



Or Why Positions Do
(Not) Collapse

ALEXANDER KOBLENZ

CHESS STRATEGY

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FOREWORD

In this work, my long-term coach Alexander Koblenz invites readers to look into his laboratory and get acquainted with the training process, and actively attend his training sessions.

The author strives not only to set forth his concepts and provide a solution to the most important strategic problems for memorization, he tries to introduce a love for independent creative work.

Of course, the success of such training sessions depends not only on the book, but also on how hard-working the reader will be. Finally, every chess player is a blacksmith of his tournament success.

Mikhail Tal

INTRODUCTION

“A person can create countless plans: the foundations of these plans can be said in the words of Hamlet that they were as plentiful as blackberry. However, finding the right plan is as difficult as finding the right justification for it”. - Emanuel Lasker There are so many positions that requires a closer look and analysis. Nevertheless, do not despair; no one is born with the law of chess strategy. The way of improving chess strategy is theory and practice. We must start with a good evaluation of the position, but how to establish: there is a reason to play for a win or is it better not to overstep the mark?

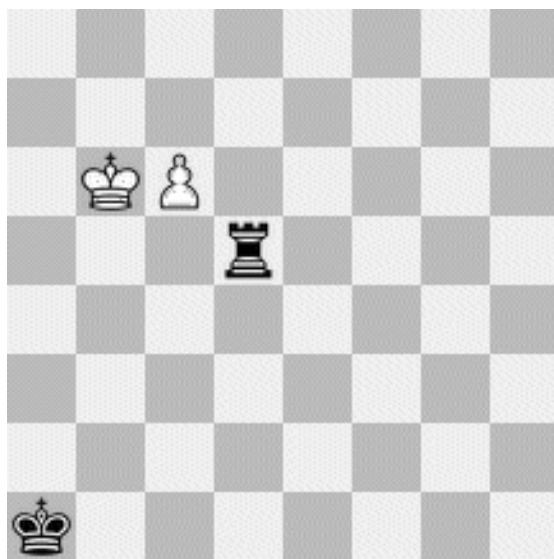
The first world champion, Wilhelm Steinitz, identified the following positional factors:

1. The development advantage in the opening
2. Center control
3. Mobility of the pieces (to dominate the open files with Rooks, diagonals with Bishops, outpost with Knights etc.)
4. The better pawn structure
5. Opened or weakened position of the King
6. Pawn majority on the Queenside
7. Two bishops against bishop and knight or two knights

The interconnection of these factors will give us a static assessment of the position, will allow us to outline the contours of the plan and approximately estimate the chances. It serves as a compass, the arrow of which indicates where our strategic thinking should be directed. However, this is only half of the battle. Then you need to delve into the dynamic features of the position - to find obvious and hidden mutual threats, to weigh specific tactical opportunities and the essence of a position can be revealed only by a deep and accurate analysis.

Fernando Saavedra

1895



Win

We must objectively submit the position and to remember the general endgame rules:

1. In view of the fact that most of the pieces are exchanged, the danger of the checkmate is reduced, and the king can engage in the struggle (for this purpose we try to centralize it faster).
2. The pawn, we must to clear the path to the promotion square and to support the pawn. Thus, the potential strength of the pawn is increased.
3. Since there are few forces on the board, the choice of moves is reduced, and it is necessary to force the opponent to make moves unfavorable for him, to ensure that the opponent gets into zugzwang.

Based on these principles, we build an initial game plan. It is not difficult to establish White's basic plan - to promote the pawn. We must prevent 1. ... Rd6 with following 2. ... R:c6.

1. c7 Rd6+!

The basic principle of defense: no matter how critical the situation may seem, you should create the maximum difficulties for your opponent in advantage realization. Never forget this rule! Ok, let us return to our position, the last move by Black has a hidden idea.

2. Kb5 ...

But not 2. Kc5, because of 2. ... Rd1 and Rc1+. Now a battle is struck between the white king and the black rook.

2. ... Rd5+ 3. Kb4 Rd4+ 4. Kb3 Rd3+ 5. Kc2 ...

It seems that Black must resign, but ...

5. ... Rd4!!

This silent move has a trap. If only White instinctively promotes the pawn to the queen 6. c8=Q, follows the rook sacrifice 6. ... Rc4+! 7. Q:c4 and the black king will be stalemated. Still, White wins (how?)!

6. c8=R ...

We all know that you cannot win Rook vs Rook endgame. However, the fact is that promoting the pawn into the rook eliminates the stalemate threat and at the same time connect with another threat – 7. Ra8#.

6. ... Ra4

7. Kb3 ...

This is the idea, Black is hopeless against double threat 8. K:a3 and Rc1#.

For this endgame we can draw the following conclusions:

1. After 1. c7 the threat 2. c8=Q provided White with a continuous initiative;
2. The actions of the more active White King became a decisive factor in achieving the ultimate goal;
3. The location of the black king on the edge of the board limited his freedom of action and was the motive for checkmate net;
4. An important defense principle is to create maximum difficulties for the opponent;
5. Even, it would seem, in simple positions you can sometimes find paradoxical possibilities. Of course, a certain amount of imagination is needed;
6. A chess player must possess certain knowledge of typical methods of struggle, but you cannot play according to a pattern, relying only on general principles. We must take into consideration the specific requirements of the position; take into account its tactical features. After 5. ... Rd5! was logical 6. c8=Q? only led to a draw.

STRATEGY AND TACTIC

Since there is a clash of minds on the board, tactic in chess strategy plays an important role. This is essentially a practical game from move to move. Do we not strive to implement our plans with the help of tactics? Of course, we have many definitions of combination, but: ***If a tactical motive is forced and is connected with the sacrifice, we say that a combination has been made.***

How E. Lasker said: “A positional play is just a preparation for a combination”.

The general principle: whoever is the first to take the initiative will be able to impose his will on the opponent and dictate the pace of the battle. This is achieved with the help of threats that restrict the choice of moves of the opposing side. At the same time, all strategic and tactical ideas are subordinated to one main goal - ***to maximize the activity of pieces and achieve their harmonious interaction.*** How to achieve this is the main topic of this book.

The close connection between strategy and tactics is evidenced by the following example:

Paul Heuäcker
1930



Win

Let us start by evaluating the position. From material side, the forces are equal. This position was probably preceded by a calm strategic struggle related to the idea of promoting pawns in the queens. However, from a positional point of view, White is better. Indeed, if necessary, the white king can control the passed pawn and promoting square, the black king cannot do this. Therefore, the potential strength of the white pawn should be higher. Another important point is White to move; therefore, on occasion they will be able to seize the initiative. Based on this assessment, we can draw a preliminary conclusion that, from a theoretical point of view, White's position is preferable.

Wilhelm Steinitz believed that equal positions with equal play from both sides again lead to equal positions, and, therefore, the game to win is unreasonable. Only when one of the sides is out of balance, the other side has the right to play for a win. Steinitz even claimed that a chess player who is in a better position than an opponent must play for a win, because otherwise his advantage could disappear. The problem is in correct evaluation of the position.

Let us get back to our example. White should decide in his progress whether further advancement of the pawn is advisable or whether there are tactical paths that ensure its advancement. Does White have a plan? If 1. h7, then 1. ... e4 and black bishop will control everything. With his seemingly "logical" move, White breaks one of the most important principles - ***before making a move, one should take into account the countermeasures of the opponent.***

Naturally, after 1. ... e4 "main enemy" the black bishop refutes our plan - promoting the pawn. The idea arises involuntarily: maybe should we attack the bishop? Based on this reasoning, a specific tactical idea is revealed.

1. Ba7! ...

At first is a sacrifice to distract the bishop. It is clear that Black cannot accept it, since after 1. ... B: a7? White immediately realizes his strategic plan, because the bishop is away from his sentinel post on d4.

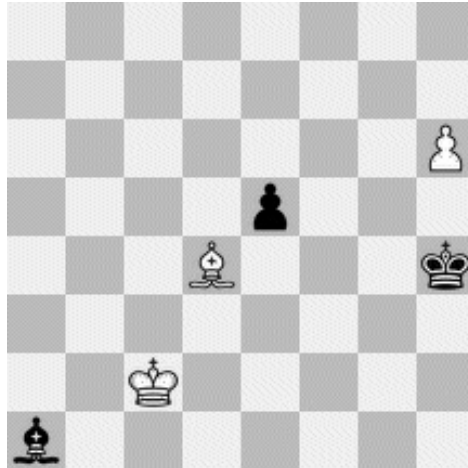
1. ... Bc3 2. Kc2 ...

Again, the bishop does not get a break and is forced to retreat.

2. ... Ba1

But how to increase pressure and to keep the initiative alive? At first glance, it is not clear how to achieve this. Nevertheless, the chess is a game of impossible possibilities. A stunning blow follows.

3. Bd4!! ...



The idea of the blockade! It turns out that after 3. ... ed 4. Kd3 the pawn is slowed down and the bishop cannot control the h8-square.

3. ... B:d4 4. Kd3! Ba1

With a hope to play e5-e4.

5. Ke4! ...

The “e” pawn is nailed to the e5-square, and the bishop, resting on its own pawn, is hopeless to slow down white’s passed pawn (we usually call such bishops “bad”). Now White can realize his original plan - to promote the h-pawn into the queens.

So far, we have been dealing with provisions in which certain positional signs of one of the sides stood out, and we only had to win through a planned actions (or tactical strike).

In practice, the matter is much more complicated. Positional advantage should be gained in a struggle. The process of a planned game can be divided into three stages: 1. Preparation for the general battle;

2. The struggle to achieve an advantage;

3. Realization of the achieved advantage.

The first, stage begins in the opening. The second, most complex one, begins in the middlegame. And decisive importance is the desire to get ahead of the opponent with the seizure of initiative. It is especially important to identify the importance of strategy, the knowledge of numerous skillful methods of interaction of forces. At the third stage, the one who achieved success in the previous stages reaps the fruits of the advantage.

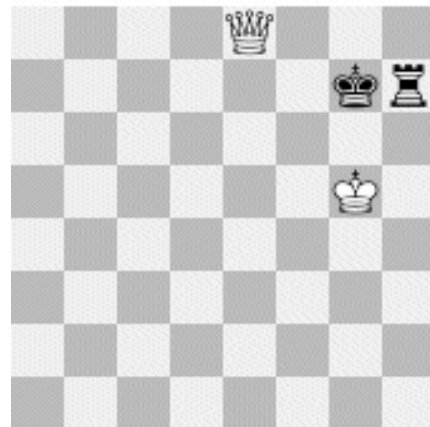
The first two stages have their own specific goals, their own laws of the methods used. In the opening, we primarily try to develop the figures. After we managed to mobilize forces, the game goes into a middlegame, which largely depends on how the opening was set. In the middlegame is a clash of plans, a contest in search of truth - whose plan is better. It is also typical that the kings in the middlegame are not active, but of course, we have exceptions. Moreover, they have to be defended, and the attacks of the kingside are one of the main goal of the plans.

At first we will analyze endgame positions, where one of the opponents has a material or positional advantage. This will provide a clearer picture about the plans. The book also contains studies, for example *Kubbel's studies* [\[1\]](#). Their solution develops tactical skills, analytical abilities *etc.*

Before the first homework, I would like to give an advice: try to devote at least an hour daily to solve tasks. Work carefully and intently. Only after finding and writing down your solutions compare it with the text in the book. I want to emphasize again – try to solve the task on your own. This will allow you to better master the most important principles and ideas of the endgame.

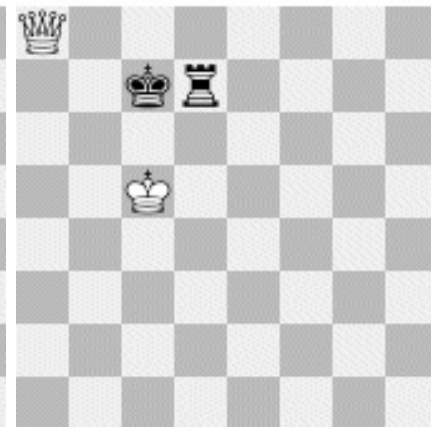
HOMEWORK

1.



Win.

2.



Black to move. Win.

3.



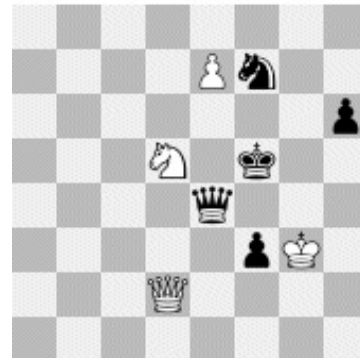
Win.

4.



Win.

5.

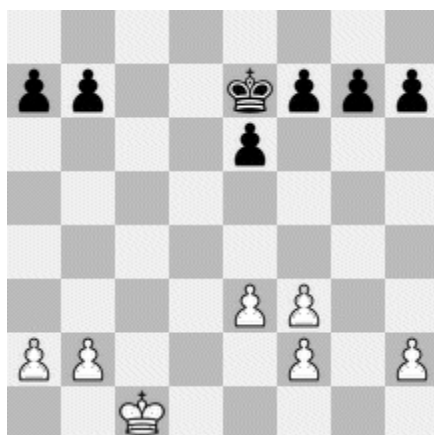


Win.

PAWN STRUCTURE – THE SKELETON OF THE POSITION

The pawn structure makes up the skeleton of the position, since pawns go only forward, pawn advancements can lead to the formation of weak squares in your camp. Let us examine next classical example: **Kon – Rubinstein**

Sankt Petersburg, 1909



Black to move

It is not difficult to evaluate the position: the on f3 created a gap in the White camp. The h2 pawn is isolated, and to protect it you need to draw a piece. However, the more significant factor is that the h3 square is not protected and accessible to enemy forces. In addition, such weakness allows the active side to choose an object for attack - the point of least resistance.

Follows next plan:

- a. The black king goes to h3.
- b. Since the white king will be bound by the defense of the h2 pawn, he cannot prevent the advancement of black pawns.
- c. To advance the paw to g3, the black king will get access to the white pawns after exchanges and win them.

In the game followed:

1. ... Kf6! 2. Kd2 Kg5 3. Ke2 Kh4 4. Kf1 Kh3 5. Kg1 e5 6. Kh1 b5 Kg1 f5! 8. Kh1 g5 Kg1 h5.

Black follows the advice of the famous master and theorist of the 18th century Filidor: The pawns should be advanced by phalanges.

By the way, this famous quotation belongs to Filidor: “Pawns are the soul of chess”.

10. Kh1 g4 11. e4 f:e 12. f:e h4 13. Kg1 g3 14. h:g h:g

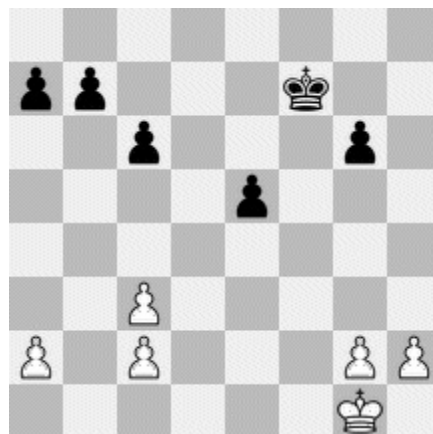
White resigned, because after the exchange the e4-pawn is lost.

We return to the starting position and imagine that we managed to put back the f3-pawn to g2. The situation would have changed in a moment - the pawns would be in the same row, reliably defending all the invasion fields - on f3, g3, h3 and stopping the invasion of the enemy piece. If we will advance the g2-pawn only one square - g3 in the White camp appears “holes” on f3 and h3. In practice exists such pawn configurations in the early stages of the game, but in this case the bishop is usually located on g2. This fianchetto bishop not only covers gaps in its own camp, but also puts pressure on the center along the diagonal h1 – a8.

In any case, caution must be exercised with pawn moves, pawns do not move back, and created weaknesses are not easy to fix!

Lasker – Consultants

Moscow, 1899



Black to move

Black has two positional weaknesses in the camp: the isolated e5-pawn, which can easily become the object of attack by the white king and

White can create passed pawn on h-file.

Before continuing with the explanations, I want you to imagine how the white's plan unfolds on the board in stages:

1. At first, White pushes his pawns on the kingside.
2. The white king goes to the center, attacking the e5 pawn.
3. White create a passed pawn on h-file.
4. Then White advances the passed pawn and sacrifice it in order to distract the black king from protection of the e5-pawn;
5. The white king wins the e5-pawn and invades Black's camp.

1. h4 a5 2. g4 a4 3. Kf2 ...

The white king goes in the center to attack the e5 pawn.

4. ... a3 4. Ke3 Ke6 5. Ke4

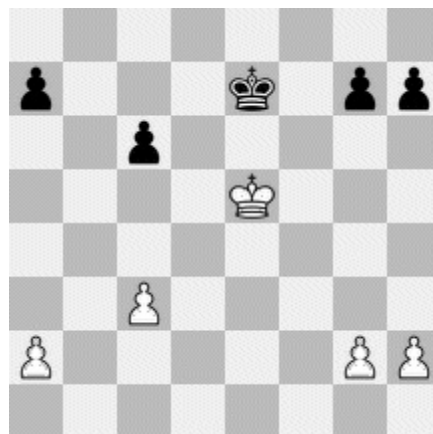
The object of the attack is not only an isolated pawn. The square in front of it turns out to be weak, and the enemy's pieces can easily invade.

5. ... Kf6 6. c4 b6 7. c3 Ke6 8. h5 gh 9. gh Kf6 h6

The black king is overloaded: he is not able to hold the h-pawn and hold the e5-pawn.

10. ... Kg6 11. K:e5 ... and Black resigned.

Opocensky – Prokop
Prague, 1942



White to play

Kings stand against each other. This is the instinct of “self-preservation” —

the king who will be forced to retreat will open the way. Moreover, this will lead to defeat. The most curious thing is that in such positions, the side that should not make a move takes a more advantageous position! In a word, the king that is forced to make a move loses so-called ***opposition***.

White's winning method is to put the opponent's king in a zugzwang position. Regarding the evaluation of the position, it is not difficult to establish that the white king is more active, and since the black pawn on c6 cannot advance (1. ... c5? 2. Kd5). White has more waiting moves and this ensures the victory.

1. g4 Kd7

While the f6 square is protected, *the opposition* does not play a decisive role. Therefore, White aims to advance the h6 pawn and creating a gap on f6.

2. g5 Ke7 3. h4 Kd7 4. h5 Ke7

While the black king does not do anything, but soon his position will become a critical situation.

5. a4 a5 6. c4 Kd7 7. h6! g6 8. Kf6 Kd6 9. Kg7 Ke7 10. K:h7 Kf7

Victory provides an extra tempo: **11. c5!** Black resigned.

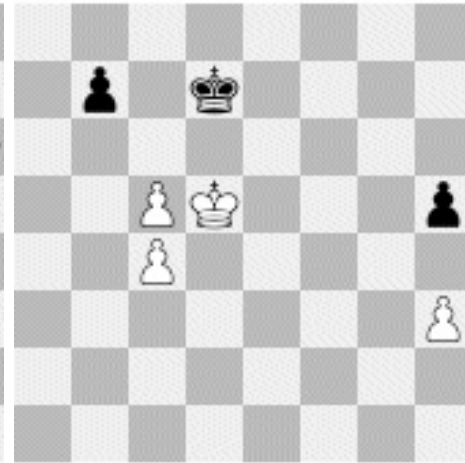
HOMEWORK

6.



Win.

7.



Win.

8.



Win.

9.



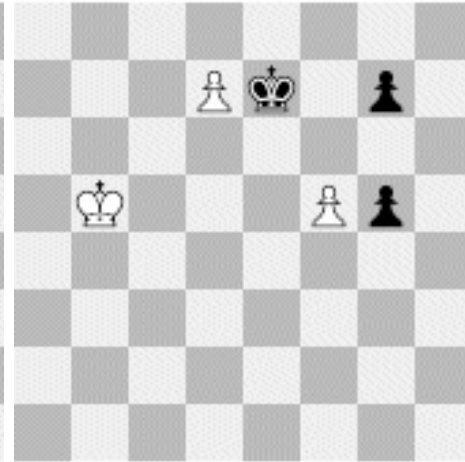
Lose or Draw?

10.



Black to move. Win.

11.



Draw.

12.



Win.

13.



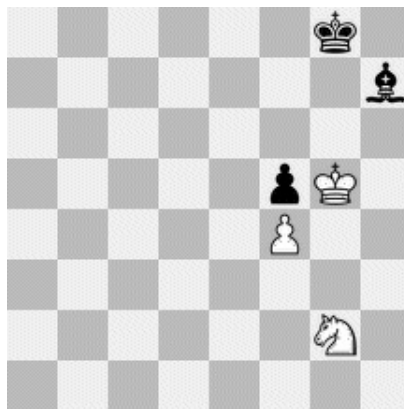
Can White survive?

PAWN LOCATION AND ACTIVITY OF PIECES

The question that often arise, who is stronger - a knight or a bishop? The answer depends on the location of the pawns. Let up look on the next example:

Alexey Troitsky

1924



Win

It has already been said that the bishop is especially active on the open diagonals. However, in this case, his own f5 pawn reduced its activity. The bishop has become, as chess players say, "bad." In contrast to the black bad bishop, the knight is able to freely ride from field to field. The white king is also better located - he even attacks the f5 pawn. It is clear that White's position is preferable. The question is how practically to use this advantage?

1. Kh6! ...

At first, the black king's freedom of action is reduced by pushing him into a corner.

1. ... Kh8 2. Nh4! ...

Black threatened by 2. ... Bg8 to free the bishop, but now it is impossible: on

2. ...Bg8 will follow 3. Ng6#.

2. ... Kg8

Try to make a winning plan yourself and indicate the path to victory.

Without losing control of the g6 square, the knight keeps the g8-square under control, further restricting the black king and forcing the zugzwang. Black will only have a bishop move on g8, blocking the square and allow White to declare a checkmate!

3. Nf3 Kh8 4. Ne5 Kg8 5. Nc6 Kh8 6. Ne7! ...

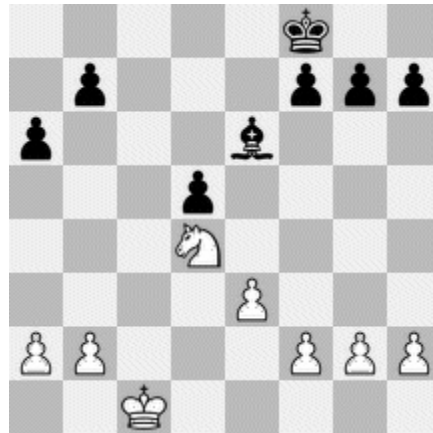
Black is in the zugzwang. The only move: 6. ... Bg8 7. Ng6#.

The triumph of a plan! Never-ending white's threats provided them with the initiative! As in the first example, the main reason for the defeat is the king's unsuccessful position on the edge of the board.

TRANSITION TO A BETTER ENDGAME

Flohr – Capablanca

Moscow, 1935



This position appeared after the following moves: **1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 Nbd7 5. Bg5 Be7 6. e3 O-O 7. Qc2 c5 8. c:d5 N:d5 9. B:e7 Q:e7 10. N:d5 e:d5 11. Bd3 c:d4 12. N:d4 Qb4+ 13. Qd2 Nc5 14. Bb5 Q:d2+ 15. K:d2 a6 16. Bd3 Be6 17. Rac1 Rfc8 18. Rc2 N:d3 19. K:d3 R:c2 20. K:c2 Kf8 21. Kd2 Rc8 22. Rc1 R:c1 23. K:c1 ...**

The opening, as it were, went to the end, by passing the middlegame phase.

White can be satisfied with his position - their position is preferable: the centralized d4 knight can be quickly transferred to any flank of the board. He is superior to Black's bishop, which only controls light-squares and it passively defends an isolated d5-pawn. The White King will be able to occupy the d4-square, from which he will threaten to invade the opponent's camp. In a word, black has a bad endgame position in which he must to survive by passive defense.

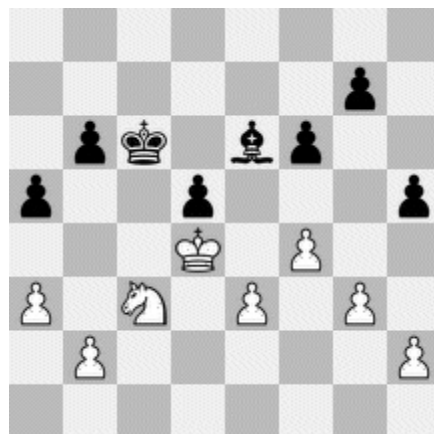
23. ... Ke7 24. Kd2 Kd6 25. Kc3 b6 26. f4 Bd7 27. Nf3 f6 28. Kd4 a5

Black placed his pawns on the black squares, making it difficult for the white king to pass. The bishop continues to control the light-squares.

As long as White has no clear plan, they are satisfied with maneuvers leading to an improvement of the position of their pieces. After the king took under control d4 square, White tries to transfer his knight to c3, from where he will take under attack the weak black pawn on d5.

29. Nd2 Bc8 30. Nb1 Be6 31. Nc3 Kc6 32. a3 h6 33. g3 h5

It seems that White is not able to increase the pressure, but a new idea arises - to begin active actions by forcing the opponent to solve problems that are more complex.



34. b4! ...

This move as a dangerous threat: 35. b5 Kd6 36. f5! (36. ... B:f5 or 36. ... Bd7, then 37. N:d5 and N:b6) 36. ... Bf7, White moves the knight to f4, putting pressure on d5 and h5.

34. ... a:b4 35. a:b4 Kd6 36. b5! g6

The threat was f4-f5.

37. Na4 Kc7 38. Nc3 Kd6 39. f5! ...

This pawn sacrifice is the last (and best) chance of playing for the win!

39. ... g:f5 40. Ne2 Bd7 41. Nf4 Be8!

Black is carefully! It would be hasty to play 41. ... B: b5, since after 42. N: h5! and the subsequent N:f6 (or Nh5 — f4), the passed pawn could be very dangerous.

42. N:d5 B:b5 43. N:b6 Bc6 44. Nc4+ Ke6 45. Nb2 Bb5

Making it difficult for the knight to aim e2 square.

46. Nd1 Be2 47. Nf2 Bf1 48. Nd3! ...

The last hope to achieve victory! The game goes into a pawn endgame.

48. ... B:d3 49. K:d3 Ke5

The normal continuation: 49. ... Kd5? (To take the opposition) as the master and composer N. Grigoryev proved, would lead to defeat: 50. Kd2! Ke4 51. Ke2 Kd5 52. Kf3 Ke5. Now White wins by an extra tempo: 53. h3! Kd5 54. Kf4 Ke6 55. h4! ... Instructive!

50. Ke2 Ke4 51. h3 ...

White is forced to give up his extra tempo, since after 51. Kf2 h4! 52. gh f4 53. h5 ef+ the game would end in a draw.

51. ... Kd5 52.Kf3 Ke5 Draw was agreed.

After 53. h4 Kd5 54. Kf4 Ke6, White does not have an extra tempo to win.

At first, we illustrated the plan with examples from the endgame. Now we will examine two positions from middlegame in order to more fully show the specifics of the isolated pawn. The fact is that in the middlegame this pawn is able to play an important role in the kingside attack.

Botvinnik – Batuev

Leningrad (Sankt Petersburg), 1938



The knight located on the fifth horizontal is potentially dangerous; because it attacks pawns located on the seventh horizontal and is capable for tactical blows.

In the game follows **18. N:f7! R:f7 19. Q:e6 ...**

It is characteristic for an isolated pawn positions that Black has a strong d5-square; however, in this case Black cannot take advantage of this circumstance, since 19. ... Ned5 is refuted by 20. N:d5 N:d5 21. B:d5 B:d5 22. R:c8.

