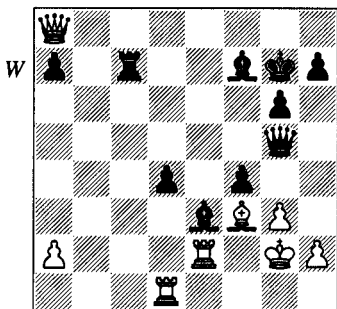
White avoids 40 hxg3 ♗f4. However, Black will now have three passed pawns and won without difficulties.



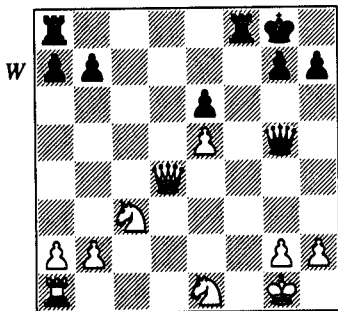
53a: After White's 25th move



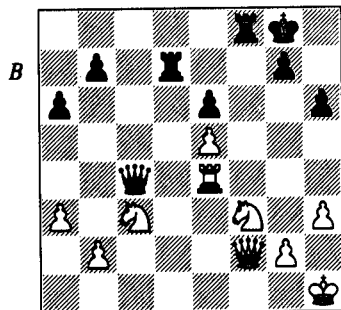
53b: After 31...♗g4



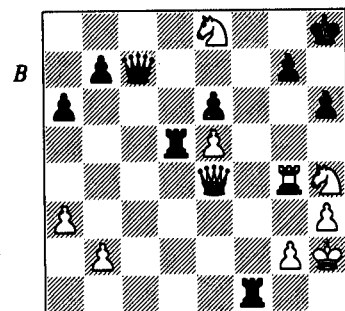
53c: After 37...f4



54a: After Black's 22nd move



54b: After 34 ♖e4!



54c: After 42 ♖e8!

## Strategy 54 – Rook and Two Knights Tame Two Rooks

(54a) Bronstein-Kottnauer, Moscow-Prague 1946. White has two knights for a rook, and now he successfully carries out the strategy of first securing the position and then going on the offensive.

23 ♖e4

With the e-file unavailable to the rooks, the e4-square is the perfect base for White's pieces.

23... ♖h6 24 ♘f3 ♜ac8 25 ♘c3 ♜cd8 26 ♖e4 ♜d7 27 ♜f1

Bronstein's 'safety-first' policy is sensible considering the open lines on which Black's major pieces stand.

27... a6 28 h3! ♜f4 29 ♖e2!

As his king is safe, White should keep the queens on. Note that Bronstein makes sure not to present his opponent with a single entry square for his rooks.

29... ♜c8 30 ♜h1 h6 31 ♖f2 ♖b4 32 a3 ♖c4 33 ♜e1 ♜f8 34 ♖e4! (54b)

An important development. A quick look at Black's kingside reveals potential weaknesses on g6 and g7.

34... ♖c6 35 ♜h2 ♜d3 36 ♖e2 ♜fd8 37 ♜g4 ♖c7 38 ♘e4

The knight returns to the pivotal e4-square. There is also the threat of 39 ♘f6+ ♜h8 40 ♖e4! gx f6 41 ♖g6 ♜3d7 (41... ♜xf3 gives Black a fighting chance) 42 ♖xh6+ ♜h7 43 ♖xf6+.

38... ♜h8 39 ♘d6 ♜d5 40 ♖e4 ♜f8 41 ♘h4 ♜f1 42 ♖e8! (54c) 1-0

Just when Black was pinning his hopes on ... ♖b6-g1+, White announces the black king with a fourth piece. 42... ♖b6 allows a forced mate by means of a queen sacrifice: 43 ♖h7+! ♜xh7 44 ♜xg7+ ♜h8 45 ♘g6#. It is fitting the knights should end the game.

## Strategy 55 – Minority Attack

(55a) Cebalo-Payen, Cannes 1994. Miso Cebalo, the dapper GM from Croatia, is a specialist in the Exchange Variation of the QGD. Here is a good example of how to execute the classic minority attack.

12. ♖xf6

Eliminating a knight and distracting the e7-bishop.

12... ♗xf6 13 b4

The attack begins.

13... a6 14 a4 (55b)

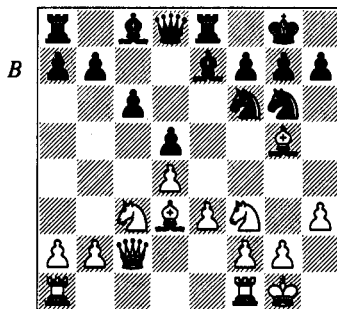
With the d-pawns locked, White launches an offensive using his two other queenside pawns to challenge Black's three. Whatever happens next, Black will be saddled with a structural weakness of some sort. Preventing b5 by ...b5 leaves Black's pawns fixed on a6 and c6 and holes on a5 and c5. Meeting b5 with a double pawn exchange produces three black pawn islands (kingside, d5 and b7) to White's single mass, while ...c5 neglects the d5-pawn. Consequently Black tends to settle for a backward pawn on c6.

14... ♗e7

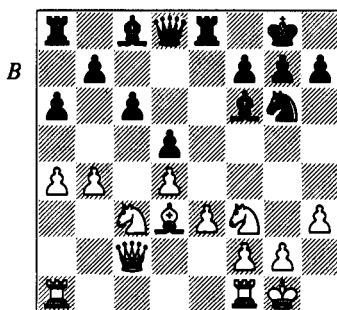
Re-routing the bishop to d6. Black could instead use this square for his queen, e.g. 14... ♕d6 15 ♖ab1 ♗d7 (15...b5 16 e4! favours White) 16 ♗f5! (this exchange of White's 'good' bishop for the 'bad' bishop undermines the future defence of the c6-pawn) 16... ♗xf5 17 ♗xf5 ♗e6 18 b5 axb5 19 axb5 ♗ae8 20 bxc6 bxc6 21 ♖b7 ♗e7 22 ♗b1 and in Lukacs-Metz, Budapest 1995 Black still had to look after his queenside pawns, as 22...c5? runs into 23 ♗b5 ♗c6 24 ♗c7.

15 b5 axb5

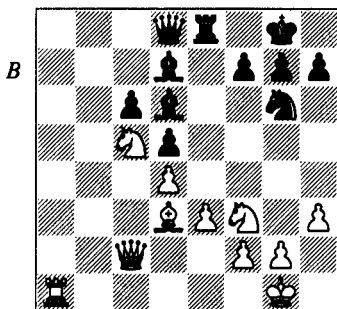
Black can also restrict his opponent to just the b-file with 15...a5, when after 16 bxc6 bxc6 Barsov-A.Becker, Goch 1994 continued 17 ♗e2 ♗a6 18 ♗c1! ♗b6 19



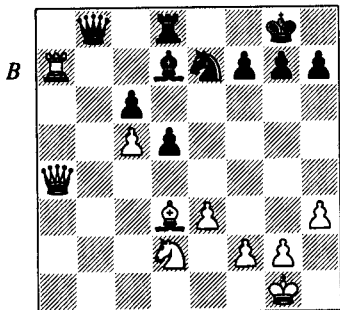
55a: After White's 11th move



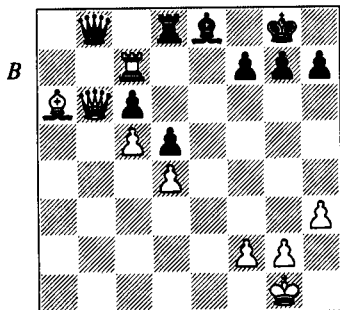
55b: After 14 a4



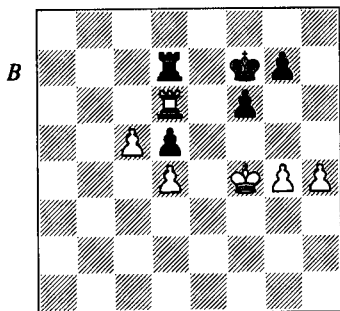
55c: After 20 ♗c5



55d: After 28 dxc5



55e: After 35 hxc7



55f: After 49 h6!

h1 b4 20 xa6 xa6 21 d3 with a plus for White.

### 16 axb5 xa1

16...d7 17 bxc6 bxc6 18 a4 benefits only White: 18...a5 19 d2 c7 20 b3 a7 21 ac5 c8 22 xa7 xa7 23 a1 c7 24 a6 b6 25 bc5 d6 26 b1 a7 27 b4, P.Nikolić-Ljubojević, Amsterdam OHRA 1988.

17 xa1 d7 18 bxc6 bxc6 19 a4 d6 20 c5 (55c)

Once the minority attack has left Black with the c6-d5 pawn duo, the c5-square becomes an inviting post for the white knights.

20...c8 21 a8 e7 22 b3 c7 23 a2! e7 24 a4 d8 25 fd2 d7 26 a7 b8 27 c5 xc5 28 dxc5 (55d)

Before a second knight comes to look at c5, Black makes sure a pawn occupies the key square. Unfortunately the equally desirable d4-square is now available.

28...g6 29 f3 e8 30 a5 f8 31 d4 e6 32 b6

The siege of the queenside continues.

32...xd4 33 exd4 xc8

33...xb6 34 cxb6 b8 35 b7 f8 36 a6 and 37 a8, etc.

34 a6 b8 35 c7 (55e)

More than twenty moves after beginning his minority attack, White is still able to exert maximum pressure on his opponent's weak pawns.

35...f8 36 xb8 xb8 37 b7 d8 38 xc6 xc6 39 xc6

White has an extra (protected passed) pawn. The game ended:

39...e7 40 f1 d7 41 e2 h5 42 h4 f6 43 e3 f7 44 g3 g6 45 f4 f7 46 f3 e7 47 g4 hxg4 48 fxg4 f7 49 d6! (55f) 49...xd6 50 cxd6 e6 51 g5 1-0

## Strategy 56 – The Queenless Pawn-Storm

(56a) Petran-Pinter, Budapest 1972. Here, White's strategy is designed to generate a pawn-storm – the difference being that he exchanges a number of pieces first.

14 ♖b5! a6?

14...♗d7 is safer, but Black intends to undermine an attack by trading queens.

15 ♖xc6 ♜xc6 16 d5 ♜b5 17 c4!

Is White playing positionally or aggressively? Both.

17...♜xb3 18 axb3 ♗d7 19 ♘c3

Intending to meet 19...b5 with 20 e5, when Black's bishop-pair cannot get into the game. Instead Black seeks further simplification.

19...♗xc3 20 ♜xc3 a5 21 ♖h6 ♜dc8 22 f4 (56b)

Without the usual mass of pieces on the board White is intent on his pawn-storm nonetheless!

22...a4 23 bxa4 ♜xa4 24 f5 b5

Understandably, Black underestimates his opponent's force on the other wing. 24...f6 limits White to an edge.

25 e5! ♜xc4

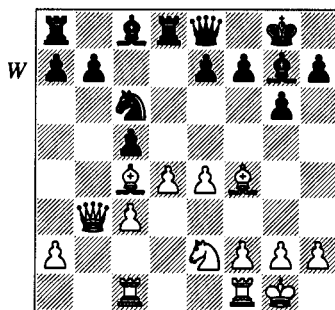
Or 25...♗xf5 26 ♜xf5 gxf5 27 ♜g3+ ♖h8 28 d6! exd6 29 exd6, e.g. 29...♜a1+ 30 ♖f2 ♜d1?? 31 ♗g7+ ♖g8 32 ♗d4+ ♖f8 33 d7 ♜d8 34 ♗xc5+.

26 ♜xc4 bxc4 27 e6 ♗e8

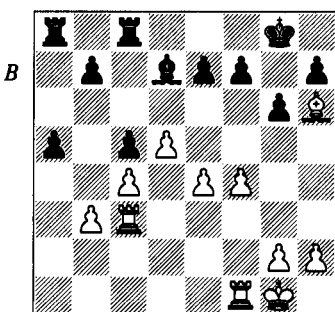
27...♗b5 28 fxg6 fxg6 (28...fxe6 29 g7) loses to 29 d6.

28 f6! ♜c7 29 ♜a1 fxe6 30 f7+!! (56c) 1-0

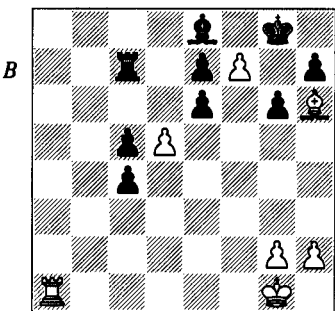
A superb pawn-storm, proving that the strategy can be equally effective without all the pieces. Of course, Black could have put up a better defence, but perhaps the attack took him unawares.



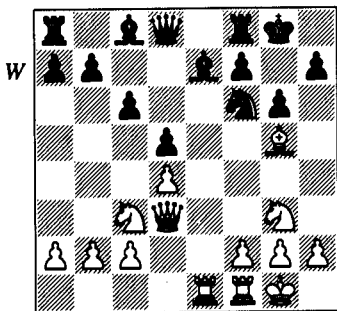
56a: After Black's 13th move



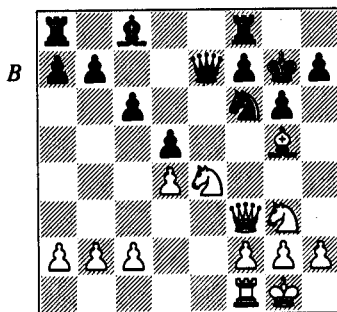
56b: After 22 f4



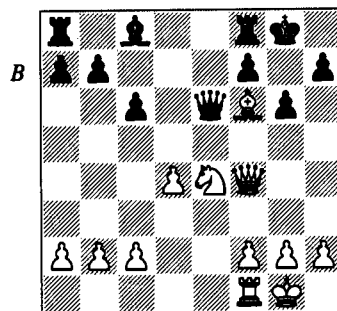
56c: After 30 f7+!!



57a: After Black's 11th move



57b: After 14 Qce4!



57c: After 17 Wf4

## Strategy 57 – The h4-d8 Pin

(57a) Spielmann-Wahle, Vienna 1926. Black has just played 11...0-0 in order to escape a pin on the e-file. However, the g6-pawn, which was nudged forward to defend the f5-square, has abandoned the even more important f6-square. Consequently White's dark-squared bishop becomes more menacing now that Black has less influence on the h4-d8 diagonal. Add to this the significant hole on h6 and the fact that the e7-bishop is a key defender, and the game continuation is predictable.

12 ♖xe7!

Otherwise Black will block with ...♙e6.

12...♗xe7 13 ♗f3 ♔g7

After 13...♙f5 14 ♘xf5 gxf5 15 ♗g3! White homes in on the king, e.g. 15...♔g7 (or 15...♗h8 16 ♗h4 ♔g7 17 ♗h6+ ♔g8 18 ♙xf6) 16 ♙xf6+ ♔xf6 17 ♗h4+ ♔e6 18 ♙e1+.

14 ♘ce4! (57b)

Pins in front of kings tend to justify such effort because the square upon which the pinned piece stands is often a worthwhile trophy in itself.

14...dxe4 15 ♘xe4 ♗e6

Not 15...♗xe4 16 ♗xf6+ ♔g8 17 ♙h6. With the text Black escapes the pin, but the pin has played a decisive role by paving the way for White to invade the enemy king position.

16 ♙xf6+ ♔g8

16...♔h6 17 ♗f4+ ♔h5 18 ♗g5#.

17 ♗f4 (57c) 1-0

Having demonstrated the strength of the pin on the h4-d8 diagonal with this structure White has won the f6-square and is now ready to send the queen to h6 – the other weak square.

## Strategy 58 – Attack in the Direction of Your Pawn-Chain

(58a) Tkachev-Hoffman, Villa Martelli 1997. White's b2-e5 pawn-chain effectively cuts the board in two, giving him much room to manoeuvre on the kingside, where Black is severely cramped. Therefore this is the area where White should attack. In other words – in the same direction as the pawn-chain.

22 ♖g5!

Black's dark squares will be even more vulnerable with no 'good' bishop.

22...♗xg5

22...b3 suggests itself. Then an amusing variation is 23 ♖xe7 ♜xe7 (23...bxc2 24 ♖f6+ ♖h8 25 ♖xf8 ♜xf8 {25...cxd1 ♖ 26 ♖g7#}) 26 ♜xc2) 24 ♖b1 ♖c6 25 ♜d2 ♖d7 26 ♜f4 ♖a7 27 ♖g5 ♖e8 28 ♖f6+ ♖xf6 29 ♜xf6 (29 exf6 can be met by 29...♗eb7) 29...♜f8 30 ♜xa5 ♜xa5 31 ♖xh7 (58b), winning.

23 ♖xg5 ♜xg5 24 ♖f6+ ♖h8 25 ♖xe8 ♖xe8 26 ♜xa5 b3 (58c)

Black hopes that forcing the bishop back to b1 will hinder White in his efforts to make his material advantage felt on the a-file. However, Tkachev still has a mating attack on his mind, and some nifty footwork spoils Black's plan.

27 ♖a8! ♜e7

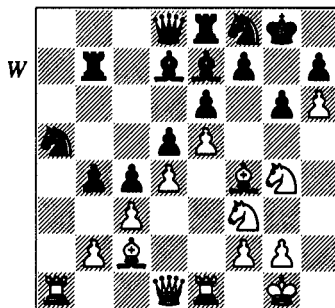
If 27...bxc2, then 28 ♜xe8! cxd1 ♖ 29 ♜xf8#.

28 ♜f3! ♖d7

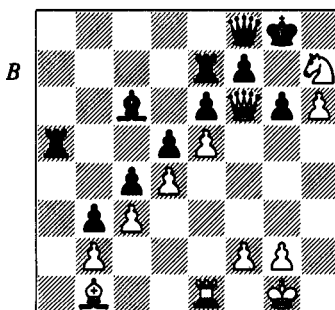
Again Black must address the weak f6-square, which would feature in the variation 28...bxc2? 29 ♜xe8 ♜xe8 30 ♜f6+.

29 ♖d1!

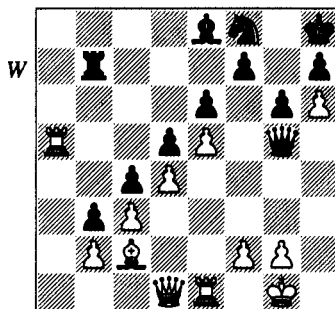
From here the bishop soon returns to the game, in so doing clearing the path for the king's rook to double on the only open file available.



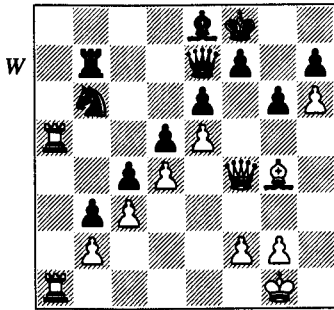
58a: After Black's 21st move



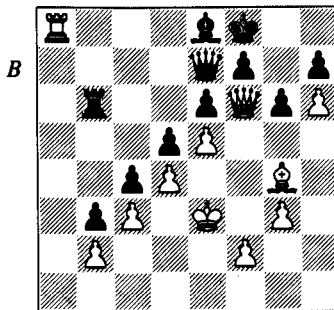
58b: After 31 ♖xh7 (analysis)



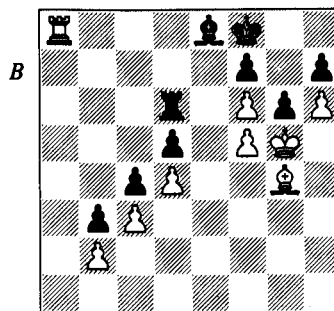
58c: After 26...b3



58d: After 34...♙e8



58e: After 42 ♖f6!



58f: After 51 ♙g4!

29...♙g8 30 ♖f4 ♙f8 31 ♙g4 ♘b6 32 ♖a6 ♙b5 33 ♖a5 ♙c6 34 ♖ea1 ♙e8 (58d)

The result depends on whether White can make use of the a-file. Even with the menacing queen and bishop on one side of the board and doubled rooks on the other, the key to a successful culmination of White's winning strategy is not easy to find. Having said that, from what happens next it would seem that White had envisaged the final position even here!

35 g3!

Black is as solid as he can manage and is going nowhere, so White prepares to crown his strategy in the ending.

35...♙c6 36 ♙g2 ♙e8 37 ♙f3! ♙c6 38 ♙e3 ♙e8 39 ♖a6!

White's king can travel no further – it is time for the decisive invasion.

39...♙b5 40 ♖xb6! ♖xb6 41 ♖a8+ ♙e8 42 ♖f6! (58e)

Now we see why White brought his king up the board. The threat of ♖h8# forces the exchange of queens, after which White's king is already just a hop away from the action.

42...♖xf6 43 exf6 ♖d6

Even now Black is completely tied down. The bishop is pinned, the king has no escape and the rook cannot challenge its opposite number. To finish the game White has found a continuation in keeping with the strategy, this time using his king to attack in the direction of the pawn-chain.

44 ♙f4 ♖b6 45 ♙g5! ♖b7 46 f4 ♖d7 47 ♙f3 ♖d6 48 g4 ♖d7 49 f5

The point.

49...exf5 50 gxf5 ♖d6 51 ♙g4! (58f) 1-0

51...gxf5 52 ♙xf5 wins the h7-pawn, or 51...♖b6 52 fxg6 fxg6 53 ♙d7.

## Strategy 59 – Attack the Base of a Pawn-Chain

(59a) Dumitrache-Nevednichy, Odorheiu Secuiesc Z 1995. Here the bishop on h2 combined with the f2-e3-d4-c5 pawn-chain gives White a big advantage.

13...d5

Or 13...dxc5 14 bxc5 and ♖c4-d6.

14 b5! ♘f8

Since 14...cxb5? 15 ♘xb5 is terrible for Black he must accept a weakness on c6.

15 bxc6 bxc6 16 ♖a4 ♗d7

16...♗d7 17 ♖fb1 leaves b7 ripe for the taking. Note that White's bishop covers b8. As we saw in No. 58, we should try to attack in the direction of our pawn-chain. Black would like to do so on the kingside but he is tied to the c6-pawn.

17 ♖b3 ♖e6 18 ♘a5

Piling on the pressure and threatening 19 ♗d6.

18...♗e8 19 ♖ab1 f5 20 ♖b3 g5 (59b)

Black is certainly trying, hoping to damage White's kingside pawns and generate counterplay.

21 ♖fb1 g4

21...f4 runs into 22 ♗g4 and 21...♗f6 22 ♗d6 ♗e8 23 ♖xc6 ♖xc6 24 ♗xc6 ♗xd6 25 cxd6 ♖xd6 26 ♗xd5! wins for White.