19. ... Qf8 20. Ne4 R:c1 21. R:c1 Nd5

Trying to use the d5 point, but the move is refuted.

22. Nd6 Ba8 23. Re1! ...

No defense against 24. N:f7 Q:f7 25. Q:e7.

23. ... g6 24. N:f7 Q:f7 25. Q:e7 ... and Black resigned.

In the following example, Black exchanged a dangerous outpost knight on e5 square, but the pawn that appeared on e5 allowed White to carry out the plan of attack.

Botvinnik – Budo

Leningrad (Sankt Petersburg), 1938



14. ... Nfd7

This move has intention to simplify the position, which usually is beneficial for the defending side. However, in this case, this plan does not facilitate the position for Black.

15. Bf4 N:e5 16. de Bg5 17. Qh5 h6 18. Bg3 Qc7

The black king is defended only by pawns, but the white queen takes the good attacking position. In such situations, the following plan of attack emerges since the queen alone is not able to deliver a decisive blow, White must tighten his reserves in order to attack on the Black king's position.

19. h4 Bd8 20. Rd4! Qc5 21. Rg4 f5

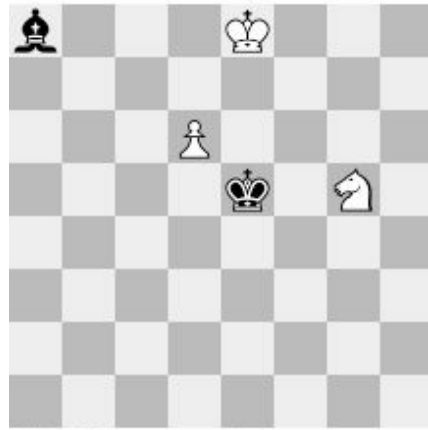
On 21. ... Kh8 follows 22. Bf4 and B:h6, destroying the pawn structure. However, the move played in the game does not save either, since the bishop on g3 manages to become dramatically activate.

22. ef R:f6 23. Be5! Bc6 24. R:g7+! ... and Black resigned.

Try to analyse the position after 24. ... Kf8? Do not chase to win the queen after 25. Rf7+ R:f7 26. Bg7+ R:g7 27. Q:c5+ Be7, with the move 25. b4! White would have won.

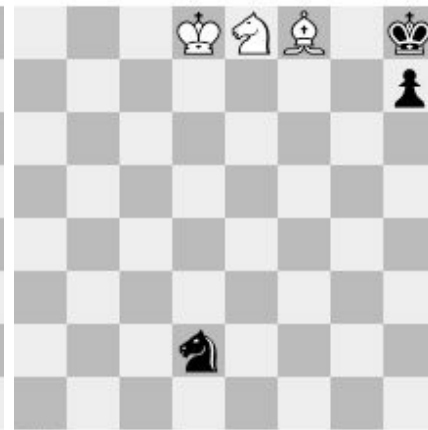
HOME WORK

14.



Win. Give an analysis

15.



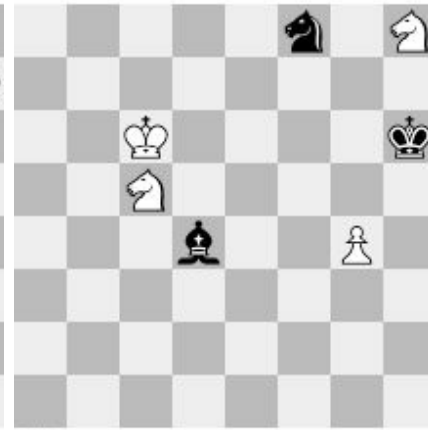
Win.

16.



Win.

17.



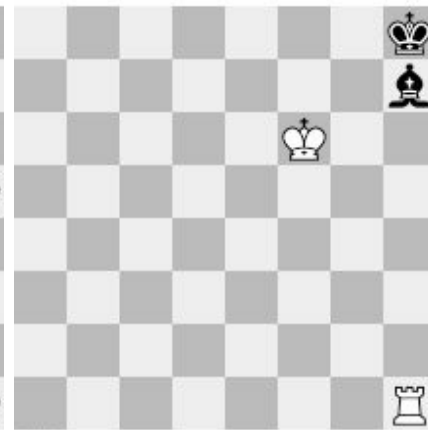
Win.

18.



1. Ra1 Nf2+ and Nf2-d1?

19.



White to move.

THE SNIPER BISHOP

L. Chenturiny

1856



Only one-step to the goal and the pawn promotes to the queen. However, the bishop on h2 interferes and slows down the promotion. In principle, the plan is not very difficult: you need to transfer the bishop through a7 to b8, in connection with which the black bishop must retreat to g1. After White plays Bb8-f4 and Black's answer Bg1-a7, White wins with the distracting sacrifice Bf4-e3! However, a logical plan is not so easy to implement.

1. Bh4! Nb5! 2. Bf5 Ka6

That is the main difficulty; Black's king interferes in the plan.

3. Bc5! ...

White needs a waiting move. It is necessary to "lure" out the bishop from h2.

3. ... Bf4 4. Be7 Kb5 5. Bd8 Kc6

With the next moves, White wins an important tempo to transfer the bishop to a7.

6. Bg5! Bh2 7. Be3 Kb5 8. Ba7 Ka6 9. Bb8 Bg1 10. Bg2 Ba7 11. Bf2! ...

Again distraction motive, but this time with a decisive effect!

Smyslov – Tal

Moscow, 1964



Black to move.

The positional advantage of the bishop over the knight is obvious. The sniper bishop (or long-range bishop) controls the long diagonal h1-a8 and fetters the action of the knight located on the edge of the board. True, the knight has c2 at his disposal, but Black's pawn chain does not allow the he to be active. The white king must adhere to passive strategy, since the bishop also attacks the isolated a4-pawn. There is also another weakness in White's position - a blocked d3 pawn can become an object of attack in the future.

Tal embodies the following plan:

- I. Black king threatening to infiltrate on g4. With this action, White must weakening his pawn formation (with the move h2-h3).
- II. Then Black wins the h pawn. True, White also wins the h pawn, while activating the knight. However, the pawns exchange opens the way for the Black king to the kingside.
- III. Black has an opportunity to play on the both flanks, which is crucial factor in such a situation.

In the game follows:

38. ... Kf6 39. Kb3 Kg6 40. Ka3 Kh5 41. h3 (the first part of the plan is done) **41. ... Kg6 42. Kb3 Kg7 43. Ka3 Kf6**

White buys time to think by triangle-maneuver and at the same time to lure the opponent's king to b2 square.

44. Kb3 Be8!

The bishop aims to d1 square.

45. Kg2 ...

As M. Tal pointed out, White must not allow the bishop to achieve the goal and take under control d1 square: 45. Nf3 Bh5 46. Ne5 Bd1+ (that why was important to lure the king to b3, getting on d1 with a tempo!) 47. Ka3 Ke6 48. Nc6 Bc2. The pawn on d3 is White's Achilles heel! 49. Ne5 h6 50. g4 Bd1 and White is in the zugzwang.

45. ... Bh5

The beginning of the second part of the plan.

46. Kc2 Be2 47. Ne1 Bf1 48. Nf3 ...

Of course not 48. g4, the bishop would return to c6, and then the king infiltrate the White camp through g4-square.

48. ... B:h3 49. Ng5 Bg2 50. N:h7+ 51. Ng5 Kg6 52. Kd2 Bc6 53. Kc1 ...

White sacrifice the pawn to activate the knight, however, black is not in the hurry to take the pawn.

53. ... Bg2 54. Kd2 Kh5



55. Ne6 ...

We can check other continuations pointed out by M. Tal:

a. 55. Ke2 Kg4 56. Kf2 Bc6 57. Nf7 B:a4 58. Nh6+ Kh5 59. N:f5 ... In this case, we can see the weakness of the knight that try to slow down the passed pawn.

b. 55. Nf7 Kg4 56. Nh6+ K:g3 57. N:f5+ K:f4 58. Ne7 Ke5 59. Kc2 ... (after 59. Nc8 Bc6 60. N:b6 Kd6 and the knight is trapped) 59. ... Ke6 60. Kg6 Bc6 61. Kb3 Kf6 62. Nf4 Kf5 and the king gets to the d3 pawn.

55. ... Kg4 56. Nc7 Bc6 57. Nd5 K:g3 58. Ne7 Bd7

Answering in a hurry with 58. ... B:a4, Black would have to overcome many technical difficulties: 59. N:f5 K:f4 60. Ne7 Ke5 61. Nc8! and it is impossible to continue 62. ... Bd7 because of 63. N:b6 Bc6 64. Kc2 Kd6? 65. Kb3 Kc7 66. Na4.

59. Nd5 B:a4 60 N:b6 ...

Finally, the knight got to the main weakness – b6, but the a-pawn is more dangerous.

60. ... Be8

How M. Tal pointed out, more accurate was 60. ... Bc6 61. Nd5 Kf3 62. Ne7 Bd7 63. Nd5 a4.

61. Nd5 Kf3 62. Nc7 ...

Now the c5 pawn is lost. White is not able to defend on two flanks.

62. ... Bc6 63. Ke6 a4 64. N:c5 a3 65. Nb3 ...

After 64. Ke6 a2 65. N:d4+ K:f4 66. Nb3 Ba4 67. Na1 ... knight was trapped.

65. ... a2 66. Kc1 K:f4 67. Kb2 Ke3 68. Na5 Be8 69. c5 f4 70. c6 B:c6 71. N:c6 f3 72. Ne5 f2 and White resigned.

The last example is an instructive knight endgame.

Barcza – Simagin
Moscow, 1948



Black to move.

All Black's forces are concentrated in the center, while White's pieces are isolated. Thus, Black has a material advantage in the center. Black's plan is clear – to advance and promote the d pawn.

1. ... d3 2. Kf1 Nc3! 3. Ke1 Kd4 4. Kd2 ...

Only move, because of 4. ... Ke3.

4. ... Ne4+ 5. Kc1 ...

Stop! Do not read further, first try to find Black's best move yourself.

5. ... Nd6!!

Staining move! If now 6. Nc6+ Kc3 7. Ne7, then 7. ... d2+! 8. Kd1 Ne4 9. Nd5+ Kc4! with the threat 10. ... Kd3! White loses the knight.

6. Kd2 Nc4+ 7. Kc1 d2+ 8. Kc2 Ke3 9. Nb5 ...

It seems that White manages to defend by 10. Nc3. Is it so?

9. ... Na3+! and White resigned.

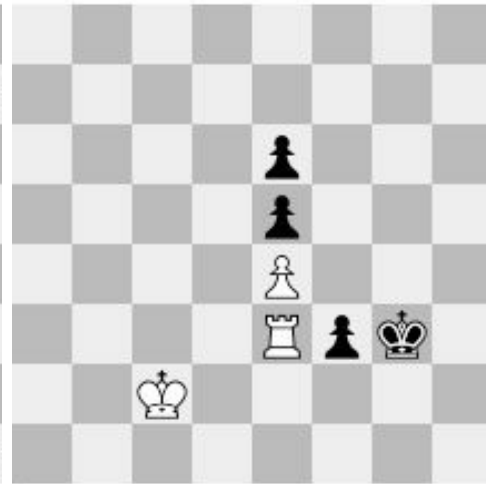
HOMework

20.



Give evaluation and analysis.

21.



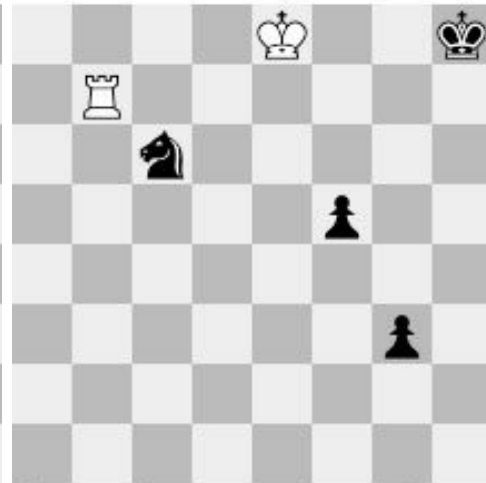
Draw.

22.



Win.

24.



Give evaluation and analysis.

25.

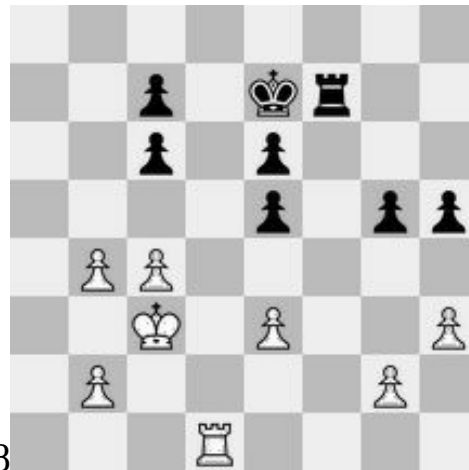


Win.

HARMONIOUS INTERCONNECTION → THE KEY OF SUCCESS

The most difficult tasks in the chess strategy is to drawing up an action plan for "heavy" rooks. When there is a lot of pieces on the board, they just need to get into the opponent's camp, slip through the "mine fields" from light pieces and pawns. However, in the rook endings, when the most of the pieces and pawns are exchanged, the rooks breathe freely: they have open lines at their disposal. However, here arise other technical problems: in the rook endings, it is difficult to convert a small material advantage. Only an accurate game, a clear plan lead to the goal. Therefore, playing rook endgames is extremely useful for the development of strategical thinking.

Dubinin – Ufimtsev



Leningrad, 1938

White's positional advantage is obvious due to the active and harmonious interaction of the king, rook and pawn.

White controls the open file with the rook, although controlling the open file is not the goal itself. It is necessary to find the opportunity to invade into enemy's camp with the rook, in this situation - to the seventh horizontal and attacking "from the side". Here pawns will become more vulnerable.

However, White must due to the black's rook counterattack, which also has an open line at its disposal.

1. b5! cb 2. c5! Rf2 3. c6! Re2 4. Rd7+ Ke8

It was impossible to play 4. ... Kf6, because of 5. R:c7 and the c6 passed pawn will become very dangerous. But the move in the game has its own drawback – the king is cut off on the 8th horizontal.

5. R:c7 R:e3+ 6. Kb4 Kd8

Threat was Rc7 → a7 → a8+ and c6-c7.

7. Ra7 Re2 8. Kc5 R:b2 9. Kb6 ... and Black resigned.

The black b5 pawn ensured White's victory, which saves White's king from annoying rook checks.

Capablanca – Tartakower New York, 1924



Let us examine this famous and classical example. The rook managed to infiltrate on the 7th horizontal, pushing the black king to the edge of the board, but the rook alone is simply not able to increase the pressure. White must also reckon with the counterattack, which will begin with the move R:c3+. *What plan would you suggest?*

1. Kg3! R:c3+ 2. Kh4 Rf3 3. g6! ...

White king came to help the rook! In this position, the loss of the pawns is not significant.

3. ... R:f4+ 4. Kg5 Re4 5. Kf6 ...

White does not hurry to take the f5 pawn, because it is important to create a checkmate threat!

5. ... Kg8 6. Rg7+ Kh8 7. R:c7 Re8 8. K:f5 Re4 9. Kf6 Rf4+ 10. Ke5 Rg4 11. g7+ Kg8

After 11. ... R:g7 12. R:g7 K:g7 13. K:d5, The pawn endgame is lost for Black.

12. R:a7 Rg1 13. K:d5 ...

The final step of the plan, the d-passed pawn ensures White's victory.

13. ... Rc1 14. Kd6 Rc2 15. d5 Rc1 16. Rc7 Ra 17. Kc6 R:a4 18. d6. ... and Black resigned.

COUNTERATTACK - AT ANY COST!

Tarrasch – Rubinstein
San Sebastian, 1911



The worst thing about rook endgame is passive waiting. For example: 1. ... Rd6 2. Ke2 ... with the following a2-a4 would lead Black to hopeless position. The only chance to survive here is active counterplay!

1. ... Rd2! 2. R:b6+ Kg5

White has 2 extra pawns, but Black got counterplay. After f4-f3 will appear the checkmate threat. White's plan is clear – to promote the a-pawn. However, after 3. a4 f4 4. a5 f3 5. Ke1 Re2+, White will have to agree to repeat the moves: 6. Kf1 Rd2 7. Ke1 Re2+ 8. Rd2 ... , in case of 6. ... R:f2 7. a6 e3 8. a7 Rd2+ 9. Kc1 f2 and Black wins.

3. Ke1 Rc2 4. Rb5+ Kg4 5. h3+ ...

Wrong was 5. a4, because of 5. ... f4 6. a5 Kf3, Black achieves the perfect interaction of his pieces.

5. ... K:h3 6. R:f5 R:b2 7. Rf4 RR:a2 8. R:e4 h5 9. c4 Kg2 10. Rf4 Rc2 11. Rh4 Kf3 12. Kd1 R:f2 13. c5 Ke3 14. R:h5 Kd4 and Draw was agreed.

A WELL-THOUGHT OUT PLAN

Em. Lasker wrote: “The thought underlying the combination is called the idea. The thought underlying the positional game is called a plan. The plan has an impressive depth of implementation, which gives a certain structure to a position”.

Flohr – Vidmar



Nottingham, 1936

It is not difficult to evaluate the static aspect of the position: White's rook is more active and attacks the "c" pawn, while the black is concerned about passive defense of the pawn. Black has also an isolated a6-pawn. First at all, White's task is to prevent Black's attempt by Kf8 → e7 → d6 and c6-c5 to improve his position and to maintain the blockade.

The plan is:

1. To centralize the king and to prevent the mentioned maneuver by Black.
2. To impede the activation of the black rook.
3. To open the game in the center and to use the weaknesses on the kingside.
4. To cut off the black king from the kingside, and to invade the enemy's position with the king.
5. To achieve a material advantage.

1. Ke2 Ke7 2. Kd3 Kd6 3. Ra5 Ra8 4. Kd4 ... (The first and the second step of the plan) **4. ... f5**

This move weakens the position. We can conclude, such concessions should be avoided without being forced to do that. Black should have tried a passive tactic by 4. Ra7, although even in this case the position is difficult.

5. b4! ...

The liberating move c6-c5 was prevented.

7. ... fe 8. fe de 9. K:e4 Ra7 10. Kf4! h6

White did not forget about endgame principle: To create and to provoke new weaknesses. The black rook passively defends the weak a6 pawn.

11. h4! ...

The idea h4-h5 even more weakening Black's pawn structure and now the White king can invade through f5 square. The pawn on h4 has also another important task – blocking the h6 pawn (4th step of the plan).

11. ... Ke6 12. Kg4 Ra8 13. h5! g5

If now 13. ... gf! 14. Kh5 Rg8 with hope of counterplay, then 15. g4 with easy win.

14. h3 Ra7 15. Kf3 Ra8 16. Ke4 Ra7 17. Re5+!

Forcing the black king to decide where will be better for him to be cut off (5th step of the plan).

17. ... Kd6

On 17. ... Kf6, White's king will go e3 → d4 → c5 on the queenside.

18. Re8! ...

Threatens not only 19. Rh8, but also 19. Kf5. Black is hopeless.

18. ... c5 19. Rd8+ Kc6 20. Rc8+ Kb6 21. R:c5 Rh7 22. Re5 Kc6 23. Re6+ Kb5 24. Kf5 Rf7+ 25. Rf6 ... and Black resigned.

THE ROOK POSITION IS BEHIND THE PASSED PAWN!

Lasker – Rubinstein

St. Petersburg, 1914



1. f5 gf 2. gf Rf6

The rook behind the passed pawn not only supports its advancement but also has the freedom to maneuver. However, the game does not end here - it is necessary to find a practical way to convert this positional advantage in a winning position. *What do you think?*

3. Rf4! ...

Threats 4. b4+, and cutting of the king – 5. Kd4.

3. ... b4

How would you play on 3. ... d4?

We have an interesting solution: 4. Rf1! Kd5 5. b4 Ke5 6. Rc1! On K:f5 or R:f5 follows exchange of the rooks and with a lost pawn endgame for Black.

4. b3! ...

This Move has the zugzwang idea. Black is forced to weaken his position.

4. ... Rf7

After 4. ... Kc6 5. Kd4 Kd6, the rook will be also forced to retreat!

5. f6 Kd6 6. Kd4 Ke6 7. Rf2! Kd6 8. Ra2! ...

After this maneuver, Black's position becomes hopeless.

8. ... Rc7 9. Ra6 Kd7 10. Rb6 ... and Black resigned.

WHERE TO ATTACK?

Naegeli – Alekhin

Zurich, 1934



A chess player often has to weigh, where is it better to direct the blow of his forces? An attack promises success where superior forces can act. Quick look at the position confirms that the true goal of Black is the kingside, where he has a pawn advantage. The reader, of course, will be able to justify this assessment: the a3 pawn is backward, the black b5 pawn fetters two white pawns.

Such pronounced assessments allow us to outline the right plan of action. At first, Black will advance his pawns on the kingside, meanwhile centralizing his king.

1. ... Ke5 2. Re3 f5 3. h4 Kd4 4. Rb3 h6 5. Re3 ...

Due to the weaknesses on the queenside, White is forced to passively wait for further events.

5. ... g5 6. hg hg 7. Rb3 Rc8!

Black wants to transfer the rook through h8 → h2 with the idea to attack f2 pawn.

8. Re3 Rh8 9. Re2 f4! 10. gf gf 11. Kc2 Rh2 12. Kb3 ...

If 12. Kd2, then 12. ... Rf2!

12. ... Rh3+ 13. Kb2 Rd3! 14. Rc2 f3! 15. Kc1 e3 16. fe+ K:e3 and White

resigned.

ROOKS ON THE 7TH HORIZONTAL

Two rooks on the 7th horizontal is a formidable force. By destroying the pawns, they can create also checkmate threats.

Botvinnik – Levenfish

Match, 1937



Although the rooks supporting each other, develop maximum activity, they are still able to declare only an “perpetual check”, since after 1. R:g7+ Kf8 2. Rcf7+ Ke8 does not pass 3. Kg8?? due to the insecurity of the rook f7. If White plays 3. Rc7 Kf8 4. Rh7, then Black answers 4. ... Kg8, and again the matte threat is repelled. However, if there was a white pawn on h6, 5. Rcg7+ Kf8 6. Rh8# could follow. Thus, it is not difficult to conclude that rooks should be supported from the 6th horizontal. This allowed White to reject the forced draw and force the opponent to solve difficult problems.

1. g5! Rd1+?

Why this move is wrong? How should Black play?

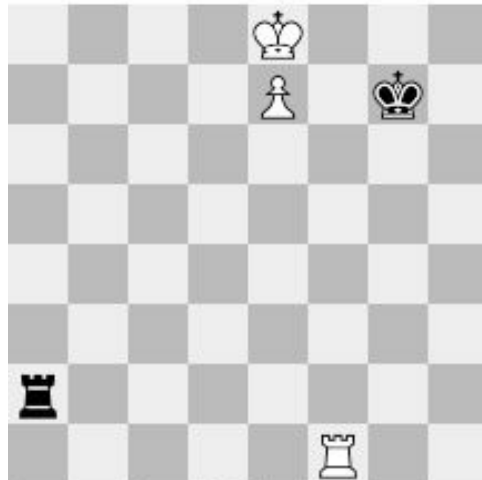
It was wrong to weaken the 8th horizontal, White pressure on the 7th horizontal should have been restrained by the deflection sacrifice: 1. ... e3! 2. R:e3 Rf4! 3. g6 f2 4. Rc1 Rf5, and Black kept equal chances.

2. Kf2 Rd2+ 3. Ke1 Re2+ Kf1 hg 5. R:g7+ and Black resigned due to 6. h6.

With this example, I will complete the coverage of some endgame problems. I hope that you got a clearer picture of the planning in the game, the interaction of pieces and pawns, and learned to recognize some typical positions.

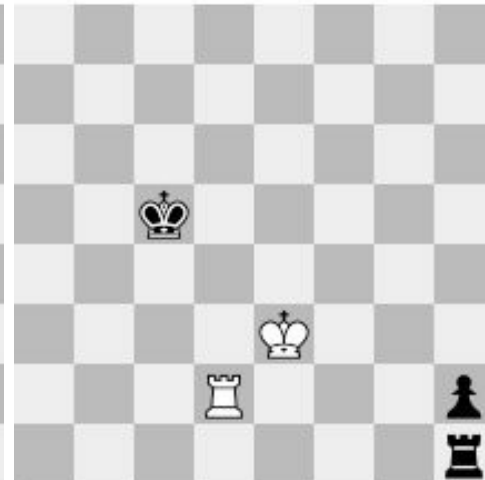
HOMEWORK

26.



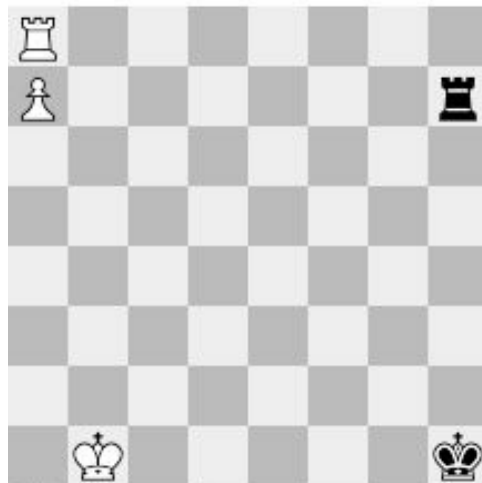
Draw or Lose? Black to move.

27.



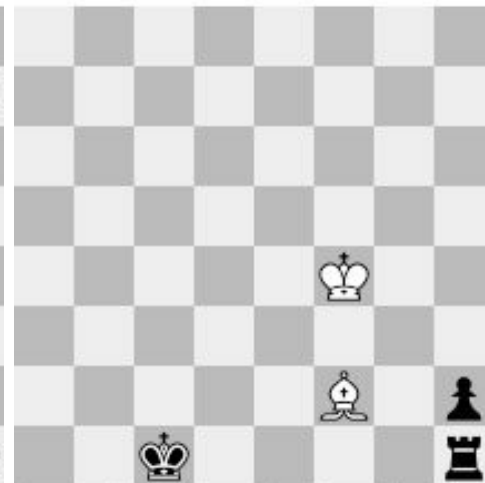
Draw.

28.



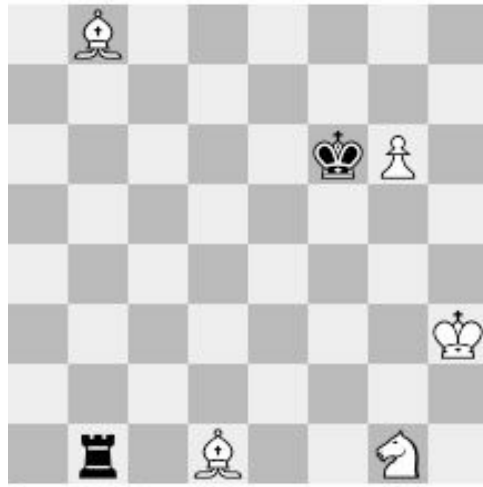
Win or Draw?

29.



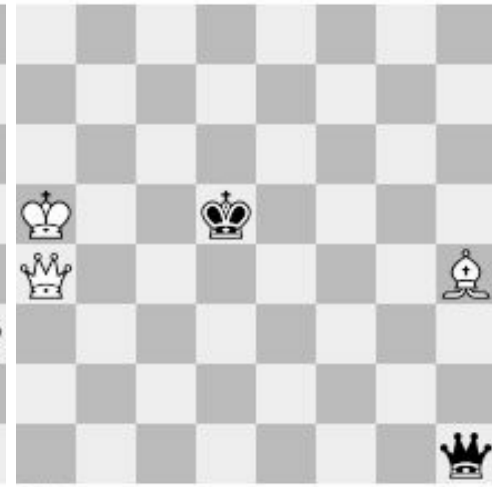
Draw. Indicate salvation plan.

30.



Can White win?

31.



Win.

TRANSFORMING THE STRATEGIC PLAN

We analyzed the endgame positions, where one of the sides had a clear positional advantage. This made it possible to easily assess the position and outline the correct plan for further action. In some cases, victory was achieved through maneuvers, in others with a spectacular tactical strike.

However, a practical game, as a rule, proceeds in a tough fight. A tough battle is ensured from the first moves. In the initial position, the forces are equal, excluding only the right of the first-move advantage for White. Move by move, we strive to force the enemy to make positional weaknesses, and then increasing the advantage, we force the enemy to resign. As Steinitz once said, this tough fight is not for people who are weak spiritually. Going through games of outstanding chess players, we admire not only their pure chess ideas. The deep impression is also left by their qualities: courage, resourcefulness, perseverance.

We will focus our attention on the complete games. This will allow us to understand better the whole process - from opening to endgame, the relationship between strategy and tactics.

The next game is not particularly spectacular; however, we can see clearly the transformation of the strategic plans. At first, the main goal was to occupy the center, then to undermine the pawn chain, after which many weaknesses appeared in the Black's camp. One game and how many instructive strategic motives!

Before we start, I want to talk about training method that was used by Botvinnik. We will overload our memory while trying to remember all the details in the games. The main thing is the quintessence of the game, a typical idea implemented in the game. Remembering these ideas will allow us to find the right plan in similar situations.

Therefore, I propose to first work out the key points of the game on your own, write down your moves and, compare how your comments

coincided with the moves of the grandmasters and masters. The number corresponds to the move in the game. Do not look in advance at the game!

I included tasks on these topics, because the goal of chess training is to develop tactical abilities and calculation techniques.



Dutch Defence

Flohr - Roessel

Wageningen NED, 1958

1. Nf3 f5 2. d4 Nf6 3. g3 e6 4. Bg2 Be7 5. O-O O-O 6. b3 a5 7. a4! ...

One of the main tasks is to not only to activate our own forces, but also to prevent the activation of enemy forces. Black threatened to advance 7.. .a4, but White prevents this.

7. ... b6? 8. Ne5 c6

Each player must assume carefully approach about the pawn moves. With this move, Black weakening his b6 pawn.

9. Nd2 Bb7?

Already in the opening stage, you should fight for center control! From this point of view, it was necessary to play d7-d5! making difficult to advance e2-e4.

10. e4 d5 11. e:f5 e:f5 12. Bb2 Bd6 13. Qf3 Ne4 14. N:e4 f:e4 15. Qh5 Qe8

The queen on h5 has taken a good position. Therefore, it is useful to exchange some defending pieces around the king.

16. Q:e8 R:e8 17. f3! ...

There are games in which the plan is implemented without any interference from start to finish. However, more often it is necessary to be satisfied with partial strategic achievements. White has so far pursued the goal of increasing the activity of the light-square bishop, giving him more “air” for breathing. Therefore, their task is to undermine the black’s pawn chain in the center.

17. ... B:e5 18. d:e5 ...

The centralized knight slowed down the development of Black’s forces, but this exchange also had its downside: black squares in Black’s camp were weakened, a passing pawn appeared on e5 and, finally, white remained with two bishops advantage.

18. ... e:f3 19. R:f3 Nd7 20. Re1 Re7 21. Rfe3 Nf8 22. c4! ...

Notice how pawns do useful work. In this way, the radius of action of the pieces increases, point d5 is undermined, after which the activity of the white’s bishop significantly increased.

22. d:c4 23. b:c4 ...

The c4-pawn is isolated, however, Black cannot use this weakness, since the pressure of the white dark-squared bishop and rook (which has at its disposal a convenient b3-square for attacking the b6-pawn) looks rather formidable.

23. ... Rd8 24. Rb3 Nd7 25. Ba3! ...

Expands the scope of the dark-squared bishop, although this move is connected with the pawn sacrifice. However, White foresaw that the action of the bishops and the pin would be sufficient compensation for the sacrifice.

23. ... R:e5 26. Rd1! ...

The knight is pinned.

26. ... Kf7 27. Rbd3 Ke8



White's positional advantage is obvious. Now follows the last part of the struggle, in which the "raging" white bishops play a decisive role.

28. Bc1 h6 29. Bf3 Ke7 30. Bf4 Rf5 31. Bg4 R:f4 32. R:d7+ ... and Black resigned.

PRACTICAL TIPS

EXCHANGING OPERATION

Sometimes, we can increase positional pressure with help of exchanges. At the same time, the enemy's hope for counterplay is narrowed.

In the following example, after unexpected exchanges, White managed to increase the fighting potential of his bishops and the strength of his advanced passed pawn.



22. Kd6! R:e1+ 23. R:e1 Nb6 24. N:b7 N:a4 25. K:d8 R:d8 26. Bc7 Rc8 27. d6! Nb6

Black takes under control the d7 square. However, the knight is quickly forced out of his position. Also, pay attention to the extremely “beautiful” position of the dark-square bishop. On the contrary, white’s forces harmoniously interact.

The strategical idea is to promote the advance “d” pawn.

28. Bb7 Rf8 29. Bc6 Rc8 30. a4! Bf6

Well, finally, the bishop found a “job” – to guard the promoting square d8. However after:

31. a5 Nc4 32. Bb7 Rf8 33. d7 Nd2 34. Re8 c4 35. Bd6! ... and Black resigned.

In the following example, with the help of the tactical trick, White managed to compromise opponent’s pawn structure and to convert the advantage in the winning endgame.

Flohr – Thomas
Podebrady, 1936



20. Nf5! e6 21. B:f6 g6 22. Rd6 R:d6 23. Qg3+ Kh7 24. Q:d6 Rg8 25. g3 Kg6 26. Re7 Qf3

In endgames with heavy pieces, the best practical chances is to attack the opponent's king, however by:

27. R:a7 Re8 28. Re7! ...

White got rid of Black's threat and after:

28. ... R:e7 29. Q:e7 Qd1+ 30. Kg2 Qc2 31. Qe3 Q:a2 32. Q:b6 ... and White quick won.

The Chess players, who little knows about endgame theory usually avoid simplifications - even when this does not meet the requirements of the position. Here is what Alexander Alekhin said: "Every chess player, in my opinion, is obliged to use the opportunity to solve the problem of winning without a "fear" of simplifications. To complicate the position is an extreme measure that a chess player should do only when he does not find a clear and logical plan. "

As you have seen, Flohr's plan to simplify the position and to transfer the game to a favorable endgame was strategically sound. Therefore, if you have the opportunity to transform the rook ending with an extra pawn into a pawn, act without hesitation: as a rule, a material advantage will ensure you victory.

The following example will tell about one instructive exchange operation:

Alekhin – Yates

Hamburg, 1910



White cannot play 40. Re5, because of 40. ... R:e5 41. fe Ke7 42. Kd4 follows 42. ... Ke6. However after 42. Kb4 Ke6 43. Kb5 K:e5 is a Draw. But Alekhin played: **40. Re5! R:e5 41. fe Ke7 42. Kd3! Kd7 43. e4 f4 44. Ke2!** ...

Forcing the enemy to attack the pawn.

44. ... Ke6 45. Kf2!! ...

The whole idea, but not 45. Kf3? K:e5 and Black wins. After this move, Black resigned.

HOMEWORK

Let us start with the study. Firstly, its solution will help the development of your creative imagination, secondly, it will develop a calculation technique and, thirdly, it will illustrate the maximum potential of pieces and pawns. I must to add also, that a beautiful study always gives aesthetic pleasure.

32.



Win.

33.



Is it right to play 6. ... Bb4?

34.



10.?

35.



11.?

36.



17.?

37.



20.?

38.



27.?

39.



30.?

40.



38.?

COMPASS IN THE SEA OF OPENINGS STORM

Now we will speak about the problems of the opening strategy. The pieces froze in the initial positions. The position has not yet taken on a specific character; no signs have been identified - on the basis of which we could draw up an action plan. The question arises: should we consider all possible moves? Richard Reti wrote that in a relatively calm position it is useless to calculate the consequences of even three acceptable moves: "If I tried to calculate all the options for one move for white and black, I would have to have all the moves the opponent should count 32 equal to 9. With two full moves of white and black, the number would increase by 33 equal to 81, and if three moves - 34 is equal to 729, which is practically impossible".

What are these typical patterns that guide us? It is primarily to develop our pieces, transferring the king to a safe place (or relative safe place) by castling, and the rooks have the opportunity to join in the game. We also strive to develop our forces in the direction of the center of the Board (squares e4, d4, e5, d5), since from there they control a large number of squares, and as much as possible reduce or restrict the actions of the enemy forces. Moreover, if you delve deeper into the specifics of the opening strategy, it becomes clear that all these ideas are based on the struggle for the center, which determines the direction of the game in the middlegame.

The fight unfolds in a limited chessboard space, which plays a crucial role. The larger a section of the board our forces control, the more constrained and uncomfortable the enemy's forces feel. Therefore, it is beneficial that our forces cross the line of demarcation (a line that divides the board into two equal parts) in order to limit the enemy in their actions; get favorable conditions for penetrating the enemy camp, keep under control key squares and points.

The Time concept is important and has an abstract nature. From the very first moves, we strive not only to withdraw our forces, but at the same

time to get ahead in development. If a chess player loses time by repeatedly moving the same piece, we say that he loses tempo.

These factors underlie strategic planning in the opening. They serve us as a compass in the preparation of the plan; other strategic patterns are associated with them. So, for example, the manifestation of the initiative is closely related to gaining time, the position in the center determines the plan for preparing and developing the attack in the middlegame *etc.*

BEHIND IN DEVELOPMENT

Let us move on to specific examples. But first at all, you will solve these



positions:

9.?

11.?



15.?



What will follow on 15. ... Qh6?



What will happen on 17. ... d5?



20.?

Evens Gambit
Martin – Hort
Correspondence, 1908

1. e4 e5 2. Nf3 Nc6 Bc4 Bc5

Starting position of the Italian game. White developed the light pieces on the kingside and preparing to castle. Since the queenside needs to be developed, eventually it will be necessary to advance the d-pawn. However, White will want to combine the developing of the pieces with the capture of the center. Moreover, based on long-term practice, the following variation arose: 4. c3 Nf6 5. d4 ed 6. cd. White built the so-called mobile center. I want to immediately draw your attention to the fact that such a center due to its mobility is extremely dangerous - you should always consider the threat of further advancement of pawns, which is associated with the loss of space for one of the sides.

Such a center is better to fix in time. In general, mutual inhibition of pawn chains is one of the most important strategic tasks in many opening systems.

What will happen if Black will not follow this principle? Say they will play 6. ... Bb6?, then follows 7. d5 Ne7 8. e5 Ng4 9. d6! cd 10. ed N:f2 11. Qb3 N:h1 12. B:f7+ Kf8 13. Bg5. In this instructive example by Aron Nimzowitsch, the queen flank is “cut off” from Black, and they inevitably will have material damage.

Meanwhile, Black has a possibility to control the White’s center: 6. ... Bb4+ (instead of 8. ... Bb6?) 7. Bd2 B:d2+ 8. K:d2 d5! 9. ed N:d5 10. Qb3 Nce7 and Black forces White to play with an isolated pawn in the center. Why did Black manages to solve so easy the problem? Preparatory move 4. c3 allowed Black to use an extra tempo for counterattack by 4. ...Nf6.

Can White carry out c2-c3 with a gain of tempo, making Black unable to counterattack e4? The 19th century masters tried to solve this problem by sacrificing a pawn (b2-b4). The English captain Evans first proposed this move. For many years, this debut was the favorite weapon of Paul Morphy, Adolf Andersen and Mikhail Chigorin.

4. b4 ...

Sacrifice for development. While Black accepts the sacrifice, White manages to play c2-c3, opening the diagonal with the tempo for Queen's bishop.

4. ... B:b4 5. c3 Ba5 6. d4 e:d4 7. 0-0 d:c3

Black takes everything that is offered to them! Not without reason, this option was called "compromised" defence. It was not too late to think about development through 7. Nge7.

8. Qb3 Qf6



9. e5! ...

White gains space with a tempo and slows down d7-d5 move.

9. ... Qg6

Here we can see the connection between strategy and tactics. It should be borne in mind that positional advantage creates potential opportunities for a tactical strike. In this situation, White's superiority in development is dominant. You cannot do it this way: 9. ... N:e5, because of 10. Re1 d6 11. Qa4+ winning the Bishop on a5.

10. N:c3 Ne7 11. Ba3 B:c3

On 11. 0-0, White will continue to develop by 12. Rad1.

12. Q:c3 0-0

13. Rad1! Re8 14. Re1 ...

Continuing to develop, White centralizes the rooks. Black did not manage to finish the development of the queenside.

14. .. Rb8 15. Bd3! ...

White begins to constantly bother the opponent with threats, maintaining initiative and dictating the tempo of attack.

15. ... f5

With this move, Black weakening his king position. However after: 15. ... Qh6, White will continue harmoniously 16. Bc1 Qh5 17. Re4! Ng6 18. g4 Qh3 19. Bf1.

16. e:f6 Q:f6 17. Qb3+ Kh8

Black is outplayed completely, and there is nothing surprising that after 17. ... d5 18. Q:d5+! N:d5 19. Re8+ Kf7 20. Rf8+ Ke6 21. Bc4 Nce7 22. Re1+ Kd7 23. Ne5+ and White wins.

18. Bb2 Qf8 19. Ng5 d5



20. Re6! ...

This move begins a forced combination. How beautifully arranged are the White bishops along the open diagonals! The rooks are centralized, and the knight from the 5th horizontal is ready to jump into the enemy camp. The White queen has not yet entered the game, but soon this very mobile piece will say its word. The Black forces are separated and this is the reason for all their difficulties.

20. ... B:e6

Defense against 21. Rh6!

21. N:e6 Qf7 22. B:g7+ Kg8 23. B:h7+ ...

The goal is to destroy the black king position.

23. ... K:h7 24. Qh3+ ...

The queen enters in the attack with a tempo.

24. ... Kg6 25. Qh6+ Kf5 26. g4+ Ke4 27. Qe3#.

Summing up, I would like to emphasize two main points:

1. If your opponent has used gambit, you should remember: it is better to return the material at a favorable moment. So, Em. Lasker "tamed" the gambit in the following way: 1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 B:b4 5. c3 Ba5 6. 0-0 d6 7. d4 Bb6! 8. de de 9. Q :d8 N :d8 10. N :e5, and Black's position is strong.

2. We saw such an important factors as the mobility of the pieces, the interaction of forces, and the importance of the initiative. All black troubles should be considered because of "pawn-eating". Black did not take into account that taking pawns is associated with a loss of time and an ever-growing lag in development.

We were also able to ensure that the opening advantage played a decisive role in the preparation of the kingside attack.

HOMEWORK

41.



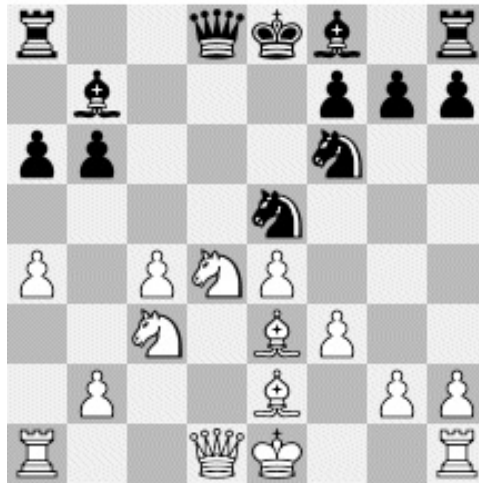
Win.

42.



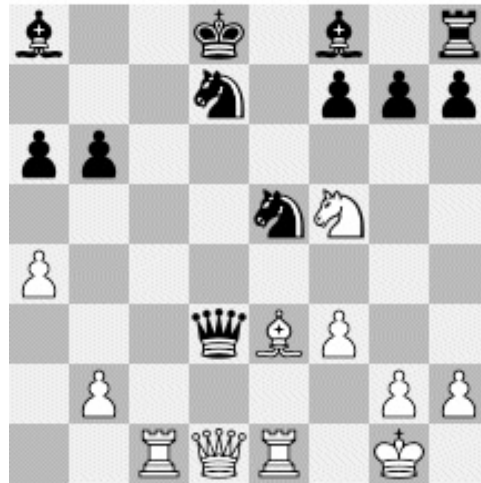
Win.

43.



14.?

44.



20.?

45.



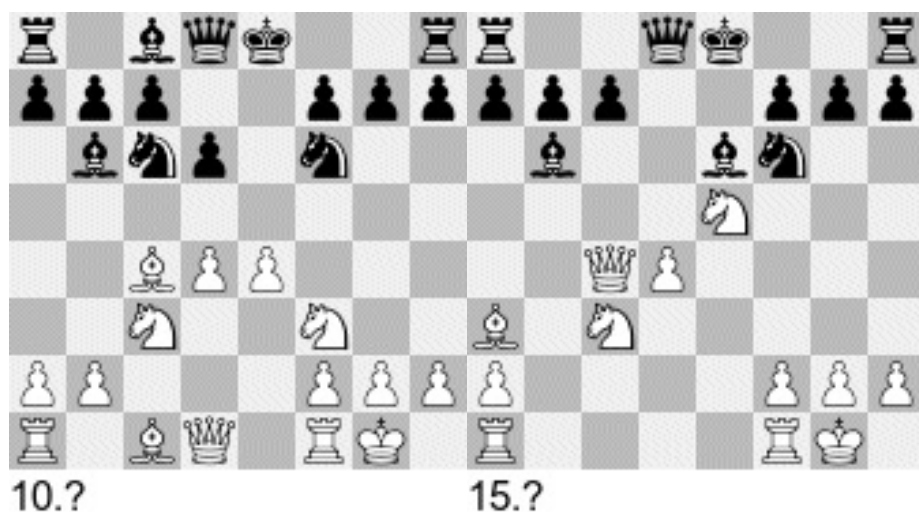
22.?

ROLE OF THE CENTER IN THE OPENING

While the master of the past went to their opponents with an open visor, striving first of all to attack the enemy king, modern masters set themselves (at least at the beginning) a more modest task. To attack, continue to perform positional conditions. Thus, the better pawns structure, to fetters the mobility of enemy forces, to limits its choice of plans.

Nowadays, typical opening positions are connected with the subsequent plan in the middlegame (already in the examples with an isolated pawn you have seen such a connection).

The struggle is most difficult if the active side manages to create an e4-d4 pawn pair in the center. This position of the pawns cannot be regarded as an end in itself, as a static factor. On the contrary, this structure is “charged with dynamite”, a pawn pair tends to advance, seeks to cross the demarcation line, after which rich attacking opportunities and specific threats appear.





10.?

Italian Game: Evans Gambit
Lehmann vs Mueller
SUI-GER, 1952

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 B:b4 5. c3 Ba5 6. d4 e:d4

Theory recommends 6. ... d6. This move contains two important points:

- a. Defending the center.
- b. Braking the enemy pawn chain.

7. 0-0 Bb6

Theory recommends 7. ... Nge7 8. cd d5! (break down the pawns pair) 9. ed N:d5 10. Ba3 Be6 11. Bb5 Bb4 with equal game.

8. c:d4 d6 9. Nc3 Nf6?

Paul Morphy refuted this move back in the 19th century. Apparently, the chess player who played black was at odds with the theory. When you play such a sharp opening is always useful to know something in this lines.

10. e5! ...

Extremely strong move, the goal is to distract the e5 pawn, after which White will be able to delay Black's castling.

10. ... d:e5



11. Ba3! ...

Slowing down the development of enemy forces is an important strategic factor. But when at the same time it is possible to detain the enemy king in the center, then the active side has tactical opportunities to strike.

11. ... Na5 12. N:e5 N:c4 13. Qa4+ Bd7 14. Q:c4 Be6 15. d5+ B:d5 16. Qa4+ c6 17. Rd1+ ...

Threats 18. Rfe1.

18. N:d7 Q:d7 19. N:d5 c:d5 20. R:d5! ... and Black resigned.

What is characteristic of this game?

- I. Pawn sacrifice in order to gain time and create a pawn center.
- II. Advancing of the central pawn for the sake of opening the diagonal and preventing Black's castling.
- III. Opening a position to use the open file for an attack.
- IV. Positional advantage gives the opportunity to attack.



17.?

22.?



26.?

Queen's Pawn Game
Koltanowski – Reyli
Barcelona, 1935

1. d4 Nf6 2. Nf3 e6 3. e3 ...

L. Colle began with an interesting set up. Belgian Master at first reinforces the pawn structure in the center and takes under control the e4 square. The looked queen's bishop will be free by e2-e4.

3. ... b6

Better for Black was: 3. ... d5 4. Bc3 c5 5. c3 Nc6 6. Nbd2 Bd6 7. 0-0 0-0 8. dc B:c5 9. e4 Qc7 10. Qe2 Bd6 11. Re1 Ng4! 12. h3 Nge5 13. N:e5 N:e5 14. ed ed, and in view of the opponent's isolated pawn, White's position is a little better, but it's extremely difficult for them to achieve an advantage, because Black is already developed.

4. Bd3 Bb7 5. Nd2 c5 6. c3 Nc6 7. a3 ...

To play e4, it is necessary to prevent the threat 8. ... cd 9. cd Nb4! – because after the bishop exchange, White loses his most active piece.

7. ... Qc7 8. e4 c:d4?

An erroneous exchange, since Black will not be able to use the open line. The exchange also allows White to position his bishop on b2 (11. Bb2).

9. c:d4 d6 10. b4 Be7 11. Bb2 Rc8 12. 0-0 0-0 13. Rcc1 Qb8 14. Qe2 Re8 15. Nb3 ...

Here the Latin proverb is confirmed: "If two do the same thing - this is not the same thing." Both opponents developed his forces, however, while for White has a promising game, in view of the possible advancement of e4 – e5 and a dangerous opening of the diagonal. It is difficult for Black to discern an active counter-plan. The development of the bishop on b7 was not particularly logical, since it was not able to prevent the advance of e3-e4.

Maybe Black should have played 15. ... Qa8, so that in case of e4-e5 to exert the pressure on the diagonal a8-h1. However, Black's next move shows that they don't feel any danger.

15. ... Bf8? 16. e5 Nd5



The advance of the e4-pawn is strategically justified - the enemy is forced to withdraw the knight from the kingside, after which the prerequisite for a combination strike was created.

17. B:h7+! ...

"Props" of our aggressively tuned chess player. In this case, White's attack plan is based on an additional tactical subtlety. I want to remind you: any combination requires precise execution, since the material is sacrificed.

17. ... K:h7 18. Ng5+ Kg6

On 18. ... Kg8, follows 19. Qh5 with a win.

19. Qg4 f5 20. Qh4 Kf6 21. e:f6 K:f6

To mate leads 21. ... gf 22. Qh7+ K:g5 23. f4+ Kg4 24. Qh3#.

22. R:c6! ...

The whole idea of the combination.

22. ... B:c6 23. d5+ e5 24. d:C6 R:C6 25. f4! g6 26. Nd4! e:d4 27. Qh7! Bg7 28. B:d4+ Re5 29. Nf3 ... deadly pin. Black resigned.

IN WHICH DIRECTION?

Queen's Gambit
Spassky – Petrosian
 Moscow, 1969

1. c4 Nf6 2. Nc3 e6 3. Nf3 d5 4. d4 c5 5. c:d5 N:d5 6. e4 ...

Knowing that Petrosian is an opening expert of the 6. e3 variant, Spassky chose a variant that leads to simplifications.

However, the above refers to match tactics of competitions at the highest level. Touching upon this topic, it is worth paying attention to the fact that the moves of grandmasters are not always due to purely chess motifs. Sometimes the choice of move is based on psychological considerations.

6. ... Nd:c3 7. b:c3 c:d4 8. c:d4 Bb4+ 9. Bd2 B:d2+ 10. Q:d2 0-0 11. Bc4 Bc6 12. 0-0 b6

The moves made relate to a proven system. White's pylon is a mobile pawn center. In the future, they will seek to advance one of the pawns. But you need to decide which pawn to rush forward - e or d? It is necessary to determine where to direct the tip of the attack. The advance of the e-pawn is connected with the attack on the kingside; the break of the d-pawn is in the center. Here a lot depends on the individual style of the chess player. The positional player will prefer the promotion d4-d5.

Black hopes to use the pawn advantage on the queenside. We strive to shift the center of gravity of the fight to where we have an advantage in power.

Right now, tactics plays a secondary role, since the forces of the opponents have not yet come into contact, White will try to centralize his heavy pieces. Black will complete the development of the queenside.

13. Rd1 Bb7 14. Re1! ...

At the moment the queen cannot go to the kingside, since Black has a strong answer – 14. ... Qf6! 15. Qe3 Rd8 16. e5 Qh6! 17. Q:h6 gh. The white center has lost its mobility, the d4-pawn is backward and needs protection, and Black has a strong outpost on the d5-square. At the same time, they will be able to prepare the game on the queenside without any interference. The on h6 is White's little consolation, since it is not so easy to use this weakness.

On this instructive example, you can make sure that owing a pawn center imposes a certain obligations.

14. ... Rc8

Maybe better was 14. ... Na5 15. Bd3 Qd6.



15. d5 ...

So, Spassky decide to act in the center.

15. ... e:d5

On 15. ... Na5, Spassky prepared 16. Bd3 ed 17. e5! Nc4 18. Qf4 Nb2!? 19. B:h7+! K:h7 20. Ng5+ Kg6 21. h4! Rc4 22. h5+! Kh6 23. N:f7+ Kh7 24. Qf5+ Kg8 25. e6!, and Black is worse.

16. B:d5 Na5

This move was criticized, it was suggested 16. ... Qe7.

17. Qf4 Qc7 18. Qf5 B:d5 19. e:d5 ...

Now new positional problems are emerging, new plans are created. White is mainly concerned with the problem of further advancement of the passed pawn. Black will try to block it, and then attack the opponent's queenside.

19. ... Qc2

There is no doubt that Black looked at the continuation of 19 ... Nc4. However, as I. Bondarevsky proved, after 19. ... Nc4 20. Ng5 g6 21. Qh3 h5 22. Ne4 Nd6 23. Nf6+ Kg7 24. Qg3, White gets dangerous attack on the kingside.

On 19. ... Qd6 20. Ng5 Qg6 21. Q:g6 hg 22. d6 Nb7 23. d7 Rcd8 24. Re7 Nc5 25. Rd6, Black's position is also difficult.

With his move in the game, Black wants to force the opponent to exchange queens in order to eliminate White's threats on the kingside and get the opportunity after 20. Q: c2 R: c2 to attack the a2 pawn.

20. Qf4 ...

Spassky refuses to exchange queens, meanwhile, now is the best opportunity to do it. After 20. Q:c2! R:c2 21. Re7 R:a2 22. R:a7 Rc2 23. d6 Rcc8 24. d7 Rb8 25. Nd4, and Black's position is critical.

20. ... Q:a2 21. d6 Rcd8 22. d7 ...

It can be taken as an axiom: if a pawn has advanced to the 7th horizontal, the enemy's rooks are forced to stagnate. Now we have the main important goal – the realization of the achieved advantage.