22 hxg4 ♖g6 23 g5!

Not 23 gxh5 ♖xf5 24 ♗xc6 ♖g5, etc. The text frustrates Black long enough to complete the queenside invasion.

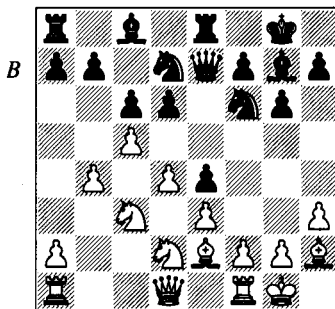
23...h6 24 ♗h5 ♖e6

24...♖xg5 25 ♗xe8 ♖xe8 26 ♖xc6 ♗d7 27 ♖xd5+ ♗e6 28 ♖xa8! ♖xa8 29 ♖b8.

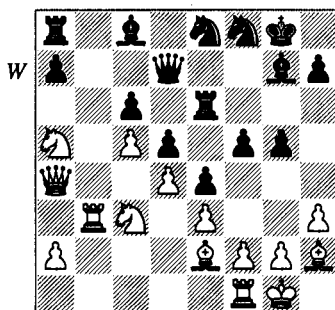
25 ♖b7! (59c)

The constant threat to the c6-pawn has proved too much.

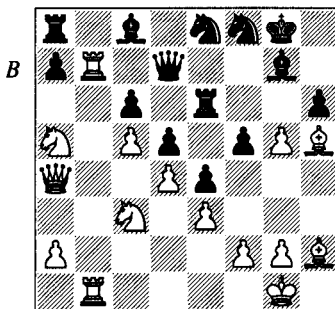
25...♗xb7 26 ♖xb7 ♖xb7 27 ♗xb7 hxg5 28 ♗xe8 ♖axe8 29 ♗d6 1-0



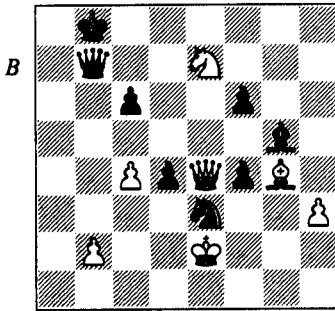
59a: After White's 13th move



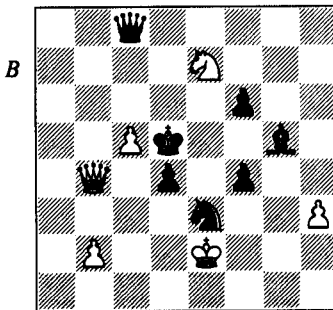
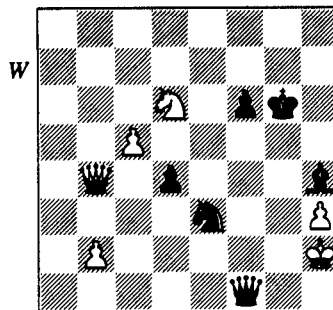
59b: After 20...g5



59c: After 25 ♖b7!



60a: White to play

60b: After 8  $\text{d}7+$ 60c: After 15...  $\text{g}6$  (analysis)

## Strategy 60 – If You Resign, You Lose!

(60a) Resigning is the final option, after which, of course, there is no second chance... The diagram position arose in the game Krejciik-Schwarz, Austria 1906, an encounter which is well-known for its 'brilliance', an unfortunate resignation and the timing of an ironic discovery! White now played:

1  $\text{dxc}6+$   $\text{c}7$  2  $\text{we}7+$

...and after...

2...  $\text{cb}6$

...he could no doubt already sense the glory thanks to the entertaining...

3  $\text{c}5+$

A far less spectacular but much more accurate continuation is the simple 3  $\text{wb}7+$ !  $\text{cb}7$  4  $\text{lf}3$ ! when the c4-pawn is safe in view of 4...  $\text{dxc}4$  5  $\text{de}5+$ .

3...  $\text{ca}6$  4  $\text{lc}8??$

The point. Again, White could win easily by trading queens.

4...  $\text{wc}8$  5  $\text{wa}7+$   $\text{cb}5$  6  $\text{wb}6+$   $\text{cc}4$  7  $\text{wb}4+$   $\text{cd}5$  8  $\text{de}7+$  (60b) 1-0

White was rewarded with his opponent's resignation and the brilliancy prize (and perhaps excited cries of 'hoorah!' and 'en-core!'). The story, however, does not end in 1906, for fifty years later Krejciik himself – in a B-movie type twist – noticed that rather than resign, Black had a better alternative in a forced win equally worthy of the brilliancy prize. 8...  $\text{ce}4$  9  $\text{dxc}8$   $\text{f}3+$ ! 10  $\text{cf}2$  (10  $\text{ce}1$   $\text{dc}2+$ ; 10  $\text{cd}2$   $\text{dc}4+$ ) 10...  $\text{lh}4+$  11  $\text{cg}1$   $\text{f}2+$  12  $\text{ch}2$   $\text{f}1$   $\text{w}$  13  $\text{cd}6+$   $\text{ce}5$  14  $\text{df}7+$   $\text{cf}5$  15  $\text{cd}6+$   $\text{cg}6$  (60c). Now Black's king is perfectly safe, while it is White who can seriously consider resigning. This time there is no surprise turnaround; for example, 16  $\text{wb}7$   $\text{wf}2+$  17  $\text{ch}1$   $\text{we}1+$  18  $\text{ch}2$   $\text{lg}3\#$ .

## Strategy 61 – ♖+♗ vs ♘: Horse and Cart

(61a) This so-called simple ♖+♗ ending requires an appreciation of one of the fundamentals: **kings belong in front of passed pawns in the endgame**. It is no coincidence that even a 'trivial' win, with only one pawn remaining in play, is not necessarily automatic. When confronted with this ending for the first time, dozens of the juniors I coach fall at the first hurdle.

1 ♖d2!

(or 1 ♖f2). With 1 e4? White puts the cart before the horse, so to speak, throwing away a half-point, e.g. 1...♗e7 2 ♗e2 ♗e6 3 ♗e3 ♗e5, after which White loses the chance to get his king in front of the pawn and the same set-up will reappear rank by rank: 4 ♗f3 ♗e6 5 ♗f4 ♗f6 6 e5+ ♗e6 7 ♗e4 ♗e7 8 ♗d5 ♗d7 9 e6+ ♗e7 10 ♗e5 ♗e8!, etc.

1...♗e7 2 ♗e3 ♗e6 3 ♗e4

Now White has the 'opposition' – the kings are face to face and Black, to move, must give way. Already, White is making progress.

3...♗d6 4 ♗f5!

4 e3?? ♗e6 hands over the opposition and with it the draw.

4...♗e7

4...♗d5 5 e4+ does not help Black.

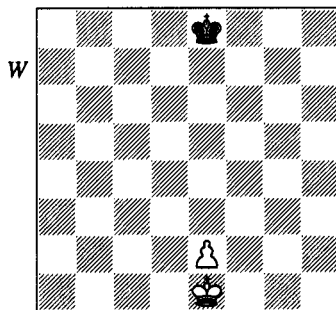
5 ♗e5 ♗f7 6 ♗d6! (61b)

White's king has found the ideal outpost on d6. **Only now** is the pawn finally ready to travel.

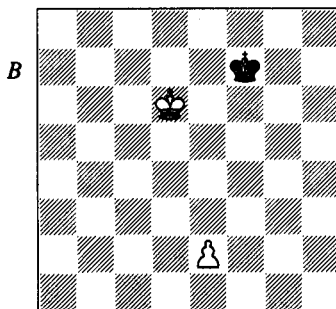
6...♗e8 7 e4 ♗d8 8 e5 ♗e8 9 ♗e6! (61c)

For the last time White gains the opposition. Again utmost care is imperative, even with so few pieces remaining on the board: 9 e6?? ♗d8 draws.

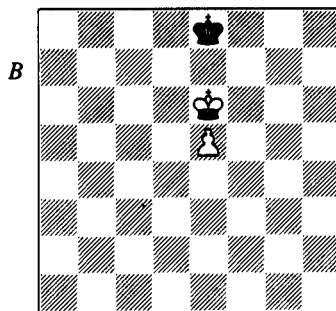
9...♗d8 10 ♗f7 ♗d7 11 e6+ 1-0



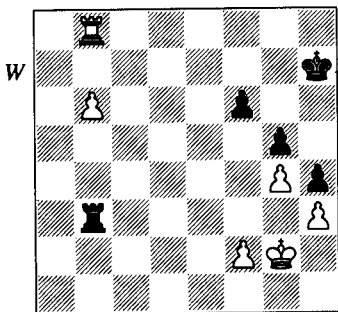
61a: White to play



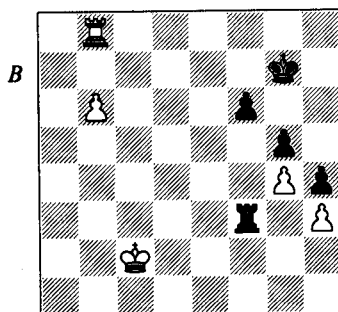
61b: After 6 ♗d6!



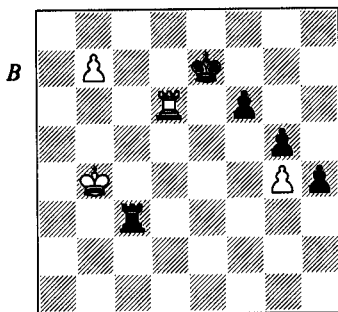
61c: After 9 ♗e6!



62a: White to play



62b: After 5 ♖c2



62c: After 14 ♖b4

## Strategy 62 – Typical ♖+♗ Ending: Bite the Bullet!

(62a) Serper-A.Ivanov, New York 1996. This type of ending is seen countless times at all levels. With the clock ticking it is not easy to commit to a winning plan that involves tearing the king away from its base. Here Black's advanced pawns introduce numerous possibilities for the defender.

1 f3!

Opening the door.

1...♗g7

After 1...♞b2+ 2 ♖f1 the king will still travel via e1, d1, c1, etc.

2 ♖f2 ♖h7 3 ♖e2 ♖g7 4 ♖d2! ♞xf3

Typical is 4...f5? 5 gxf5 ♞xf3 6 b7 ♞b3 7 f6+! ♖f7 (7...♞xf6 8 ♞f8+) 8 ♞h8! ♞xb7 9 ♞h7+ – this skewer is a key element of these endings.

5 ♖c2 (62b)

Now Black's rook is denied access to the b-file.

5...♞f2+ 6 ♖c3 ♞f1

Or 6...♞f3+ 7 ♖c4 ♞xh3 8 b7 ♞h1 9 ♞g8+ ♖xg8 10 b8♞+ ♖g7 11 ♞b7+.

7 ♞d8! ♞b1 8 ♞d6 ♖f7

Or 8...f5?! 9 gxf5 g4 10 hxg4 h3 11 ♞g6+! ♖h7 12 g5! with the coming trade of b-pawn for h-pawn (after ♞h6+) leaving pawns on f5 and g5.

9 ♖c4 ♖e7 10 ♞c6 ♞b2 11 ♖c5 ♞b3 12 ♞d6!

Now White is threatening to build the important 'bridge' with ♞d4-b4.

12...♞xh3

After 12...♞c3+ 13 ♖b4 ♖xd6 (13...♞c1 14 ♞d3) 14 ♖xc3 White's b-pawn decides: 14...♖c6 15 ♖d4 ♖xb6 16 ♖e4 followed by ♖f5xf6xg5xh4, or 14...f5 15 gxf5 g4 16 f6 gxh3 17 b7 ♖c7 18 b8♞+! ♖xb8 19 f7.

13 b7! ♞c3+ 14 ♖b4 (62c) 14...♖xd6 15 b8♞+ ♞c7 16 ♞d8+ 1-0

## Strategy 63 – Rooks Behind Passed Pawns

(63a) In the diagram position White's rook stands in front of the a-pawn while Black's king blocks the path of the f-pawn. This benefits the defender, a characteristic which was illustrated in a game that reached this position: 1 a7? ♖f7 (preventing 2 ♖f8+ and 3 a8♚) 2 f5 ♜g7+ 3 ♔f4 ♜xa7! (63b) with a drawn ending as taking the rook results in stalemate! A trick worth remembering. Alternatively Black could continue with the less spectacular but equally effective 1... ♜g7+ 2 ♔f3 ♜f7 3 ♔e4 ♜e7+ 4 ♔d5 ♜f7 5 ♔c6 ♔f5! 6 ♔b6 ♜f6+ 7 ♔b7 ♜f7+ 8 ♔b8 ♜f8+ 9 ♔b7 ♜f7+ 10 ♔b6 ♜f6+ 11 ♔b5 ♜f7, etc. Note that here the sorry rook on a8 is tied down to the defence of the a-pawn. Instead White wins by activating his rook, transferring it to **behind** the a-pawn. The first step is...

1 ♜f8+! ♔g7 2 ♜f5

2 ♜b8, intending ♜b7(+), promotes the pawn directly, but the text-move illustrates our theme well.

2... ♔g6 3 ♜a5 (63c)

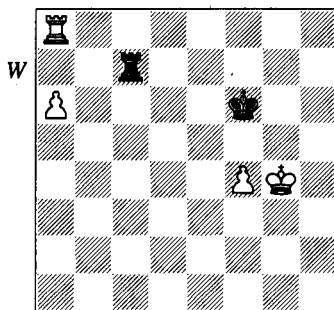
The journey to a5 has transformed the position. Now it is White's rook which dominates the play and the reversal of roles forces the black rook into passivity on a7 due to the simple threat of pushing the a-pawn to promotion.

3... ♜a7 4 f5+ ♔f6 5 ♔f4 ♔f7 6 ♔e5

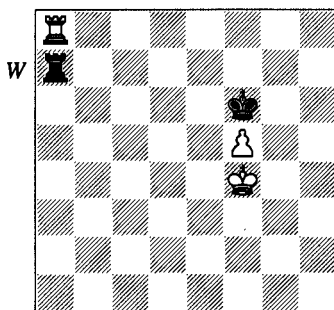
White's king is heading for the queenside to flush out the hapless rook.

6... ♔e7 7 f6+ ♔d7 8 f7 ♔e7 9 ♔d5 ♔xf7  
10 ♔c6 ♔e7 11 ♔b6

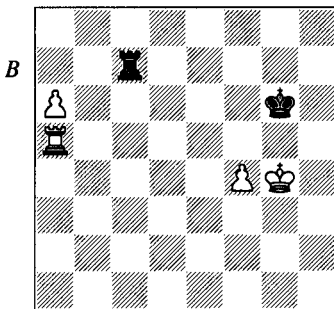
...et cetera.



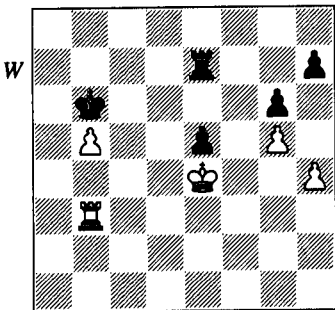
63a: White to play



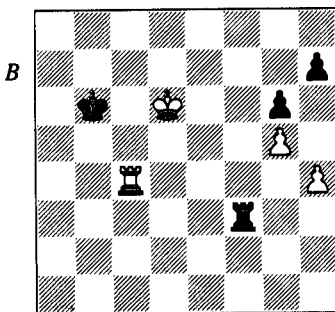
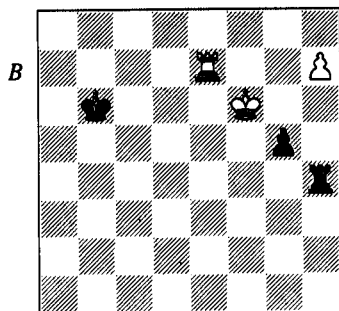
63b: After 3... ♜xa7!



63c: After 3 ♜a5



64a: White to play

64b: After 7  $\text{♔d6}$ 64c: After 14  $\text{♔f6}$ 

## Strategy 64 – Cut Off the Enemy King in $\text{♔}+\text{♕}$ Endings

(64a) Mololkin-Mironov, Russia 1995. A typical  $\text{♔}+\text{♕}$  ending with a couple of similar features in both camps – each player has a passed pawn, supported by a rook and blocked by the opposing king. What we must consider next is whose king is nearer to the other pawns, and we see that in the event of a  $\text{♔}+\text{♕}$  ending White would clean up on the kingside. Armed with this information, White concentrates on exploiting the distant position of the black king.

1  $\text{♔d5!}$  e4 2  $\text{♞e3}$   $\text{♕xb5}$  3  $\text{♞xe4}$   $\text{♞f7}$

Obviously a further liquidation is out of the question, e.g. 3... $\text{♞xe4}$  4  $\text{♕xe4}$   $\text{♕c6}$  5  $\text{♕e5}$   $\text{♔d7}$  6  $\text{♕f6}$ .

4  $\text{♕e6}$   $\text{♞f3}$  5  $\text{♞d4}$   $\text{♕c6}$  6  $\text{♞c4+}$

6  $\text{♞d6+!?$   $\text{♕c5}$  7  $\text{♞d7}$  also looks good, but then we would be denied the execution of a memorable winning strategy.

6... $\text{♕b6}$  7  $\text{♔d6}$  (64b)

White seems to be heading in the wrong direction! However, his pawns are safe so his king is free to help drive Black's poor king even further into the wilderness, thus extracting the maximum from the position.

7... $\text{♞f5}$

Ironically, the attempt to prevent White's next with 7... $\text{♞d3+}$  forces the aggressive king to a good square after 8  $\text{♕e5!}$   $\text{♞f3}$  9  $\text{♞f4!}$ , etc.

8  $\text{♞b4+}$   $\text{♕a7}$

After 8... $\text{♕a6}$  9  $\text{♕e6!}$  White either gets his king in via f6 or soon his rook will reach the 7th.

9  $\text{♞e4}$   $\text{♕b6}$  10  $\text{♞e7}$  h6 11  $\text{g}x\text{h6}$   $\text{♞h5}$  12  $\text{h7}$   $\text{♞xh4}$  13  $\text{♕e6}$  g5 14  $\text{♕f6}$  (64c) 1-0

White has an extra king.

## Strategy 65 – Multiple Passed Pawns in ♖+♗ Ending

(65a) Van Wely-Oll, Beijing 1997. One of countless rook endings, this one already features a passed pawn (h5). White, with the more active king and rook, would benefit from having a passed pawn of his own.

**39 d6! cxd6**

Forced.

**40 c7 ♖c8 41 ♖xd6+ ♗e7 42 ♖h6 ♗d7**

Black wants to take the c7-pawn with his king if he can, since the pawn ending after 42...♖xc7 43 ♖h7+ ♗d6 44 ♖xc7 ♗xc7 is winning for White, e.g. 45 ♗xf5 ♗d6 46 ♗g5 ♗e5 47 f4+, etc.

**43 ♖h7+ ♗c6 44 ♗xf5 ♗b7**

44...♖f8+ 45 ♗g5 ♗b7 46 f4 is similar to the game.

**45 f4 ♖e8 46 ♗g5 (65b)**

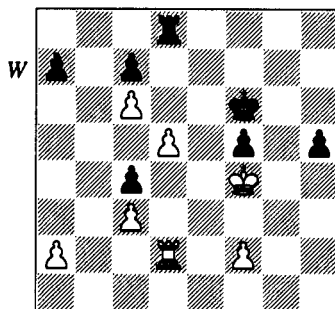
The h-pawn is going nowhere, but White now has two healthy passed pawns. Shuffling along the back rank does nothing to stop the f-pawn, so Black strives for counterplay by engineering our fourth passed pawn.

**46...♖e3 47 f5 ♖xc3 48 f6 ♖g3+ 49 ♗h6! h4 50 f7 ♖f3 51 ♖h8 (65c)**

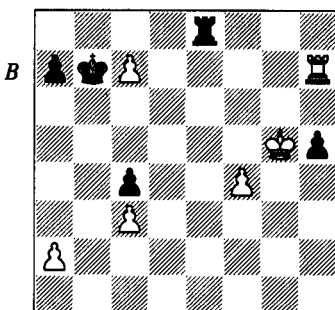
Two pawns on the 7th rank and a rook on the 8th is pretty convincing. Also possible is 51 c8♖+ ♗xc8 52 ♖h8+ ♗d7 53 f8♖ ♖xf8 54 ♖xf8.

**51...♗xc7 52 f8♖ ♖xf8 53 ♖xf8 ♗d6 54 ♗g5 ♗e5 55 ♗xh4 1-0**

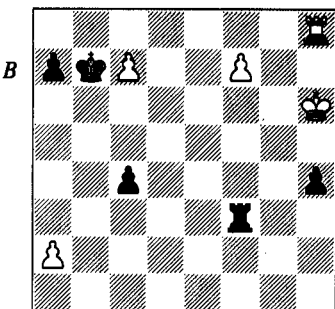
Black resigned in view of 55...c3 56 ♖a8 ♗d4 (56...c2 57 ♖c8) 57 ♖xa7 c2 58 ♖c7, etc. With the constant changing of the situation with each new capture, it helps to have a clear plan of promoting a particular pawn.



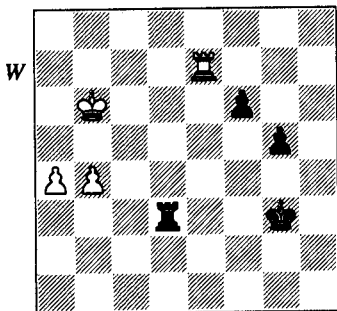
65a: After Black's 38th move



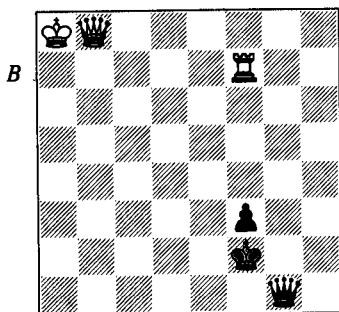
65b: After 46 g5



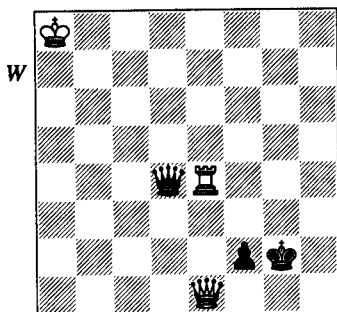
65c: After 51 ♖h8



66a: After Black's 50th move



66b: After 61 b8



66c: After 67...f2! (analysis)

## Strategy 66 – ♖+2 vs ♜+2: Win the Race then Win the Game

(66a) Ovod-Kofanov, Novgorod 1997. Black has just taken on g3 to prepare for the inevitable race for promotion. White has a head start and can queen first without any trouble, but care is required if he is to avoid the draw.

51 a5 f5 52 a6 f4 53 a7 ♖a3 54 ♔b7

54 ♜e5 is a simpler win, but then we are denied the instructive finish.

54...g4 55 a8♚

White must be on his toes. Although this appears to be a simple process, the equally natural 55 b5 f3 56 b6? (56 a8♚ transposes to the next note) 56...f2 57 ♜f7 ♜f3 58 ♜xf3+ gxf3! 59 a8♚ f1♚ only draws.

55...♜xa8 56 ♔xa8 ♔f2

Black can hope for drawing chances only if he gets a queen. Wrong would be 56...f3 57 b5 f2 58 ♜f7 ♔g2 59 b6 g3 60 b7 f1♚ 61 ♜xf1 ♔xf1 62 b8♚ with a theoretical win for the queen.

57 ♜f7 f3 58 b5 g3 59 b6 g2 60 b7 g1♚ 61 b8♚ (66b)

Despite the extra rook, the win is far from trivial for White, which many club players realize rather late, with the clock ticking away. His king is exposed while Black's is shielded by a pawn, and the fact that this pawn stands on the f-file is not to be overlooked! The next part of the winning strategy is aimed at hunting down Black's king while simultaneously protecting his own against perpetual check.

61...♚a1+ 62 ♖a7 ♚f6

The most direct route to victory after 62...♚d4 is 63 ♖a2+ ♔e3 64 ♚b3+ ♚d3 65 ♚b6+, e.g. 65...♚d4 (or 65...♔f4 66 ♖a4+ ♔e5 67 ♚c5+ ♚d5+ 68 ♚xd5+ ♔xd5 69 ♜f4) 66 ♖a3+ ♔e4 67 ♚xd4+. 63 ♚h2+

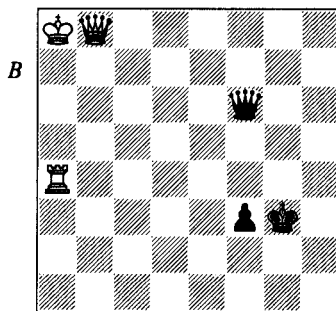
also wins, but this time the path hides a couple of nasty potholes, e.g. 63...♔e1 64 ♖e7+ ♔f1 and now 65 ♖h1+ ♔f2 66 ♖e1+? ♔g2 67 ♖e4 f2! (66c) 68 ♖e2 ♖xe4+! 69 ♖xe4+ ♔g1 with a theoretical draw thanks to the f-pawn. Correct but surprisingly complex is 65 ♖h3+ ♔f2 66 ♖e6! ♖d8+ 67 ♔b7 ♖d7+ 68 ♔b6 ♖d4+ 69 ♔c6 ♖c4+ 70 ♔d7 ♖d4+ 71 ♔e8 ♖g7 72 ♖h4+ ♔g2 73 ♖e4 ♖c3 74 ♖g6+ ♔f2 75 ♔f7 (75 ♖c6? ♖e1!) 75...♔f1 76 ♖c6 ♖b3+ 77 ♔f6.

63 ♖a2+ ♔e3 64 ♖a3+ ♔e2 65 ♖a2+ ♔e3 66 ♖b3+! ♔f4 67 ♖a4+ ♔g3 68 ♖b8+! (66d) 68...♔g2

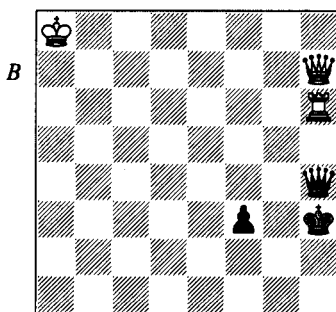
68...♔f2 69 ♖a2+ ♔e3 70 ♖a7+ ♔f4 71 ♖a4+ ♔g3 72 ♖g1+ ♔h3 73 ♖g4+ ♔h2 74 ♖h5+ ♔g1 75 ♖g4+ ♔f1 76 ♖h1+ ♔e2 77 ♖e4+ forces the king out into the open. Nor can Black hide after 68...♔h3 69 ♖c8+ ♔h2 70 ♖a6!; for example, 70...♖g5 (70...♖xa6+ 71 ♖xa6 f2 72 ♖f1) 71 ♖c2+ ♔h3 72 ♖h7+ ♖h4 73 ♖h6 (66e) and White wins because the f-pawn has failed to reach the magical 7th rank.

69 ♖g4+ ♔f1 70 ♖b1+ ♔e2 71 ♖e4+ ♔d2 72 ♖e1+ (66f) 1-0

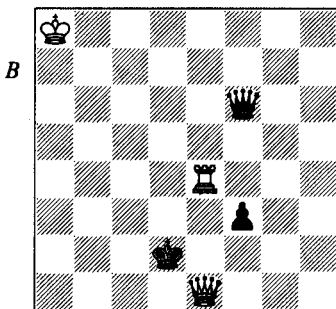
With no queen or pawn for protection, the king cannot survive; for example, 72...♔d3 (or 72...♔c2 73 ♖c4+ ♔d3 74 ♖e4+ ♔d2 75 ♖c2+ ♔d1 76 ♖d3+ ♔e1 77 ♖d2+) 73 ♖e3+ ♔c2 74 ♖c4+ ♔b2 75 ♖c1+. Looking at some of the variations featured in this example it is surprising how easy it is to see the win drift away, even with an extra rook on a virtually open board! A couple of planless checks is enough to lead to an embarrassing draw.



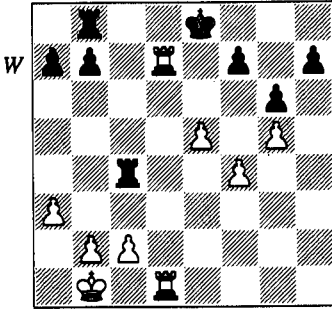
66d: After 68 ♖b8+!



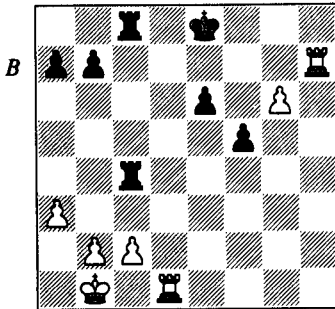
66e: After 73 ♖h6 (analysis)



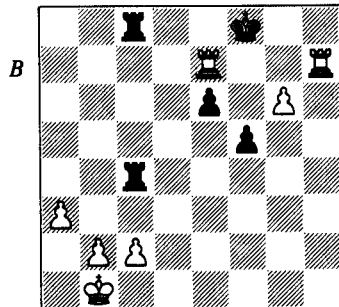
66f: After 72 ♖e1+



67a: White to play



67b: After 4 g6!!



67c: After 11 Ne7!

## Strategy 67 – Double Rook Endings: Be Active!

(67a) Ardeleanu-M.Vasiliev, Djuni 1996. Both sides have an active rook, but White has one on the 7th rank. With the black king potentially vulnerable on the back rank, White should investigate the possibility and subsequent implications of getting both his rooks on the 7th. The threat to his f-pawn and the prospect of letting the king out after 1 N1d4?! Nxd4 2 Nxd4 Qe7 points White in the right direction, though his subsequent play deserves credit.

1 f5! gxf5 2 e6! fxe6

2... Nbc8 3 exf7+ Qf8 4 g6 wins for White.

3 Nxf7 Nbc8 4 g6!! (67b)

Now 4... Nxc2 5 Ndd7 followed by Nxb7 or Ndf7 sets up a deadly mating threat.

4... Qf8

4... N4c7 contests Black's 2nd rank, when White continues the theme with 5 Ndh1! (threatening 6 Nxc7 Nxc7 7 Nh8+ and 8 Nh7+) 5... Ne7 6 Nh8+! Qd7 7 Nxc8 Qxc8 8 Nh7! and 9 g7, etc.

5 Ndd7

Now the threat of mate on h8 paralyzes Black.

5... Qg8 6 Ndg7+!

This is the theme to remember with doubled rooks on the 7th. One rook checks the opposing king away from the other...

6... Qf8 7 Nxb7

...then the 7th rank can be cleared of enemy pawns while simultaneously renewing the mate threat!

7... Qg8 8 Nbg7+ Qf8 9 Nxa7 Qg8 10 Nbg7+ Qf8 11 Ne7! (67c)

Threatening 12 g7+!

11... Qg8 12 Nxe6 Nxc2 13 Ne8+! Nxe8 14 Qxc2 1-0

## Strategy 68 – ♖+♗ vs ♕+♘: The King

(68a) Genov-Löffler, Berlin 1992. How does White force the capture of the obstacle on g5?

1 ♖c5+ ♗g6 2 ♗g2!

The first step of a long but fruitful journey. 2 f3?! ♕b3 3 ♗g4 ♕e6+ gets nowhere.

2...♕e2 3 ♖e5 ♕d1 4 ♗f1 ♗f6 5 ♖c5 ♕f3 6 ♗e1 ♕g4 7 ♗d2 ♕f5 8 ♗e3 ♕g6 9 ♗d4 ♕f7 10 ♖e5 ♕b3 11 ♗e4 ♕c2+

Black is powerless to prevent the royal visit, e.g. 11...♕e6 12 ♖b5 ♕g4 13 ♖b6+ ♕e6 14 ♖a6! or 11...♕f7 12 ♖f5+ ♗g6 13 ♗e5.

12 ♗d5 ♕d1 13 ♗d6 ♕g4 14 ♖b5 ♕e2 15 ♖c5 ♕g4 (68b)

White's king has been busy, and there is further to go yet.

16 ♗c7!

Temporarily travelling in the wrong direction, but in fact the quickest route to the g-pawn.

16...♕d1 17 ♗d7 ♕a4+ 18 ♗d8 ♕d1

Again Black gives way – 18...g4 19 ♖a5 and 19...♕c6? loses to 20 ♖a6.

19 ♗e8 ♕h5+ 20 ♗f8 ♕e2 21 ♖a5 ♕d3 22 ♗g8 ♗g6 23 ♖c5 ♕e4 24 ♖b5 ♕d3 25 ♖b6+ ♗f5 26 ♗g7 ♕e2 27 ♖b4 ♕f3

Or 27...♕d1 28 ♗h6 g4 29 ♗g7!, but 29 ♗h5? g3+ would be embarrassing.

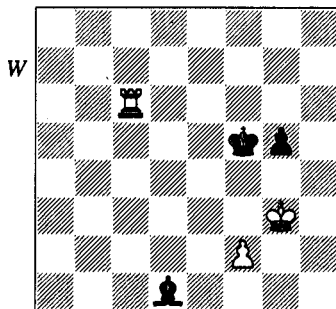
28 ♖b5+ ♗f4 29 ♗f6 (68c)

Once again it is the location of the kings which is critical. The f-pawn is safe.

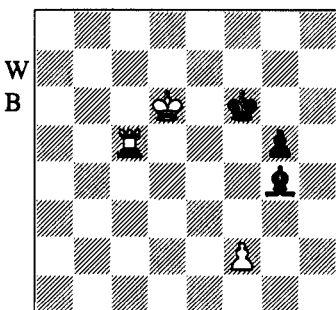
29...g4

White wins after 29...♕e4 30 ♖xg5 ♗f3 31 ♗e5, e.g. 31...♕b1 32 ♖g1 ♕a2 33 ♖h1! with the idea of ♖h2 followed by ♗d4-c3-d2-e1(!), as 33...♗g2 34 ♖a1 and 35 f4 wins.

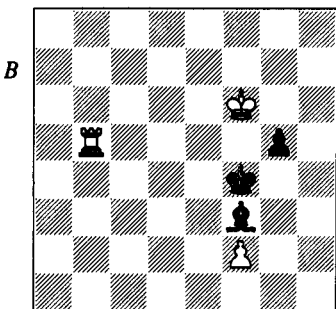
30 ♖f5+ ♗e4 31 ♗g5 ♕g2 32 ♖f4+ ♗d3 33 ♗xg4 ♗e2 34 ♗g3 1-0



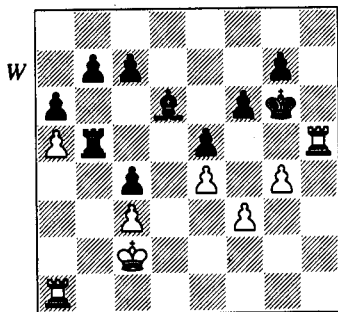
68a: White to play



68b: After 15...♕g4



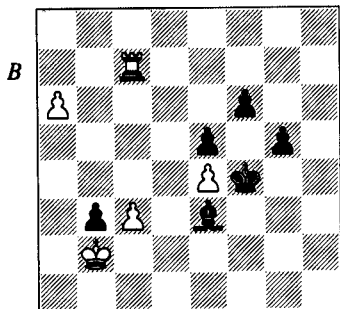
68c: After 29 ♗f6



69a: After Black's 47th move



69b: After 53 Nxb5!



69c: After 59 Nc7

## Strategy 69 – Two Rooks vs Rook + Bishop: Create a Passed Pawn

(69a) Khmel'nitsky-Romanishin, Kherson 1989. In this situation it tends to be easier to create a passed pawn by eliminating the defender's rook. Therefore the first part of the winning strategy is obvious.

48 Nhh1! Qg5 49 Nhb1!

The point. 49...Nc5 leaves the b-pawn hanging (after 50 Qd2 Qf4 51 Qe2).

49...Qf4

Or 49...Nxb1 50 Nxb1 Qf4 51 Nxb7 Qxf3 52 Na7 Qxe4 53 Nxa6 Qd5 54 Na8 Qc6 55 Ng8 g5 56 Ng6 Qe7 57 Ng7 Qc5 58 Nf7 Qe3 59 Nxf6+ Qb7 60 Ne6 Qf4 61 a6+ Qa7 62 Qb2!. 49...c6 abandons the d-file after 50 Nd1!.

50 Nxb5 axb5 51 Nd1!!

Preparing to use both file and rank to infiltrate Black's queenside.

51...Qxf3 52 Nd5 b4 53 Nb5! (69b)

Taking the b7-pawn is all that matters in White's queenside quest. 53 Nxd6?? backfires terribly after 53...b3+.

53...b3+ 54 Qb2 g5

After 54...Qxe4 55 Nxb7 Qd5 56 a6 Qc6 White has the decisive 57 Nb5! – a useful method of ensuring the promotion of an advanced passed pawn.

55 Nxb7 Qc5 56 Nxc7 Qe3 57 Nxc4

Hoovering three pawns in three moves.

57...Qxg4 58 a6 Qf4 59 Nc7 (69c)

The culmination of White's plan. Since 48 Nhh1 White has had nothing on his mind but clearing the way for his a-pawn.

59...g4 60 a7 Qxa7 61 Nxa7 Qxe4

Black's pawns are too slow, and White still has the c-pawn, remember.

62 Ng7 f5 63 Qxb3 Qf3 64 c4 e4 65 c5 e3 66 c6 e2 67 Ne7 1-0

## Strategy 70 – ♖ vs ♘: A Defensive Fortress Built with Straw

(70a) Vladimirov-Osterman, Helsinki 1990. Black's ostensibly impregnable fortress in fact stands on shaky ground, for the pawns on e7, e6 and g6 are all susceptible to attack, while the d-pawn should not be a threat. The king and knight defend everything, but he must make moves!

40 ♖d1!

White needs to restrict the knight.

40...♔g7

Venturing over to help the d-pawn backfires: 40...♔e8 41 ♖d3 ♔d7 42 ♔e2 ♔c6 43 ♖c3+ ♔d7 44 ♖h3 ♔c6 45 ♖h6!.

41 ♖d3! ♔g8 42 ♔e2 ♔h4 43 ♔d2 ♔g7 44 ♔c3 ♔g8 45 ♔b4

As with ♖ vs ♗ (No. 68) the rook holds fort while the king makes the journey round the board to attack the enemy camp.

45...♔g7 46 ♔c5 (70b)

As long as the rook can 'tempo' the knight and keep an eye on the d-pawn, White's king can go hunting.

46...♔g2

The knight looks the part on f5 but fails to keep White out, e.g. 46...♔f5 47 ♔c6 ♔f7 48 ♔d7 ♔h4 49 ♖d4 ♔f5 50 ♖f4! and something will give.

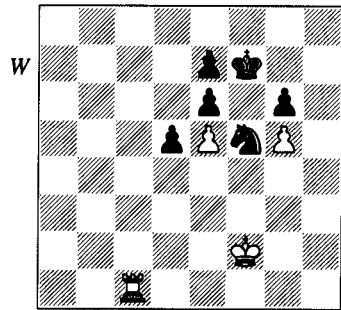
47 ♖f3 ♔e1 48 ♖e3 ♔g2

48...♔c2 49 ♖h3!.

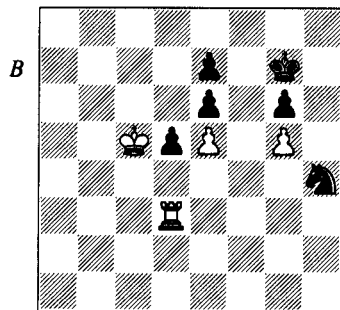
49 ♖b3! ♔f4

Preparing to push the d-pawn once the king leaves c5. After 49...♔e1 50 ♔c6 d4 White plays as follows: 51 ♔d7 d3 52 ♔xe7 d2 53 ♖b1 ♔f3 (53...♔d3 54 ♔xe6 ♔c1 55 ♖b7+ ♔g8 56 ♖d7) 54 ♔xe6 ♔xg5+ 55 ♔d7 and his own passed pawn wins.

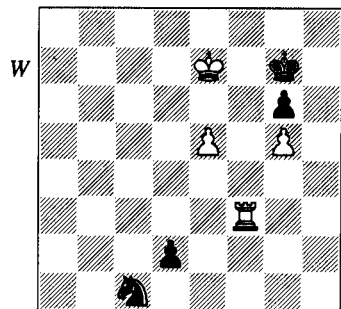
50 ♔c6 d4 51 ♖f3 ♔e2 52 ♔d7 ♔c1 53 ♔xe6 d3 54 ♔xe7 d2 (70c) 55 ♖f7+! ♔g8 56 ♖f8+ ♔g7 57 ♖d8 1-0



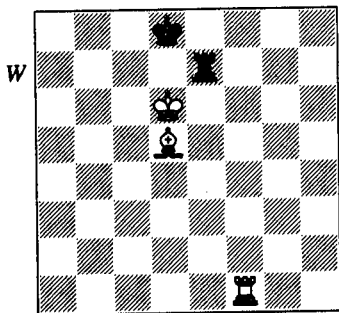
70a: After Black's 39th move



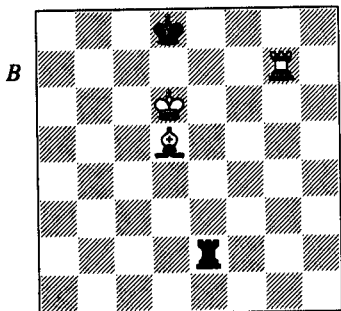
70b: After 46 ♔c5



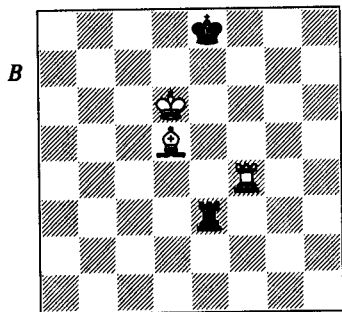
70c: After 54...d2



71a: White to play



71b: After 3...Rg7!



71c: After 7...Rf4!

## Strategy 71 – ♖+♗ vs ♜: Know the Winning Technique

(71a) This tricky ending is one of those situations seen much more often in tournament and match play now that adjournments are largely a thing of the past. Although rook and bishop against rook is not a forced win, it is not unusual to find oneself in a winning position, often thanks to the opponent (time-pressure plays an important role). As reaching the 'ideal' position in Diagram 71a takes a certain number of moves, and we have only 50 altogether in which to deliver mate or win the rook, it is important to know how to finish the job off. Our start position here, known as Philidor's position, is the starting point of the final stage of the mating process. Notice that White's rook can threaten mate from either side as the bishop covers the possible escape squares b7 and f7. The key strategy involves forcing the defending rook to White's third rank, and it is ignorance of this all-important fact (and the process itself) which causes so many players to draw or – even more annoying – finally discover how to force mate when there are not enough moves left!

1 ♖f8+

White begins by ruling out the threatened check on d7 and denying Black the use of the e8-square for his king.

1...♞e8 2 ♞f7 ♞e2 3 ♞g7! (71b)

A cheeky waiting move, in reply to which Black has but one decent chance.

3...♞e1!

The most stubborn. Let us look at how quickly Black loses once his rook arrives on the third rank: 3...♞e3 4 ♞d7+! ♔e8 (or 4...♔c8 5 ♞a7 and the rook cannot come to the rescue on the b-file) 5 ♞b7. Now the threat of mate allows White's rook to come to the f-file with gain of tempo. 5...♔f8 6

**f7+!** **e8** (6... **g8** 7 **f3+**) 7 **f4!** (71c).  
 The key move. White threatens a check on c6 followed by another on f8, when e8 is covered. After 7... **d8** (7... **d3** 8 **g4** and this time the rook is unable to help on the f-file) 8 **e4!** the awkward placing of the rook on the third rank rules out a check on the d-file, **f8#** is looming and 8... **e8** 9 **c6+** is curtains. The whole point here is that on the third rank the black rook is denied access to both the f- and b-files.

4 **b7** **c1**

4... **c8** 5 **b4** **d1** 6 **h4!** **b8** 7 **a4**.

5 **b3!** (71d)

Taking away the d1-square from the black rook.

5... **c3**

The only available square for the rook. The alternative is to attack White's rook: 5... **c8** 6 **b4!** **d8** 7 **h4!** **e1** (7... **c8** 8 **d5** **b8** 9 **a4**) 8 **a4!** (hitting e8 while defending d1) 8... **c8** 9 **b4** forces mate.

6 **e6!** **d3+** 7 **d5** **c3**

7... **c8** 8 **a7**.

8 **d7+** (71e)

The position of the compromised black rook makes all the difference. The b- and f-files are out of bounds.

8... **c8**

8... **e8** 9 **g7**.

9 **g7** **b8** 10 **b7+** **c8** 11 **b4!** **d8**

11... **d3** 12 **a4**.