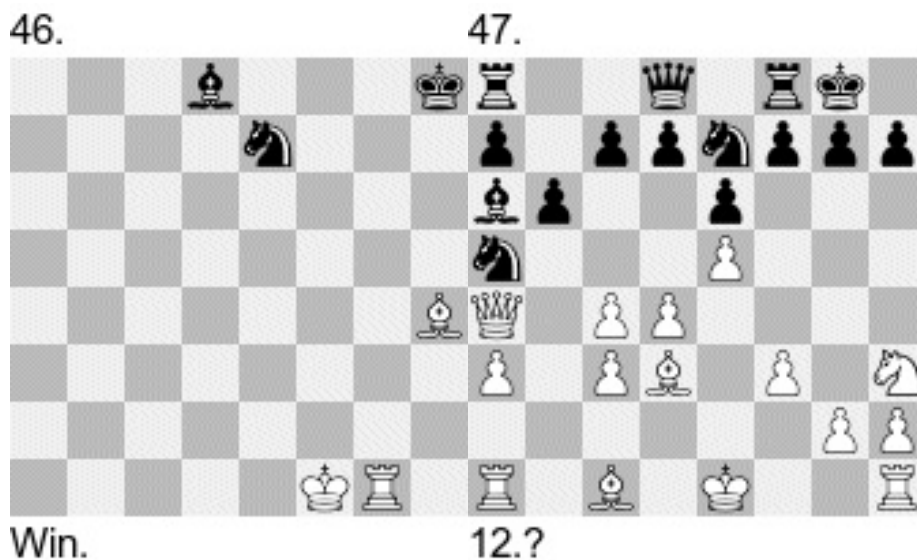
22. ... Qc4 23. Qf5 h6 24. Rc1 Qa6 25. Rc7 b5 26. Nd4 Qb6 27. Rc8! Nb7

White's strategy triumphed. They managed to implement the plan and achieved a positional advantage. Now tactics comes to say its word. White's specific goal is to break through the blockade. At this point in the battle, tactical flashes sparkle everywhere. So, after 27. ... b4 28. Re8 Q:d4, White wins with a brilliant sacrifice: 29. R:f8+ R:f8 30. R:f8+ K:f8 31. Qc5+! Q:c5 32. d8=Q#.

The game also ended in a spicy tactical strike:

28. Nc6 Nd6 29. N:d8! N:f5 30. Nc6 ... and Black resigned.

HOMework



48.



14.?

49.



16.?

50.



20.?

COLLISION OF PLANS

Strategically challenging openings is Grünfeld defense. One of the critical positions arises after moves: 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cd N:d5 5. e4 N:c3 6. bc Bg7 7. Bc4 c5 8. Nge2 Nc6 9. Be3 0-0 10. 0-0 Qc7 11. Rc1 Rd8.

Gligoric - Smyslov

Kiev, 1959



What are the strategic goals of building blacks? They give up the center, but the pawn center will become the object of attack in future. With the help of the active bishop g7, and the help of the pawn brake c7-c5 is enhanced. The development of the knight on c6 and rooks on d8 also forces White to reckon with Black's pressure on the d4-pawn. White should also bear in mind that after exchanging most of the pieces and moving to the endgame, Black's pawn superiority on the queenside may be decisive.

The drawback of Black's strategy is that the king knight, which has an important defensive function, is exchanged. Therefore, whites should use this circumstance and transfer the severity of the battle to the kingside. In doing so, they have to take measures against black pressure on d4 square.

Black's strategy also contains a kind of psychological subtext: it is hard for White to refuse the obvious advancement of the central pawns, and Black provokes them into this advancement. In general, White is forced to attack, and this leads to a double-edged position.

12. h3 ...

In the next game, White plays energetically – 12. f4. This move should be considered as a preventive measure against Bg4, pinning the knight.

12. ... b6 13. f4 e6

For now, Black makes it difficult to advance the f-pawn, which would open White's diagonal for the bishop and the file for the rook.

14. Qe1 ...

The queen felt the pressure of the black rook, and goes on the kingside.

14. ... Bb7

This game was played in 1959. After 11 years, this position was in the Spassky-Fischer game (Siegen, 1970). Black discarded the bishop from an active position on c4 by 14. ... Na5, and on 15. Bd3, follows 15. ... f5. White reacted also aggressive with 16. g4, and after 16. ... fe 17. B:e4 Bb7 18. Ng3 Nc4 19. B:b7 Q:b7 20. Bf2 Qc6 21. Qe2 cd 22. cd b5 23. Ne4 B:d4, the struggle of ideas ended in Black's favor (nevertheless, Spassky managed to win this game).

A year later, L Stein managed to improve the game for black against B.Spassky – 16. ... Bb7! (instead of 16. ... fe). Followed typical complications for this position: 17. Ng3 Qd7! 18. gf cd 19. fe Q:e6 20. f5, and after 20. ... Qd6! Black managed to get enough counteplay (analysis by S. Furman), 21. cd B:d4 22. Bb1 B:e3 23. Q:e3 Qd4.

15. Qf2 ...

You should still dare to play 15. f5!

15. ... Na5 16. Bd3 f5!

With a flank pawn strike, Black wants to force the opponent to move one of the central pawns, after which the center will lose its elasticity. White's control over certain squares will be lost. In addition, it will be difficult for them to activate the queen's bishop diagonally along the c1 – h6 diagonal.

17. e5!? ...

With this move, White reduces the activity of the opponent's dark-squared bishop; however, the drawback is that the diagonal is opened for the Black's light-square bishop that also gain control over d5 square, and, more

important, the d4-pawn's pawn is finally slowed down.

It was possible to maintain pressure in the center by 17. Ng3, however, in this case it is not visible how to improve the position.

17. ... c4! 18. Bc2 Nc6

The knight completed his mission at the edge of the board and now is moving to e7 to take under strict control the d5 square.

19. g4 ...

White, of course, understands that this move significantly weakens the position of the king, but they did not want to wait passively.

19. ... Ne7 20. Kh2 Qc6



Here is a clear example of the pressure of pieces along the diagonal h1-a8.

21. Ng3 b5!

Typical strategic approach. Black exerts tremendous pressure on the kingside, but sees no concrete way to strengthen it. Therefore, they tie an attack on the opposite flank. It is usually not easy for a chess player in a difficult position to control the onslaught of the enemy on both flanks.

Black improves the position of his pieces with a subtle technique.

22. a4 a6 23. Rcb1 Rab8 24. Bd2 b:a4 25. Ra1 Ba8!

Opening the file for the rook and taking control of the diagonal.

26. B:a4 Qc7 27. Ra2 Rb6 28. g:f5 e:f5 29. Bc1 Nd5 30. Ne2 a5 31. Bc2 Rb3!

Forcing White to accept the exchange sacrifice, In this case, Black gets a

dangerous passed pawn and a strong c4 square.

32. B:b3 c:b3 33. Ra4 Bf8! 34. Bb2 Ne3! 35. Ra1 Nc4 !

The knight on c4 occupies an exceptionally strong position, blocking the c3 pawn and at the same time attacking the blocker of the passed pawn.

36. Bg3 Be7! 37. Nf1 ...

Through 37. Ne3 to exchange an unpleasant knight on c4.

38. ... Qc6! 39. R:c4 ...

Desperation.

39. ... Qh1+ 40. Kg3 h5! White resigned.



14.?

Is 19. ... R:e3 correct?



24.?

25.?



26.?

27.?

Gruenfeld Defense
Geller – Smyslov
Moscow, 1965



12. f4 e6

The most ideological move is 12. ... Bg4, increasing pressure on the d4 square. After 13. f5 gf 14. B:f7! Kh8 15. ef cd 16. cd B:e2 17. Q:e2 B:d4 18. B:d4 R:d4 19. Qh5 Qe5 (Shishkin - Bondarevsky, Tallinn, 1959).

Wrong was 14. ... K:f7 (instead of 14. Kh8). After 15. Qb3+ e6 16. Nf4 Qd7 17. ef Na5! 18. Q:e6+ Q:e6 19. N:e6, White's position is more promising due to the threat 20. Rae1 and h2-h3 (Spassky – Shishkin, Tallinn 1959).

13. Kh1 ...

If the king is on the open diagonal, it is useful to make a prophylactically move.

13. ... b6

Ignoring the principle of blockading the enemy pawn chain! In the game Tukmakov – Stein (Moscow, 1970) followed: 13. ... Na5 14. Bd3 f5! 15. ef ef (15. ... gf is not good because of 16. Ng3, and the knight take under control the h5 square.) 16. dc Be6 with a complicated game, although, according to E. Geller, White by 17. Kd4 achieves some advantage.

14. f5! ...

After this move, the white dark-square bishop is alive.

14. ... Na5

The disadvantages of the knight's position on the edge of the board are

known, but now it is more important to push the bishop from its active position (the bishop aimed at weak square f7 brings many troubles for Black). Sometimes you have to put up with a seemingly unprofitable move. It is important to know what compensation you receive for this concession.

15. Bd3 e:f5 16. e:f5 Bb7 17. Qd2 Re8 18. Ng3 Qc6



The clash of two plans. Black hopes to pressure along the a8-h1 diagonal and along the e-file. However, White intentionally gave to Black these positional advantages. Their goal is the kingside and after f5:g6 to attack through the opening f-file. For sake of victory, sometimes you have to make certain concessions to the enemy and receiving in return one or another counter-chance!

Not always, sacrificing material, we get clear compensation for it (a strong position, a long-term initiative etc.). There are positions in which the chess player is not able to calculate the consequences of the sacrifice, so to speak, by intuition, believing that seizing the initiative in this case “weighs” more than the sacrificed pawn or piece.

In the game, Geller made serious concessions to the enemy, without creating specific threats. Like his opponent, he primarily set a goal to develop his forces on more active positions.

19. Rf2! ...

E. Geller: “Defending g2 and preparing a decisive attack on f7” However, White should also have taken into account the consequences of the exchange sacrifice after: 19. ... R:e3 20. Q:e3 cd 21. Qf4 dc 22. f6 Bf8 Nf5! with a powerful attack; Or 21. cd B:d4 22. Qh6 Q:c1 23. Q:c1 B:f3 24. Qh6 Bd4 25. fg hg 26. B:g6 fg 27. Q:g6+ Kf8 28. Qd6+.

19. ... Rd8 20. ... Bh6!

Known strategical operation: the exchange of the dark-square bishop, after which dark-square are weakened (f6, g7, h6).

20. ... Bh8

The disadvantage of this move is that it limits the mobility of the black king.

21. Qf4! Rd7

The fight has reached its climax. It seems that the strategy of centralization should triumph over the flank attack. However, the specific situation plays a decisive role. White managed to concentrate his main forces on the kingside, and they associate their hopes with checkmate (as you know, “mate threat is better”). With his next move, White starts a decisive attack. Black’s counter-plan should not be underestimated, but White’s initiative is more dangerous.

22. Ne4! c4

According to E. Geller, Black could play 22. ... Qc7, after which Black would be satisfied with the following continuation: 23. Re1 B:e4 (23. ... Q:f4 24. Bf6+) 24. R:e4 R:e4 25. Q:e4. However, it was not so easy for Black to foresee everything.

23. Bc2 Re7 24. Rf1! ...

Now, all the moves are forced. The move in the game creates pressure along the f-file. Threatens 25. fg gf 26. Nd6.

24. ... R:e4 25. f:g6 f6

Was not possible to take the sacrifice: 25. ... R:f4 26. gh! If 25. ... Q:g6, then 26. Q:f7! Q:f7 27. R:f7 Bg7 (to liberate the h8 square for king) 28. R:g7+ Kh8 29. R:b7 N:b7 30. B:e4 with material advantage for White.

26. Qg5! ...

Another queen sacrifice with the threat of g6-g7.

26. ... Qd7 27. Kg1! ...

White keeps their cool. How often do we act recklessly in such situations! So, after: 27. R:f6 B:f6 28. Q:f6 hg 29. Q:g6+ Kh8 30. Bg5 R4e6 31. Bf6+ R:f6 32. R:f6? Black wins by 32 ... Re1+.

28. R:f6 Rg4 29. g:h7+ Kh8 30. B:g7+ Q:g7 Q:g4! The fourth, and last,

proposal to accept the queen sacrifice. Black resigned.

PRACTICAL TIPS – BLOCKADE

The best defense against a mobile pawn center is the blockade. The best blocker is a knight.

Gruenfeld Defense
Kan - Averbakh
Moscow, 1965

1. d4 Nf6 2. c4 g6 3. Kc3 d5 4. Nf3 Bg7 5. Qb3 dc 6. Q:c4 0-0 7. e4 ...

With the next moves Black has the main goals:

1. Pawn flank attack to strike the center.
2. To blockade the mobile center.

7. ... Na6 8. Be2 c5! 9. d5 ...

With his 8th move, Black increased the range of the bishop on the a1 – h8 diagonal.

9. ... e6 10. 0-0 ed 11. ed Qb6 12. a3 Bf5 13. Qh4 Nc7!

Preparing to maneuvering the knight on the blockading square.

14. Bc4 Nce8 15. Ne5 Nd6! 16. Ba2 Rfe8 17. Nc4

White aims to exchange the blockading knight, but he will be soon replaced by the second knight.

17. ... N:c4 18. Q:c4 Ne4 19. Be3 Rac8 20. Cb1 Kd6! 21. Qe2 Bd4! 22. Kh1 B:b1 23. Ra:b1 Nf5 24. Qf3 B:e3 25. fe R:e3 and Black wins in a few moves.

Reshevsky - Petrosian
Zurich, 1953



25. ... Re6!

To block the d5-square, Black frees up a square for the knight and sacrifices his rook.

26. a4 Ne7 27. Bxe6 fxe6 28. Qf1 Nd5 29. Rf3 Bd3 30. Rxd3 cxd3 31. Qxd3 b4 32. cxb4 axb4 33. a5 Ra8 34. Ra1 Qc6 35. Bc1 Qc7 36. a6 Qb6 37. Bd2 b3 38. Qc4 h6 39. h3 b2 40. Rb1 Kh8 41. Be1 Draw. Knight on d5 is worth as a rook.

HOMEWORK

52.



18.?

53.



21.

54.



19.?

55.



30.?

TACTICAL SUBTLETIES



Is it good 25. Q:b5?



33. ... ?



16.?



21.?



27.?

Benoni Defense
Romani – Tal
Italia, 1957

1.d4 Nf6 2.c4 e6 3.Nc3 c5 4.d5 e:d5 5.c:d5 d6 6.Nf3 g6

Black allowed white after 3.. .c5 go over the “equator” and achieve some space advantage in the center. However, as a result of exchanges, they formed a pawn advantage on the queenside, and they plan to form a passing pawn there. At the same time, the dark-squared bishop on g7 will play an important role. whose activity along the a1-h8 diagonal has clearly increased after the advance of the d-pawn. The d6-pawn slows down the further advancement of the e4-pawn, however, in a Benoni structure it itself is a certain weakness.

White plan is to attack the d6-pawn and to slow down the advance of black pawns on the queenside.

7.g3 Bg7 8.Bg2 O-O 9.O-O a6 10.a4 ...

You can find this move in many closed opening systems. His idea is to prevent b7-b5. Of course Black weaks the b4 square, but White prevents black’s strategical plan.

10. ... Nbd7 11.Nd2 Re8 12.Nc4 ...

In practical games was also blocking move 12. a5, but after 12. ... b5 13. ab N:b6 14. Nb3 Nc4! 15. Qd3 Rb8! and after blocking move Na5, White has a good counterplay on b-file.

12. ... Nb6

The knight should be forced out from the c4 square because 13. Bf4 is threatened.

13.Ne3 ...

In the game Larsen – Tal (Copenhagen, 1957) was 13. Na3 Bd7 14. Bf4 Nc8 15. a5 Bb5 with a complex game.

13. ... Ng4 14.Qb3 Rb8 15.h3 N:e3 16.B:e3 Nd7

Preparing b7-b5.

17.Ne4 Qe7 18.Bf4 Ne5 19.Qb6 ...

Black wants to distract the knight from e5 square and provoking next complications.

19. ... Nc4 20.Qb3 b5! 21.a:b5 a:b5



43.Bb1 c3 and White resigned.

Note that in a critical position, White could not withstand the tension of the struggle. We emphasized the importance of the inhibitory move a2 — a4, and the reader saw what a stubborn duel flared up for the advance of b7-b5. In the next game, a different picture was observed.

White allowed b7-b5, but the pawn on b5 became the object of an attack, and after a2-a4 Black's pawn position was weakened. As a result, White got a strong outpost for his knight.

In the game below, we come up with the ideas like pinning, centralization and pawn breakthrough.

King's Indian Defense
Najdorf – Fischer
Santa Monica, 1966

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Be2 O-O 6. Bg5 c5 7. d5 e6 8. Nf3 h6 9. Bh4 e:d5 10. c:d5 g5

The kingside is weakened, but everything is without consequences (opposite example will be in the game Alexandria - Shuli, Moscow, 1973)

11. Bg3 b5 12. Nd2 ...

First of all prevents 12. ... Nh5. Wrong was 12. B:b5, because of 12. ... N:e4 13. N:e4 Qa5+ 14. Nc3 B:c3+ 15. bc and Q:b5.

12. ... a6 13. O-O Re8 14. Qc2 Qe7 15. Rae1 ...

Development and centralization.

15. ... Nbd7 16. a4! b4

Black is forced to relieve the tension because after 16. ... ba 17. Q:a4, the a-pawn would become a object of attack.

17. Nd1 Ne5 18. Ne3 Ng6 19. Nec4 ...



White pieces are on active positions. Now we can think about how to increase the positional advantage and to achieve specific benefits.

19. ... Nf4 20. B:f4 g:f4 21. e5! ...

The pawn breakthrough that opens the diagonal to the white bishop and creates the d-passed pawn

21. ... d:e5 22. Bf3 Qf8 23. N:e5 Bb7 24. Ndc4 ...

White uses the c4-square as a positional base. At the same time, the d5 pawn is invulnerable, since 24. ... B:d5? Follows 25. B:d5 N:d5 and White wins by 26. Nd7.

24. ... Rad8 25. Nc6 R:e1 26. R:e1 Re8

Black hopes to simplify his position by rook exchange.

27. Rd1! ...

Giving up the open file and the rook on d1 is more useful, as it support the passed pawn.

27. ... Rc8 28. h3 Ne8 29. N6a5 Rb8

On 29. ... Ba8, White wins by 30. d6! B:f3 31. gf Rd8 32. Nc6.

30. Qf5 Nd6 31. N:d6 ... and Black resigned.



14. ... ?



16. ... ?



12. ... ?

The universal principle of chess strategy – to maximize the activity of your pieces. However, we must take into account the specific conditions of the position, but not the pattern. Let us look at the next example:

Alekhin Defense
Giorgadze – Kopilov
Leningrad (Sankt Petersburg), 1948



It seemed that White's strategy should triumph - they managed to establish control in the center, to take under control more space and to limit Black's freedom of action. However, White did not take into account the peculiarities of the position - due to exposure of the diagonal e1-h4, the position of castling king turned out to be vulnerable. This circumstance allows Black to refute White's strategical plan with a tactical solution.

12. ... Nc4!

An extremely unpleasant surprise. The far advanced White center becomes the object of an attack. The idea of this move is based on this continuation: 13. B:c4 Qh4+ and Q:c4, after which the white-squares will become extremely weak (Nd3+ comes).

13. Bf4 N:b2 14. Bb5+ Bd7 15. Qe2 B:b5 16. Q:b5+ Qd7 17. Kd2 Q:b5 18. N:b5 Nb:d5

Now we can see the consequences, an advanced outpost must be supported.

19. Nh3 c4 20. Ke2 ... Without waiting for Black's response, White resigned.

In the game that we are going to see now, White could not resist not to cross the line of demarcation, achieving a spatial and material advantage. But at the

same time they are behind in development.

Robert Fisher denied the wrong strategy with a sequential game, ending the game with a spectacular queen sacrifice.

King's Indian Defense

Letelier - Fischer

Leipzig, 1960

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 O-O

Usually, Black plays 4. ... d6 to slow down White center, but Black provoking the opponent to an early advance of the pawn.

5. e5!? ...

The exclamation for courage and interrogative sign emphasizes the double-edged character of the decision made by white.

5. ... Ne8 6. f4 d6 7. Be3 ...

In the game Shen – Fischer follows 7. Nf3, but after 7. ... de 8. fe c5 9. Bf4 cd 10. Q:d4 Nc6 11. Q:d8 R:d8 the white far post was destroyed.

7. c5 8. dxc5 Nc6

The rapid development of forces - even at the cost of a pawn sacrifice!

9. c:d6 e:d6 10. Ne4 ...

“Do not make several moves with the same piece in the opening stage,” the rule says. Here, however, the move is connected with a threat, but it would still be preferable 10. Nf3.

10. ... Bf5 11. Ng3 ...

On 11. N:d6 N:d6 Q:d6 Q:d6 13. ed B:b2 14. Rd1, Black will play 14. ... Nb4 – threatening Bc2 with a advantage.

11. ... Be6 12. Nf3 Qc7

Slowly White wins back the pawn, since after exchanges 12. ... de 13. Q:d8 R:d8, position will be simplified.

13. Qb1 ...

The move is connected with the preparation of the attack, but it encounters a beautiful refutation.

13. ... d:e5 14. f5 ...



14. ... e4!

Brilliant counterattack - Black seizes the initiative and opening the diagonal for the queen and bishop!

15. f:e6 ...

If 15. Q:e4 gf 16. N:f5?, then 16. ... Qa5+ and Q:f5. If 16. Qh4, then 16. ... B:b2 (Fischer).

15. ... e:f3 16. g:f3 f5!

The pawn on e6 “will not run away”. Now White must reckon with the threat f5-f4.

17. f4 Nf6 18. Be2 Rfe8 19. Kf2 R:e6 20. Re1 Rae8 21. Bf3 ...

The tremendous pressure of the rook along the open file leads to a combinational explosion.

21. ... R:e3 22. R:e3 R:e3 23. K:e3 Q:f4+!! and White resigned.

On 24. K:f4 follows Bh6#. After 24. Kf2 wins 24. ... Ng4+ 25. Kg2 Ne3+ 26. Kf2 Nd4 27. Qh1 Ng4+ 28. Kf1 N:f3 (Fischer).

PRACTICAL TIPS - PAWN BREAKTHROUGHS

An important strategic method of struggle is pawn breaks, which sharply increase the activity of the pieces.

Nimzo-Indian Defense

Gligoric – Pomar

Nice, 1974



17. d5! ...

An isolated pawn not only provides a good far post to a central knight. It can be useful when you need to crack the barrier and clear the way for the pieces.

17. ... ed

On 17. ... Nd8 18. d6 Bf8 19. Bg5 Bg7 20. Ne5, the passed pawn is to dangerous.

18. N:d5 ...

The pawn breakthrough opens up the a2-f7 diagonal not only for the bishop - the rook also has a possibility to be active.

18. ... Bf5

If to play 18. ... N:d5 19. B:d5 Bf5, then follows 20. B:f7! K:f7 and Qc4+. However, the move in the game is not better.

19. R:e7! R:e7

On 19. ... B:d3 follows 20. Nf6+ Kh8 21. R:f7 with two checkmate threats R:h7# and Bg7#.

20. N:f6+ Kh8 21. Qd2 ...

White has 2 light pieces for the rook and is clearly winning.

21. ... Be6 Nd5 Q:d2 23. B:d2 ...

In additional, the enemy's dark-squares are weak.

23. ... B:d5 24. Bc3+ Kg8 25. B:d5 Rd7 26. B:c6 ...

The power of bishop pair is that we can exchange on in a favorable time for us.

26. ... bc 27. Ne5 Rdd8 28. Kf1 h5 29. Re1 Rd5

Weakening the back rank. However, Black's position is hopeless.

30. N:c6! ... Black resigned.

ACT ENERGETICALLY!

With the hanging pawns, you cannot be passive. Advancing in the right time one of the pawn will lead to the formation of the passed pawn or will open up the file.

Tarrasch Defense
Keres – Mecking
San Antonio, 1972



20. d5! ed

On 20 ... e5 was unpleasant 21. Nd2.

21. cd Nd7 22. Ba2 Nc5

Black should aim to simplifications: 22. ... Ne5 23. N:e5 R:e5 *etc.* As we know, simplification help us in defense. However, Black apparently, aimed for a difficult game.

23. Qd2 R:e3 24. Q:e3 Na4

Better was 24. ... Nd7, to 25. Bf4 to answer Qc5!

25. Rde1! ...

Emphasizes the weakness of the back rank. Black could not answer 25. ... Bg7, since 26. B:g7 K:g7 27. Qd4+ and Q:a4.

25. ... Qd8

The pawn is free to move.

26. d6! ...

The bishop on a2 becomes active: 26. ... B:f3 27. Q:f3 Q:d6 28. Qb7 Rf8 29. Q:f7+!

26. ... Nc3 27. B:f7+! ...

The Achilles' hell – f7 square.

27. ... Kh8 28. d7! ... and Black resigned

On 28. ... Q:d7 wins 29. Be6.

English Opening Keres – Taimanov Moscow, 1951



16. d5! ...

Regarding this move, Paul Keres wrote: “A typical breakthrough in such positions. White pursues despite the position of the black rook on e8. The assessment of the position also depends on this breakthrough. If White manages it, then, as a rule, they succeed.”

16. ... ed 17. cd ...

Keres proved that 17. N:d5 have White more advantage. However, after all

complication, Keres concluded that the move in the game from a practical point of view is more appropriate.

17. ... Nb8

After 17. ... Na5 18. Rd4 Qd6 19. Qd3, the knight on a5 is bad (Keres).

18. Rd4 Qd6 19. Rcd1 Bf8

Black should immediately bring the knight to the defense through 19. ... Nd7, although, as Keres proved, in this case 20.Nfg5 kept the edge for White.

20. Ne4! N:e4 R:e4 R:e4 22. Q:e4 Qh6

Analysis of some key points of this game will be in the homework.

White's plan is obvious - they are developing an attack against the opponent's king. This requires accurate calculation of variants in this difficult tactical situation.

23. Ng5! Bd6 24. h4! Nd7 25. Qf5 Nf6 26. B:f6 ...



What is the strongest move in this position?

26. ... gf

What will follow on 26. ... Q:f6?

27. N:f7 Qc1

What will follow on 27. ... K:f7?

28. Q:h7+? ...

P. Keres wrote: "I was deep in calculation of 27. ... K:f7, than Taimanov unexpectedly played 27. ... Qc1" In time trouble, I missed an easy victory 28. N:d6! Qd1+ 29. Kh2 Q:d5 30. Q:d5 B:d5 31. N:c8 or 29. ... Rc7 30 Qe6+ etc.

28. ... Kf8 29. N:d6! Q:d1+ 30. Kh2 Q:d5 31. N:b7 Qe5+ 32. g3 Rc7 33. Qh8+ Kf7 34. h5 R:b7 35. Qh7+ Ke6 36. Q:b7 Q:h5+ 37. Kg2 ... and Black resigned.

THE SACRIFICE – AS A PRELUDE

Modern Defense
Keres – Westerinen
 Tallinn, 1973



It seemed for Black that the worst part is behind, and despite the loss of a pawn, active bishops and pressure on the black squares, Black would provide ferocious resistance. However, Keres managed to make a pawn break, after which his knight invaded the enemy camp, depriving the king of castling right.

16. R:c5! ...

First, you need to distract the blocker - the d6-pawn.

16. ... dc 17. d6! ed 18. N:d6+ Kf8 19. N:f7 Be6

To be satisfied with the winning material or to attack? Keres chooses the second path since it is difficult for Black to get counterplay.

20. Ng5! B:a2 21. B:c5! Kg8 22. b4! Bb3

On 22. ... ab follows 23. Q:a2+! R:a2 24. Bc4#.

23. Qd3! Bf7 24. N:f7 Qf4 25. Bg5! Qc1+ 26. Kf2 Qb2+ 27. Be2 Bf6 28. Qd5+ Kg7 29. Q:b7+ Kh6 30. Nf7+ ... and Black resigned.

WEAKENING THE ROYAL FORTRESS

In order to successfully attack the king, you need to carry out the appropriate preparation - to destroy the pawn cover.

Nimzo-Indian Defense

Gligoric – Larsen

Manila, 1973



15. c5! ed 16. cb dc 17. Be3! ...