12 **c4!** (71f)

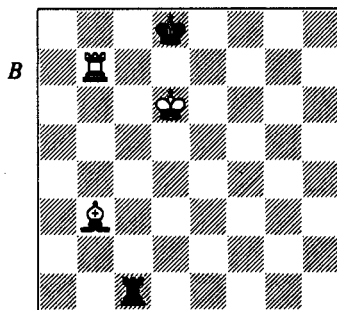
Black's rook is embarrassed on an almost open board!

12... **c8**

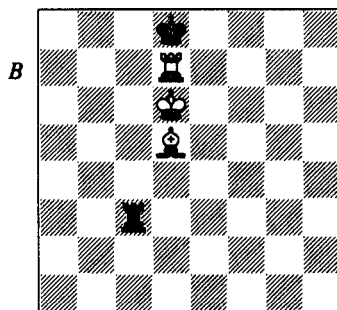
Remember that there is no escape via e8 as f7 is guarded by the bishop.

13 **e6+**

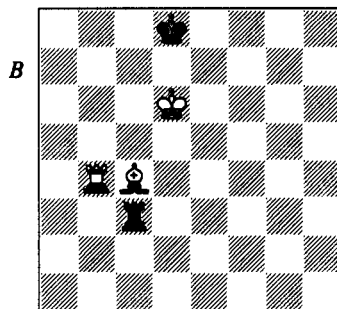
White wins.



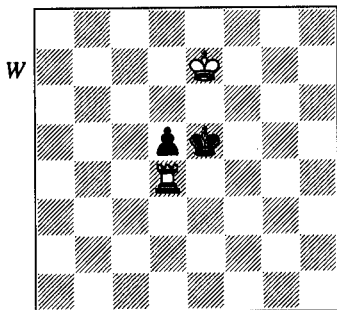
71d: After 5 **b3!**



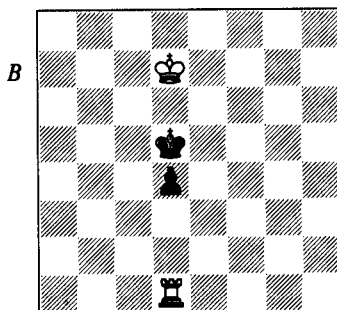
71e: After 8 **d7+**



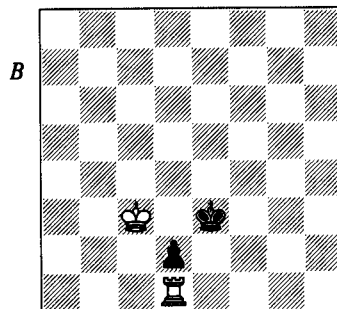
71f: After 12 **c4!**



72a: White to play



72b: After 3 ♖d7!



72c: After 7 ♖c3

## Strategy 72 – ♖ vs ♔: Nifty Rook

(72a) Réti, *Münchener Neueste Nachrichten*, 1928. This study is for those of you who have emerged from a winning pawn race and ended up sharing the point anyway thanks to a clumsy rook and a distant king. In fact there is a cunning winning strategy which is far from obvious and not at all the kind of logical approach one would expect to discover at the board with the seconds ticking away.

1 ♖d2!

After the obvious 1 ♖d1? d4 2 ♖d7 ♖d5! Black borrows the 'opposition' theme from pawn endings to shut out the white king. 3 ♖c7 ♖c5! 4 ♖b7 and only now, with White's king even further from the pawn, does Black advance: 4...♖c4 5 ♖c6 d3 with a draw.

1...d4 2 ♖d1!!

What's this? White seems to be giving away a free move. However, there is a very good reason for this generosity (2 ♖d7? ♖e4 3 ♖e6 ♖e3 draws).

2...♖d5

Black tries to hold back his opponent's king, as he does in the note to White's first move. But there is now a vital difference.

3 ♖d7! (72b)

Thanks to White's clever two-step with the rook we have the same position as that reached in the note to White's first move, but here White has the opposition, so Black is obliged to commit. Note that 3 ♖f6 ♖e4 4 ♖e6 d3 is a draw.

3...♖e4 4 ♖c6! ♖e3 5 ♖c5 d3 6 ♖c4 d2 7 ♖c3 (72c)

The d-pawn drops, and White wins.

Of course 3...♖c4 4 ♖e6 d3 5 ♖e5 ♖c3 6 ♖e4 is the same. It is interesting that the fundamental 'opposition' theme is relevant even in this ending.

## Strategy 73 – ♖+♗ vs ♚+♝: Outside Passed Pawn Decides

(73a) Meins-Donev, Bundesliga 1996/7. This type of ending can arise from a number of different openings featuring g3 and ♗g2. Black seems to be active, but the most important factor is the prospect of a passed pawn on the queenside.

28 ♖g2! ♜xb3 29 ♗xb5

White's light-squared bishop and rook – which finds itself on a good posting – work well with the a-pawn. Black will be too busy trying to hold back the tide to get his own majority rolling.

29...♞d4 30 ♗f1 ♖f8 31 a4 ♜e7 32 a5 ♜c6 33 a6 ♞a7 34 h4 h5 35 ♗e2 ♞d5 36 ♗f3 ♞b5 37 ♗e2 ♞d5 38 ♞b2

White does not expect to break the blockade with his rook, rather to reduce Black to passivity by planting his rook on b7. Once Black's pieces are tied up, White can then march his king up the board for an assault on the kingside pawns.

38...g6 39 ♖f3 ♞d7 40 ♜e4 ♞c7 41 ♞b7 ♞d7 42 ♜e5 (73b)

White's bishop, which no longer needs to defend the a-pawn, threatens to return to the long diagonal to guard c6 and support b7 and a8. Meanwhile Black's king has the unenviable task of holding d7 and f6.

42...♜c6+ 43 ♖f4 ♞a7 44 ♖g5

Something is going to give.

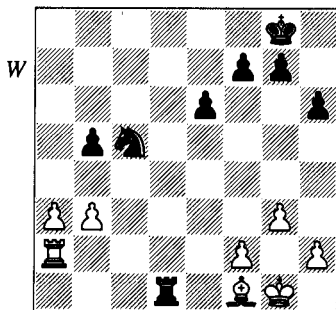
44...♞xb7 45 axb7 ♜c6 46 ♗b5! ♞b8 47 f4! (73c)

Black must now surrender the f6-square.

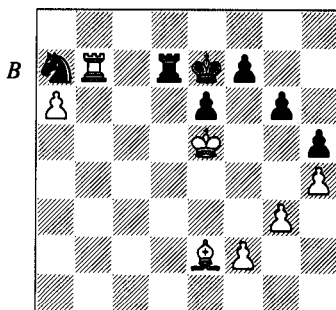
47...♜d6

Or 47...♖f8 48 ♖f6 ♖g8 49 ♜e7, etc.

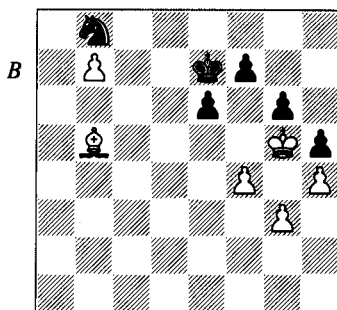
48 ♖f6 ♜c5 49 ♗f1 ♜d4 50 ♖xf7 ♜e3 51 ♖xe6! ♜f2 52 ♗b5 ♖xg3 53 ♜d6 1-0



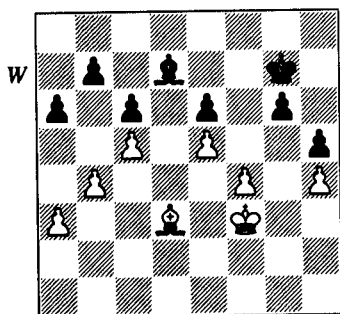
73a: After Black's 27th move



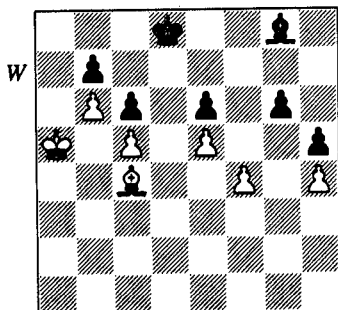
73b: After 42 ♜e5



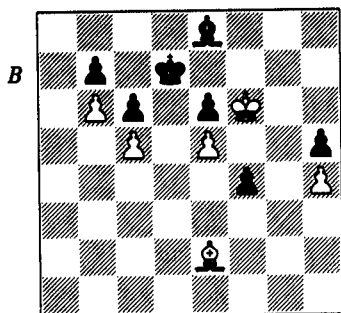
73c: After 47 f4!



74a: White to play



74b: After 11...♔d8



74c: After 20 ♖e2

## Strategy 74 – Good Bishop vs Bad Bishop

(74a) Baslavsky-Kondratiev, Tallinn 1947. Clearly Black's bishop is severely restricted, with room to manoeuvre only on the back two ranks. A similar comparison can be made with the kings. But on which side of the board does White's winning plan wait to be carried out? Answer: *both*.

1 ♖e3 ♜f7 2 ♔d4 ♙e8 3 ♚c3 ♖e7

Black is alert to the destination of the enemy king (are you?).

4 ♚b3 ♜d8 5 ♚a4! ♜c7 6 ♚a5 ♙f7

The hole on b6 reduces Black to bishop moves – a factor White aims to exploit.

7 ♙c4!

Further limiting the scope of the already feeble black bishop and ending the first phase of the winning policy.

7...♙g8 8 a4!

Phase two.

8...♙f7 9 b5 axb5 10 axb5 ♙g8

Or 10...cxb5 11 ♙xb5 ♙g8 12 ♙e8, when 'trapping' the bullying bishop after 12...♙h7 13 ♙f7 ♜d7 14 ♚b6 ♖e7 only serves to emphasize the meaning of 'bad' bishop after 15 ♜xb7 ♜xf7 16 c6, etc.

11 b6+ ♜d8 (74b)

The prospect of ♙a6 with the idea of releasing the b6-pawn forces Black to leave his king within defensive range of b7.

12 ♚b4 ♙f7 13 ♚c3 ♜d7 14 ♔d4 ♔d8 15 ♖e3 ♜d7 16 f5!

This sort of 'sacrifice' is important in winning these endings.

16...gxf5 17 ♜f4 ♙g6 18 ♜g5 ♙e8

Or 18...♙f7 19 ♜f6 ♙g8 20 ♜g7.

19 ♜f6 f4 20 ♙e2 (74c)

White's temporary material deficit will soon be reversed, after which defeat is simply a matter of time for Black.

## Strategy 75 – ♔+♚ Ending: Dislodge the Defending Bishop

(75a) Ciemniak-Mikhailchishin, Groningen 1992. Black's king stands firm and his bishop is waiting to hinder the advance of the future passed pawn. The winning strategy requires as much patience as it does technique.

36 ♖e5 c6 37 ♖b8 ♖h6 38 g3 ♖c1 39 ♖e5 ♖d2 40 h3 ♖g5 41 ♖f4 ♖f6 42 g4 hxg4

42...h4 43 g5 ♖g7 44 ♖e3 and 45 ♖d4.

43 hxg4 ♖e7 44 g5 ♖a3 45 ♖e3 ♖d6

45...♖e7 46 g6 ♖f6? 47 ♖g5+! is a 'book' trick.

46 ♖d4 ♖c7 47 g6 ♖b8 (75b)

White still has some work to do because the black king is very close, e.g. 48 g7 ♖f7 49 ♖f5 ♖c7 50 ♖g5 ♖d8+ 51 ♖h6 ♖g8 52 ♖g6 ♖c7 53 ♖f6 ♖a5, etc. White first needs to bring his king to the aid of his pawn.

48 ♖f3! ♖d6 49 ♖g4 ♖b4! 50 ♖e3!

The point of Black's previous move is to meet 50 ♖h5? with 50...♖d2!.

50...♖f6 51 ♖h5 ♖f8 52 ♖c1!?

52 ♖d4+ ♖f5 53 c5 ♖e4 54 g7 is even stronger, but White's method is instructive nonetheless. Note the 'wasting' of a move forces Black to make a concession since the bishop is awkwardly placed on f8.

52...♖e6 53 ♖h6 ♖a3 54 ♖f4 ♖f8 55 ♖g5 ♖g7 56 ♖g3 ♖f8 57 ♖e1! ♖g7

57...♖e5 invites 58 ♖b4! and then 58...c5 59 ♖xc5, or 58...♖g7 59 ♖c3+, etc.

58 ♖b4 ♖f6+

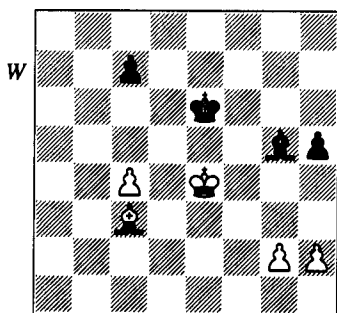
58...♖d7 59 ♖f5 and ♖d2-g5-f6, etc.

59 ♖h6 ♖f5 60 ♖f8

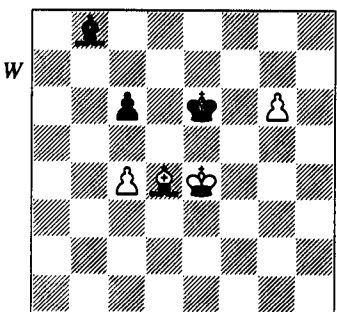
Also good is 60 c5.

60...♖e4 (75c) 61 c5! 1-0

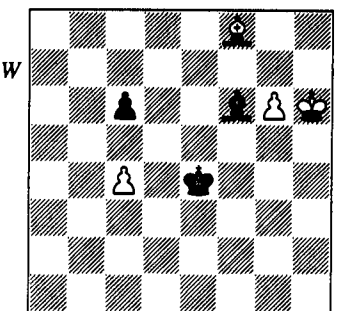
If instead 61 g7? ♖xg7+ 62 ♖xg7 Black draws with 62...c5! and 63...♖d3.



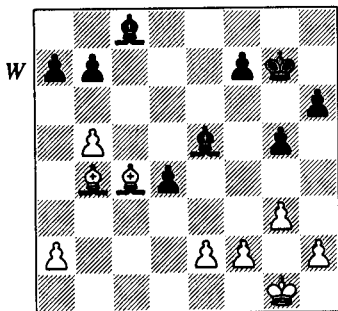
75a: After Black's 35th move



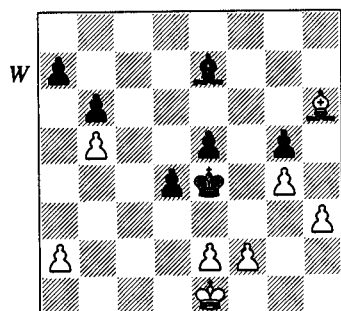
75b: After 47...♖b8



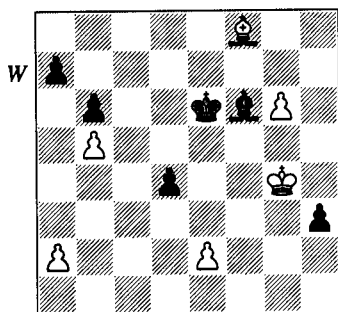
75c: After 60...♖e4



76a: After Black's 26th move



76b: After 35...e5



76c: After 54...h3

## Strategy 76 – ♖+♗ Ending: Pawns on the Same Colour as the Bishop are a Liability

(76a) Petursson-P.H.Nielsen, Copenhagen 1994. White has an edge and now induces a permanent weakness.

27 ♖c5! b6

After 27...a6 28 bxa6 bxa6 29 ♖f1 both a6 and d4 are weak.

28 ♖e7!

Keeping Black's king confined.

28...♗g6 29 ♖f1

Heading for d3 to hit the d-pawn, which Black now addresses.

29...♖e6 30 ♖xe6 fxe6 31 h3!

With the idea of g4, ♗g2-f3-e4, etc.

31...♖f5! 32 g4+ ♗e4 33 ♖f8 ♖f6 34 ♖xh6

The first target drops.

34...♖e7 35 ♖e1 e5 (76b)

Now each black pawn is on a dark square!

36 ♖d2 ♖d5 37 f3 ♖d8

37...♖c4 38 ♖g7.

38 ♖d3 ♖e7 39 ♖g7 ♖d8 40 ♖f8 ♖f6 41 ♖b4 ♖d8 42 ♖a3 ♖f6 43 ♖f8 ♖d8 44 ♖d2 ♖f6 45 ♖h6 ♖e7 46 ♖e1! ♖d8 47 ♖f2 ♖e7 48 ♖g2 ♖d8

48...♖e6 49 h4 gxh4 50 ♖h3 and ♖d2-e1.

49 h4! gxh4 50 g5 e4!

50...♖e6 51 g6 ♖f6 52 ♖h3.

51 g6 exf3+ 52 ♖xf3 ♖f6 53 ♖g4 ♖e6 54 ♖f8 h3 (76c)

Black trades passed pawns, but Petursson's plan pays off. Not a single white pawn can be attacked by Black's bishop!

55 ♖xh3 ♖f5 56 ♖d6! ♖xg6 57 ♖g4 ♖d8 58 ♖e5 ♖g5 59 ♖b8 ♖d8 60 ♖e5 ♖g5 61 ♖xd4 ♖h6 62 ♖e5 ♖d2 63 ♖b8 ♖f6 64 ♖xa7 ♖a5 65 ♖f4 ♖e6 66 a4 ♖d5 67 ♖f5 ♖c5 68 ♖e6 ♖d2 69 ♖d7 ♖f4 70 ♖c8 1-0

## Strategy 77 – Winning Strategy in Opposite-Coloured Bishop Ending

(77a) Cifuentes-Langeweg, El Vendrell 1996. Opposite-coloured bishop endings are notoriously drawish. Here White can force his way into the kingside, but not by the most obvious route!

**58 h4! ♖e5!**

58...gxh4 59 gxh4 ♖b8 60 ♖h3 ♖a7 61 ♖g4 ♖e5 62 ♖h5 ♖d5 63 ♖f5! ♖e5 64 ♖g6 ♖d5 65 h5 ♖e5 66 ♖xe4! ♖xe4 67 ♖xh6 ♖xe3+ 68 ♖g6.

**59 h5! ♖d5 60 g4!**

If only White could win the h6-pawn...

60...♖e5 61 ♖f2 ♖b8 62 ♖e2 ♖a7 63 ♖d2 ♖d5 64 ♖c3 ♖b8 65 ♖f7+ ♖c5 66 ♖g6 ♖d5 67 ♖b4! ♖g3 68 ♖b5 ♖c7 69 ♖a6 ♖b8 70 ♖b6 (77b)

Black is beginning to feel the pressure. Both a7 and c7 need defending, but the wandering king is also close to c8, too.

70...♖e5 71 ♖c6 ♖e6 72 ♖xe4 ♖g3 73 ♖f5+ ♖e7 74 ♖b6 ♖b8 75 e4 ♖d6 76 e5+!! ♖e7

76...♖xe5 77 ♖c6 and the white king reaches c8; 76...♖d5 77 ♖c8! ♖xe5 78 ♖c6 ♖f6 79 ♖d7 ♖f7 80 ♖d8 is no different.

**77 ♖c2 ♖e6 78 ♖b3+! ♖e7**

Again 78...♖xe5 allows 79 ♖c6; 78...♖d7 79 ♖c5 is almost identical to the game.

**79 ♖a2!**

Not 79 ♖c6?? ♖xe5 80 ♖d5 ♖f6.

**79...♖d7 80 ♖c5! ♖xe5**

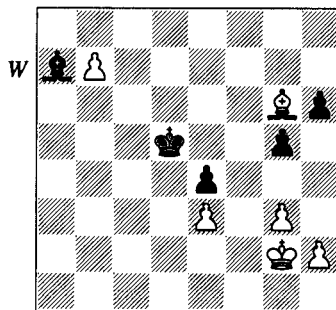
80...♖e7 81 ♖d5 ♖c7 82 ♖e4, etc.

**81 ♖d5 ♖f4 82 ♖e4 ♖e7**

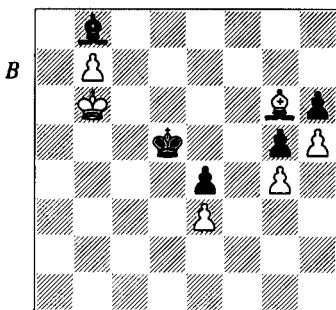
Or 82...♖c6 83 ♖f5! ♖xb7 84 ♖g6 ♖c6 85 ♖xh6 ♖d6 86 ♖g7!.

**83 ♖f5 ♖c7 84 ♖g6 (77c) 1-0**

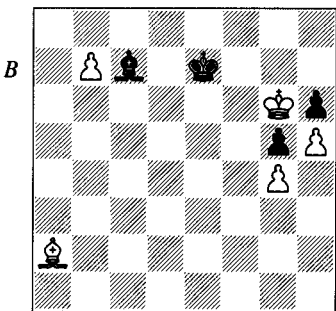
The capture of the h-pawn clears the path to promotion.



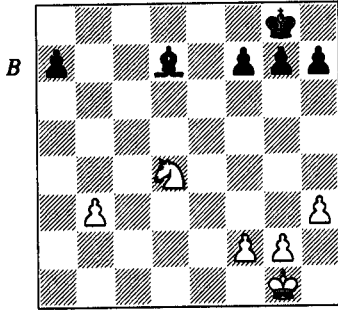
77a: After Black's 57th move



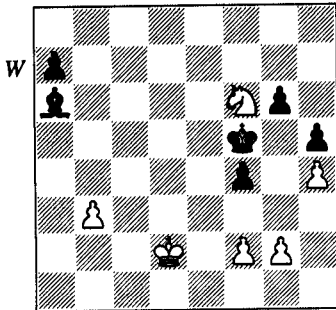
77b: After 70 ♖b6



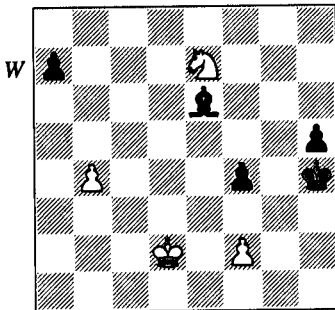
77c: After 84 ♖g6



78a: Black to play



78b: After 13...♔f5



78c: After 20...♔xh4

## Strategy 78 – Bishop's Superiority over Knight in Ending with Pawns on Both Wings

(78a) Stoltz-Kashdan, The Hague 1928. As the ending approaches, familiarity with this strategy can help steer a player in the right direction simply by trading off until a situation similar to the diagram position is reached. Let us see how the long-range bishop dominates the short-range knight:

1...♔f8 2 ♕f1 ♔e7 3 ♔e2 ♔d6 4 ♔d3 ♔d5 5 h4 ♙c8! 6 ♗f3 ♙a6+ 7 ♔c3 h6  
Shutting the knight out of g5.  
8 ♗d4 g6!

Another entry square is defended. Meanwhile the king and bishop team up to protect b5, c5 and c6.

9 ♗c2 ♔e4 10 ♗e3 f5! 11 ♔d2  
11 g3 ♔f3 12 ♗d1 ♙e2.  
11...f4 12 ♗g4  
12 ♗c4 ♙xc4 13 bxc4 ♔d4.  
12...h5 13 ♗f6+ ♔f5 (78b)

By harassing the knight Black has also been able to restrict the movement of White's king. Now the 'divide and conquer' strategy is ready to pay off.

14 ♗d7

The variation 14 ♗d5 ♙b7 15 ♗e7+? ♔f6 16 ♗g8+ ♔f7 17 ♗h6+ ♔g7 is typical.

14...♙c8 15 ♗f8 g5 16 g3

16 hxg5 ♔xg5 leaves the knight stranded, e.g. 17 ♗h7+ ♔g6 18 ♗f8+ ♔g7.

16...gxf4 17 gxf4 ♔g4 18 ♗g6 ♙f5 19 ♗e7 ♙e6

The final example of the bishop's two-pronged flexibility. After forcing the knight to another useless square, the bishop steps back to hit the b-pawn, leaving White under threat on both wings.

20 b4 ♔xh4 (78c)

The 'hard work' is done.

## Strategy 79 – ♖+4 vs ♜+3 on Same Side: Careful Handling

(79a) Fadi-Nisipeanu, Erevan OL 1996. When all the pawns are on the same side of the board, the short-range knight makes a more annoying defender.

47...f4!

Breaking up White's fixed pawns.

48 gxf4

Hitting the e4-pawn with 48 ♜c4 ♜f5 49 ♜d2 fails to 49...♙xf2! (50 ♜xf2 e3+).

48...♜f5 49 f3 ♜xf4 50 fxe4 ♜xe4 51 ♜d3

Or 51 ♜c4 ♙e7 52 ♜d2+ ♜f4 53 ♜f3 ♙d8! 54 ♜f2 ♙f6 (remember: bishops are able to lose a tempo!) 55 ♜e2 (55 ♜g2 ♜g4) 55...♜g3 56 ♜d2 ♙xh4 57 ♜e4+ ♜f4.

51...♙e7 52 ♜f2+ ♜f5!

Not 52...♜f4? 53 ♜d3+ ♜f5 (53...♜g4 54 ♜e5+) 54 ♜f3 ♙xh4 55 ♜f4 with a draw. And herein lies Black's problem: his bishop moves on the wrong colour so he cannot afford to allow the knight to give itself up for the g-pawn.

53 ♜f3 ♙xh4 54 ♜h3 ♙g5! 55 ♜g3 ♙f6?! 56 ♜f3

Threatening to draw with 57 ♜f4!

56...♙e5 57 ♜g2 ♙f4 58 ♜f3 ♙h6! (79b)

How does Black intend to win? The solution involves flushing out the white king.

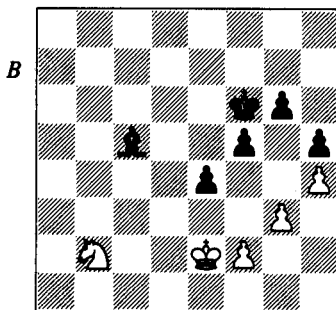
59 ♜g3 ♜e4 60 ♜f2+ ♜d4 61 ♜g2 ♙e3! 62 ♜h3 ♜d3 63 ♜g3 ♜d2 64 ♜f3 ♜d3 65 ♜g2 ♜e2 66 ♜g3 ♜f1 67 ♜f3 ♙d2 68 ♜g3 ♙c1 69 ♜f3 g5! (79c)

At last! Now Black is able to call the bluff of the hitherto heroic knight.

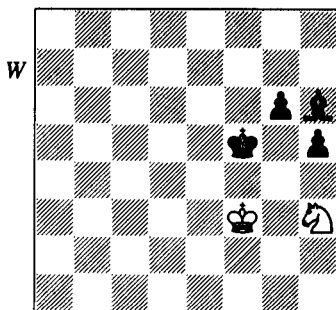
70 ♜f2

70 ♜xg5 ♙xg5 71 ♜g3 ♜g1! protects the queening square; 70 ♜g3 g4 71 ♜f2 ♙f4+!

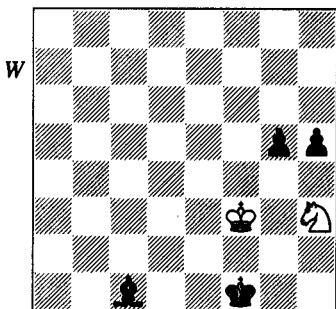
70...♙d2 71 ♜e4 ♙f4 72 ♜f2 ♙c7! 73 ♜e4 g4+ 74 ♜e3 h4 0-1



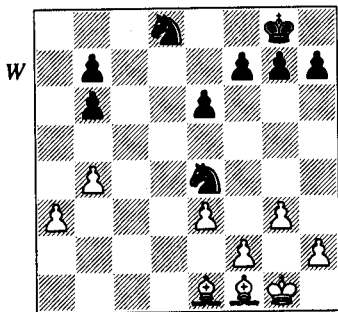
79a: After White's 47th move



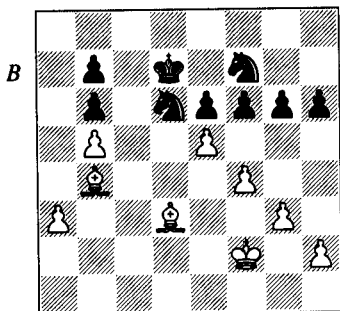
79b: After 58...♙h6!



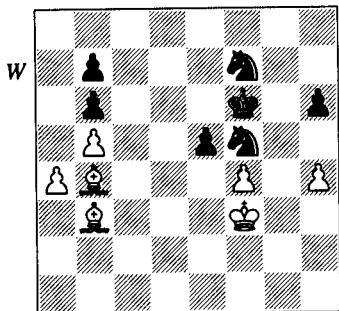
79c: After 69...g5!



80a: After Black's 24th move



80b: After 33 e5!



80c: After 40... ♖f6

## Strategy 80 – Bishop-Pair vs Knight-Pair: Bishops Dominate with Pawns on Both Flanks

(80a) In No. 78 we saw the superiority of bishop over knight on an open board with pawns on both wings. A pair of bishops can be doubly dominating against a pair of knights in similar circumstances. Korchnoi-Matanović, Palma de Mallorca 1968 illustrates that the presence of symmetrical pawn configurations does not pose too much of a problem for the bishops in their quest to create a passed pawn.

25 f3 ♘d6 26 b5!

Fixing the pawns may not seem the most flexible start to White's endgame strategy, but now the scope of the d8-knight is limited, an outpost for the other knight after ...b5 and ...♘c4 is removed and the b4-square is made available for the dark-squared bishop.

26... ♕f8 27 ♗c3 ♒6 28 ♗d3 h6 29 ♗b4

After inducing a couple of weaknesses in Black's kingside White is ready to creep forward.

29... ♕e7 30 f4 ♕d7 31 e4 ♘8f7 32 ♕f2 g6!?

A crafty little preparatory move. The immediate 32...e5 33 f5 sees the white king marching to g6, but now the automatic 33 ♕e3 does meet with 33...e5!, since 34 f5 gxf5 35 exf5 h5 threatens ...♘h6. Bishops are more effective in open positions and Black is lining up ...e5, so the next step for White is quite logical.

33 e5! (80b)

Preventing Black's plan by continuing with his own thematic treatment. This thrust both clears lines for the bishops and separates the black pawn-mass.

33...fxe5 34 ♗xg6 exf4 35 gxf4 e5 36 ♕f3

White is interested only in generating a passed pawn, and with potential targets on b7, b6 and h6 he can be confident of finding something. The d6-knight is too busy defending to go pawn hunting – hence Black’s next.

36...♟e6 37 a4 ♘d5 38 h4 ♟e6 39 ♙c2 ♚f5 40 ♙b3+ ♟f6 (80c)

Thus far neither side has been prepared to capture on f4 or e5, but White has arrived at the point at which it is necessary to force the issue by making a concession of some kind – not unusual in such critical situations. Here Korchnoi judges that the queenside is Black’s most vulnerable sector, so he abandons the kingside.

41 ♟xe5+! ♚xe5+ 42 ♟e4! ♚xh4 43 ♙c3!

Typical of the bishops vs knights strategy. The flexible bishops can switch from one task to another with ease, tying the knights up before moving in for the kill.

43...♚g6 44 ♙d4 (80d)

Finally attacking something!

44...h5 45 ♙xb6 ♚d7 46 ♙d4+ ♟e7 47 a5 h4 48 ♙d5 h3 49 ♙xb7 ♘d6 (80e)

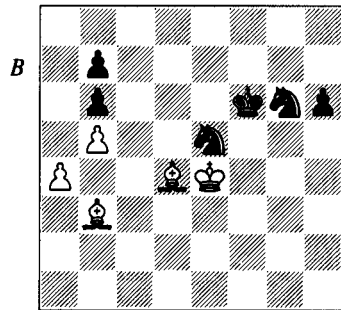
Threatening to remove one of the bishops with a fork on c5. White’s witty reaction serves to remind us of another of the knight’s handicaps in the ending – holding back passed pawns.

50 ♙g1!? ♚c5+ 51 ♟f3

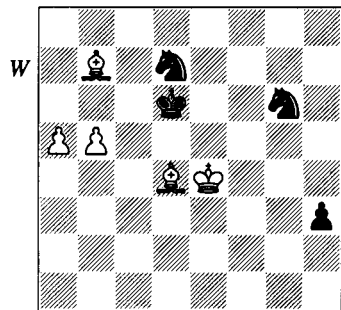
This is not a blunder.

51...♚e5+ 52 ♟g3 h2 53 ♟xh2 ♚xb7 54 a6 ♚f3+ 55 ♟h1 (80f) 1-0

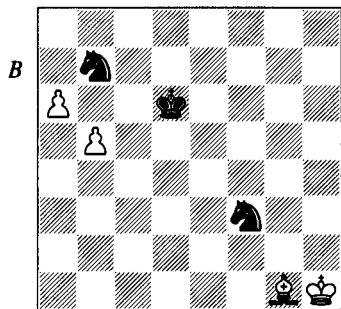
The a-pawn cannot be stopped; for example, 55...♟c7 56 a7 and the knight is in the way. An instructive display from Korchnoi.



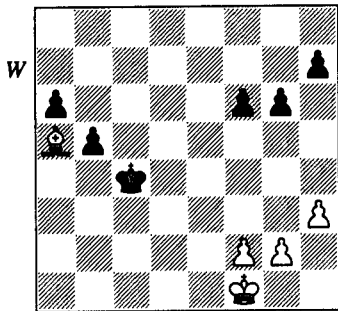
80d: After 44 ♙d4



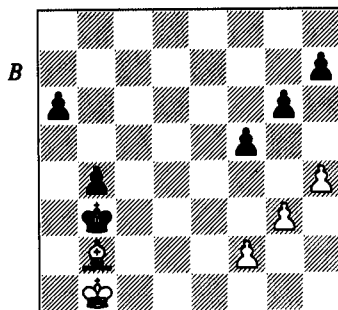
80e: After 49... ♘d6



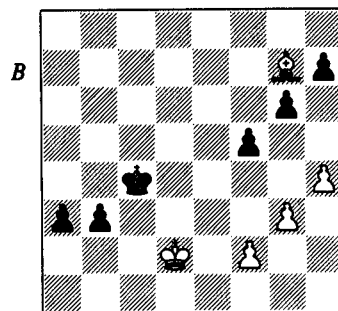
80f: After 55 ♟h1



81a: After Black's 49th move



81b: After 59 ♖b2!



81c: After 64 ♖d2

## Strategy 81 – Bishop and Pawns vs Pawns: Close Out and Blockade

(81a) Ivanchuk-Bareev, Tallinn 1986. This is not the kind of position to have to win with White when the clock is ticking! It pays to know that the bishop can blockade the passed pawns.

50 ♖e2 b4 51 ♖d2 ♖b3

Or 51...♖b5 52 ♖d8 f5 53 ♖d3.

52 ♖c1

Not 52 ♖d3? ♖a3 53 ♖d8 f5 54 ♖e7 a5 and ...♖a2, ...b3, etc.

52...f5 53 h4 ♖a4

53...f4 54 f3! only helps White. Black leaves his kingside pawns intact.

54 ♖d8 ♖b3 55 ♖b1 ♖c3 56 g3

This way White need defend only his f2-pawn.

56...♖b3

Or 56...♖d3 57 ♖b6 ♖e2 58 ♖b2 a5 59 ♖b3 h6 60 ♖e3 g5, when White plays 61 h5! followed by ♖xg5 to release the h-pawn.

57 ♖f6! ♖a3 58 ♖g7 ♖b3 59 ♖b2! (81b)

A key part of the strategy. White forces his opponent to push his pawns.

59...a5 60 ♖f6 a4 61 ♖b2

Returning to the key square.

61...♖c4

61...a3 62 ♖f6 ♖c4 63 ♖c2 b3+ 64 ♖d2.

62 ♖c2 a3 63 ♖g7 b3+ 64 ♖d2 (81c)

The position to aim for. White's king and bishop combine to guard any entry squares.

64...♖d5 65 ♖f8! ♖e4

65...a2 66 ♖g7 ♖e4 67 ♖e2! f4 68 f3+ and again the black king is denied.

66 ♖xa3 ♖f3 67 ♖c5!

White's king monitors the b-pawn.

67...f4 68 ♖d6! 1-0

## Strategy 82 – What a Difference a Rank Makes in Knight Endings

(82a) Kamishov-Zagoriansky, Leningrad 1938. We know that a lone knight has rather short legs in the ending. Thus the player with the most advanced pawns in common endings such as that in the diagram has the advantage, as the creation of a passed pawn could prove too much for the defender.

37 h4! ♖b7 38 h5 ♜c5 39 g5!

Onward.

39...♜b7 40 ♜e4 ♜b6 41 ♜c4!

41 ♜d6?? loses to 41...♜xd6 42 exd6 f6!.

41...♜c6 42 ♜f6!

Three pawns on the fifth rank tend to afford their owner such luxuries. The trick, though, is to plan the blow in advance.

42...♜c5 43 ♜e8

Attacking Black's Achilles' Heel.

43...hxg5 44 fxg5 ♜e4 45 h6 gxh6 46 gxh6

One favourable factor has led to the creation of another.

46...♜g5 47 ♜f6 ♜f3 48 ♜g4 ♜g5 49 ♜d4 (82b)

Now the threat of returning to f6 is genuine, forcing Black's next.

49...f5 50 exf6 ♜d6 51 ♜e5 ♜h7 52 ♜c4+ ♜d7 53 f7 ♜e7 54 ♜xa5 ♜xf7 55 ♜c6 ♜g6 56 a5 (82c)

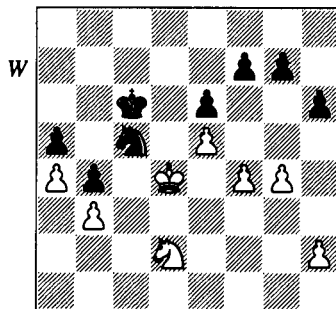
By switching wings White's knight has caused mayhem.

56...♜f6 57 a6 ♜d5 58 a7 ♜c7 59 ♜xb4 59 ♜c5 wins more quickly.

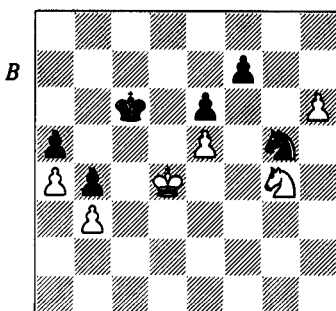
59...♜b5+ 60 ♜c5 ♜xa7 61 ♜c6 ♜c8 62 b4 ♜xh6 63 b5 e5 64 ♜xe5 ♜g7 65 ♜c6 ♜f7 66 ♜a7! ♜e7

66...♜xa7 67 b6 leaves the poor knight so near and yet too far from the cheeky pawn.

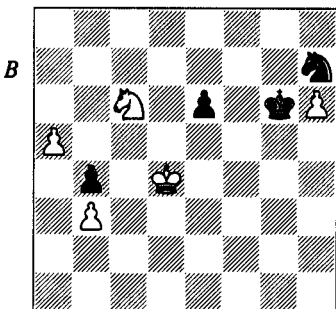
67 b6 ♜g6 68 ♜d6! 1-0



82a: After Black's 36th move

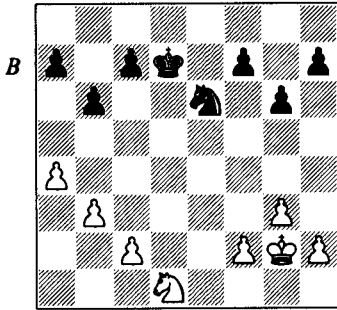


82b: After 49 ♜d4

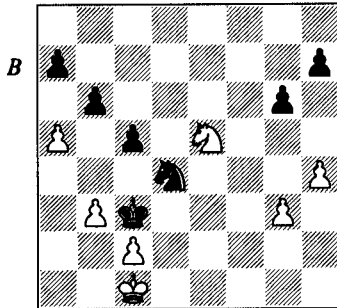


82c: After 56 a5

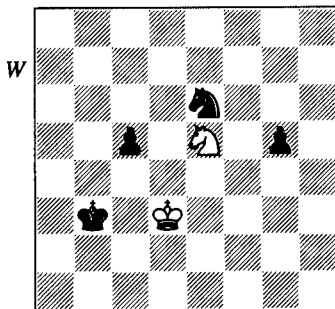
## Strategy 83 – Active Pieces can Decide – Even in a Symmetrical Knight Ending



83a: After White's 30th move



83b: After 42 a5



83c: After 54...g5

(83a) Smyslov-Sax, Tilburg 1979. Each side has only one piece to team up with the king, yet this is in fact the deciding factor, for only Black is able to find maximum activity for his remaining two pieces. It is surprising how quickly White finds himself in dire straits.

**30...♞d4!**

The black knight exerts pressure on c2 and b3, and closes the f3-e4 corridor.

**31 ♖e3 ♜d6 32 h4 ♜c5 33 ♜f1 ♜b4 34 ♜e1**

White has little choice; for example, 34 ♞d5+ ♜a3 35 ♞xc7 ♞xc2 36 ♞b5+ ♜xb3 37 ♞xa7 ♜xa4, etc.

**34...♜c3 35 ♜d1 c6**

Guarding the d5-square.

**36 ♜c1 ♞f3 37 ♞c4 f5 38 ♞b2 f4!**

Exploiting White's forced abandonment of the kingside, as 39 gx4 ♞x4 leaves Black with a dangerous outside passed pawn.

**39 ♞c4 ♞d4 40 ♞e5 fxg3 41 fxg3 c5 42 a5 (83b)**

White tries to liquidate as many pawns as possible.

**42...♞xc2!**

The g3-pawn can wait. Now the b3-pawn is also ready to drop.

**43 axb6 axb6 44 ♞d7 ♞d4 45 ♞xb6 ♞e2+ 46 ♜d1 ♞xg3 47 ♞d7 ♜b4**

Black makes sure that he emerges with a passed pawn on both sides of the board.

**48 ♜c2 ♞f5 49 ♞f8 ♞xh4 50 ♞xh7 ♞f5 51 ♞f6 ♞d4+ 52 ♜d3 ♜xb3 53 ♞d7 ♞e6 54 ♞e5 g5 (83c) 0-1**

The lone king and knight are defenceless against pawns which are so far apart.

## Strategy 84 – Good Knight vs Bad Bishop

(84a) Gdanski-Volzhin, Oakham 1992. Black decides now to exchange off into a ♖ vs ♗ ending, since although the closed position favours the knight, the white king will find it hard to penetrate.

30 ♖g2 ♖e7 31 ♖e1 ♖xe1 32 ♗xe1 ♖e8+  
33 ♖e2 ♖xe2+ 34 ♗xe2 ♗d7 35 ♗e3 ♗e7  
36 ♗f4 ♗f6

Time to let the knight work its magic.

37 ♗e1 h6 38 ♗d3 ♗d7 39 ♗e5 ♗e8 40 g4!

White must cancel out one or more of his opponent's weaknesses in order to facilitate a future incursion into another vulnerable area.

40...♗g7

Not 40...fxg4 41 ♗xg4+, when either e5 or h6 falls.

41 ♗d3 fxg4 42 fxg4 f6 43 h4 ♗g6

Is Black holding on?

44 ♗e1 ♗d7 45 ♗f3 ♗e8 46 g5 (84b)

Wiping out all the kingside pawns. On the other wing Black's pawns are fixed, and the knight dominates.

46...hxg5+

46...fxg5+ 47 hxg5 h5 48 ♗h4+, etc.

47 hxg5 fxg5+ 48 ♗xg5 ♗f6

The door is closed only temporarily.

49 ♗f3 ♗h5 50 ♗e5 ♗e8 51 ♗g4!

Black is limited to moving his king.

51...♗e6 52 ♗g5 ♗e7 53 ♗f5 ♗d8 54 ♗e6 ♗c7 55 ♗e7 (84c)

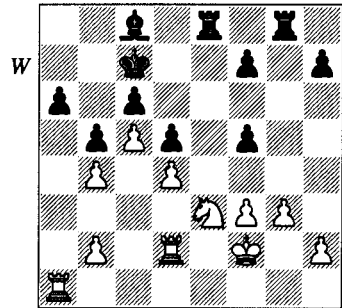
White's king steams in.

55...♗h5 56 ♗f7 ♗g6

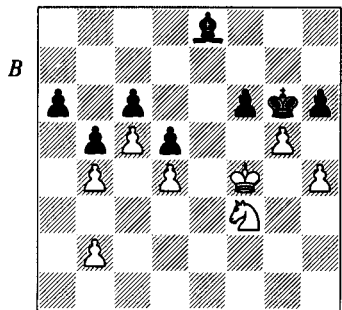
In the pawn ending White's king reaches d6.

57 ♗g5 ♗h5 58 ♗e6+ ♗c8 59 ♗d6 ♗e8  
60 ♗c7 ♗d7 61 ♗xa6 ♗e8 62 ♗c7 ♗d7 63 ♗e6 ♗e8 64 ♗f4 1-0

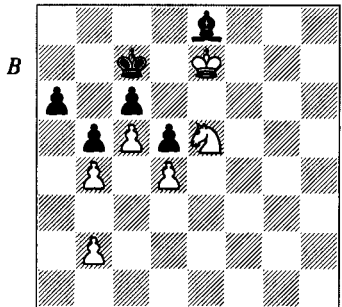
After ♗d3-e5 White meets ...♗b7 with b3 and the c6-pawn falls.