Now the bishop will become very dangerous.

17. ... g4 18. bc Q:c7

The first part of the plan is completed.

19. Rac1 d5 20. R:c3 gf 21. Q:f3 d4 22. Qf5+ Rd7 23. Bf4 Qb6 24. R:c6+ B:c 25. Bc5 Ng4 26. Rb1 Qa7 27. N:d7 B:d7 28. Qc5+! ... In the end a little tactical trick: mate or losing the queen.

Another form of breakthrough is illustrated by the following example. By a pawn sacrifice, White lures the black pawn on e5, blocking the a1-h7 diagonal and thereby reducing the activity of the dark-squared bishop.

Knaak – Kobo

Havana, 1974



20. e5! ...

In the theory of openings, this blocking move occurs on the 12th move: 1. d4 Nf6 2. c4 e6 3. Nf3 c5 4. d5 ed 5. cd d6 6. Nc3 g6 7. e4 Bg7 8. Bg5 h6 9. Bh4 g5 10. Bg3 Nh5 11. Bb5+ Kf8 12. e5!? (An intuitive sacrifice. After 12. ... ed 13. Qc2 0-0 White has sufficient positional compensation for the pawn: the passive bishop on g7, weak point f5 and the passed pawn on d5) **20. ... de 21. f5! e4**

Black tries to open the diagonal at all costs, however, their position is critical - White wins a pawn back and Black has a weak kingside. On 21. ... g5 could follow 22. f6, but on 21. ... gf 22. Ng3! f4 23. Nf5 f6 24. Qg4 Qd7 25. Ne4! ... and White wins.

22. Qe3 gf 23. Ng3! f4 24. R:f4 Nd3 25. R:e4 Qd7 26. Nh5 N:d5 27. Qg3 f5 28. Re7 Rf7 29. R:d7 ... and Black resigned.

HOMWORK

56.



White to move.

57.



How to continue?

58.



26.?

59.



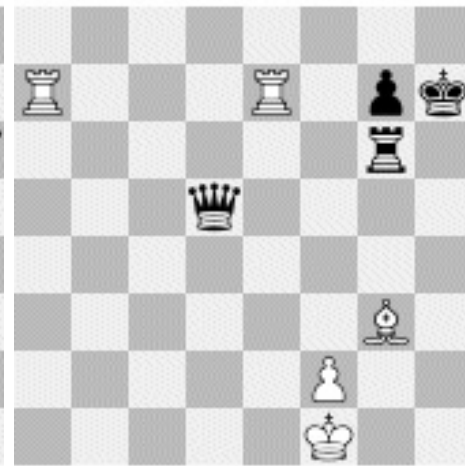
28.?

60.



White to move.

61.



Black to move. Win

UNEXPECTED REACTIVATION

Slav Defense
Janowski – Capablanca
New York, 1916



It is well known: if the center is locked and the pawns are mutually blocked, you should actively act on the flanks, strive for profitable openings of the lines.

From the point of view of statics, the position in the diagram should be evaluated as equal: it is closed type of position; the advantage of two bishops does not have practical significance (the activity of the white-square bishop is constrained by its own pawns). True, even the white bishop on c3 is constrained by own pawns, but an attempt to get rid of it by exchange would be unprofitable: 23. Bb4 B:b4 24. ab Ra4! 25. R:a4 (otherwise 26. ... Rca8) 25. ... ab and Black wins the b4 pawn by Rcb8.

Capablanca outlined the following plan: With the threat b5-b4 to restrain White's forces on the queenside, then, using g7-g5, to open the file on the kingside and take it under control with the rooks. Then, actually playing b5-b4 in view of open up the game on the queenside.

In practical game, this plan is not easy to implement. However, the psychological side plays also an important role. Decisive play can confuse the enemy: he will only defense immediate threats and will not create a

counter plan.

23. Kf2 Ra4 24. Ke3 Ra8 25. Rb1 ...

Threatening b5-b4.

25. ... h6 26. Nf3 ...

The move 26. h4 should slow down the g7-g5 advance. Now 26. ... g5 would allow after 27. hg hg 28. Nf3 g4 29. Ng5+ B:g5 30. fg Kg6 31. Rh1! to take under control h-file and to create counterplay. Such opportunities should never be missed!

26. ... g5 27. Ne1 Rg8 28. Kf3 ...

Better was 28. Ng2, because on 28. ... gf to take with the knight.

28. ... g:f4 29. g:f4 Ra8 30. Ng2 Rg4 31. Rg1 Rg8 32. Be1 ...

White hoped to unpin after: 32. ... h5 33. Bf2 h4 34. h3 R4g7 35. Ne3. However, Black manages to activate sharply the bishop d7 by the following pawn break.

32. ... b4! 33. a:b4 ...

On 33. B:b4 B:g4 34. ab Black could have switch to the queenside.

33. ... Ba4! 34. Ra1 ...

Aiming for counterplay on the queenside, since the bishop invasion of c2 by 34. Rc1 is refuted by the move Rg4: f4 +!

34. ... Bc2 35 Bg3 Be4! 36. Kf2 h5! 37. Ra7 ... and White resigned. The threat h5-h4 can no longer be prevented. Followed: 37. ... B:g2 38. R:g2 h4 39. B:h4 R:g2+ 40. Kf3 R:h2 41. B:e7 (or 41. R:e7+ Kf8 42. Bf6 Rgh8!) 41. ... Rh4+ 42. Kf2 Rb3 43. Bg5+ Kg6 44. Re7 R:b2+ 45. Kf3 Ra8 46. R:e6+ Kh7.



21.?



23.?



26.?



29.?

Positions from **Taimanov - Najdorf** game:



19. ... ?

22. ... ?



33. ... ?

DEVIOS TACTICS

In the game below, a favorable opening line on the queenside still did not bring decisive success. It was necessary to improve the position of the pieces and to increase the positional advantage.

King's Indian Defense

Gligoric – Donner

Berlin West FRG, 1971

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 0-0 5. Be2 d6 6. Nf3 e5 7. 0-0 Nc6

In such positions with a tension in pawn center, White faces a choice: to maintain tension, to eliminate it by exchanging the pawns, or by promoting the pawn to close the center.

In this game, S. Gligorich chooses the last one. Practice has shown that maintaining tension in the center allows Black to achieve beneficial simplification: 8. Be3 Re8! (Threatening 9. ... ed) 9. d5 Nd4! 10. N:d4 ed 11. B:d4 N:e4 *etc.*

Black achieves equal game event after: 9. de de 10. Q:d8 N:d8.

8. d5 Ne7 9. b4 ...

This move was recommended by M. Taimanov. White's strategic plan is to attack the Black's pawn chain with c4-c5.

9. ... a5!?

It breaks White's pawn chain and forms an isolated pawn on a2. However, the drawback of this move is that White gets strong pressure along the b-file.

Since Black's plan includes an attack on the kingside, many believe that you can ignore White's actions on the queenside by playing 9. ... Nh5 and then f7-f5.

10. b:a5 R:a5 11. Nd2 Nd7 12. Nb3 Ra8 13. a4! ...

A "modest" move, but with far-reaching consequences (see note on Black's 15th move)!

13. ... f5 14. f3 f4 15. Ba3 ...

The first part of White's plan is to open the opponent's pawn chain with c4 – c5 and, after c5: d6, c7: d6, create an object for an attack "d6" in the future. Was it worth delaying the advance of the pawn "c" by means of 15. ... b6 and maybe eliminate the strategic threat of the whites? Hardly. Here the a-pawn would have shown itself well after 16. Cb4! and 17. a5 White would still be able to undermine Black's position: they are forced to either beat on a5 or to be ok (after 18. ab cb) with the creation of pawn weaknesses in their own camp.

15. ... g5

With the intention of playing g5-g4 and opening the g-file. Since the center is tightly closed and White's forces are engaged in operations on the queenside,

weakening the kingside is not significant.

16. c5 Nf6 17. c:d6 c:d6 18. Nd2! ...

Each next move by White is aimed to improve the position of the pieces. White seeks to transfer the knight to c4 and taking under attack the d6 pawn.

18. ... Ng6 19. Nc4 Ne8 20. Qb3 Rf7 21. Qb6! ...

Since Black intends to attack on the kingside, White seeks to exchange the queens, to remove the most powerful attacking piece.

21. ... Bf6!

In order to transfer his “bad” bishop to a more active position after exchanging queens.

22. Q:d8 B:d8 23. Rb1! ...

Now White refuses to win the pawn by N:d6 and B:d6 in order to reduce activate of opponents bishop and to eliminate any active play on the kingside.

23. ... Ra6 24. Bb4 Bd7 25. a5 Ne7

From strategically point of view, White win – they perfectly positioned their forces on the queenside, while Black’s attack on the kingside comes to end.

26. ... Ba3! B:a5

Since the passive bishop on c8 seems unpromising, Black agrees to exchange the b7-pawn for a-pawn. However, this move was relatively better, then immediate 27. Nb6 was refuted by 27. ... R:a5!

27. N:a5 R:a5 28. R:b7 Nc8



29. Rb7-b1! ...

An especially nice move. Although the "dream" of each rook is to invade the 7th horizontal, the rook voluntarily returns to its camp! White's idea will become clear already on the next move - they want to exchange the most active black piece, after which control over the open "a" file will be ensured.

29. ... h5 30. Bb4! R:a1 31. R:a1 g4 32. Ra8 Rf8 33. Rb8! ...

The last stage is to convert the positional advantage in a win.

33. ... g:f3 34. g:f3 Nf7 35. Rb7 Nf6 36. Nb5 Ke7 37. Na3!! ...

I put two exclamation marks. The knight was located very strong on b5, but on c4 he will become even stronger. From c4, he will put pressure on the d6-pawn and at the same time create a threat N:e5! On occasion, the Nc4-a5 maneuver may be also beneficial.

37. ... Rg8+ 38. Kf2 Kd8 39. Nc4 Rg6 40. Bf1! ...

The diagonal h3-c8 is closed for the bishop on e2. Moreover, the f1-square opens the way to h3. True, in this situation, the bishop cannot go on h3, but it is worth to create an opportunity.

The chess game is a dynamic process in which a profitable opportunity may open suddenly, and it is useful to provide in advance good positions to the pieces.

40. ... Nh7?

Perhaps, Black intended to transfer the knight to f7 and to create but passive defense. Or maybe this move was a mistake in the time trouble?

The German Master Teschner proposed 40. ... Ke8 after which could follow 41. R:b8 Kd8 42. Na5! After the move in the game, Black was stunned by a tactical strike.

42. Rb:d7+! K:D7 43. Bh4+ Ke7 44. B:c8 ... and Black resigned.

White's bishops played an important role in this game.

THE CHECKMATE HAS A PRIORITY

King's Indian Defense

Taimanov – Najdorf

Zurich, 1953



15. ... Rf7

This move is useful for both defense and attack. After 16. cd cd and 17. Nb5, rook should protect the c7-square and at the same time to support the attack along the g-file after g5-g4-gf and Rf7-g7.

16. Rc2 ...

White intends to double the rooks along the c-file, but the pressure cannot be used. In the game Gligorich - Elikazes (Mar del Plata, 1953) followed 16. Qb3 g4 17. fg N: g4 18. B: g4 B: g4 19. Q: b7 f3! 20. Nf4 with a strong attack by Black.

16. ... Bf8

Liberating the g7-square for the rook and taken under protection the Achilles heel of Black – the d6-pawn.

17. c:d6 C:d6 18. Qd2 g4 19. Rc1 g3!

In such situations, Black usually tend to open the file with g4:f3. However, in this case, the positional sacrifice of the pawn is the anticipation of opening the diagonal for the dark-square bishop. In some situations, f4 can be used as a far post for knight.

20. h:g3 f:g3 21. B:g3 Nh5 22. Bh2 ...

To control the f4-square.

22. ... Be7 23. Nb1 Bd7 24. Qe1 Bg5 25. Nd2 Be3! 26. Kh1 Qg5

The active position of the pieces is one of the components for a successful attack. Now White had to exchange-sacrifice – 27. Nc4, somehow to distract the enemy's intentions on the kingside and to reduce aggression.

27. Bf1 Rf8 28. Rd1 b5!

Eliminating White's opportunity to play Nc4.

29. a4 a6 30. a:b5 a:b5 31. Rc7 ...

It turns out only a waste of time.

31. ... Rg7 32. Nb3 Nh4 33. Rc2 Bh3! Black's advantage is overwhelming.

34. Qe2 N:g2 35. B:G2 B:g2+ 36. Q:g2 Qh4! 37. Q:g7+ K:g7 and White resigned in a few more moves.





17.?

20.?



27.?

33.?

STEP BY STEP

King's Indian Defense

Petrosian - Schweber

Stockholm, 1962

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Be2 O-O 6. Bg5 ...

The author of this opening system is Yuri Averbakh. White has two plans: one is associated with the attacking plan Qd1-d2, g2-g4, h4-h5, the other one with a more positional approach, which T. Petrosian chose in this game.

6. ... h6

Weakening the kingside. Better was 6. ... c5! 7. d5 a6 8. a4 Qa5 9. Bd2 e6! With a counterplay in the center.

7. Be3 e5 8. d5 c6

Black early one attacks the center, but in this situation the plan 8. ... Ne8 and f7-f5 strategically looks better.

9. h4 ...

Beginning of a deep strategic plan.

9. ... c:d5 10. c:d5 Nbd7 11. h5 g5 12. f3 a6 13. g4! ...

In such positions, White usually seeks to attack on the kingside, opening lines for the rooks. However, White intends to attack on the queenside, previously closing the kingside so that the opponent could not organize a counterattack.

A static valuation of the position is clearly in White's favor: their bishops have free diagonals at their disposal, which are directed against Black's queenside. White also has at his disposal a positional threat - the knight maneuvering to f5. In addition, White has a space advantage, and this usually allows the active side to better maneuver of their own forces (for example, double rooks along the c-file).

At the same time, it is not clear how can Black activate his dark-square bishop. Even the weakness in the white's camp they are not able to use.

However, it would be a mistake to assume that, based on such a general assessment, the path to victory is smooth - only move after move, White

manages to realize his positional advantage with subtle maneuvers.

13. ... b5

A typical psychological mistake. Black does not want to wait passively and seeks to open the way for the pieces at all costs. However, the move made is erroneous, since White gets the object to attack. More stubborn defense was 13. ... b6, Bc8-b7, Nf6-e8, f7-f6 and Rf8-f7.

14. a4! b4

Black gave up the important c4-square.

15. Nb1 a5 16. Nd2 Nc5 17. B:c5! d:c5 18. Bb5! ...

From positional point of view, Black is completely overplayed! While their bishops have no prospects, white knights have squares for invasion - f5 and c4.

18. ... Bb7 19. Ne2 ...

White is not in a hurry to attack c5 pawn. After 19. Rc1 Rc8 20. Nb3 Qb6 21. Qc2? Black would be able to “breathe” a little bit – 21 ... c4!

In such positions, the calculation of options and tactical subtleties play an important role.

19. ... Ne8 20. B:e8! R:e8 21. Nc4 Ba6

Black is able to exchange his bishop for a knight, but then the second knight will aim to f5-square.

22. Qb3 Qf6 23. Rc1 Bf8 24. Ng3 Bc8

Invasion of the queen in the White camp would have ended in failure: 24. ... Qf4 25. Kf2 B:c4 26. R:c4 Qd2+? 27. Ne2 with the following Rf1-d1.

25. O-O Rd8 26. Kg2 Ra7 27. Rf2! ...

Preparing to double the rooks on the c-file.

27. ... Kh7 28. Rfc2 Qa6

Black agrees to give up a pawn to open up the diagonal for the dark-square bishop. Then followed:

29. N:e5 Rc7 30. Nc4 Bg7 31. Qd3 Kg8 32. Rd2 Re7 33. e5! B:e5 34. N:e5 R:e5 35. Q:a6 B:a6 36. R:c5 Bc8 37. R:a5 f5 38. g:f5 B:f5 39. N:f5 R:f5

40. Rb5 Rdf8 41. d6! ...

The pawn has long dreamed about this advancement!

41. ... R:b5 42. a:b5 Kf7 43. d7 ... and Black resigned.

PRACTICAL TIPS – PINNING

The game Kotov - Keres well illustrated the destructive effects of the pinning. By increasing the pressure on a pinned piece, we should not underestimate the tactical possibilities of unpinning operation. Here is an elementary case: 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. cd ed 6. N:d5?

...



6. ... N:d5! 7. B:d8 Bb4+ 8. Qd2 B:d2+ and K:d8. Of course, an absolute pin is one where the piece shielded by the pinned piece is the king. In this case, it is illegal to move the pinned piece out of the line of attack, as that would place one's king in check.

Zaharov – Anikaeb

Tbilisi, 1973



18. N:b5! ab 19. B:b5 Bc8 20. Rd6! ...

This move is associated with two threats: a checkmate in two moves (21. Re6 +) and doubling the rooks in order to increase the pressure on the pinning piece.

20. ... Rg8 21. Rhd1 Rg4 22. Rc6!

The plot of white's idea - threatening R:c8.

22. ... Rh4 23. Qd3 e4 24. Qe2 Bb7 25. g3 ...

Black has to exchange the queens.

25. ... Qg4 26. Q:g4 R:g4 27. Rc7 ... and Black resigned.

Neronski – Juk

Correspondence game, 1966



17. Rad1! N:d5 18. ed f6 19. d6! fg 20. Re1 Rd8

After 20. ... 0-0 21. de Rfe8 22. Qe6+ and N:g5 is even worse.

21. Qe6! Rd7 22. N:g5 Rf8 23. N:h7 Rf7 24. Qg6! ...

Black has a material advantage, but they are not able to eliminate the deadly pin.

24. ... Qc6 25. Ng5 Qd5

Follows a simplification of the position that lead to a winning pawn endgame.

26. N:f7 Q:f7 27. Q:f7! K:f7 28. R:e7+ R:e7 29. de K:e7 30. h4 ... and Black resigned.

Alexandria - Litinskaya-Shul

Tbilisi, 1973



11. ... h6 12. Bh4 g5!? 13. N:g5?! hg 14. B:g5 Kg7 15. Qf3 Nb8

Hurrying to help the knight on f6.

16. d4 Nd7

If 16. ... ed, then 17. e5 with the double threat 18. Q:a8 and 18. B:f6.

17. Qg3 B:b3 18. f4! ...

It is important to increase the pressure on the pinned piece.

18. ... Nh5 19. Qg4 Ndf6 20. B:f6++ K:f6 21. fe++ Ke7 22. N:b3 Rh8 23. Rf5 Qg8 24. Qh4+ Kd7 25. R:h5 de 26. Rf1 ed 27. cd Rf8 28. R:h8 Q:h8 29. Rf7+! ... and Black resigned.

HOMework

62.



Draw.

63.



10. ... ?

64.



14. ... ?

65.



18. ?

66.



20. ?

67.



24. ?

68.



26. ?

69.



30. ?

70.



17. ?

71.



24. ?

72.



28. ?

SPANISH KALEIDOSCOPE

Anatoly Karpov described the Spanish opening as "one of the oldest, but still constantly used and fully preserved its attractiveness opening. Some variants have been studied in detail, while others require further development and practical testing. I must say that those chess players who believe that the Spanish opening is no longer worthy of attention, that it has been played along and across many generations of chess players and that it is no longer possible to find new things in it. Even more mistaken are those who think that by reading and studying the variants in the books you can successfully apply them in tournament games. Grandmasters take the study of this complex opening very seriously, and it is no coincidence that the great Capablanca considered the Spanish game to be a test of positional understanding.

What is the complexity of the opening? The fact is that in "Spanish game" there can be a variety of pawn structures - from a tense, fixed, closed center to open ones. In the Spanish opening, White fights for open lines and activation of the light-square bishop. We will try to set out the typical strategic ideas of the Spanish opening.

PAWN MAJORITY ON THE KINGSIDE

Spanish Game

Fischer - Unzicker

Zurich, 1970

1. e4 e5 2. Nf3 Nc6 3. Bb5

Already on this move, White makes a serious bid to seize the initiative: Black has to reckon with the capture on c6 - in some cases the exchange is connected with the threat of winning an e5 pawn, in others - with the creation of passed "a" pawn .

3. ... a6 4. B:c6 d:c6

Black has a . In compensation, they received the bishop pair. The decisive factor is that White has a pawn's majority on the kingside, which can lead to a passing pawn. Of course, the implementation of such a plan is very difficult,

but White has a clear strategic goal - they strive to simplify the position and to use an extra pawn on the kingside in the endgame.

5. O-O f6 6. d4 e:d4 7. N:d4 Ne7 8. Be3 Ng6 9. Nd2 Bd6 10. Nc4 O-O 11. Qd3 Ne5 12. N:e5 B:e5 13. f4 Bd6 14. f5!? ...

Gives up the control of e5-square, but limits the actions of the opponent's light-square bishop.

15. ... Qe7 15. Bf4 B:f4 16. R:f4 Bd7 17. Re1 Qc5 18. c3 Rae8 19. g4 Qd6 20. Qg3 Re7 21. Nf3 c5 22. e5 f:e5 23. Rfe4 Bc6 24. R:e5 Rfe8 25. R:e7 R:e7 26. Ne5 h6 27. h4 Bd7 28. Qf4 Qf6 29. Re2 Bc8 30. Qc4+ Kh7 31. Ng6 R:e2 32. Q:e2 Bd7 33. Qe7 Q:e7 34. N:e7 ...

The simplification strategy has paid off - in the endgame, the pawns advantage decides the game.

34. ... g5 35. h:g5 h:g5 36. Nd5 Bc6 37. N:c7 Bf3 38. Ne8 Kh6 39. Nf6 Kg7 40. Kf2 Bd1 41. Nd7 c4 42. Kg3 ... and Black resigned.

OPEN FILE "A"

If White refuses to exchange the bishop on c6, then after 4. Ba4 Nf6 5. 0-0 Be7 6. Re1, Black must face the threat 7. B:c6 and 8. N:e5. To eliminate this threat, usually Black plays 6. ... b5, pushing back the bishop. However, this does not "confuse" White - from the b3 square, the bishop has the prospect of exerting pressure on the a2-f7 diagonal. In addition, the b5 pawn can be attacked in the future. There is a possibility to undermine by a2-a4, and after the exchange on b5, the "a"-file opens up.



13. a4 c5 14. d5 ...

This move relieves the tension in the center. Sometimes White is not in a hurry with this move, but at the beginning the knight maneuvers through f1 to g3, trying to occupy the field f5.

14. ... c4 15. Nf1 Bf8 16. ng3 g6 17. Be3 Nc5 18. Qd2 Rb8

It is not recommended to make concessions to the enemy without being forced to do so. That is why you should not have given your opponent the "a" line. Nf6-d7 and Nd7-b6 are preferable.

19. Ra3! ...

Before opening the line, white doubles the rooks.

19. ... Bg7 20. Rea1 Bc8

The bishop on b7 has not a promising position.

21. ab ab 22. Qe1 Bb7

A move that indicates that black plays without any plan, waiting for what the enemy will do. And here it wouldn't be too late to transfer the knight to the queenside by 22...Nfd7.

23. Ra7 ...

So, the invasion of the 7th horizontal is complete!

23. ... Nfd7 24. R1a5 Qb6 25. Qa1!! ...

Occupying the "a" file with all the heavy figures!

25. ... Bf6 26. Qa3 Bd8 27. Qb4 Ba6

Allows White to solve the problem in a combinative way. Even after 27. ... Bc8, Black would hardly hold the b5 pawn due to the decisive maneuver Nf3-d2-b1-a3.

28. R:d7! Q:a5 29. Q:a5 B:a5 30. R:d6

For the exchange-sacrifice, White received a protected passed pawn. However, more importantly, the e5-pawn and c5-knight lost their support.

30. ... Bc7 31. Rc6 Rbc8 32. B:c5 Bb7 33. R:c7! R:c7 34. Bd6 ...

The a-file helped White to gain the advantage. Now they use the passed pawn in the center.

34. ... Rcc8 35. B:e5 Ra8 36. Bc7! Ra2 37. Nd4 R:b2 38. Nf1 Ra8 9. Ne3 Ra3 40. d6! Bc8 41. Bd5 ... and Black resigned.

ON TWO FRONTS

In the next game, all began with the capturing of the a-file. However, while in the previous example, Black voluntarily gave up the file, here they defended against White's plan.

Spanish Game

Karpov – Unzicker

Nice, 1974

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 d6 8. c3 O-O 9. h3 ...

Before playing d2-d4, White made a prophylactically move against pin Bc8-g4.

9. ... Na5

The Chigorin system, Black places the knight on the edge of the board, but in this case the bishop is displaced from the active position and the c-pawn is free to advance.

10. Bc2 c5 11. d4 Qc7 12. Nbd2 Nc6 13. d5 ...

White closes the center and transfers the battle on the flanks.

15. ... Nd8 14. a4 Rb8 15. a:b5 a:b5 16. b4! ...

Excellent move. In this way, activation of the black knight after 16. ... c4 and Nd8-b7-c5 is prevented

16. ... Nb7

Here the knight will be passive for a long time. Better was 16. ... c4 17. Nf1 Ne8 18. N3h2 f6 19. f4 Nf7 and Black position is strong enough.

17. Nf1 Bd7 18. Be3 Ra8

Black does not give up control over an open file without a fight.

19. Qd2 Rfc8

Karpov: "It seems that both sides have equal rights to dominate the vertical

“a”. However, this impression is misleading. By coordinating the actions of the pieces, White can prepare to double-rocket by Bc2-d3 and Ra1-a2, while Black does not have such an opportunity.”

20. Bd3 g6 21. Ng3 Bf8 22. Ra2 c4 23. Bb1 Qd8

On 23. ... Nd8 the question about a-file ends in White's favor: 24. Re2 R:a2 (24. ... Qb7 25. Ra5) 25. Q:A2 Qb7 26. Qa1! Ra8 27. Ra2 R:a2 28. Q:a2.



24. Ba7! ...

Karpov: “Under the cover of the bishop, White concentrates the group of force on the queenside. All their pieces get the opportunity to take a natural and strong position. Meanwhile, "normal blood circulation" in the black camp is disturbed, and the knight on b7 is guilty for this”.

24. ... Ne8 25. Bc2 Nc7 26. Rea1 Qe7 27. Bb1 Be8

“Black as they could have prepared for the game on the queenside. But White has a great choice - they are using space advantage and greater maneuverability of his pieces to begin action on the other flank” A. Karpov.

28. Ne2 Nd8 29. Nh2 Bg7 30. f4 f6 31. f5 g5



As we have seen, the Spanish opening usually leads to a complex positional struggle. We have to constantly look for opportunities to increase the activity of the pieces, to transfer them into better positions. A lot of trouble had White with light-squared bishop, which is blocked by its own pawn on e4.

32. Bc2!! ...

The goal of this move is to exchange the light square bishops, which will weaken the light squares in Black's camp.

32. ... Bf7 33. Ng3 Nb7 34. Bd1! h6

"In general, such a move should not be made (until you are forced to do). It is hard to imagine that weakening the g6-square will accelerate Black's death"
A. Karpov.

35. Bh5 Qe8 36. Qd1 Nd8 37. Ra3 Kf8 38. R1a2 Kg8 39. Ng4! Kf8 40. Ne3 Kg8 41. B:f7+ N:f7 42. Qh5 Nd8

By 42. ... Nh8, Black could prevented the Queen's invasion. However, Karpov prepared the following continuation for this move: 43. Ng4 Q:h5 44. N:h5 Kf7 45. Bb6! R:a3 46. R:a3 Ra8. In case of 48. R:a8 N:a8 49. Bd8, Black pieces are stalemated.

43. Qg6 Kf8 44. Nh5 ... and Black resigned.

"REVIVAL" OF THE BISHOPS...

We have already touched on the problem of "revival" of the White's light-square bishop, which is blocked by his own pawn on e4. Now a few other attempts to activate the bishop.

It is clear that opening the diagonal b1-h7 increases the striking power of a bishop on the enemy's kingside.

Tal – Matanovic

Moskow 1963



18. Ng5! ...

This move has a tactical reason: 19. Qf3 Kg7 20. Q:F6 K:f6 21. Nd5+. We can note that creating a threat is the first sign of seizing the initiative.

18. ... c:d4

With this move, Black plays into White's hands. After the exchanges, the open c-file will be in the White's advantage. It was necessary through 18. ... Bc6 to control the d5 point.

19. c:d4 Rc8 20. Rc1 h6?

A typical psychological mistake. Black wants to get rid of the white piece who dared to get close to their camp.

21. d:e5 d:e5 22. Nd5 N:d5 23. e:d5 ...

How dramatically the situation changed. The diagonal of the light-square bishop opens with a tempo. Threatens d5-d6.

23. ... Nb7

By Nb7-d6, Black aims to block the passed pawn. However, it is too late, White begins to attack the black king.

24. N:f7 R:f7

After 24. ... K:f7 25. B:g6+! K:g6 26. R:c7 R:c7 and the pawn fork ensures

the victory.

25. B:g6 Qd6 26. B:f7+ K:f7 27. R:c8 B:c8 28. Qc2 Bd7 29. Qh7+ Kf8 30. Re3! ... and Black resigned.

Rauzer – Riumin

Leningrad (Sankt Petersburg), 1936



19. Nf5 ...

Putting the knight on f5 is often used in the Spanish opening. Usually to prevent this idea Black plays g7-g6 and tries to get rid of this dangerous knight by exchange.

19. ... B:f5 20. e:f5 ...

Black did not solve all the problems. White gained positional advantage to create a pawn storm on the kingside. Of course, the White's light-square bishop will play the main role in this plan.

20. ... h6 21. Ne4 N:e4

One more defender is exchanged!

22. B:c4 Bf6 23. Be3 Ne7 24. b4! ...

To prevent rook activation by b4-b5 *etc.*

24. ... c4 25. g3 Rd7 26. Ra7! ...

Forcing the exchange of the rook, since Black threatened to take under control the open d-file.

26. ... Qd8 27. R:d7 Q:d7 28. h4! Kh8 29. g4! ...

The pawn storm is in the process.

29. ... Kg8 30. g5 Be7 31. Rd1 Qc7 32. f6! ...

The bishop has come to life!

32. ... B:f6 gf N:f6 34. Bc2 Rd8 35. B:h6 R:d1 36. B:d1 e4 37. Bf4 Qd8 38. Qe2 ... and Black resigned.

Spassky – Geller

Riga, 1965



The Black knights on the queenside are out of the game. The Black king is only surrounded by pawns. All these are motives for White to start an attack on the kingside. The attack begins by opening the diagonal to the white-square bishop.

19. e5! Bf8

On 19. ... de 20. N:e5 g6 (Threat was 21. B:h7 K:h7 22. Qh5 Kg8 23. Q:f7 Kh8 24. Re4! ...) 21. Ng4 with following Qd1-f3.

20. B:h7! K:h7 21. g6+ Kg8

If 21. K:g6, then 22. Qd3+.

22. Ng5 fg 23. Qf3! ... and Black in a few moves resigned.

Tal – Ghitescu

Miskolc, 1963



19. B:c5! dc 20. N:e5 Nc8 21. f4 Qe7 22. c4! Bg7 23. Nf3 ...

M. Tal: “Hastily played. After 23. Rad1 Nd6 23. Bd3, Black will not be able to counter sacrifice the piece like in the game. When I played the move, it seemed to me that Black would not be able to resist the temptation to win the rook on a1 by 23. ... Nh5. I was satisfied with such a continuation, since after 24. N:h5 B:a1 25. e5! ... (Stronger than 25. R:A1 gh 26. e5 Kg8 278. Qd3 f5) White’s attack will be very dangerous. The move played in a hurry allows Black to get the counterplay”.

23. ... bc 24. bc Nd6 25. e5 N:c4 26. Qc3 Bb5 27. Rad1 Rad8 28. d6 N:d3 28. ed Qb7

Better was 29. ... Qf8 controlling the d-pawn.

30. Ne5 Nd7 31. Nh5! Bh8 32. Qg3 N:e5

After this forced exchange, White’s attack develops smoothly.

33. fe Qd7 34. Nf4! B:e5 35. B:g6 Kh8

On 35. ... fg, wins 36. Q:g6 Kh8 37. R:e5 R:e5 38. Qf6 with the decisive double threat.

36. B:f7! Bd4

Did not help 36. ... Q:f7 37. Ng6, the same as 36. ... B:f4 37. R:e8 R:e8 38. Q:f4.

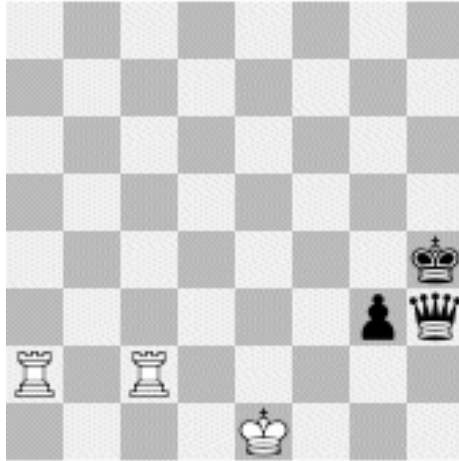
37. R:d4 R:e1 38. Q:e1 Q:f7 39. Qe5 Qg7 40. Q:c5 Bc6 41 Rd2 ... and Black resigned.

Savon – Mukhin

Baku, 1973

HOMEWORK

73.



Win.

74.



14.?

75.



21.?

76.



22.?

77.



25.?

78.



28.?

79.



31.?

80.



35.?

81.



15.?

82.



19.?

83.



22.?

84.



28.?

85.



33.?

86.



37.?

ATTACK STRATEGY

As we have already seen, an attack usually preceded by maneuvering and positional preparation. As a rule, the possibility of attack opens when a positional advantage is achieved.

However, there are a number of opening systems in which opponents attack immediately after the forces was mobilized. This strategy is evident especially in opposite castling.



Analyse the position.

24.?



Defense analysis

21.?



23.?

15.?

FIRE-BREATHING DRAGON

Sicilian Defense: Dragon Variation

Karpov – Gik

Moscow, 1968

1. e4 c5 2. Nf3 d6 3. d4 c:d4 4. N:d4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. f3 Nc6 8. Bc4 O-O 9. Qd2 Qa5 10. O-O-O ...

The outstanding Soviet theorist Vladimir Rauzer introduced this system into practice. What is the base of White's strategic idea? Since the white king is relatively safe on the queenside, they can organize a pawn attack on the kingside, especially since the advancement of the black pawn on g6 facilitates the opening of the h-file and thus gives a good perspective of the attack. In the white strategy, two main parts of the plan can be distinguished:

1. The pawn “h” advances to h5, threatening to take on g6 and to open up the file. If black captures on h5 with a knight, White pushes the knight back by g2-g4, and also get an open line.
2. By Be3-h6, White wants to exchange the dark-square bishops, exploiting weak dark-squares in enemy’s camp.

Black's chances are counterattack on the queenside with the support of the powerful bishop on g7. The attacking intentions of opponents from a positional point of view are quite justified. The decisive factor is the time - whoever will take the initiative and be the first to breach the enemy’s camp. In these games, everything can be decided by a single tempo.

10. ... Bd7 11. h4 Ne5 12. Bb3 Rfc8 13. h5 N:h5 14. Bh6 B:h6 15. Q:h6 R:c3 16. b:c3 Q:c3

Black has compensation for the exchange. In addition, Black managed to significantly weaken the cover of the white king. The paradox is that the last, seemingly active move, Karpov is considered almost as a decisive mistake! Black had to play 16. ... Rc8.

17. Ne2! ...

Not only forcing the queen to retreat from the active position, but also the knight joins the attack on the kingside.

17. ... Qc5

Black will not achieve anything by 17. ... Nd3! 18. R:d3 Qa1+ 19. Kd2 Q:h1, because of 20. g4!

18. g4 Nf6 19. g5 Nh5 20. R:h5 ...

Quite the right exchange-sacrifice. White must act quickly and energetically. On slow 20. Ng3 could lead to the loss of the queen after 20. ... B:g4! 21. fg N:g4.

20. ... g:h5 21. Rh1 Qe3+ 22. Kb1! ...

“The slight inaccuracy can ruin the game. For example, 22. Kb2 lead to a draw: 22. ... Nd3+ 23. cd ... (23. Kb1 lead to a loss after 23. ... Q:f3!) 23. ... Q:e2+ 24. Ka1 Q:d3 with perpetual check.” A. Karpov **22. ... Q:f3**

Of course, Black cannot take the knight 22 Q:e2? 23. Q:h5 e6 24. Q:h7 Kf8 25. Qh8+ Ke7 26. Qf6+ with the following Rh8#.

23. R:h5 e6

It is interesting how Karpov evaluates and calculates this position:

“White had a choice between two simple continuation:

1) 24. Q:h7+ Kf8 25. Rh6 e6 26. R:g6 fg 27. Q:d7 Q:e2 28. Q:d6+ Kg7 29. Qe7+ Kh8 30. Qf6+ Kh7 31. Qf7+ Kh8 32. Q:g6

2) 24. Q:h7+ Kf8 25. Qh6+ Ke8 26. Qh8+ Nf8 27. Rh7 e6 28. g6 fg 29. Nd4 Q:e4 30. Qg8 Q:d4 31. Qf7+ Kd8 32. Q:f8+ Kc7 33. Q:a8 and here is not perpetual check, 33. ... Qd1+ 34. Kb2 Qd4+ 35. c3 Qf2+ 36. Bc2 Qb6+ 37. Ka1 Qg1+ 38. Bb1”

24. g6! ...

After an impulsive 24. Q:h7+, the black king escapes since after 24. ... Kf8 is impossible 25. ... Q:h5. It is impossible also 25. Nd4, because of 25. ... Qd1+ 26. Kb2 Q:d4+.

24. ... N:g6 25. Q:h7+ Kf8



26. Rf5! ...

A tactical solution, which forces Black to lose the queen.

26. ... Q:b3+ 27. a:b3 e:f5 28. Nf4 Rd8 29. Qh6+ ...

Karpov accurately calculated, he wants to pick up a pawn with a check!

29. ... Ke8 30. N:g6 f:g6 31. Q:g6+ Ke7 32. Qg5+! ...

After 32. ef, Black could prolong the resistance by 32. Rf8.

32. ... Ke8 33. e:f5 Rc8 34. Qg8+ Ke7 35. Qg7+ ... and Black resigned.

AT THE LAST SECOND

As we know, in the Sicilian defense, Black seeks to neutralize White's attack on the kingside by pressure on the queenside. The lead attack must constantly bother the enemy with threats. In the "last second", the initiative can only be captured with the help of a tactical strike, a victim.

Sicilian Defense

Klovan – Olifer

Yaroslavl, 1966

1. e4 c5 2. Nf3 d6 3. d4 c:d4 4. N:d4 Nf6 5. Bc3 a6 6. Be2 e6 7. Be3 Be7 8. f4 Qc7 9. 0-0 Nc6 10. Nb3 ...

White can play here 10. a4, to slow down Black's advancement on the Queenside by b7-b5: 10. ... 0-0 11. Nb3 b6 12. Bf3 Rb8 13. Qe2 Na5! 14. g4 ... (the exchange is unprofitable, since the open b-file and the on the a-file has no real value.) 14. ... Nc4 15. g5 Nd7 16. Bc1 Re8 17. Bg2 b5 (Spassky – Garcia, Moscow 1975).

Another interesting continuation for analysis: 10. Qe2 0-0 11. Qg3 Bd7 12. e5!? de 13. fe N:e5 14. Bf4 Bd6 15. Rad1 Qb8! 16. Rd3! Ne8 17. Ne4 Bc7 18. Rc3 Nc6 19. B:c7 N:d4 20. Bd3 Qa7 21. Bc5 Bb5 22. Be5 nc6 23. B:h7+!? K:h7 24. Rf4! f6!? 25. Qh3+ Kg8 26. Rh4 Nd8? (better was 26. ... f5) 27. Bd4! b6 28. N:e6 N:e6 29. Q:e6! Qf7 30. Qe4 ... (Double attack ensures the victory.) 30. ... g5 31. Rh6 Ra7 32. Rch3 Qg7 33. Rg6 R8f7 34. c4 ... and Black resigned (Ljubojevic – Andersson, Wijk aan Zee 1976).

By the way, instead of 11. ... Bd7, Black can exchange on d4: 11. ... B:d4 12. B:d4 b5 13. a3 Bb7 14. Kh1 ... (prophylaxis against any check on g1-a7 diagonal.) 14. ... Bc6 15. Rae1 Rab8 16. e5 ne8 17. Bd3 g6 18. Qh3 Ng7 19. Qh6 f6! 20. Rf3 Rf7, and it is not easy for White to create any attack.

10. ... b5 11. a3 Bb7 12. Bd3 0-0 13. Rf3 Rad8 14. Rh3 g6 15. Qe2 b4 16. a:b4 N:b4 17. Rf1 d5

The main function of the d6-pawn is to slow down the advance of the e4-pawn. The move in the game is doubtful, as it helps the pawn to advance in the Black's camp and what is most unpleasant for Black, the knight, who is the defender of the Kingside, is forced to leave his post.

The move d6-d5 has the main goal to waken the White' pawn structure on the Queenside. However, as often happens, Black did not take into account that the diagonal d3-h7 was opened for enemy's Bishop. Perhaps Black believed that the f7-g6-h7 pawn structure reduces the attacking potential of the bishop.

18. e5 Ne4 19. Nd4! ...

king's position safe. However, in some variations of the Sicilian defense, Black is not in a hurry to castling, instead prefers to activate his forces on the queenside (For example Qc7 and with the following advance a7-a6, b7-b5 etc.) White also "does not sleep" - their task is to prepare an attack against the enemy king at any cost. This type of battles are extremely sharp and Black usually plays with fire.

Sicilian Defense

Spassky - Rashkovsky

Moscow, 1973

1. e4 c5 2. Nf3 d6 3. d4 c:d4 4. N:d4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4 Qc7

Slowing down the e4-e5 advance.

8. Bd3 Nbd7 9. Qe2 b5 10. O-O-O Bb7 11. Rhe1 Be7

The position becomes uncomfortable for Black. He will be glad to castling but it is too late. White's plan is clear, immediately to start the attack!

12. e5! d:e5 13. f:e5 Nd5 14. B:e7 N:c3

On 14. ... N:e7, White attacks by 15. ... B:b5! ab 16. Nc:b5 Qb6 17. Nd6+ Kf8 18. N:e6! fe 19. Qf1+ *etc.*

15. Qg4! N:d1

If 15. ... K:e7, then 16. N:e6!

16. N:e6! ...



16. ... Qc6

After 16. ... fe 17. Bd6 Qc6 18. Q:e6+ Kd8 19. Qe7+ Lc8 20. Be4 Qb6 21.

e6! ... Black's position is hopeless.

17. N:g7+ K:e7

White realized the first part of his plan: the black king lost his castling rights; his position in the center is unstable. However, how to use it?

18. Qg5+ f6

After 18. ... kf8 19. Nf5 ... Black is also lost: 19. ... Nc5 20. e6! N:e6 (20. ... N:d3+ 21. Kb1) 21. Qe7+ Kg8 22. Nh6+ Kg7 23. Q:f7+ K:h6 24. Qf6+ *etc.*

19. e:f6+ Kd8 20. f7+ Kc7 21. Qf4+ ... and Black resigned.

After 21. ... Kb6 22. Re6, the pawn on f7 ensures the victory.

PRACTICAL ADVICE – DEFENSIVE STRATEGY

We have to take a number of defensive measure already at an early stage of the struggle. In the opening: castling, to fight for center control, to slow down pawn storms on flanks *etc.* However in the middlegame, new defensive problems appear.

Boleslavsky – Moiseev

Odessa, 1949



The position of the queen's gambit decline. Black managed to complete the development of the kingside and strengthened his position in the center. It is easy to see that now they must develop their queenside. Particular attention should be paid to the black light-squared bishop, "immured" in his own pawn chain. How to free him?

Jose Raul Capablanca created the following release system:

8. ... dc

Black temporarily gives up the center control.

9. B:c4 Nd5

Very important moment: in close positions, attempt for simplifications.

10. B:e7 Q:e7 11. 0-0 N:c3 12. R:c3 e5!

This is the main idea of the entire system. After: 13. de N:e5 14. N:e5 Q:e5, the light-square bishop is free. And after 15. f4 Qf6 16. e4 Be6 17. e5 Qe7 18. Bd3 f5! and White did not achieved anything. Their passed pawn is safely blocked and Black manages to place his rook along the open d-file. The move played by Boleslavsky contains more poison: **13. Qc2 ...**

Now it is difficult for Black to develop the queenside and to establish control over the diagonal b1-h7.

13. ... ed

Crossing the demarcation line through 13. ...e4 pushes the white knight away from the defense of the kingside, but Black does not have enough resources to use this circumstance and to organize the attack. In addition, the advanced of e4-pawn, in turn, becomes an object of attack: 13. ... e4 14. Nd2 Nf6 15. Bb3 Bf5 16. f3! Rfe8 17. Rc5! Bg6 18. f4 Bg4 19. f5! N:e3 20. fg N:c2 21. gf+ Kh8 22. Re5 with the win. If 16. ... Bg6 (instead of 16. ... Rfe8), then 17. f4, and White is slightly better.

14. ed ...

White reconciles with the presence of an isolated pawn. However, more importantly, White opened files for the rooks.

14. ... Nf6 15. Re1 Qd6 16. Ng5 Bg4

To lose of time would lead 16. ... Q:d4, since after 17. Rf3 threatens not only 18. B:f6, but also 18. Re7.

17. Rg3 Bh5 18. Rh3 Qb4!

A subtle move containing an insidious trap. The obvious 18. ... Bg6 was refuted by the masters V. Chistyakov and N. Kopaev in the following way: 19. Q:g6!! hg 20. B:f7+! R:f7 21. Rh8+ K:h8 22. N:f7+ *etc.*

19. Rhe3 Bg6! 20. Qb3 Q:b3 21. B:b3 Rfe8 22. Kf1 Kf8 and a draw was agreed.

An instructive example of a good defense game. We must never forget that the less forces are involved in defense and repelling enemy threats, the more they remain for a counterattack.

Teichmann – Chigorin

Cambridge Springs, 1904



14. Rdg1 a5 15. f4 f5!

Weakening the e6-pawn, however, you should always be guided by what is more important. In this situation, for Black, it is much more important to support the knight in the future and to prepare an attack.

16. Rg3 a4 17. Qd1 Ncb4 18. B:b4 N:b4 19. Rhg1 Rf7

The principle of the less forces must be involved in defense: one black rook holds back the two white rooks. Thus, Black has a material advantage on the queenside and positional conditions for a successful counterattack.

20. Bb1 a3 21. ba Nd5 22. Qb3 b4 23. ab R:b4 24. Qd3 c5! 25. dc Qa5! 26. Bc2 ...

White anyway will lose a2-pawn after Rf7-b7.

26. ... Q:a2 27. f3 Rc4 28. Rag2 Rd7!

Combining defense with attack!

29. c6! R:c6 30. Qd4 ...

Threatening mate, but Black has time to counterattack and to seize the initiative.

30. ... Qa3+ 31. Kd2 R:c2+ 32. K:c2 N:e3+ 33. Kb1 R:d4 34. R:g7+ Kf8 35. Rg8+ Ke7 and White resigned.

You should not miss the slightest opportunity to create counter-threats. Here is a typical example:

Tarrasch – Chigorin

St. Petersburg, 1893



16. b4 ...

For the fourth time, attacking the c5-pawn.

16. ... Qe6!

Black prepares a counterattack. White clearly did not take into account the fact that their queen and knight are decentralized and that a number of squares (e4, c4, d4, d3, c3) are weak and need protection.

17. bc Be7 18. Nd2 Nf6

Forcing White to weaken further the center (e3-square).

19. f3 Rd2 20. Rfe1 Rfd8 21. Rab1 ...

White captures the b-file, however, it is less valuable than the central file.

21. ... Bc6 22. Nb2 ...

White is aware that the opponent has seized the initiative and take protective measures. A few moves ago White thought only about the attack, but such a reorientation on defensive mode is not easy.

22. ... R3d7 23. Rbc1 Nh5!

White aims to create dark-square weaknesses in White's camp by maneuvering the knight on f4-square and to exchange for the bishop.

24. Nd1 Nf4 25. B:f4 ...

The exchange is forced because the Black's knight on f4 is too active.

25. ... ef 26. Nb3 Bh4 27. Nf2 Qh6

Threats 28. ... B:f2+.

28. Rc2 Qg6 29. Qc3 Qh5

To tie down the knight with the defense of the c5-pawn.

30. e5 Qg6 31. Rd2! ...

An instructive defensive technique. White agrees to lose material just to simplify the position!

31. ... B:f3 32. Q:f3 R:d2 33. N:d2 R:d2 34. Rf1 h6 35. Q:f4 Bg5 36. Qf3 Be7 37. Kh1 R:a2 38. Kd3 Bg5 39. Nb4 Rb2 40. Nd5 c6 41. Nc3 Rb3 42. Rd1 Kh7 43. h3 Be7 44. Rd3 B:c5 45. Ne4 Rb1+ 46. Kh2 Bg1+ 47. Kh1 Bd4+ 48. Kh2 B:e5+ and White resigned.

In the conclusion we can say that: If an opponent creates a flank attack → the best response is the counterattack in the center.

Kupreichik – Polugaevsky

Moscow, 1976



10. g4 ...

The main idea of this move is to take control over the d5-square, but Black

suddenly played:

10. ... d5! 11. N:d5 ...

On 11. ed, could follow 11. ... Nb6 12. fe Nf:d5 13. 0-0 N:c3 14. bc Qc7.

11. ... N:e4

Noteworthy was the proposal by A. Zaitsev: 11. ... N:d5 12. Q:d5 Bb4+! 13. c3 Qh4+ 14. Kf1 Nf6 15. Q:e5 N:g4 with an dangerous attack.

12. 0-0 Ndc5 13. c4 N:b3 14. Q:b3 Bc5+

White probably underestimated the power of this check.

15. Be3 Nd2!

With this intermediate move, Black won the exchange and then the game.

Capablanca – Alekhin

New York, 1924



22. ... f4

“Black aspires with this move to distract White from the right path by sacrificing a pawn. Could follow 22. ... Q:f2+ 23. K:f2 Bc6, White obtains the decisive advantage: 24. Nb5 B:b5 25. cb Rg6 26. Rac1 Rc8 27. Rc5” A. Alekhin Thus, with the cost of the pawn Black tries to “muddy the water”. And in fact, after:

23. Rab1 Q:f2+ 24. Kf2 Bc6

White could not resist the temptation to win the pawn by:

25. Rd4 ...

While 25. Nb5! provided them with a decisive advantage. Although Black had to overcome many difficulties after the Capablanca's move, Alekhin managed to achieve a draw on move 62.

THE PRESSURE

In the next game, we outline a strategic plan:

With the exchange operations, White creates a pawn weakness in the enemy's camp (the d6-pawn); Further, all the pieces will create pressure on a weak point and eventually the target will be conquered.



Is 10. ... d5 good?

25.?



Is 28. ... B:c5 profitable?

21. ... ?



Tarrasch - Em. Lasker

World Championship Match, 1908

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O N:e4 5. d4 Be7 6. Qe2 Nd6 7. B:c6 b:c6 8. d:e5 Nb7

This so-called Berlin. Despite the fact that the knight on b7 is not very active and Black has some difficulties with the development of the queenside. However, it is not easy for White to use it.

9. Nc3 O-O

Now 9. ... d5 is a mistake, since 10. ed and Rf1-e1 lead to the opening of the

e-file.

10. Re1 Nc5

White reaches a great advantage after 10. ... d5 11. ed B:d6 12. Bg5 Qd7 13. Rad1. We can conclude that open position is more profitable for a more developed opponent.

11. Nd4 Ne6 12. Be3 N:d4

The knight tried to occupy a dominant position on f5, so it should be exchanged.

13. B:d4 c5

Is not good is 13. ... d5, after 14. Na4! The advance of the c-pawn (c6-c5) will be blocked

14.Be3 d5 15.e:d6 B:d6 16. Ne4 Bb7

Indirectly defending the c-pawn. After 17. N:c5? B:c5 18. B:c5 Qg5 there is a double threat – Q:c5 and Q:g2. And if 17. B:c5, then 17. ... B:c5 18. N:c5 ... with a counterblow 18. ... B:g2! 19. K:g2 Qg5+ and Q:c5, Black manages not only to gain back the piece, but also significantly to weaken the kingside. This simple tactical detail justifies the power of the bishop on b7 and compensates the positional disadvantage of the doubled pawns.

By the way, instead 16. ... Bb7 disadvantageously is 16. ... B:h2+, after 17. K:h2 Qh4+ 18. Kg1 Q:e4 19. B:c5 Q:e2 20. R:e2 Rd8 21. Re7 – White invades on the 7th horizontal.

17. N:d6! c:d6

Now White starts to create pressure on the pawn weakness.

18. Rad1 Qf6 19. c4! Rfe8 20. Qg4 Bc6

Lasker was able to combine brilliantly defense with attack. Often, he voluntarily created weaknesses in his camp in order to use them as a kind of bait.

However, this time Lasker was the victim of his own psychological approach. Black's primary goal is the b2-pawn, but Lasker noticed that after 20. ... Q:b2 21. Rb1 Qc3 22. Rec1 Qa3 23. Bh6! ... (23. R:b7?, then 23. ... Q:c1+! 24. B:c1 Re1#) 23. ... g6 24. Qf4! White wins with a double threat 23. Qf6 and Rb1:b7.

21. Re2 Re4 22. Qg3 Qe6

In the situation with opposite-colored bishops, the attack became especially dangerous, since the defender is not able to withstand the pressure of the enemy's bishop. Here the bishop on e3 is not able to defend all the threats of the Black's light-square bishop. Threatens Re4-g4 with a decisive attack.

23. h3 ...

This modest move refutes Black's attacking intentions. Interestingly that the great masters in the heat of battle do not notice the relatively simple refutations. After the move in the game, White easily uses the weakness on d6.

23. ... Rd8 24. Red2! Re5



The only way to protect the pawn. However, the next move emphasizes the disadvantage of Black defensive tries.

25. Bh6! Qg6

Of course on Q:h6, will follow 26. Q:e6.

26. Bf4 Re6 27. B:d6 Qh5

A trap, on the obvious 28. B:e5, follows 28. ... Q:d1+! 29. R:d1 R:d1+ 30. Kh2 Rg6, and Black wins.

28. Qg4! Q:g4

After the queens exchange, Black does not have any attacking potential.

29. h:g4 Re4 30. B:c5 R:d2 31. R:d2 h5 32. Rd6 ... and Black resigned.

KNIGHT CENTRALIZATION

How to create an adversary's camp backward pawn and at the same time to open up a file? To do this, it is useful to create an outpost in front of the enemy's camp that would restrain his forces (a knight is best suited for this purpose). It is difficult to tolerate such an outpost for a long time, and the opponent will try to get rid of it by exchange operation. When we take the opponent's piece with a pawn, we open up the file for the heavy piece. A classic example is the following game.

Lisitsin – Botvinnik

Leningrad Championship, 1932



21. Qd1 ...

White does not want voluntarily to open up the file after 21. B:d4 ed. The e2-pawn becomes backward.

21. ... Bg4!