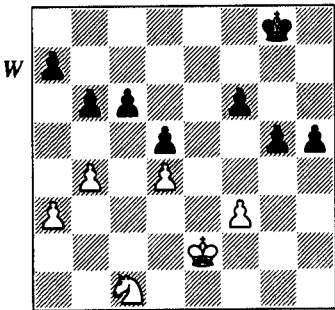
84a: After Black's 29th move



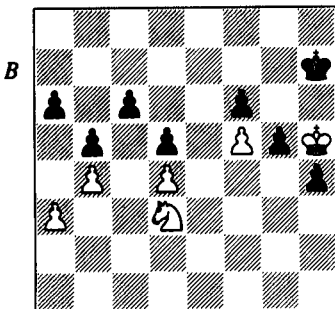
84b: After 46 g5



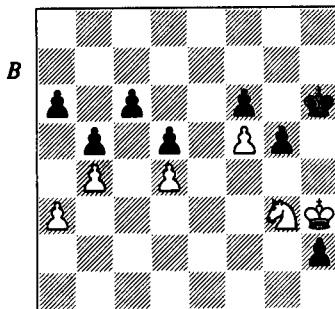
84c: After 55 ♗e7



85a: After Black's 34th move



85b: After 54 ♖d3!



85c: After 64 ♖h3!

## Strategy 85 – Knight and Pawns vs Pawns: Blockade and Conquer

(85a) In the game Petursson-Østenstad, Espoo Z 1989, White's king is well placed to monitor the 3-1 majority, and his queenside pawns could be dangerous thanks to the knight.

35 f4! ♖f7 36 f5

The f5-pawn is ready to provide support for the knight.

36...♗e7 37 ♖f3 ♖d6 38 ♖d3 b5

Waiting is even worse, viz. 38...♗d7 39 a4 ♖d6 40 a5 ♖d7 41 a6 ♖d6 42 b5! cxb5 (42...c5?? 43 dxc5+ bxc5 44 b6) 43 ♖b4 h4 44 ♖g4! ♗e7 45 ♖xd5+ ♖f7 46 ♖b4!, etc.

39 ♖c5 ♗e7 40 ♖e6 ♖d6 41 ♖g7! h4 42 ♖e6 ♗e7 43 ♖g4 ♖d6 44 ♖c5 ♗e7 45 ♖d3 ♖f7 46 ♖c1! ♗e7 47 ♖b3 ♗e8 48 ♖d2 ♖f7 49 ♖h5!

The next phase of the strategy is aimed at forcing the further advance of the h-pawn.

49...♖g7 50 ♖f3 ♖h7 51 ♖h2 ♖g7 52 ♖g4 a6

Or 52...♖f7 53 ♖h6 h3 54 ♖h5 c5 55 dxc5 d4 56 ♖f2, etc.

53 ♖f2 ♖h7 54 ♖d3! (85b)

The threat of 55 ♖g4 followed by ♖c5 and ♖xa6 forces Black's next.

54...h3 55 ♖f2 h2 56 ♖h1! ♖g7 57 ♖g3 ♖h7 58 ♖g4 ♖g7 59 ♖f3!

Refinement is still required. Instead of 59 ♖h3 ♖h6 White wants the same position with Black to move.

59...♖h6 60 ♗e3! ♖g7 61 ♖f2 ♖h6 62 ♖f3! ♖g7 63 ♖g2 ♖h6 64 ♖h3! (85c)

Now 64...♖g7 loses the pawn for nothing.

64...g4+ 65 ♖xg4 ♖g7 66 ♖h1! ♖h6 67 ♖f2 ♖g7 68 ♖g3 ♖h6 69 ♖xh2 ♖g5 70 ♖g3 ♖xf5 71 ♖f3 1-0

The first to fall will be a6.

## Strategy 86 – Queen Ending: Head for the Hills

(86a) Sherzer-I.Almasi, Hungarian Cht 1995. Kings tend to be very busy in queen and pawn endings. If you are the one pressing for the win you need to pinpoint the final destination for your king before advancing a passed pawn. Here Black soon latched onto the correct strategy:

56...♖g1+! 57 ♔f3 g4+ 58 ♕e2 ♖g2+ 59 ♕e1

After 59 ♕e3 ♖f3+ the king must drop back to d2 as 60 ♔d4 loses to the standard 60...♖e4+! 61 ♕c5 ♖e5+ and 62...♖e6+, etc.

59...♖e4+ 60 ♔f2 ♖f3+ 61 ♕g1 ♖g3+ 62 ♔f1 ♖f3+ 63 ♕g1 g3! (86b)

Now White starts with the checks.

64 ♖c8+ ♕e4 65 ♖e6+

65 ♖c4+ ♕e3 66 ♖e6+ ♔d3 transposes.

65...♔d3 66 ♖c4+ ♔d2 67 ♖d4+ ♕c2 68 ♖c5+ ♔b2 69 ♖e5+

Black now has the game virtually wrapped up.

69...♖c3!

After taking the only path to victory it would be a shame to throw it all away at the final hurdle with the natural 69...♕xa2??, since this gives White the saving resource 70 ♖b2+!! ♕xb2 stalemate.

70 ♖e2+ ♕a3 (86c)

Finally the king can have a well-earned rest. The game ended as follows:

71 ♖e6 ♖a1+! 72 ♕g2 ♖xa2+ 73 ♕h3

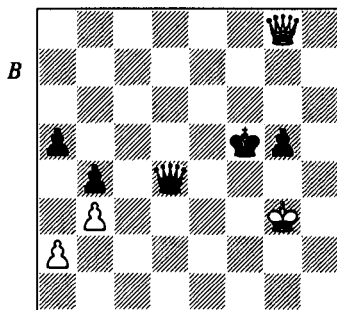
73 ♕xg3 ♖xb3+.

73...♖h2+!?

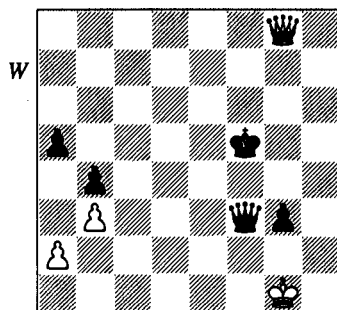
Amusing – 73...♖xb3 wins easily.

74 ♕g4 g2 75 ♔f3 g1♘+!? 76 ♕e4 ♖e2+ 77 ♔f5 ♖xe6+ 0-1

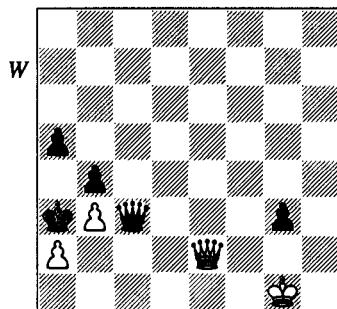
While Black's task was not particularly difficult, this example does illustrate the standard, simple winning plan.



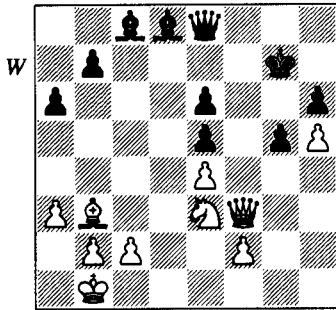
86a: After White's 56th move



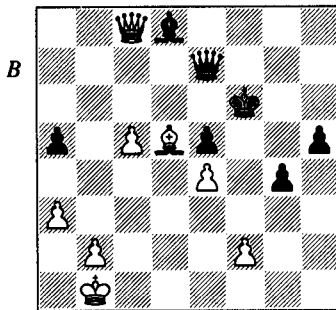
86b: After 63...g3!



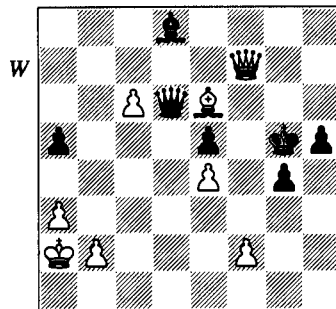
86c: After 70...♕a3



87a: After Black's 30th move



87b: After 41 e5



87c: After 48... g5!

## Strategy 87 – Queen + Opposite-Coloured Bishops: A Lesson in Geometry

(87a) Szabo-Ivkov, Hilversum 1973. Black's exposed king prompted the following from White:

31 g4! xh5 32 c3! xg4 33 xc8

Adding a pair of queens to the bishops of opposite colour gives a clear advantage to the player with the safer king. Watch how Szabo cleverly runs riot on the light squares.

33... d1+ 34 a2 d6 35 xb7+ g6  
36 c8 f6 37 c4

This proves to be a troublesome pawn.

37... a5 38 c5 e7 39 b1!

Preparing White's next.

39... g4 40 e6! h5

40... xe6 41 xd8+ and the c-pawn runs.

41 e5 (87b)

Black's bishop is irrelevant where the light squares are concerned, the c-pawn needs monitoring and the king needs help. However, White's strategy takes time and requires a certain degree of accuracy.

41... g5 42 f5+ h6!

Or 42... h4 43 c6, when 44 f7 is deadly and 43... g5 44 d7 threatens 45 c7.

43 c6 d6 44 a2 b6 45 e6 d8 46  
d7 e7

Black is hanging on with each move (47 e8 was the latest threat); his exposed king makes an easy target.

47 e6 d6 48 f7 g5! (87c)

The c6-pawn is immune due to 49 f8+, so the king heads for the hills.

49 g7+ h4 50 f7 b6 51 h7  
xf2 52 xh5 b6 53 f5 d1 54 xe5  
c2!

Hitting the c-pawn and hoping for a perpetual check. Fortunately for White, the e-pawn is a worthy substitute.

55 ♠f7 ♜xc6 56 ♜h2+ ♔g5 57 ♜h5+ ♔f4

57...♔f6 58 ♜g6+ picks up the queen.

58 ♜f5+ ♔g3 59 ♙e6 ♙d4

Hoping for a counter with an attack on b2.

60 ♜xg4+ ♔f2 61 ♜h4+!

While White's bishop commands the light squares, the queen operates on the dark squares. Black's king is being forced along a route which follows a specific geometric pattern.

61...♔e3

White's bishop cannot be allowed to join the hunt with check.

62 ♜e1+ ♔f3 63 ♜d1+ ♔e3 64 ♙d5! (87d) 64...♜c5

Staying close to both bishops. 64...♜b5 65 ♜g1+! and White wins either bishop or queen. Or 64...♜b6 65 ♜c1+ ♔d3 66 ♜b1+! ♔e3 67 e5, when 67...♙xe5?? walks into 68 ♜g1+.

65 ♜e1+ ♔f4 66 ♜h4+ ♔e5

66...♔e3 67 ♜g3+ ♔e2 68 ♜g2+! and 69 e5.

67 ♜g5+ ♔d6 68 ♜d8+ (87e)

The powerless black queen and bishop occupy two flight squares. The latest check sends the king back again! The difference is the placing of White's queen.

68...♔e5 69 ♜e8+ ♔f4 70 ♜f7+ ♔e3

Or 70...♔e5 71 ♜f5+ ♔d6 72 ♜e6+ ♔c7 73 e5, e.g. 73...♜c2 74 ♜e7+ ♔c8 75 ♙e6+ ♔b8 76 ♜d8+ winning the bishop.

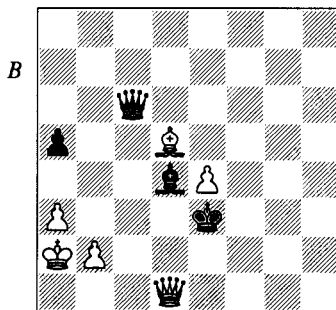
71 e5! ♙xe5 (87f)

Now White brings a victorious end to the strategy by checking his way to the undefended bishop.

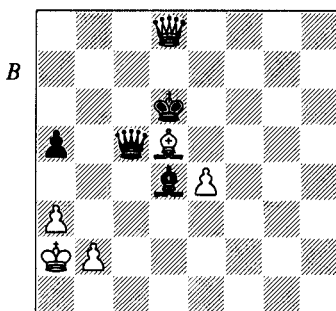
72 ♜f3+ ♔d2 73 ♜g2+ ♔c1

The fork is inevitable, e.g. 73...♔d1 74 ♙f3+ mates.

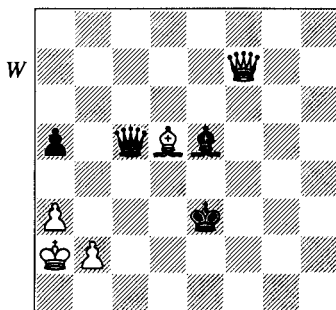
74 ♜g5+ 1-0



87d: After 64 ♙d5!

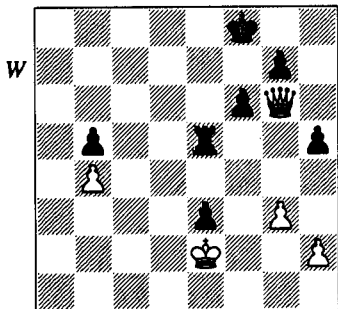


87e: After 68 ♜d8+

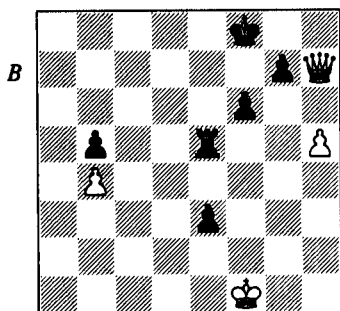


87f: After 71...♙xe5

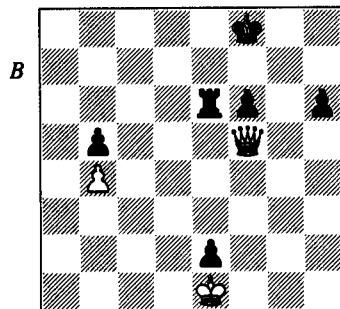
## Strategy 88 – Queen + Pawns vs Rook + Pawns: Unhinge the Rook



88a: After Black's 41st move



88b: After 48 ♖f1!



88c: After 51 ♖f5!

(88a) Rublevsky-Zakharevich, Russian Club Cup (Maikop) 1998. The secret here is to force the rook from its secure post.

42 g4!

White needs to clear the way for his h-pawn in order to break up the happy couple on g7 and f6.

42...hxg4

The most stubborn defence. Alternatives: 42...h4 43 ♖h7 g5 44 h3 ♕e8 45 ♖g7 ♜e6 46 ♖h8+ ♔d7 47 ♖h7+ ♔c6 48 ♖f5 and a black pawn drops; 42...♙g5 43 ♖xg5! fxg5 44 ♔xe3 and now, e.g., 44...♔e7 45 ♔d4 ♔d6 46 gxh5 g4 47 ♔e4 ♔e6 48 ♔f4 ♔d5 49 ♔f5! ♔c4 50 ♔g6 and wins. Trading off to a ♔+♙ ending is a common theme.

43 ♖xg4 ♔f7

Or 43...♔g8 44 ♖g6 ♜g5 45 ♖e8+ ♔h7 46 ♖e4+.

44 h4 ♔g8 45 ♖g6! ♔f8

45...♔h8 46 h5 ♜g5 47 ♖f7! ♔h7 48 ♖e8! ♜e5 49 ♖g6+ ♔h8 50 h6.

46 h5 ♜g5 47 ♖h7 ♜e5 48 ♔f1! (88b) 48...e2+

Or 48...♜g5 49 h6! gxh6 50 ♖xh6+ ♔e7 51 ♖h7+. Now Black is put in zugzwang.

49 ♔e1 ♜e6

49...♔f7 50 ♖g6+ and 51 h6.

50 h6 gxh6 51 ♖f5! (88c) 1-0

Compare diagrams 88a and 88c. In the latter, Black's e-pawn is one square further forward and both White's kingside pawns have disappeared! Yet Black is about to lose his crucial b-pawn, as 51...♜b6 52 ♖c5+ and 51...♜e5 52 ♖xf6+ are out of the question. Of course White does not mind leaving his king on e1 since the queen is enough to shepherd the b-pawn to promotion.

## Strategy 89 – ♚ vs ♖, ♗ and ♘: Connected Pawns Team up with the Queen

(89a) Hjartarson-Pigusov, Biel IZ 1993. The possibility for one side or other to trade a queen for a rook, bishop and knight (or vice versa) is not uncommon. In the endgame the layout of the queen's accompanying pawns is significant, for scattered pawns can be picked off or blockaded by a team of three pieces, whereas two connected pawns are difficult to hold back. Black's strategy here is quite simple: create a pair of passed pawns on the kingside.

38...h5! 39 ♖g3 h4 40 ♗e4 ♚f5!

Black's queen should lead from the front in order to cover as many squares as possible. 40...f5, for example, invites 41 ♘c5, when White's pieces enjoy some avoidable activity.

41 ♗d1

White wants to put his b-pawn on a light square. 41 ♗f2 would be met by 41...♚e5.

41...♚f4 42 b3 f5 43 ♘f2

Here 43 ♘c5 does not fit in with the queen ready to pounce, e.g. 43...♚d2+! 44 ♘h3 ♚f2, forcing mate.

43...b5 (89b)

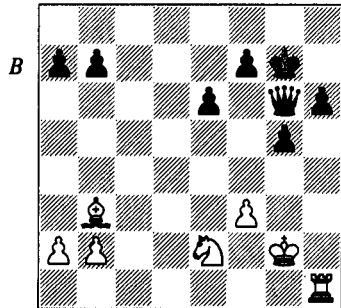
The kind of position Black should be aiming for. The queen dominates, his kingside pawn-mass is creeping forward and the text threatens to do damage on the queenside with ...b4, fixing and ultimately winning the a2-pawn. Hence White's next.

44 a4 b4 45 ♗e2 ♚e5 46 ♗c4

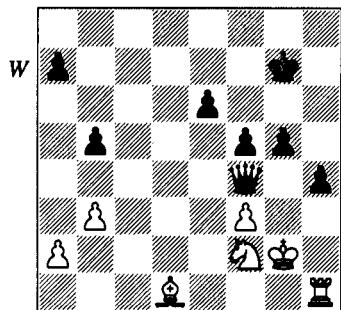
After the passive 46 ♗d1 ♚g3+ 47 ♘f1 ♘f6 48 ♗h3 ♚f4 Black simply pushes his e-pawn and brings his king in on the dark squares.

46...♚g3+ 47 ♘f1 ♚xf3 48 ♗h3

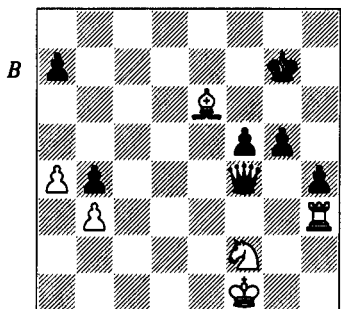
48 ♗xe6 g4.



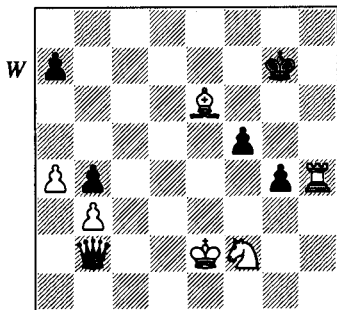
89a: After White's 38th move



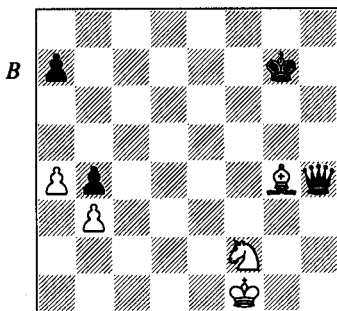
89b: After 43...b5



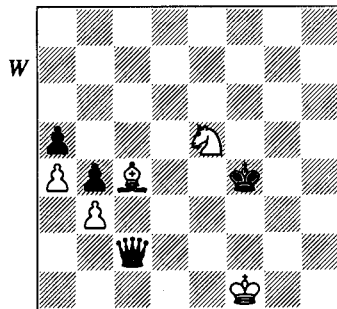
89c: After 49 ♗xe6



89d: After 53... ♖b2+!



89e: After 56 ♗xg4



89f: After 67... ♔f4

48... ♜f4 49 ♙xe6 (89c)

It is surprising just how quickly the situation changes now. Black's pawns are a force to be feared, while the queen is able to exploit the exposed king to set up forks (the bishop is not safe, after all).

49...g4!

Two connected passed pawns are enough to form a deadly partnership with the queen. Moreover, the rook is now lured on to a dark square.

50 ♜xh4 ♜c1+ 51 ♙e2

51 ♙g2 ♜c6+.

51... ♜c2+ 52 ♙f1 ♜c1+

52...g3 53 ♘h3 ♜d3+ 54 ♙g2 ♜e2+ 55 ♙xg3 ♜xe6 is also possible.

53 ♙e2 ♜b2+! (89d)

Black had seen this possibility earlier when he gave up his h-pawn.

54 ♙f1 ♜f6 55 ♙xf5

White cannot escape defeat, though it is interesting that he opts to remove the pawns at the cost of a rook rather than offer the bishop and subsequently see their inexorable march continue.

55... ♜xh4 56 ♙xg4 (89e)

Black is interested only in delivering mate and, with the kingside pawns having succeeded in gaining material, it is now the turn of the king to bring the final part of the strategy to a close.

56... ♙f6 57 ♙e2 ♙e5 58 ♙c4 ♙d4

In defending the b3-pawn the bishop neglects the king. White could resign.

59 ♘d1 ♜h2 60 ♙e1 a5 61 ♘f2

White is running out of moves (61 ♙f7 ♜e5+ and 62... ♜f4+). The game ended:

61... ♜g3 62 ♙e2 ♜e3+ 63 ♙f1 ♜d2 64 ♙g1 ♜c2 65 ♙f1 ♙e3 66 ♘g4+ ♙f3 67 ♘e5+ ♙f4 (89f) 68 ♘f7

Or 68 ♘d3+ ♙e3 69 ♙g1 ♜xc4 70 bxc4 ♙xd3 71 c5 b3.

68... ♜xc4+ 69 bxc4 b3 0-1

## Strategy 90 – ♔ + ♖ vs ♚:

### Adding Queens Favours the Minor Pieces

(90a) Cu.Hansen-Hector, Malmö 1997. A queen, bishop and knight have access to many squares, the queen being able both to add to the power of the bishop and to use the squares of the opposite colour.