Another way to get rid of a knight was a bit earlier by e2-e3. However, then the d3-pawn would become weak. With the move in the text, Black forces White to take on d4 and to open up the e-file.

22. B:d3 e:d4 23. Qd2 Bf8!

The Black's plan is simple. They will create a pressure on the backward pawn by double the rooks on the e-file.

24. Rce1 Rde8 25. h4 Bh3 Bf3 Re7 27. Nh2 Rce8 28. Kh1 Be6! 29. b3 Nb4

It is not easy to get rid of such a knight (a consequence of the pawn move a2-a4). But Black's main goal is to transfer the bishop on d5.

30. Bg2 Bd5! 31. Nf3 Rf7

Black intends to activate the bishop by transferring it to d6.

32. Kh2 Bd6 33. Bh3 Qd8 34. Rb1 Re7 35. Ng1 Bc7! 36. Na3 Bb7!

Threatening 37. ... Qd5 and trying to force the exchange of the light-square bishops, after which the kingside will lose an important defender.

Of course, it is not easy to use the pressure on the open e-file, but it is important that White is forced to defend passively. This allows Botvinnik to find a new targets to attack.

37. Bg2 B:g2 38. K:g2 Nd5!

On this position, the knight will be more useful.

39. Nc2 Qd6!

Tactical threat Ne3+.

40. Na3 Ne3+ 41. Kh1 Ng4

On 42. Rf1 wins 42. ...Qd5+! But on 42. Kg2, follows Ng:f2! It is easy to see here how far-sighted were the maneuvers Re7-f7, Bd6-c7! and the transfer of the queen to d6.

42. Qf4 Q:f4 43. g:f4 N:f2+ 44. Kg2 N:d3 and White resigned.

We can conclude on the example of this game that an **absolute center control** constrains mobility of enemy's forces.

Spassky – Donner

Leiden, 1970



15. f4 ...

Reinforcing the outpost.

15. ... Qe7

After the exchange, new weakness appear 15. ... N:e5 16. ed Qe7 17. R:d8 Q:d8 18. Rd1, due to the weakness of the a7-pawn, Black is forced to take with the queen (17. ... Q:d8).

Black wants to get rid of the knight by f7-f6. White has nothing against this move, because a new weakness appears in the Black's camp – the e6-pawn!

16. h4! ...

Threatening to advance this pawn further and provoking Black to drive the knight away immediately.

16. ... f6 17. Nf3 ...

An exchange will facilitate Black's defense.

17. ... Bh5

Black wants to get rid of his "bad" bishop.

18. Bh3! B:f3 19. Q:f3 Nf8 20. Rhe1 Qf7 21. Bf1 ...

Transferring the bishop on more active square. It seemed that the bishop was quite active on h3, but on c4, it would be even more formidable, not only attacking the e6-pawn, but also pinning it.

21. ... Rd6 22. Bb4 Rad8

With the move in the game, Black hopes for counterplay. However, Black underestimates the power of the passed pawn.

23. f5! R:d4 24. fe R:d1+

Black cannot block the e6 pawn by 24. ... Qe7, White with the help of a distractive sacrifice achieve decisive advantage: 25. Qa3! c5 26. Q:a7 R:d1+ 27. R:d1 R:d1+ 28. K:d1 Ng6 29. Q:b7!

25. R:d1 R:d1+ 26. Q:d1 ... and Black resigned.

90.



Win.

91.



19.?

92.



35.?

PRACTICAL TIPS – PAWN BREAKTHROUGH

Vasiukov – Ornstein

Yerevan, 1976



White has a pawn advantage on the queenside and open f-file. Heavy figures are ready for battle. The bishop controls the diagonal b1-h7, but without good interaction between pieces, White cannot create threats.

Black, on the contrary, has a pawn advantage on the kingside, but this circumstance does not matter, because the advance of pawns on this flank would weaken the king's position. The knight has a strong e5-square at its disposal. In the future, this factor will have to be considered: the knight can play an important role not only in defense, but also in the counterattack. Black rooks are not yet active, but after the R_{d8}-e8, the e-file is taken under control.

Only the position of the black Queen looks suspicious, since after about 28. c5 N:c5 29. b4, the knight will be pinned. Only response in this case is 28. ... de, but in this case White has a passed pawn. In addition, White should immediately use the position of the Black Queen, otherwise the opponent will regroup his forces. E. Vasyukov had an idea of immediate pawn breakthrough.

28. c5 dc 29. d6 Qc6

Of course not 29. ... Q:d6, because of B:h7+ and Q:d6.

30. b4 ...

Now threatens 31. bc N:C5 32. Qe3 Rbc8 33. Bf5.

30. ... g6 31. Bc4! ...

How quickly White's forces became active. The pawns that has previously constrain the activity of White's pieces, now are moving forward and clearing the way to attack. Now Black has a new problem – the f7 pawn.

31. ... Kg7 32. bc Rbc8

After 32. ... Q:c5 33. B:f7 will weaken the king position.

33. Rf1 f6 34. Rfe1 Re8 35. Bd5 Qb5

After 35. ... R:e1+ 36. R:e1 Re8 37. Re7+ led to the loss of the knight.

36. c6! ... and Black resigned.

After 36. ... bc 37. R:e8 R:e8 38. B:c6 Qf5 39. B:d7 Q:d7, White will win by 40. Rc7.

“OFFSIDE” FORCES

If the enemy's forces are cut off from the war zone, we can say in fact that the active side plays with the material advantage.

Keres – Unzicker

Hamburg FRG, 1956



14. b4! Re8 15. Be3 Be6 16. Qf3! Qd7

The pressure, bad was 16. ... d5 17. b5 c5 18. Rd2.

17. Ne4 Bf5

More persistent was 17. ... Bd5, but Black wants to win material.

18. Ng3 B:c2 19. Rc1 Ba4

Now the bishop is off the game.

20. Nh5! f5 21. Rf4 Re7 22. R:f5 Rf7 23. N:g7! ...

The destructive sacrifice.

23. ... R:g7

If 23. ... K:g7, then 24. Bh6+!

24. Bh6 Qe7 25. B:g7 Q:g7 26. h4 h6 27. Rc4 ... and Black resigned.

Balashov – Romanishin
USSR Championship (Moscow), 1976



This position appears after:

**1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. Nc3 Bb4 5. e3 Bb7 6. Bd3 Ne4 7. O-O N:c3
8. b:c3 B:c3 9. Rb1 Nc6 10. Rb3 Ba5 11. e4 h6 12. d5 Ne7 13. Bb2 O-O**

Noticeable difference in the position of the dark-squared bishops: white bishop on b2 "breathe freely", while his opponent "restrained to the wall."

14. Ne5! Ng6 15. Ng4! ...

With the idea of f2-f4-f5; in the defensive operations, Black is forced to reconcile himself with a new weakening move f7-f5.

**15. ... Qe7 16. f4 f5 17. e:f5 e:f5 18. N:h6+ g:h6 19. Qh5 Kh7 20. Bxf5
Rxf5 21. Q:f5 Rf8 22. Qc2 Qc5+ 23. Kh1 B:d5 24. Rg3 Rg8 25. f5 Nf8 26.
f6 Rg6 27. R:g6 N:g6 28. f7 ...** and Black resigned.

POSITIONAL SACRIFICE

We will speak about sacrifices, followed only by a profitable change in a position. Most of pawn sacrifices in the opening stage have a positional nature, since it is impossible to calculate all the options until the end.

How correct are such sacrifices? This question depends on our intuition, a common understanding of the position.

Augustin – Nunn
Moscow, 1977



Here White should be satisfied with 11. B:f6 gf and Nd5. However, White wants more, and tries to use dangerous pin on f6 by sacrificing the knight to destroy the g7-pawn that protect the knight on f6.

11. N:g7+ N:g7 12. Nd5 N:d5!?

If we take into consideration the kingside weaknesses, this sacrifice provides a positional advantage for Black.

13. B:d8 Nf4 14. B:g5 B7e6 15. B:f4 B:f4 16. Kh1 ...

The threat was 16. ... Rg8.

16. ... Be6 17. Bf3 Rh4!

Prevents Bf3-g4 and prepares to double rooks.

**18. Rg1 Ke7 19. Rg2 N:g2 20. B:g2 Rah8 21. Qd2 R:h2+ 22. Kg1 R2h4!
23. Re1 Rg8 24. Re3 B:e3 25. Q:e3 Bh3** and after a few moves White resigned.

The conclusion suggests itself: the queen without the support of other figures, without interacting with them is powerless.

Kapengut – Dvoretzky
Ordzhonikidze, 1978



Black hoped on the strength of his bishops, but of course they did not foresee that the pawn army will ensure their victory.

15. ... B:d3!? 16. Ba5 B:c2 17. R1 f5 18. B:b6+ ab 19. Rf3 Kc7 20. Rg3 Ra4 21. Qf3 Rc4 22. Rc1 Bd6 23. Qe2 Re4 24. R:c2 B:f4 25. Rg7 B:h2 26. Q:e4 fe The counter-sacrifice does not help White.

27. Rd2 Bd6 28. Rd4 c5 29. R:e4 Kc6 30. b3 h5 31. Rh4 b5 32. Ke2 Be5 33. Rg5 Bd4 34. Rh:h5 Ra8 35. Rh3 R:a3 36. Rg8 e5 37. g4 Ra2+ 38. Kf3 Rf2+ 29. Kg3 Rb2 40. g5 R:b3+ 31. Kg4 R:h3 32. K:h3 Kd5 43. g6 e4 44. Rb8 b4 45. Kg4 Kc4 46. Kf4 ... and White resigned.

The formal value of pieces sometimes does not play an important role in the positional sacrifices. It all depends on the concrete characteristics of the position and its further dynamic transformation.

Podglaets – Klovans
Balti (R. Moldova), 1977

20. ... R:d5! 21. N:d5 B:d5 22. Rdf1 Qe6 23. Ne1 ...

First achievement: White must reconcile with the passive position and switch to defensive mode.

23. ... c3 24. Qb5 Rc8 25. Rbc1 g6

With a hidden threat to win a pawn by: Kg8-g7, Rc8-c6 and Bd5-c4.

26. h3 Kg7 27. Nd3!? ...

White does not want to be passive and eager to activate its forces. However, instead of this active move, they had to play 27. Nc2, although in this case after 27. ... Rc6 28. Qb7 and 27. ... Bc4 28. Qd7 will stay better. After the move in the game, Black has an winning endgame.

27. ... Bc4 28. Qb7 Q:a6 29. Q:a6 B:a6 30. Nf4 Bc4 31. Rd7 a5 32. e4 a4
33. Nd5 B:d5 34. ed Ra8 35. Rc7 a3 and White resigned.

CHECK YOUR SOLUTION

1) The Austrian master I. Berger studied this endgame in 1889.

White implements next plan:

1. Qe4! Rh2 2. Qe5! Kg8 3. Q:h2 ...

On 1. ... Rh3 follows 2. Qb7+ Kg8 3. Qc8+ and Q:h3.

Another continuation: **1. ... Kg8**

In this case, the victory will ensure harmonious interactions of the pieces.

2. ... Rf7 3. Qe8+ Rf8 4. Qe6+ Kh8 5. Qe5+ Kg8 6. Qg7#.

In this endgame, we should pay attention to an important defensive resource – Stalemate: 1. Qe6 Kf8 2. Kg6? follows 2. ... Rh6+! 3. K:h6 Stalemate.

2) M. Euwe has analysed this endgame in 1958. Here you can familiarize yourself with the first stage of winning plan - pushing the king back.

1. ... Re7 2. Qa7+ Kd8 3. Qb8+ Kd7 4. Kd5 Rf7 5. Qb7+ Ke8 6. Qc8+ Ke7 7. Ke5 Rg7 8. Qc7+ Kf8 9. Qd8+ Kf7 10. Kf5 Rh7 11. Qd7+ Kg8 12. Qe8+ Kg7 13. Kg5.

Conclusion: “When you carrying out the plan, you need to see the final goal in advance.” M. Euwe

Of course, the opponent will try to interfere or refute your plan. Therefore, sometimes it is necessary to modify it and even to abandon the previously intended goal. But did not play without a plan.

3) **1. Bh6+ Kf7 2. Rf5+ Kg6 3. Rg5+ Kf7 4. R:g8! K:g8 5. Ke6 Kh8 6. Kf7 e5 7. Bg7#** Alexey Troitsky

4) It is interesting to see how black pieces “help” his king to block himself. To solve this problem we a little imagination is required:

1. f4!+ ...

Winning the exchange does not lead to a win. after 1. Kf4 ed 2. N:e6 K:e6 3. R:c7 Bh5 *etc.*

1. ... Kd5 2. f5! B:f5 3. Nf4+ Ke5 4. Rd1 c6 5. Rd5+! cd 6. Nd3+ ed 7. f4#!

5) **1. e8=Q ...**

At first we need to distract the queen from the f4-square and at the same time to lure on the e8-square.

1. ... Q:e8 2. Qf4+ Kg6! 3. Qg4+ Kg5 4. Qh5+! K:h5

Otherwise, the queen is lost.

3. ... Nf4#! (Alexey Troitsky).

6) White wins because he manages not only to advance his pawn, but also to delay the advancement of the black pawn. In addition, the black king is drawn to the field h2. White declares a check and wins a decisive pace.

1. Kc5! g5

After 1. ... Kg6 2. b4 Kf7 3. b5 Ke7 4. Kc6! Kd8 5. Kb7! g5 6. b6 g4 7. Ka8 g3 8. b7 g2 9. b8=Q+ and White's pawn promotes with the check.

2. b4 g4 3. Nd4! Kg5 4. b5! g3 5. Ke3 Kg4 6. b6 Kh3 7. b7 g2 8. Kf2 Kh2 9. b8=Q+ (O. Duras).

7) We need to calculate with accuracy. Both pawns promote to the queen at the same time, but White wins the queen.

1. c6+! bc 2. Ke5 h4 3. c5 Ke7 4. Kf5 Kf7 (opposition) 5. Kg5 Ke6 6. K:h4 Kd5 7. Kg5 K:C5 8. h4 Kd6 9. Kf6! c5 10. h5 c4 11. h6 c3 12. h7 c2 13. h8=Q c1=Q 14. Qd8+ and Qc8+.

8) "Sophisticated introductory game" (Henri Rinck).

1. h4 Kd5 2. c4+! Ke5 3. c5 Kf5 4. Kd3 Kg4 5. Kc4 K:h4 6. Kb4 Kg5 7. Ka5 Kf6 8. Kb6 a5! 9. K:b7 a4 10. c6 a3 11. c7 a2 12. c8=Q a1=Q 13. Qh8+ and Q:a1.

9) White needs to reckon enemy's threats. How, for example, to defend against 1. ... Kd4 in a theoretically won position?

1. e5! de 2. Kc1! ... Distant opposition. 2. ... Kd5

On 2. ... Kc4 → 3. Kc2. On 2. ... Kd4 → 3. Kd2.

3. Kd1! Kc5

If 3. ... Kc4, 3. ... Kd4, 3. ... Ke4 → 4. Kd2, c2, e2.

4. Kc1! ... Draw

10) The decisive pawn breakthrough.

1. ... f4! 2. gf+ Kd6!

Good to know: if the distance between two passed pawns is two verticals, one of the pawns promotes without any help.

3. a5 g3 4. a6 Kc7! 5. Ke2 d3! 6. K:d3 g2 7. Ke4 g1=Q
and a few moves, White resigned.

(Gosta Stoltz vs Aron Nimzowitsch, Berlin, 1928)

11) **1. Kc6 Kd8 2. Kd5! K:d7 3. Ke5! ...**

But not 3. Ke5, because of 3. ... Ke7 with the following Ke7-f6 and g5-g4.

3. ... Kd6! 4. Kf3 Ke5 5. Kg4 Kf6 6. Kh5 K:f5 Stalemate
(Alexey Selezniev).

12) **1. c7 K:c7 2. ab+ K:b8 3. b7! ...**

Black is in zugzwang. The king is forced to retreat and the b7 pawn promotes into a queen (Mikhail Kljazkin).

13) **1. Bf4+ Kh1 2. Be5 c3+!**

On 2. ... Ba5+ 3. Ke2 c3 4. Rh4+ Kg2 5. Rg4+ Kh3 6. Rg3+ Kh4 7. R:c3 a1=Q 8. Rc4+ with a Draw.

3. B:c3 Ba5 4. Rh4+! Kg2 5. Rg4+ Kf1 6. Rf4+ Kg2 7. Rg4+ Kh2 8. Ra4! B:a4 9. Kc1 B:c3 Stalemate (Vladimir Bron).

14) **1. Kd7! ...**

Of course not 1. d7, because of Ba8-c6 and B:d7 with a Draw.

1. ... Kd5 2. Kc7 Bc6 3. Ne4! ...

This knight sacrifice puts Black in a zugzwang. On 3. ... Ba4 or 3. ... Bb5 will follow a fork 4. Bc3+, and on 3. ... Be8 → 4. Nf6+ (Alexey Troitsky).

15) **1. Bh6 Ne4 2. Kd7! ...**

After 2. Ke7? Kg8 White misses the victory.

2. ... Nf6+!

Now also losing 2. ... Kg8 because of 3. Ke7.

3. Ke7 N:e8 4. Kf8! ...

Black is in zugzwang - the knight is forced to make a move, after which the bishop declares a checkmate on g7. If 3. ... Ng8+ (instead of 3. ... N:e8), then 4. Kf8 N: h6, and again the zugzwang after 5. Nd6! (T. Gorgiev).

16) **1. e6 Nc6 2. e7+! N:e7 3. Nf4 ... (threats 4. Ne6#) 3. ... Nd4 (c5).**

The knight on e7 cannot retire due to 4. Ng6#. How to increase the pressure? An unexpected ending follows - the White king makes a waiting move, after which Black gets into zugzwang.

4. Kh8! ...

Now, on any knight move, the black king is checkmated (P. Hecker).

17) **1. Nf7+ Kg6 2. Kd5! Ba1!**

We need to control the e5-square, because after 3. Nb3, to answer Ba1-b2. Worse was 2. ... B:c5, because of 3. Ne5+! Kf6 4. Bh4+.

3. Be5+ B:e5 4. K:e5 Kg5 5. Bd2+ K:g4 6. Kf6 Kh5

After 6. ... Nh7+ 7. Kg6 Nf8+ Kg7, the knight is lost.

7. Kf7 Ng6 (On 7. ... Nh7 8. Ne6, White again wins the knight.) 8. Bd7+ Nh4 9. Bf6#

18) **1. Ng7+! ...**

Weak was 1. Nf6+?, because of 1. ... Kh4 2. Ra1 Nf2+ and Nf2-d1.

1. ... Kh4

On 1. ... Kg5, White escapes by 2. Ne6+ Kh4 3. Ra1 Nf2+ 4. Kh2 Nd1 5. Nd4!

2. Ra1 Nf2+ 3. Kh2! Nd1 4. Nf5+ Kg4 5. R:d1!! e:d=Q 6. Ne3+! N:e3, Stalemate (Alexey Troitsky).

19) White cannot win, because the king is on the opposite color square.

1. Kf7? ...

The Black king is stalemated, but also in another continuation 1. Rg1 Bg8 2. Rg2 Bh7 3. Kf7 Bd3 4. Kf8 Bb7 5. Rg3 Bc2 6. Rg8+ Kh7 7. Rg2 Bd3 8. Rh2+ ... and Black king escapes.

20) White's outside passed pawn ensures a chance for a win. In addition, the bishops constrain Black's play. Therefore, the next move comes from these assessments: **1. Ba3! ...**

And after the pattern play 1. a5, Black manages to play 1. ... Ne7 and Ne7-c8.

1. ... f5 2. d5! ...

The threat was Nf6-d5.

2. ... cd 3. a5 Nf6 4. a6 Ne8 (On 4. ... Nd7 wins 5. Bc5!) **5. Bd6!** (This beautiful tactical trick ensures White's win.) **5. ... N:d6 6. a7** with a win (Alexey Troitsky).

21) 1. Rd3! Kg2 2. Rd2+ f2 3. Kd3! Kg1 4. Rd1 f1=Q+ 5. Ke3! ...

It was difficult to predict from the start position that the White king will find a stalemate solution.

5. ... Kg2 (Of course 5. ... Q:d1 leads to stalemate.) **6. R:f1 K:f1 7. Kf3 ...** Draw. White king takes the opposition (D. Peckover).

22) We should analyse next variations:

1. 1. Nc5+ Ke8? 2. Ne6 Rg8 (2. ... Rh7 3. Rd8+ and Ng5+) 3. Nc7+ Kf7 4. Rf1+ Kg7 5. Ne6+ and Rh1#.

2. 1. Nf6+ Kc8 2. Rc1+ Kb8? 3. Nd7+ and 4. Ra1#.

In addition, here instead of 2. ... Kb8? Black plays 2. ... Kd8! And all the mating threats are eliminated.

The right plan is based on:

a) The c-file must be open;

b) We should prevent Kd8-c7;

c) After 2. Rc1+, we should prevent also 2. ... Kd8.

1. Nf8+! Kc8 2. Rc1+ Kb8 (2. ... Kd8 3. Ne6+ and N:g7)

3. Nd7+ Ka7 4. Ra1#

1. ... Ke8 2. Ne6 Rg8 3. Nc7+ Kf7 4. Rf1+ Kg7 5. Ne6+ Kh7 6. Rg1# (L. Kubbel).

23) The queen is a powerful piece.

1. Rb8! Qh7 2. Rh8! Qf7 3. Rf8! ...

3. ... Q:f8 4. Bc3! Kd6 5. Bb4! with the following B:f8.

Instead of 2. ... Qf7, Black could play 2. ... Qd7, but anyway the White rook will attack the black queen by 3. Rd8! Q:d8 4. Bg3+ Kf6 5. Bh4+ (L. Kubbel).

24) It is not hard to understand that two connected passed pawns are very strong in this position.

1. Rb3 f4 2. Rf3! g2 3. R:f4 g1=Q 4. Rh4+ Kg8 5. Rg4+! Q:g4 Stalemate.

Instead of 3. ... g1=Q, Black could play 3. ... Ne5 → 4. Rf5 g1=Q Rg5+ Q:g5 (G. Matison).

25) With this example, the reader will be convinced once again that we cannot apply the laws and principles in all positions. One of the pawn ending law says - to promote the pawn into the queen as quickly as possible.

The outstanding chess teacher A. Nimzovich recommended starting the march in the queen with a “candidate”. However, in this chess study "the play in a hurry" 1. a4? Does not solve the problem. Follows 1. ... ba 2. ba Kg3! Here the specific feature of the position is manifested - after 3. a5 the counter-threat by black 3. ... h5 followed by h4–h3–h2 turns out to be significant. First, let us try to eliminate Black's dangerous threat by 1. K:g2 and only after 1. ... Kg5 to rush forward with the pawn - 2. a4. It is easy to verify that after 2. ... ba 3. ba Kf6 Black manages to slow down the outside passed pawn.

Nevertheless, there is a win, only with a help of tactics. First, it is necessary to prevent the march of black pawns. Therefore White play:

1. f6!! gf

White blocks the f6-square.

2. K:g2 Kg5

White eliminated the black threat. Now the black king intends to go on the second route.

3. 3. a4 ba 4. ba Kf5 5. a4 Ke5 6. d6 cd

If 6. ... c6, then 7. a5 Kd5 8. a6 And the c6-pawn blocking the king's path to the promotion square.

7. c6! dc Now the a-pawn is unstoppable (A. Troitsky).

26) **1. ... Ra8+! 2. Kd7 Ra7+ 3. Kd6 Ra6+ 4. Kd5 Ra5+**
Draw.

If the White king goes on c-file, then Black plays Ra5-e5. Thus, the checks from the flank provide Black with a draw (if the king was on g8, such a defense would not have saved Black: on Ra5-e5, follows Rf1-f8 + and e7-e8).

27) To solve this chess study we must remember one defense principle in rook endgame. The check should be provide from the flank. White threatens Rh1-e1+ and on 1. Re2? Black wins by 1. ... Kd5 2. Rd2+ ... (2. Kd2 Ra1) 2. ... Ke5 3. Re2 Kf5! 4. Rf2+ Kg4 *etc.*

In case of 1. Rc2+?, follows 1. ... Kd6! 2. Re2 Kd5! *etc.*

However, White finds a draw in a following way:

1. Kd3! Kd5 2. Kc3+! Ke4 3. Rc2 Kf3 4. Kc4! Kg3 5. Rc3+ Draw.

28) **1. Kc2 ...**

White king aims to g6 square, Black king tries to prevent this plan.

1. ... Kh2 2. Kd3 Kh3 3. Ke4 Kh4 4. Kf5 Kh5

It is interesting that after 5. Kf6? Kh6 6. Kf5 Rf7+ 7. Ke6 Rh7 8. Kd5 Kh5 9. Kc5 Kh4! 10. Kb6 Rh6+ 11. Kc5 Rh7 12. Kd5 Kh5! Black provides checks from the flank.

However, White wins with help of the tactical operation:

5. Rf8! ...

And Black cannot capture the pawn because of Rf8-h8#.

29) Interesting study in which the bishop plays the main role.

1. Kg3 Kc2

On 1. ... Rf1, saves zwischenzug check 2. Be3! If 1. ... Kb1, then 2. Bb6! On 1. ... Kd2, then 2. Bd4! Kd3 Bh8! And Kg3-g2.

2. Bc5! Kb3 3. Bb6! Ka4 4. Ba7 Kb5 5. Bb8 Kc6 6. Kg2
... with the following Bb8:h2.

30) White has a material advantage, but his pieces are located poorly. It is possible to promote the pawn into the queens with a combination.

1. Be5+! ...

White achieves nothing with: 1. Nf3? R:d1 2. Nh4 Rd4; or 1. Bh5? R:b8 2. Nf3 Rg8 3. Nh4 Kg5; If 1. Bc2? Then 1. ... R:g1 2. Bg3 Rh1+ 3. Kg4 ... (3. Kg2 Rc1) 3. ... Rh6 4. Be5+ K:e5 5. g7 Rh1!

1. ... K:e5 2. g7 Rb8 3. Bb3! R:b3+ 4. Nf3+! R:f3+ 5. Kg2 ... with a win (Alois Wotawa).

31) **1. Qd7+! Ke5 2. Qg7+ Ke6**

After 2. ... Kd6 3. Qe7+ Kc6 4. Qe8+ Kc5 3. Qe7+ Kc6 4. Qe8+ Kc5 5. Bf2+ Kd6 6. Bg3+ Kc5 7. Qb5+ *etc.*

If 2. ... Kf4, then 3. Qh6+ Kf5 4. Qf6+ with a win.

3. Qe7+ Kf5 4. Qf6+ Kg4 5. Qg5+ and White wins.

1. ... Kc4 2. Qb5+ Kd4 3. Bf2+ Kc3 4. Be1+! Kd4

After 4. ... Kc2 5. Qe2+ Kb3 6. Qd3 with a mate.

5. Qb2+! Kc5

5. ... Ke3 6. Qc1+ Kd3 7. Qc3+

6. Qb6+ Kc4 7. Qb4+ Kd3 8. Qc3+ Ke2 9. Qd2+ with a win (Miroslav Havel).

32) **1. Re2 Qg8!**

The move 1. ... h6 loses in view of 2. Re8+ Kh7 3. Nf6+ and Re8-g8.

2. Kg7!! ...

Brilliant move, White does not fall into a trap: 2. Nf6 Qg1 3. Re8+ Kg7 4. Rg8+ Kh6!! 5. R:g1 ... Draw. Now threats 3. Re8. On 2. ... K:g7 wins 3. Rg1+ and Rg1:g8 and the a-passed pawn promotes with a check and ensures White's victory (Dawid Przepiorka).