23 g3 g6 24 a4 ♖e2 25 ♗b3 ♕g7 26 ♖g2

Notice how White concentrates on the light squares for now. The pawns on c7, f7 and a6 are vulnerable. With queen and rook Black must operate on files and ranks, with White's back rank a possible target.

26... ♗e5 27 ♗c4

White is ready to bring his knight back into the game.

27... ♗a1

27... ♚e7! is a suggestion of Hecht. Then 28 ♘c5 or 28 a5 leaves White on top.

28 ♗xc7 ♗f6 29 ♗c4 ♚e1 30 ♘c5 ♗a1

Passive play would see the loss of the a-pawn, so Black lets his major pieces find their natural posts.

31 ♗f4! (90b)

White must have calculated the win at this point. Now the queen threatens f7 directly, forcing Black to choose between a hopeless ending or an exposed king.

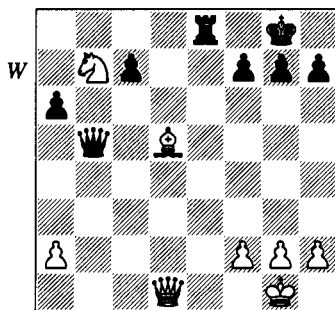
31... ♚g1+ 32 ♕h3 f5

32... ♗f6 33 ♗xf6+ ♕xf6 34 ♘xa6.

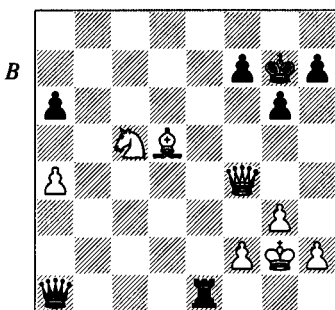
33 ♗c7+ ♕h6 34 ♗f4+ ♕g7 35 ♘e6+! ♕f6 36 ♘d4

The luxury of having two minor pieces for a rook is the combined units' versatility; geometry restricts the queen and rook.

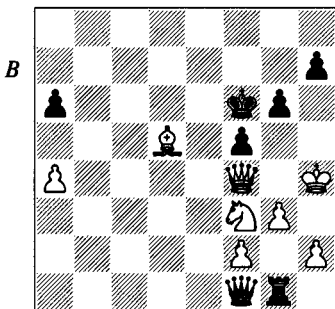
36... ♗e1 37 ♘f3 ♗f1+ 38 ♕h4 (90c)  
38... ♕e7 39 ♗c7+ ♕e8 40 ♚c6+ ♕f8 41 ♗d8+ 1-0



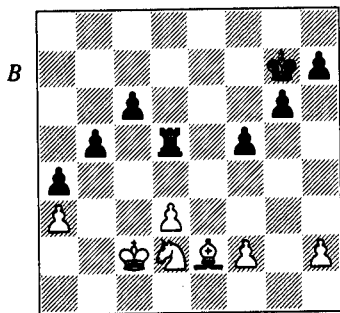
90a: After Black's 22nd move



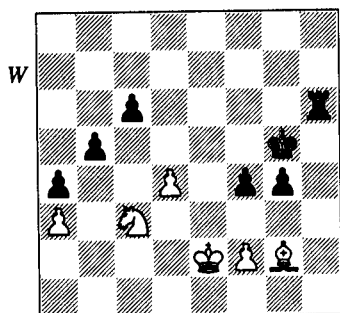
90b: After 31 ♗f4!



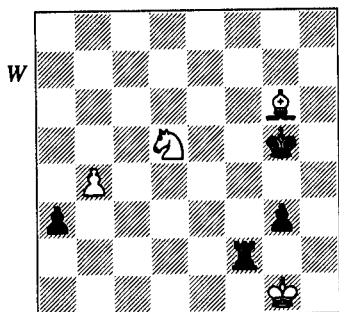
90c: After 38 ♕h4



91a: After White's 32nd move



91b: After 41...f4



91c: After 51...g5

## Strategy 91 – Active Rook vs Passive Bishop and Knight

(91a) Van Wely-Kasparov, Tilburg 1997. The diagram position features an ending in which Black's pawn structure has no weak links, enabling the rook to swing to and fro to harass White's scattered pawns. When the bishop and knight are passive, the player with the rook should operate on the opposite colour squares to the bishop.

32...g5 33 ♖f3 ♜d6 34 h3 ♜g6 35 ♘b1 h5 36 ♘c3 g4 37 ♙g2 ♜f6 38 hxg4 hxg4 39 d4 ♜g5! 40 ♜d3 ♜h6 41 ♜e2 f4 (91b)

With only the c-pawn to guard, Black is free to continue the advance. The rook is in its element when dictating the play.

42 ♙e4 ♜h3! 43 ♜d2 ♜h2! 44 ♜e1

The creation of his own passed pawn fails: 44 ♙xc6 ♜xf2+ 45 ♜d3 ♜b2 46 d5 f3 47 d6 f2 48 ♘e4+ (48 ♙g2 ♜f6) 48...♜h4 49 ♘xf2 ♜xf2 50 d7 ♜f8, e.g. 51 ♜c3 g3 52 ♜b4 ♜d8 53 ♜xb5 ♜xd7 54 ♜xa4 ♜d2, etc.

44...g3 45 fxg3 fxg3

Establishing a kingside passed pawn.

46 ♜f1

46 ♙xc6 ♜c2 47 ♘e4+ ♜f4.

46...♜f2+ 47 ♜g1 b4! 48 axb4 a3

The second runner is decisive.

49 d5 ♜f4! 50 ♙g6

Other lines highlight the important role played by the black king. After 50 dxc6 a2 51 ♘xa2 ♜xe4! 52 ♘c3+ (52 c7 ♜c2) 52...♜f3 White queens but gets mated, as he does with 50 ♙g2 a2 51 ♘xa2 ♜xa2 52 dxc6 ♜a1+ 53 ♙f1 ♜f3 54 c7 g2.

50...cxd5 51 ♘xd5+ ♜g5 (91c) 1-0

Play might conclude 52 ♙b1 ♜b2 53 ♘c3 ♜xb1+! 54 ♘xb1 a2.

## Strategy 92 – The Powerful Queenside Majority in Major-Piece Endings

(92a) Keres-Aronin, USSR Ch (Moscow) 1951. A common situation, as rooks tend to survive longer than other pieces. Their presence (and that of the queens) prevents Black mobilizing his pawn-majority, as it is in front of his king. White, on the other hand, does not suffer from this restriction.

**24 ♖d5!**

Forcing the exchange of at least one rook in view of the threat to double on the d-file.

**24...♗fd8 25 ♖ed1 ♗xd5 26 ♘xd5+ ♕f8 27 c4**

The first indication that White intends to exploit his queenside majority.

**27...g6 28 a4 ♗c7 29 a5! (92b)**

This thematic thrust offers Black an unenviable choice – ignore the a-pawn and accept a weakness on b6 after a subsequent capture, or the lesser evil of allowing White a passed c-pawn.

**29...bxa5 30 ♘xa5 ♗d7 31 ♖d5! ♗e6 32 ♗c5+ ♕f7**

**32...♕g7? 33 ♗c8.**

**33 ♗xd7+ ♗xd7 34 b4! (92c) 34...♕e6 35 g3 ♗d1+ 36 ♕g2 ♗d7 37 h4 ♗b7+?!**

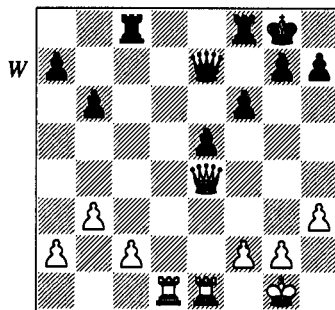
Understandably Black tries to slow things down with traditionally annoying checks, but with White's king quite well protected it would have been better first to damage the white kingside pawns by 37...f5! and ...f4.

**38 ♕h2 ♗d7 39 ♗f8 h5**

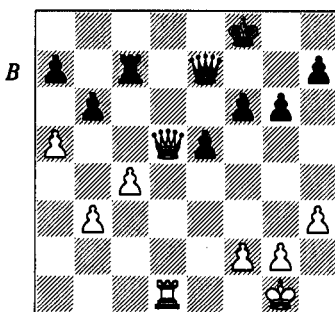
**39...f5 40 c5** is also good for White.

**40 ♗g8+ (92d) 40...♕f5**

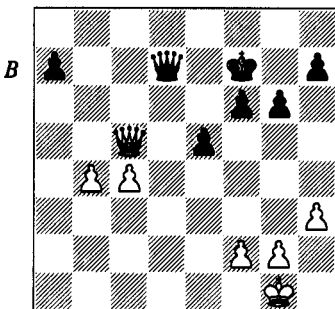
Perhaps Black's previous move was played in order to leave f5 free, but after 40...♗f7 the exchange of queens leads to a pawn ending which looks drawn: 41 ♗xf7+ ♕xf7 42 b5! ♕e6 43 c5 ♕d5 44 c6! ♕d6 45 ♕g2 a6!



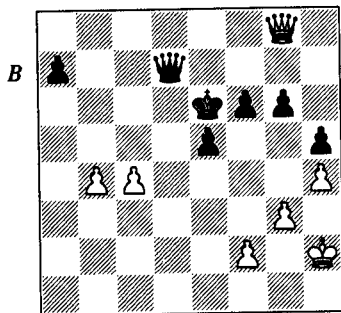
92a: After Black's 23rd move



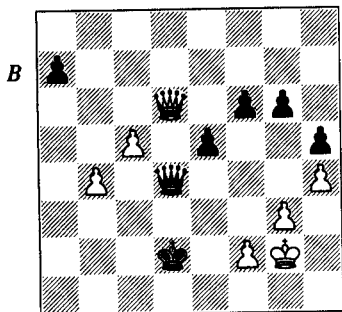
92b: After 29 a5!



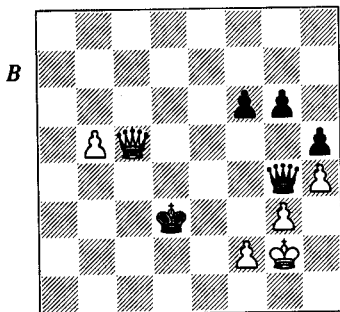
92c: After 34 b4!



92d: After 40 ♖g8+



92e: After 45 ♖d6!



92f: After 56 b5

46 bxa6 ♖xc6 47 ♔f3 f5 48 ♔e3 ♖b6 49 ♔d3 ♖xa6 50 ♔c4 e4 51 ♔d4 ♖b6 52 ♔e5 ♔c4, etc. Therefore White should play 41 ♖a8, for example, with advantage.

41 c5 ♖d4 42 ♖c8+ ♔e4 43 ♔g2! ♔d3

After 43...♖xb4 44 c6 ♖c3 45 ♖d7! the white queen prevents any checks on d1 (after ...♖f3+), leaving the pawn just two squares from glory.

44 ♖a6+ ♔d2 45 ♖d6! (92e)

White finds another use for his c-pawn, forcing a favourable transition to a brief pawn ending.

45...♔e2 46 ♖xd4 exd4 47 c6 d3 48 c7 d2 49 c8 ♖d1 ♖

And so begins a second queen ending! By promoting first, White remains in control, allowing him to pick up the a-pawn with a standard checking manoeuvre and subsequently continue the strategy of pressing home with his queenside pawn majority.

50 ♖e6+! ♔d3 51 ♖d7+ ♔e2 52 ♖e7+! ♔d3 53 ♖xa7

Thanks to the previous check, Black's own king stands in the way of ...♖d5+.

53...♖g4 54 ♖e3+ ♔c4 55 ♖c5+!

Not 55 ♖f4+? ♖xf4 56 gxf4 f5!.

55...♔d3 56 b5 (92f)

With the queen defending the f2-pawn, White can add the finishing touch to an instructive strategy. The game ended:

56...♖e4+ 57 ♔h2 ♖a8 58 ♖c6 ♖a2 59 ♔g2 g5 60 b6 gxh4 61 ♖f3+! 1-0

Black resigned rather than see White's third queen arrive, e.g. 61...♔d2 (61...♔c2 62 ♖e2+) 62 b7 ♖b1 63 ♖f4+ and 64 b8 ♖.

## Strategy 93 – The Smallest Advantage can be Decisive

(93a) Smyslov-Benko, Monte Carlo 1969. It would seem from the symmetry of this near mirror position that a draw is inevitable. Look at the difference between the two knights – the significance of such an ostensibly minor detail can be decisive, and in fact Black needs to tread very carefully indeed.

15...♞c8 16 ♠ac1 ♖d7 17 ♞fd1

Threatening 18 ♠xc8 ♠xc8 19 ♖e6+ and 20 ♠xd7.

17...♖c5

17...♖f6 18 ♖b5 ♠xc1 19 ♠xc1 a6 20 ♖d4 ♠d8 21 e3 gives White an edge.

18 b4! ♖a4 19 ♖b5 ♠xc1

19...a6 20 ♖c7 ♠a7? 21 ♖e6+.

20 ♠xc1 a5 21 a3 ♠d8 22 ♠c7 (93b)

The arrival of the rook on the 7th rank means that now White has two superior pieces.

22...♠d5 23 ♖a7! axb4 24 axb4 e6?!

This natural move merely worsens the situation on the 7th rank. 24...♖f8 offers better chances of survival; for example, 25 ♖c6 ♠d2 26 ♠xe7 ♠c2 27 ♠a7 ♠xc6 28 ♠xa4.

25 ♖c6

Threatening 26 e4 to displace the rook. 25...♖c3 would now run into 26 ♖e7.

25...♠d2 26 ♖e5 ♠xe2 27 ♖xf7 (93c)

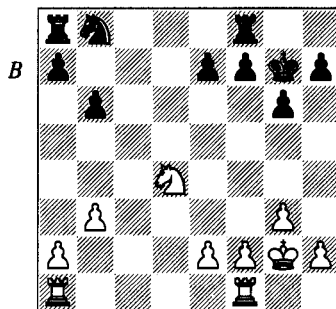
What appeared to be a peaceful route to a draw proved too difficult for Black to navigate.

27...h5 28 ♖g5+! ♖f6 29 ♖f1!!

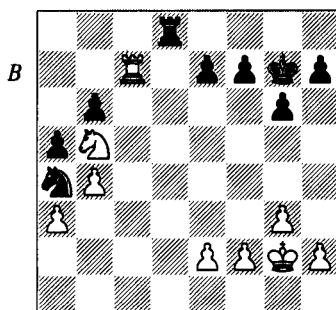
Now 29...♠b2 30 f4! ♖f5 31 h3! leaves mate on f7 looming, so Black must give up the exchange.

29...♠xf2+ 30 ♖xf2 ♖xg5 31 ♖e3 ♖g4 32 b5 ♖h3 33 ♠c4 ♖b2 34 ♠c2 1-0

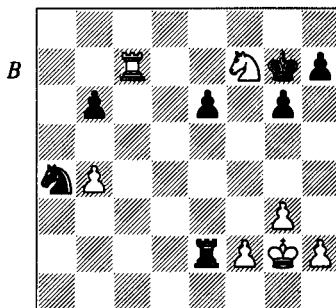
34...♖a4 35 ♖f4! is zugzwang.



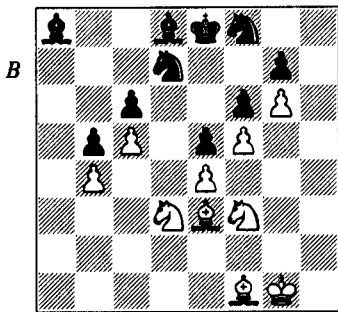
93a: After White's 15th move



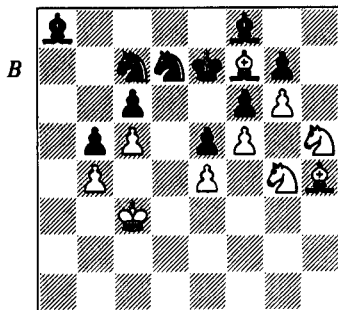
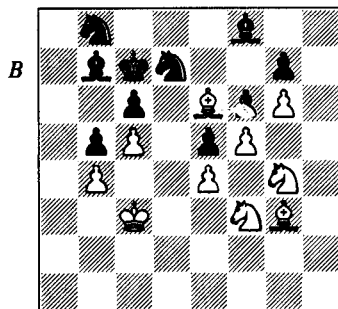
93b: After 22 ♠c7



93c: After 27 ♖xf7



94a: After White's 35th move

94b: After 53  $\text{♙}$ h494c: After 59  $\text{♙}$ g3!

## Strategy 94 – Regrouping Pieces in Fixed Pawn Endings

(94a) Szabo-Benko, Costa Brava 1975. White's greater territory and superior pieces give him an obvious advantage but all the pawns are locked, meaning that a sacrifice will be necessary. But where and how? Clearly a regrouping is necessary, a policy which Black also undertakes.

35...  $\text{♜}</math>b8 36  $\text{♙}</math>e2  $\text{♜}</math>f7 37  $\text{♙}</math>d1  $\text{♙}</math>e7 38  $\text{♜}</math>b3  $\text{♙}</math>f8 39  $\text{♙}</math>f7+$$$$$$$$

This is definitely the best place for the bishop, while the other pieces need to work together.

39...  $\text{♜}</math>d8 40  $\text{♜}</math>d2  $\text{♙}</math>b7 41  $\text{♜}</math>f2  $\text{♜}</math>a6 42  $\text{♜}</math>b3!$$$$$$

Black's play has not been without thought. The text rules out any ideas Black might have had about a liberating sacrifice on c5.

42...  $\text{♜}</math>ab8 43  $\text{♜}</math>e2  $\text{♜}</math>a6 44  $\text{♜}</math>d2  $\text{♜}</math>c7 45  $\text{♜}</math>c3  $\text{♜}</math>a6 46  $\text{♜}</math>d2$$$$$$$$

With the king watching over the queenside, the knight is free to head off to the other wing, which is the final destination of all his pieces.

46...  $\text{♜}</math>ab8 47  $\text{♜}</math>f1!  $\text{♜}</math>a6 48  $\text{♜}</math>g3  $\text{♜}</math>c7 49  $\text{♜}</math>h5  $\text{♜}</math>e7 50  $\text{♜}</math>f2  $\text{♙}</math>c8 51  $\text{♜}</math>g4  $\text{♙}</math>b7 52  $\text{♙}</math>f2  $\text{♙}</math>a8 53  $\text{♙}</math>h4 (94b)$$$$$$$$$$$$$$

I trust you have noticed that White's concentration of forces on the kingside exerts pressure on all three black pawns.

53...  $\text{♜}</math>a6$

Black also regroup, making sure to avoid the variation 53...  $\text{♙}</math>e8 54  $\text{♙}</math>xe8  $\text{♜}</math>xe8 55  $\text{♜}</math>gxf6+!  $\text{gxf6}$  56  $\text{♜}</math>xf6+  $\text{♜}</math>xf6 57  $\text{♙}</math>xf6. The first indication that White's sacrificial possibilities – around which the rest of the game revolves – are genuinely dangerous.$$$$$$$

54  $\text{♙}</math>e6  $\text{♜}</math>ab8 55  $\text{♜}</math>g3!  $\text{♙}</math>b7 56  $\text{♜}</math>f1  $\text{♜}</math>e8 57  $\text{♜}</math>d2  $\text{♜}</math>d8 58  $\text{♜}</math>f3  $\text{♜}</math>c7 59  $\text{♙}</math>g3! (94c)$$$$$$$$$$$

In response to accurate defence from his opponent, White's next rearrangement targets

three pieces on the e5-pawn, which presents more of a problem to the defender.

**59...♖d8**

59...♗c8 60 ♖gxe5! fxe5 61 ♖xe5 ♖xe5 62 ♗xe5+ ♗b7 63 ♗d6! ♗xd6 (63...♗xe6 64 ♗xf8) 64 ♗xc8+ ♗xc8 65 cxd6 and the knight cannot hold back the tide of pawns.

**60 ♖fxe5!**

The only way to win the game involves such a commitment.

**60...fxe5 61 ♖xe5 ♖xe5**

61...♖f6 loses a piece to 62 ♖f7+, while after 61...♗c8 62 ♖f7+ ♗e8 63 ♖d6+ ♗xd6 64 ♗xd6 a white pawn will find its way through.

**62 ♗xe5 ♖d7 63 ♗d6! (94d)**

The two imposing bishops standing side by side offer sufficient support to the 3-1 pawn majority. Black is still confined to the back rank.

**63...♗xd6 64 cxd6 ♗c8 65 ♗xd7! ♗xd7 (94e) 66 ♗d3!**

Nice technique. White does not rush in with ♗d4; instead the point is to meet ...♗c8 with ♗b6.

**66...♗e8 67 ♗d4 ♗f8**

The line 67...♗d8 68 ♗c5 ♗c8 69 ♗b6 is what White had planned with his 66th. Now 69...♗b8 loses to 70 f6! gxf6 71 g7 ♗e6 72 d7, and 69...♗d8 is like the game.

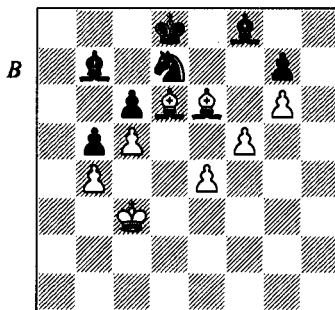
**68 ♗c5**

68 ♗e5 also wins, but White sticks to his plan.

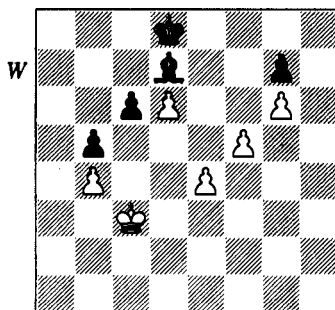
**68...♗e8 69 ♗b6 ♗d8 70 ♗b7! (94f)**

It is zugzwang. For example, 70...♗e8 71 e5, or 70...c5 71 f6! gxf6 72 g7 ♗e6 73 bxc5 followed by c6-c7+, g8♖+ and c8♗+.

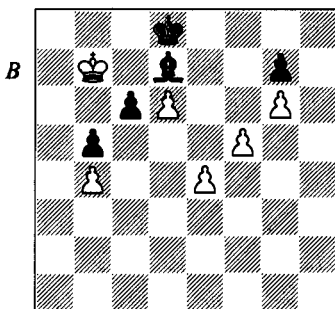
**70...♗c8+ 71 ♗xc6 ♗d7+ 72 ♗d5 ♗e8 73 ♗e5 ♗c6 74 ♗f4 ♗f8 75 e5 ♗d5 76 e6 ♗b3 77 ♗e5 1-0**



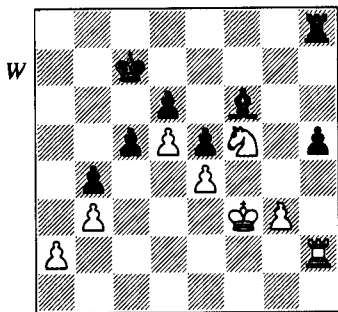
94d: After 63 ♗d6!



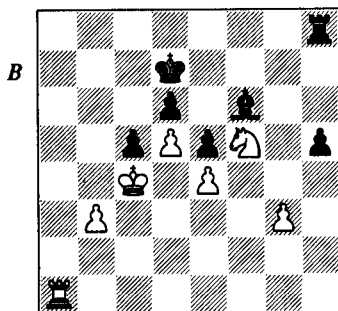
94e: After 65...♗xd7



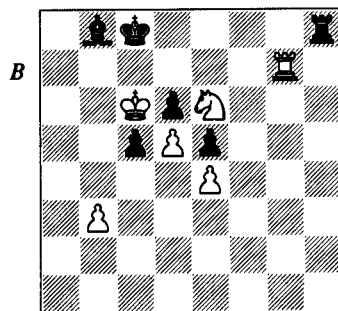
94f: After 70 ♗b7!



95a: After Black's 45th move



95b: After 56 Nxa1!



95c: After 63 Qc6

## Strategy 95 – Opening a New Front of Attack

(95a) Hodgson-Situru, Jakarta 1996. While Black is tied down to both d6 and h5, White is attacking as much as he can. White needs to infiltrate but there is no open file available, so this requires opening a second front.

46 Qe2! Qd7 47 Qd3 Qc7 48 Qc2 Qd7

Black can only wait.

49 Qb2 Qd8 50 a3

The point. White wants to open the a-file for his rook.

50...bxa3+

Not 50...Qa5? 51 g4.

51 Qxa3 Qa5 52 Qb2 Qd8 53 Nh1 Qf6 54 Qc3!

There is no hurry. The king heads for c4 first.

54...Qd8 55 Qc4 Qf6 56 Na1! (95b)

The extra avenue of attack is decisive. The d6-pawn is starting to look vulnerable.

56...Qd8

With 56...Nc8 Black intends to block the check on his second rank, but White first plays 57 Na6!, when 57...Qe7 58 Na7+ wins the bishop.

57 Na7+ Qc7 58 Qg7! Qc8 59 Qe6

Black's 'bad' bishop, which did not seem a significant factor when we joined the game, is now a liability.

59...Qb8

59...Qb6? 60 Na8+; 59...Qd8 60 Na8+ Qd7 61 Nxd8+ Nxd8 62 Qxd8 Qxd8 63 Qb5 Qc7 64 Qa6.

60 Ng7! h4 61 gxh4 Nhx4 62 Qb5!

White's rook and knight dominate, and now the king, which started the whole strategy, arrives for the finale.

62...Nh8 63 Qc6 (95c) 1-0

Black is defenceless against Qg5-f7xd6.

## Strategy 96 – Rook and Knight(s) Torment the Cornered King

(96a) Draško-Veličković, Yugoslav Ch 1988. Don't be fooled by the e7-pawn – White's king is in trouble.

47...♖b3!! 48 ♖xa7

48 ♖xb3 ♖c6! 49 h4 (49 ♖xe4 ♖xe4+ 50 ♔g1 ♔h3#) 49...♔f2++ 50 ♔g1 ♔gh3+ 51 ♔h2 ♖h1#. 48 ♖d5 ♖b5 evicts the queen, and 48 ♔d6 ♔xd6 49 ♖xb3 ♖c6+ mates. The text defends f2.

48...♖b2!

Threatening ...♔f2+ and ...♖c6.

49 ♖a6 ♔f2+ 50 ♔g2 ♔fh3+! 51 ♔h1

♖b6!!

Another cheeky rook move.

52 ♖a4!

Forcing the queens off is the best chance, but now Black's deadly team of rook and knights will coordinate wonderfully.

52...♖xa4 53 e8 ♖ ♖xe8 54 ♖xe8 ♖b2!

(96b) 55 ♔5e3

Others:

a) 55 ♔h4 ♔f3! 56 ♖d8 (56 ♖c8 ♔f2+! 57 ♔g2 ♔d3+ 58 ♔h1 ♖f2; or 56 ♔xf3 gxf3 57 ♖f8 ♖g2! with mate on g1) 56...♖b1 57 ♔g2 ♔e1+ 58 ♔h1 ♔c2! 59 ♔g2 ♔e3+! 60 ♔xe3 ♖g1#.

b) 55 ♔d4 ♖f2 56 ♔e3 ♖d2 57 ♔df5 (57 ♔ec2 ♔f3) 57...♖b2! 58 ♔f1 ♔f3 and now, for example, 59 ♖d8 ♔f2+ 60 ♔g2 ♔e1+ 61 ♔g1 ♔h3+ 62 ♔h1 ♖g2. Too many squares in White's camp belong to Black!

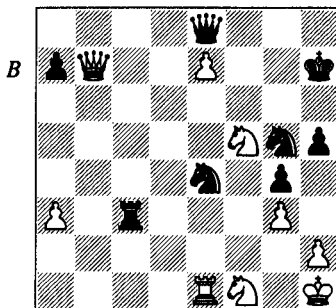
55...♔f3 56 ♖c8

56 a4 ♔f2+ 57 ♔g2 ♔d1+! 58 ♔h1 ♔xe3 59 ♖xe3 ♖f2 60 ♖a3 ♖xf1+ 61 ♔g2 ♖c1 62 ♖a2 ♖c6 63 a5 ♖a6.

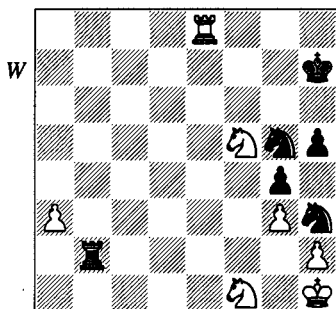
56...♔f2+ 57 ♔g2 ♔d1+! 58 ♔h1

58 ♖c2 ♔xe3+ 59 ♔xe3 ♔e1+.

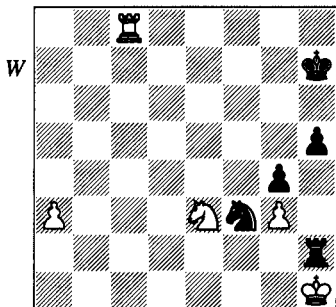
58...♔xe3 59 ♔xe3 ♖xh2# (0-1) (96c)



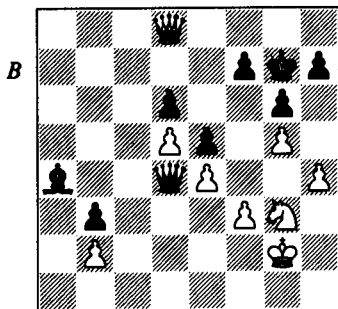
96a: After White's 47th move



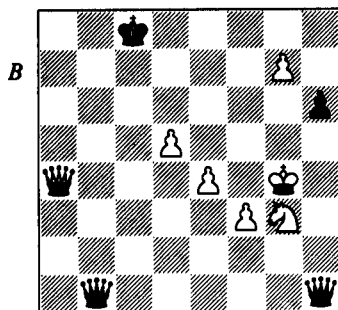
96b: After 54...♖b2!



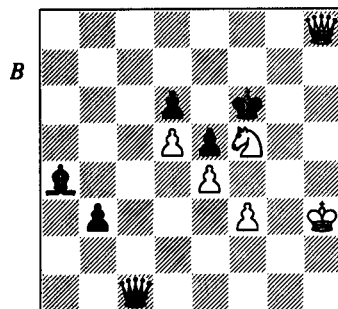
96c: After 59...♖xh2#



97a: After White's 43rd move



97b: After 57 g4! (analysis)



97c: After 62 Wh8+

## Strategy 97 – Communication

(97a) Petursson-Züger, Horgen 1994. The black pieces are poorly placed to defend their king, but the white queen and knight are close by.

43... ♖xb2+?

This leaves the queen even further away. 43... ♖d2+! 44 ♔h3 h5! 45 gxh6+ ♖xh6 46 ♖xd6 ♖f4 47 h5 favours White, but at least Black's queen is in the correct area.

44 ♔h3 ♖c1

44... ♖f2 45 h5 h6 46 gxh6+ ♔h7 47 hxg6+ fxg6 48 ♖e7+ ♔xh6 49 ♖h4+ ♔g7 50 ♕f5+.

45 h5!

Striking on the kingside, where Black is outnumbered.

45...h6

45... ♔d7+ 46 ♖xd7 ♖xg5 47 ♖b7! favours White.

46 hxg6 fxg6 47 ♖f6+ ♔h7

The following variation illustrates White's harmony (and Black's lack of it): 47... ♔g8 48 ♖xg6+ ♔f8 49 ♖xd6+ ♔e8 50 ♖xe5+ ♔d8 51 ♖b8+ ♔d7 52 ♖a7+ ♔d8 53 ♖a5+ ♔c8 54 ♖xa4 b2 55 g6! b1 ♖ 56 g7 ♖h1+ 57 ♔g4! (97b). After the text White picks up both g- and h-pawns by force.

48 ♖f7+ ♔h8 49 ♖f8+ ♔h7 50 ♖f7+ ♔h8 51 ♖f8+ ♔h7 52 ♖xh6+ ♔g8 53 ♖xg6+ ♔f8 54 ♖f6+ ♔g8

Or 54... ♔e8 55 ♕f5! ♖f1+ 56 ♔g4 ♖g2+ 57 ♔h5 ♖xf3+ 58 ♔g6 ♔d7 59 ♖e7+ ♔c8 60 ♕xd6+ and mate.

55 ♖d8+ ♔h7 56 g6+! ♔xg6 57 ♖g8+ ♔f6 58 ♖e6+ ♔g5

Mate soon follows 58... ♔g7 59 ♕f5+.

59 ♖f5+ ♔h6 60 ♖h5+ ♔g7 61 ♕f5+ ♔f6 62 ♖h8+ (97c) 1-0

Instructive – emphasizing the need for the pieces to keep in touch.

## Strategy 98 – Significance of the Bishop-Pair

(98a) Kramnik-Karpov, Dos Hermanas 1997. This example shows that the natural strategy of opening the position for the 'extra' bishop is effective even with little else on the board.

27 c5!?

Black has no defender of the dark squares.

27...bxc5

27...dxc5 28 dxc5 ♖fd7 29 cxb6 ♜xb6  
30 ♞c7 is difficult for Black.

28 dxc5 dxc5

Karpov correctly retains symmetry. Not 28...d5? 29 ♙xf6 gxf6 30 exd5 ♙xd5 31 ♙xd5 exd5 32 ♜b4, etc.

29 ♜xc5 ♙c8

Or 29...♙c6 30 g4, with g5 to follow.

30 e5! ♜e8?

30...♜fd7 allows 31 ♜xe6+ and ♞xc8;

30...♜d5 31 ♙xd5 exd5 32 ♜d3 is dismal.

31 ♙a4! ♜c7

Alternatively Black can try making room for his king, e.g. 31...f5 32 ♞d1 ♜a6 33 ♙c6 ♞b8 34 ♙a3 ♜xc5 35 ♙xc5+ ♜f7 36 ♞d8 ♜c7 37 ♙d6, or 31...g6 32 ♞d1 ♜a6 33 ♙c6 ♞b8 34 ♙a3.

32 ♙a3 ♜g8 33 ♜e4! (98b)

Opening the position has made a great difference. Black's huddled army is powerless.

33...♞xa4

White's bishops reign supreme. For example: 33...♜ba6 34 ♙d6 ♙b7 35 ♙xc7 ♙xe4 36 fxe4 ♞c8 37 ♙b5! ♞xc7 38 ♞d1!.

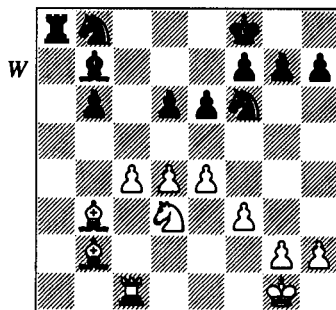
34 ♞xc7 ♙a6

34...♙d7 35 ♙d6 (threatening 36 ♞b7)

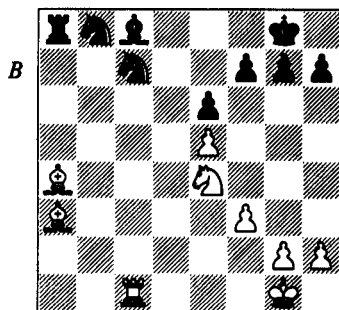
35...♞a1+ 36 ♜f2 ♞b1 37 ♜c5.

35 ♜c5! (98c) 1-0

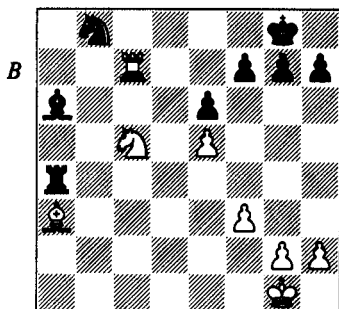
Both 35...♞xa3 and 35...♞c4 meet with 36 ♜xa6.



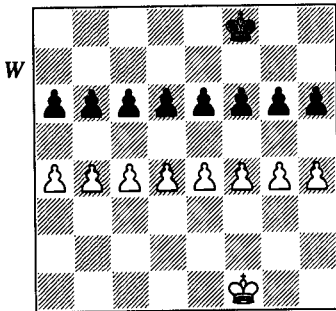
98a: After Black's 26th move



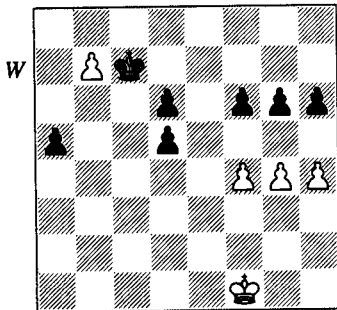
98b: After 33 ♜e4!



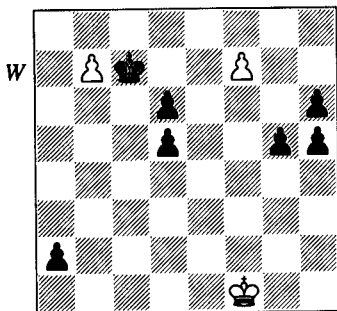
98c: After 35 ♜c5!



99a: White to play



99b: After 7...♙c7



99c: After 12...a2

## Strategy 99 – The Ultimate Breakthrough

(99a) This odd position, from a 1981 study by P.A.Cathignol, is hardly going to crop up in practice, but it does serve to illustrate how best to create passed pawns in the many similar situations which do occur. You are probably aware of the standard breakthrough with 3 vs 3 or perhaps 4 vs 4; here the pair of e-pawns links the two groups to leave us with many choices.

**1 d5!**

The key feature is the location of the black king on f8, which suggests White should try to generate a passed pawn on the other wing before he acts on the kingside. 1 a5 bxa5 2 d5 (to undermine c6) 2...axb4! 3 dxc6 ♕e7 and 1 b5 cxb5! 2 a5 bxa5 3 c5 produce only a passed c-pawn.

**1...exd5**

1...c5 2 a5 bxa5 3 b5 axb5 4 cxb5 ♕e7 5 b6 ♕d7 6 dxe6+ and White will promote.

**2 exd5 cxd5**

2...c5 3 a5 bxa5 4 b5 axb5 5 cxb5 ♕e7 6 b6 ♕d7 7 b7 ♕c7 8 g5, etc.

**3 a5 bxa5**

3...b5 4 cxb5 axb5 5 a6.

**4 b5 axb5 5 cxb5**

The passed b-pawn wins – the defending king has too much ground to cover.

**5...♕e7 6 b6 ♕d7 7 b7 ♕c7 (99b)**

White has only one queenside pawn left but Black is vulnerable on the kingside, so White makes the standard breakthrough.

**8 g5! fxg5**

Or 8...hxg5 9 f5! gxf5 10 h5.

**9 h5! gxh5 10 f5**

Quality is about to conquer quantity as White's pawns are simply too quick.

**10...a4 11 f6 a3 12 f7 a2 (99c) 13 b8♖+!**  
**♕xb8 14 f8♖+**

After 15 ♖g7+ the white queen mops up.

## Strategy 100 – Use Your King!

(100a) Tal-Lisitsyn, USSR Ch (Leningrad) 1956. White has sacrificed a pawn to damage Black's kingside and hem in the bishop. What now follows is one of those 'obvious since you've seen it' winning strategies that stick so well in the memory.

25 ♖d2! ♜g3 26 ♜c3 f4 27 ♖d4 ♙f5 28 ♜d2!

White is content to let his king do all the energetic work. His knight monitors the c5-square and his rook settles for defending the second rank.

28...♜e6 29 ♜c5 ♜h6 30 ♜e5! ♙xd3 31 cxd3 ♜xh4 32 ♖d6 ♜h6+ 33 ♜c7 ♜f5 34 ♖b7 (100b)

The fall of White's h-pawn (which was inevitable) is more than compensated for by the steel king on b7. Ironically Black has a 3-1 pawn majority on the kingside while it is still 3-3 on the other flank!

34...♜d4 35 ♜f2!

Nice and tidy. White must not allow himself to get too carried away with the theme, as 35 ♖xa7 ♜h2! threatens 36...f3, etc.

35...a5 36 ♜xf4 ♜e6 37 ♜g4+ ♖f8 38 ♖xc6! ♜xc5+ 39 ♖xc5 (100c)

Thanks to the destructive king march, this piece is now the deciding factor in the new rook and pawn ending.

39...♜e6 40 ♖xd5 ♜b6 41 b4 axb4 42 axb4 ♖e7 43 ♖c5 ♜f6 44 ♜d4!

Denying Black's king the same freedom as his own.

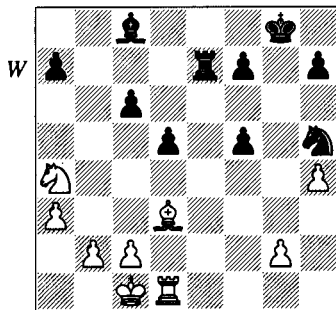
44...♜f5+ 45 ♖b6 ♜f6+ 46 ♖c7 ♜f5 47 ♜e4+ ♖f6 48 ♖c6 ♜f2 49 g4 h5

Too late.

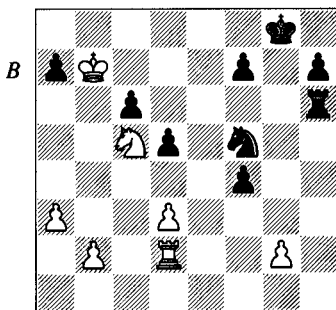
50 gxh5 ♖g5 51 b5 f5 52 ♜b4!

Rooks belong behind passed pawns!

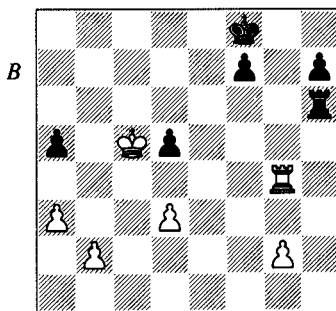
52...f4 53 b6 f3 54 b7 1-0



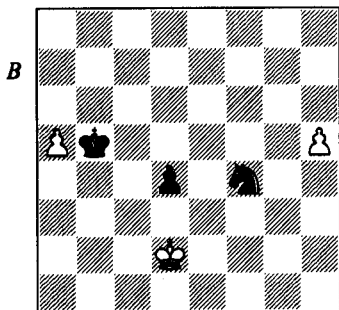
100a: After Black's 24th move



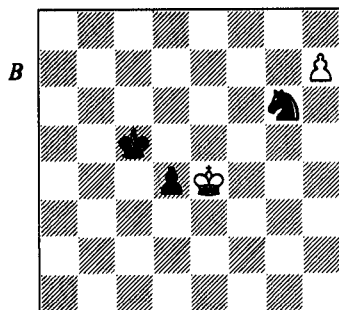
100b: After 34 ♖b7



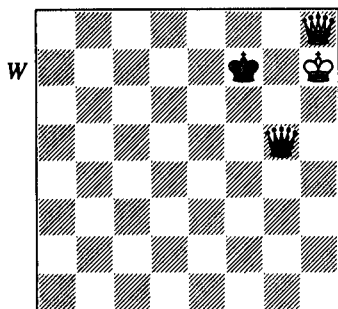
100c: After 39 ♖xc5



101a: Black to play



101b: After 5...e4



101c: After 14...f7!

## Strategy 101 – Don't Try to See Too Much; Play it Out on the Board!

(101a) Polihroniade-Kozlovskaya, Rio de Janeiro 1979. Here Black agreed a draw, considering it a waste of time pushing for the win. Had she simply played out the game to a finish on the board she would have had a pleasant surprise!

1...♙xa5

Not 1...♘hx5? 2 a6 ♙xa6 3 ♖d3 with an instant draw.

2 h6 ♖b5 3 h7 ♘g6 4 ♖d3 ♗c5 5 ♗e4 (101b)

The race begins.

5...♘h8!

Introducing an instructive study-like forced win which is worth remembering. The alternative is the natural 5...♗c4?, when 6 ♖f5 ♘h8 7 ♖f6 d3 8 ♗g7 d2 9 ♖xh8 d1♙ 10 ♗g7 is a well-known draw.

6 ♖f5

The passive approach is useless: 6 ♖d3 ♗d5 7 ♖d2 ♗e4 8 ♗e2 d3+ 9 ♖d2 ♖d4 10 ♖d1 ♗e3 11 ♗e1 d2+ 12 ♖d1 ♘g6!, etc.

6...d3 7 ♖f6 d2 8 ♗g7 d1♙ 9 ♖xh8 ♖d6! 10 ♗g7

Black's king is far away on c4 in the otherwise identical variation in the note to Black's 5th. Herein lies the key:

10...♗e7 11 h8♙

Normally ♙ vs ♙ is an immediate draw, but this exception should be kept in mind.

11...♗g4+ 12 ♖h6 ♗h4+ 13 ♗g7 ♗g5+! 14 ♖h7 ♖f7! (101c)

The new white queen is absolutely powerless. **Conclusion:** It is much easier to find unlikely continuations over the board than it is 'blindfold' – trying to calculate a dozen moves ahead when there is no danger in playing them on the board is an unnecessary risk.

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