33) 1. e4 e5 2. Nf3 Nf6 3. d4 N:e4 4. Bd3 d5 5. N:e5 Bd6
6. Nc3 Nf6

After the pin 6. ... **Bb4?** it is possible a sacrifice:

7. 0-0 N:C3 8. bc B:c3 9. Ba3 ...

Now Black is not easy to castling.

9. ... B:a1 10. Qh5 Be6 11. N:f7 B:f7 12. Re1+ *etc.*

34) 7. 0-0 Nc6 8. Re1 0-0 9. Bg5 Be6 10. Nb5! ...

35) 10. ... Be7 11. Bf4! ...

The threats Ne5:c6 and Nb5:c7 forcing the exchange on e5, after which White will have a beautiful far post on e5. The disadvantage of Black's position is that his knight is forced to leave the important f6-square.

36) 11. ... N:e5 12. de Nd7 13. c3 Re8 14. Nd4 Nf8 15. Qh5 g6 16. Qh6 Qd7 17. Bg5! ...

The exchange of bishops emphasizes the weakness of the dark-squares.

37) 17. ... B:g5 18. Q:g5 Qe7 19. Qg3!

White avoids exchange of queens because they plan to attack on the kingside in the future.

19. ... Bd7 20. f4! ...

Due to the threat of f4-f5 Black is forced to go to the new positional concessions. After f7-f5, White will have a protected passed pawn.

20. ... c5 21. Nf3 f5 22. Bc2 Kh8 23. Rad1 Bc6 24. Ng5!

...

Black threatens to block the pawn by 24. ... Ne6!

24. ... Ne6 25. N:e6 Q:e6

The blockade is still not broken, but the Black queen is forced to block the pawn.

38) 26. Rd2 a5 27. Bd1 ...

The bishop goes to f3 to exert more pressure on the e5-pawn.

27. ... Rad8 28. Bf3 Rd7 29. Qf2! b6

Weakening the position of the bishop on c6.

39) 30. h3! ...

Preparing to attack on kingside.

40) 30. ... Red8 31. Qh4 Rf8 32. Kh2 Rg7 33. Qg5 Rd7 34. Red1 Kg7 35. Qh4 h5 36. Qg5 Kh7 37. Re1! ...

Now attacking the e5-pawn.

37. ... Re8 38. g4! hg

The hope of using the h-file does not come true.

39. hg Kg8 40. Kg3 Rh7 41. c4! fg 42. B:g4 ... Black resigned.

41) 1. Ne8 Kg6

Threatening 2. Ng7+ and Bf5#.

2. h5+! R:h5 3. f5+ R:f5 4. g4 ...

After the rook retreats, a decoy tactic will follow.

5. Bf5+! R:f5 6. Kg7! ... the mate on f5 or h5 is inevitable (G. Kasparian).

42) 1. c4 Nf6 2. d4 c5 3. Nf3 cd 4. N:d4 b6?

A bishop on the queenside will come across a white pawn block.

5. Nc3 Bb7 6. f3 a6 7. e4 d6 8. Be2 e6 9. Be3 Nbd7 10. a4 d5

A strategical mistake. Until development is complete, opening the game in the center is not recommended, especially when the king has not yet castled. Development should have been completed by 10. ... Be7 and 0-0.

11. ed ed 12. 0-0 dc 13. B:c4 ...

The downside of the move d7-d5 is the weak f5-square.

13. ... Ne5

It is not late to finish the development by 13. ... Be7, but after 14. Nf5 0-0 15. N:e7+ Q:e7 16. Re1 dark-square weaknesses will appear. Black should have been worried with his position: with an open center and an uncastled king, White can always create some motives for combinations and attack.

43) 14. Re1! Qc7

Now on 14. ... Be7 will follow 15. Bg5.

15. Rc1! Q:c4 16. Ncb5 Qd3

When we attacking the queen, we must always take into the consideration that opponent can try to get material compensation for the queen. After 16. ... ab 17. R:c4 N:c4, Black has 3 minor pieces for the queen. However, it is not enough in this particular case since the black king is exposed. Follows 18. Bf4+.

17. Nc7+ Kd8 18. N:a8 B:a8

After zwischenzug move 18. ... Q:d1 follows the next forcing sequence: 19. Re:d1 B:a8 20. Nf5! Med7 21. B:b6+ Ke8 22. Rc8#.

44) 19. Nf5 Nfd7 20. f4! Q:f5

Black can find the strongest resistance by 20. ... Q:d1 21.

Re:d1 nc6 22. B:b6 Kc8.

45) 21. B :b6 ! Ke7 22. Rc7 ! Be4 23. R :e4 Q :e4 24. fe
...

The tragicomic position of the undeveloped kingside.

24. ... Ke6 25. Q:d7+ K:e5 26. Qe8+ ... and Black resigned.

46) White's task is to win one piece, after which the material advantage will ensure them a win. However, Black can stubbornly defend himself by tactical subtlety of the position.

1. Bf6! Kh7 2. Rg7+ Kh6 3. Rf7! ...

Threatening 4. B:e7.

3. ... Kg6!

Black finds the way to resist White's attack. Wrong was 3. ... Nc6, because of 4. B:d8 N:d8 5. Rd7.

4. Rf8 ...

It would seem that White easily wins, but Black finds a strong answer.

4. ... Nc6! 5. B:d8 Kg7 6. Re8 Kf7 7. Rh8 Kg7 8. Bf6+!
... Winning the material (T. Gorgiev).

Nimzo-Indian Defence

Alexander Kotov - Paul Keres

Budapest Candidates, 1950

1. c4 Nf6 2. d4 e6 3. Nc3 Bb4 4. a3 B:c3+

White has a bishop pair and active play in the center. After exchange on c3, the pawn supports White's center.

5. b:c3 Nc6 6. f3 b6 7. e4 Ba6 8. e5! ...

Weaker was 8. Bg5 h6 9. Bh4 Na5 (attacking weaknesses in the White's camp.) 10. Qa4 c5! 11. Dc Qc7! With a counterplay on the queenside.

8. ... Ng8 9. Nh3 Na5 10. Qa4 Ne7 11. Bd3 O-O

47) **12. Bg5! ...**

The knight, which is supposed to defend the b1-h7 diagonal and to prevent White from invading on h7-square is pinned. This unpleasant pin will have far-reaching consequences.

12. ... h6

The pin should be eliminated as sooner as possible, therefore would be better for Black to play 12. ... Qe8. However, Black is concerned about putting pressure on the c4-pawn.

13. Bh4 d5

It seems that Black was satisfied with the achievements, the object of attack should fall and Black will have material

advantage. However, a logical move at first glance will appear to be fatal in the future. Now was better 13. ... Qe8.

14. Bb1!! g5

On 14. ... B:c4, White prepared the next continuation: 15. Qc2 g6 16. Bf6 Kh7 17. Qd2 Nb3 18. Ng5+ 19. Qf4 N:a1 20. Qh4 h5 21. Q:h5 gh 22. Bh7#.

49) 15. Qc2 Ng6 16. Nf4!! ... (The powerful move) 16. ... g:h4

On 16. ... Qe8, White plays 17. Nh5! Qc6 18. Nf6+ Kg7 19. Cd ed 20. Bg3 with the following h2-h4.

17. N:g6 Re8 18. Nh8 Re7

The king hunt, on 18. ... Kf8 follows 19. N:f7! K:f7 20. Qh7+ Kf8 21. Bg6.

50) 19. Qh7+ Kf8 20. f4! ...

The rook enters into the game. Black is defenseless against the onslaught of superior forces. The king manages to "get out of the burning house", but it does not save the day.

20. ... N:c4 21. f5 e:f5 22. O-O Bc8 23. B:f5 B:f5 24. R:f5 Ke8 25. R:f7 Kd7 26. Qf5+ Kc6 27. Qf6+ Kd7 28. e6+ Kc6 29. R:e7 Q:h8 30. R:c7+ Kb5 31. Qe7 a5 32. Qd7+ Ka6 33. Rb1 ... and Black resigned.

A mobile pawn center, an active bishop pair, strong pin,

and vertical pressure along the f-file ensured White's victory.

51) **1. Rc7+ Rd7 2. Qc5+! ...**

Wrong was 2. Qe3+? Kd8 3. Qc5 because of 3. ... Rd5+!

2. ... Kd8 3. Kh6!! ...

Unbelievable! After this quiet move, Black gets into zugzwang and must resign 3. ... Q:c7 4. Qf8#.

3. ... R:c7 4. Qf8+ ...With the following Qf8:b8 (G. Rink).

52) **16. Q:h6 Q:a6 17. Nf4 cd 18. Rd3! ...**

By supporting the pawns, the rook will simultaneously participate in the attack.

53) **18. ... Qb5 19. Rh3 Qe5 20. QW:h7+ Kf8 21. Ne6+!**

...

But not 21. N:g6+ fg 22. Q:g6 because of 22. ... Rd6!

21. ... fe 22. Q:g6 Qf6 23. Gf d3 24. Kh1! ... Black resigned.

54) **18. ... c4 e5 19. F4 f6 20. Rf1 Rd6 21. Qe1 Nd4 22. N:d4 cd**

Black's trump card is the passed pawn, but in return, White got the object of attack (e5), pressure along the f-file and the superior advantage on the kingside (queen).

23. fe fe 24. Qg3 Re8 25. Rf5 d3 26. Rf2 Qa3 27. Rcf1 Qc5

On 27. ... Rd7, White tried through h2-h4-h5 to undermine the opponent's kingside.

55) 28. Kh1 d2 29. Rf7+ Kg8 30. Qh3! ...

Commenting on this extremely important move, S. Gligorich wrote: "For a decisive strike, at first the g6-pawn should be weakened."

30. ... h5 31. Qf3 Qc8 32. Qe2 d1=Q 33. Q:d1 Q:c4 34. Qf3 ...

Again threatening mate.

34. ... Qc8 35. R:a7 Rd7 36. R:d7 Q:d7 37. Qf6. ...

With the double threat 38. Q:g6 and 38. Q:b6!

37. ... Qg7 38. Q:b6 Ra8 39. Qe6+ Kh8 40. Rf7 R:a2 41. Qe8+ ... and Black resigned.

S. Tartakover called the open line a "gaping wound". This comparison confirms the above example. In a crystal clear form, Gligorich implemented a typical plan in such of positions. After the position in the center had stabilized and the Black's kingside was weakened. White transferred the

whole struggle there. Its stages: opening the f-file, doubling the rooks, invading on the 7th horizontal, winning material, and the final attack.

The superiority in power led to the weakening of the king fortress and contributed to the implementation of the plan.

56) 1. Nc6+ Kf5 2. Qf2+ Ke4 3. Qe3+! Kd5 4. Qb3+ Ke4 5. Qd3+! ...

But not 5. Q:f7? with a stalemate.

5. ... Kf4 6. Qe3+ Kf5 7. Qf3+ Ke6 (g6) 8. Nd8+ (A. Deler).

57) It would be a mistake 23. Qd4 f6 24. Ng5? because of 24. ... Q:d5! Keres would firstly try to weaken the pawn structure around the king. through 24. h4 Nd7 25. h5.

More sharper continuation 23. Ng5 Bg7 24. Qh4 h6 25. B:g7 K:g7 26. Q:h6+ → 27. N:f7 and Nf7:d6.

If 24. ... h5 (Instead of 24. ... h6), then 25. Ne4! Qd8 26. Nf6+ Kh8 27. Bf5! Rc5 28. Qg5 threatening 29. B :g6!

Did your plan coincide with the plan of the grandmaster?

58) Keres indicated that instead of 26. B:f6 was stronger 26. N:f7! K:f7 27. Qe6+ Kf8 28. Q:d6! Kg8 29. Qe6+ Kh8 30. d6 *etc.*

59) Grandmaster Analysis: 28. Re1 (Weaker was 28. Ne4, in view of 28. ... Qd4) 28. ... g6 29. N:f7! Q:f7 30. Qh8+ Qg8 31. Qf6+ Qf7 32. Q:d6+ *etc.*

Instead of 29. ... Q:f7, Black could pin the knight by 29. ... Rc7, however, White could answer 30. B:g6 or 30. Re8+! K:e8 31. N:d6+ Q:d6 (31. ... Kd8 32 Q:c7+!) 32. B:g6+ with a win.

60) **28. Qd7+ Kg8** (28. ... Be7 29. d6 Rc1 30. Q:e7+ Kg8 31. Q:h7+!) **29. Q:d6 Rc1 30. Qb8+ Bc8 31. R:C1 Q:c1+ 32. Kh2 Q:b1 33. Q:c8+ Kf7 34. d6** ... and the pawn promotes.

61) **42. ... Qf3!**

1. 43. Bc7 Qd3+ 44. Re2 Re6 45. Ra2 Qd1+

2. 43. Kg1 Rh6 44. R:g7+ Kh8 45. Bh2 Qh5 46. Rg2 Qd1#

3. 43. Ke1 Rh6 44. R:g7+ Kh8 45. Kd2 Rh1 46. Rgd7 Rd1+ 47. Kc2 R:d7 48. R:d7 Qc6+

4. 43. Re3 Qd1+ 44. Re1 Qd3+ 45. Kg2 Qd5+ and Rg6-h6.

If 44. Kh2 ... (instead of 44. Re1), then 44. ... Rh6 45. f4 ... (45. Bh2 Qd5+ with a win) 45. ... Rh1 46. Bf2 Qd1+ 47. Kf3 Rh2 48. Re2 Rh3+ (I

Boleslavsky).

62) **1. e7+ N:e7** (if 1. ... Kc7, then 2. Nf5 R:e7 and Nf6-d5 with a draw) **2. N:e7 Nh2+!** **3. Kg3 Nf1+** **4. Kg2 Ne3+** **5. Kf3 R:e7!** **6. a7 R:a7** **7. Nd4!**

Black expected 7. K:e3, after which he wins the knight by 7. ... Ra3. However, Black cannot simultaneously repel the double threat 8. K:e3 and 8. Nc6.

If 7. ... Ra3, then 8. Nb5 Rb3 9. Nd4 Rc3 10. Nb5 Rc5 11. Nd4! (A. Gurvich).

63) **10. ... f6** **11. Kg3 cd** **12. cd 0-0** **13. ef B:f6** **14. Re1 ...**

White managed to defend indirectly his d4-pawn, since after 14. ... N:d4? 15. Ne:d4 B:d4? 16. N:d4 Q:d4? winning the queen by 17. B:h7+.

64) **14. ... e5!**

Black continue his plan with a pawn breakthrough.

15. fe ...

But not 15. N:e5 N:e5 16. fe B:e5 17. de Qf2#.

15. ... Nd :E5 **16. de Bh4+ !!** **17. K :h4 R :f3 !** **18. Rf1 ...**

On 18. gf will follow 18. ... Qf2+ 19. Kg5 h6+ 20. Kg6 Ne7+ 21 Kh5 Q:h2#.

18. ... Qb4+ 19. Bf4 Qe7+ Bg5 21. Bf5 (21. h3? R:h3!) 21. ... R:f5 22. Nf4 Q:e5 23. Qg4 Rf7

White tried to counter sacrifice a pawn, but Black's attack is too strong.

24. Qh5 ne7 25. g4 ...

Did not save 25. Q:f7+ K:f7 26. Nd3+ because of Nf5+! On 25. B:e7 could follow 25. ... R:f4+ 26. R:f4 Q:f4+ 27. g4 Q:h2 28. Kg5 h6+ 29. Kg6 Qc2+.

25. ... Ng6+ 26. Kg3 Bd7 27. Rae1 Qd6 28. Bh5 Raf8
White lost on time.

To get into the secrets of the opening, it is useful to study the games of greatest chess players of the past. A perfect example is the following piece of art.

Siegbert Tarrasch - Richard Teichmann

French Defence

San Sebastian, 1912

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. B:e7 Q:e7 7. Qd2 O-O

To support the center many played 8. Nd1 and on 8. ... c5 → 9. c3 f6 10. f4 Nc6 11. Nf3 ef 12. ef, Tarrasch failed to refute this plan with the exchange sacrifice: 12. ... R:f3! 13. gf Qh4+ and Nc6:d4.

In this game, Tarrasch applied the Steinitz idea. He refused to create the pawn center and set the knight on d4.

65) 8. f4! c5 9. Nf3 Nc6 10. g3 a6 11. Bg2 b5 12. O-O c:d4 13. N:d4 N:d4 14. Q:d4 Qc5 15. Q:c5 N:c5 16. Ne2 Bd7 17.Nd4 Rac8 18. Kf2! ...

White's position is preferable: they have an advantage in space, the knight is on d4 and the king can quickly join the game. And this, as you know, is an important argument in the ending.

The disadvantage of Black's position is that his bishop is blocked by own pawn chain and is forced to play a passive role. Pressure along the c-file is clearly not enough compensation for positional disadvantages.

66)18. ... Rc7 19. Ke3 Re8 20. Rf2! ...

A great master knows how to accumulate and to exploit small advantages! White frees up the square for the bishop and transfer it to d3.

20. ... Nb7 21. Bf1 Na5 22. b3 h6

Tarrasch wrote: "In the absence of good moves, we often make bad ones. Why this move is a mistake appears very soon. The worst thing is that we weaken our position by unreasonable pawn moves. "

67) **23. Bd3 Nc6 24. N:c6! B:c6 25. Kd4! ...**

Here the king stands excellently, threatening to invade Black's camp through c5-square. Black rook must passively defend c5. White, on the contrary, can use both rooks to organize an attack on the kingside.

68) **25. ... Bd7 26. g4! Bc8 27. h4 g6**

Threatening 28. g5 h5 29. g6!

69) **28. Rh1 Kg7 29. h5 Rh8 30. Rfh2! ...**

A typical method in such positions is to double the rooks before opening the line, using the advantage in space.

30. ... Bd7 31. g5 h:g5 32. f:g5 R:h5 33. R:h5 g:h5 34. R:h5 Kf8 35. Rh8+ Ke7 36. g6 ...

More accurate was 36. Rh7 Kf8 37. g6 fg and Black's pieces are paralyzed.

36. ... f:g6 37. B:g6 b4 38. Rh7+ Kd8 39. Bd3 Rc3 40. a3 a5 41. Rh8+ Ke7 42. Ra8 ... and Black resigned due to Rh8-a8.

The French defense has problem with development of the black queen's bishop. Often this problem is solved in the following way: 1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 Ne7 5. a3 B: c3 6. bc b6, so that after 7. ... Ba6 exchanging the

“bad” bishop. In the next game, Black tried this idea in Sicilian defense.

Nigel Short vs Jonathan Penrose

Sicilian Defense: Delayed Alapin Variation

BCF-ch 1977

1. e4 c5 2. Nf3 e6 3. c3 Nf6 4. Bd3 ...

At first glance it looks strange, but after 5. Bc2, White manages to play d2-d4, coming back to the normal track.

4. ... b6 5. O-O Ba6? 6. B:a6 N:a6 7. d4 c:d4 8. N:d4 ...

With this seemingly modest move, White created great difficulties for opponent. Black cannot continue 8. ... d6 because of 9. Qa4 + and Q:a6; 8. ... N:e4 is impossible due to 9. Qe2 Nac5 10. b4. Thus, Black is unable to prevent e4-e5, which provides White with a space advantage and a long-term initiative.

70) 8. ... Be7 9. e5 Nd5 10. Qg4 g6 11. Bh6 Nc5 12. c4 f5 13. Qf3 Nc7 14. Nc3 Qc8 15. b4! Nb7 16. a3 Nd8 17. Ndb5! ...

The knight aims to d6-square.

17. ... N:b5 18. N:b5 ...

Threatening 19. Q:a8.

18. ... Nc6 19. Bg7 Rg8 20. Bf6! ...

Forcing the exchange of d6 defender.

20. ... a6 21. B:e7 K:e7 22. Nd6 Qc7 23. Qg3 ...

It's not hard to notice that White has outplayed his opponent. If White succeeds in holding the outpost at d6, Black's position becomes critical. After centralizing the rooks, White uses its positional advantage to organize an attack on the king.

23. ... g5

Wrong was 23. ... N:e5 because of 24. Rad1 N:c4 25. N:f5+ Kd8 26. Qg5+ *etc.*

71) 24. Qh3 N:e5 25. Rad1 Raf8

On 25. ... Rg7 wins 26. Re1 Kf6 27. R:e5!

72) 26. Rfe1 Ng6 27. Q:h7+ Kf6 28. Ne8+! ...

In this way White manages to invade on the 7th horizontal and after winning the exchange to win the game.

28. ... R:e8 29. R:d7 Re7 30. R:c7 R:h7 31. R:h7 Rc8 32. Ra7 Ne5 33. R:a6 N:c4 34. a4 ...

Using the queenside pawn majority.

34. ... Ke7 35. a5 Rb8 36. a:b6 N:b6 37. b5 Kd6 38. h3 Kd5 39. Raa1 Nc4 40. Rad1+ Kc5 41. R:e6 ... and Black resigned.

73) **1. Ra4 ...**

It is important with which rook to check! If 1. Rc4+? then
1. ... Kg5 2. Ra5+ Kf6 3. Rc6+ Le7 4. Ra7+ Kd8 *etc.*

**1. ... Kg5 2. Rc5+ Kf6 3. Ra6+ Ke7 4. Rc7+ Kd8 5.
Rh7+ Qg2**

5. ... Q:h7 6. Ra8+ and Ra7+ winning the queen.

6. Ra8+ Q:a8 7. Rh8+ and R:a8 (V. Platov).

Alekhin – Yates

Hamburg, 1910



11. ...f5?

It is irresponsible, as it weakens the e5-square.

12. B:e7 Q:e7 13. Ned2 b5

In an effort to open up the bishop diagonal. Alekhin wrote:
"The treatment is worse than the disease itself."

By 13.Ndb6 14. Bd3 g6 black should have sought to
open the diagonal by e6-e5.

74) **14. ... cd 15. 0-0 a5 16. Nb3! a4 17. Nc5 ...**

Aiming to exchange the knight after which the e5-square will become weak.

17. ... B:c5 18. Q:c5! Q:c5

Without queens, White converts more easily the positional advantage.

75) **19. R:c5 b4 20. Rfc1 Ba6 21. Ne5! Reb8**

21. ... Rec8 22. R :C8+ R :c8 23. R :c8 B :c8 24. Nc6, Black loses a pawn in view of a double attack 25. N:e7+ and Nc6:b4.

76) **22. f3! ...**

Prepares the exit for the king. Weakened dark-squares allow him to invade enemy camp without obstacles.

22. ... b3 23. a3. ...

The elementary defense principle – if the opponent tries to open up the file, we must try to interfere this plan.

77) **23. ... h6 24. Kf2 Kh7 25. h4! ...**

After Kg3-f4, it is necessary to make difficult the pawn push g7-g5.

78) 25. ... **Rf8** 26. **Kg3 Rfb8** 27. **Rc7 Bb5** 28. **R1c5!** ...

The main goal of this maneuver is to double up the rooks:
29. **Re7! Re8** 30. **Rf7** and **Rc5-c7**.

79) 28. ... **Ba6** 29. **R5c6 Re8** 30. **Kf4 Kg8** 31. **h5!** ...
(fixing the g-pawn) 31. ... **Bf1**

80) 32. **g3** 33. **Rf7 Kh7** 34. **R6c7 Rg8** 35. **Nd7!** ...

The beginning of the final mate combination.

35. ... **Kh8** 36. **Nf6! Rgf8** 37. **R:g7! R:f6** 38. **Ke5!** ...

The highlight of the combination, the rook can't retreat to f8 as the mate will follow.

The art of creating strategic threats, forcing the enemy to make weakening moves explains the next party.

Queen's Gambit

Alekhin - Asztalos

Kecskemet (1927)

1. Nf3 d5 2. **c4 e6** 3. **d4 Nf6** 4. **Bg5 h6** 5. **B:f6 Q:f6** 6. **Nc3 c6** 7. **Qb3 Nd7** 8. **e4 d:e4** 9. **N:e4 Qf4** 10. **Bd3 Be7** 11. **O-O-O** 12. **Rfe1 Rd8** 13. **Rd1** ...

81) **13. ... Qc7**

White threatens by 13. ... Nf8 14. Ne5 to cut off the queen from the game.

14. Ng3 Nf8 15. Qc3! ...

Now Alekhin threatens to weaken the enemy's king flank with Ng3-h5 and d4-d5. To repel the threat, Black has to go for new weaknesses.

82) **15. a5 16. a3 a4 17. Ne5 ...**

If 17. Nh5, then 17. ... Qa5.

17. ... Qa5 18. Qc1! Bd7 19. c5! ...

White intends to transfer the knight to b6. Black is forced to accept another weakness – the c6-pawn. The fact that White has a backward d4-pawn does not play any significant role, because Black is unable to use this weakness and to increase pressure on d4 point.

83) **19. ... b5 20. Be4 Qc7 21. Qc3 Be8 22. Ne2! ...**

The beginning of an instructive exchange maneuver. White plans to move the knight through c1 to b4. To relieve the pressure, Black has to trade his knight, after which their king loses an important defender.

22. ... Ra6 23. Nc1 Nd7 24. N:d7 R:d7 25. Nd3 Rd8 26. Ne5 Bf8 27. h4! Raa8

If now 27. ... g6, then 28. h5 g5 29. f4! with a quick win.

84) **28. Bb1! ...**

Another maneuver that's useful to remember. Threatening 29. Qc2 g6 30. h5! White forces the enemy to weaken the king side. They also open the g-file.

28. ... h5 29. Qf3 g6 30. g4! hg 31. Q:g4 Bg7 32. Ba2! ...

To make it difficult to play f7-f6.

85) **32. ... b4!**

Black hopes that after 33. ab a3 34. ba R:a3 to have some counterplay.

33. Bc4! ba 34. ba Qa5 35. Qe4 ...

Threatened under the certain conditions Rd8:d4!

86) **35. ... Qc7 36. Qf4 Rab8 37. h5! ...**

Blowing up the pawn chain and opening up the g-file for the rook.

37. ... gh 38. Kh1! Rb7 39. Rg1 Qe7 40. R:g7+! ...

After this sacrifice the Black king position is hopeless.

40. ... K:g7 41. Rg1+ Kh7 42. N:f7! ... and Black resigned.

87) **1. Bb4+ Kb3!**

To Draw lead 1. ... K:b4 2. Nd3+ Kc3 3. N:f2 fe 4. Ne4+ Kd3 5. Nf2+ Ke3 6. Ng4+.

2. N:f3 f1=Q+ 3. Be1 ...

Since pawn e2 is indirectly protected, the queen will not escape from the environment of white pieces.

3. ... Qg2 4. Bg3 Kc3 5. Kd1 Qf1+ 6. Be1+ Kb3 7. Kd2
Draw

(A. Troitsky).

88) According to Y. Averbakh analysis: On 19. ... Bd7 could have been followed by **20. g5! Nee8 21. Nf5! Bf8** (after 21. ... B : f5 22. ef, White would get the strongest attack).

22. Nh6+! gh 23. gh+ Kh8 24. Ng5 Bc8 25. Qh5 Ra7 26. N:h7! Qe7 27. Bg5 f6 28. N:f6 Qf7

If 28. ... N:f6, then 29. Qg6!

31. Q:g5 ... and White wins.

What will happen on 26. ... K:h7 (instead of 26. ... Qe6)? Then 27. Be3! Nc4 28. Rg7+! Kh8 29. Rag1 N:e3 30. Rg8+ Kh7 31. R1g7+ N:g7 32. hg+ K:g8 33. Qh8+!

After accepting the sacrifice, the g-file is opened and the rook will effectively support the White attack.

89) On 22. f6! B:c1 a storm explodes over the Black King's position: 23. B:h7+ K:h7 (23. ... Kh8 24. Qe5! g6 25. B:g6! etc.) 24. Qd3+ Kg8 25. Rh3 g6 26. Rh8+!! K:h8 27. Qh3+ ... (taking with a tempo the h-file) 27. ... Kg8 28. Nh6++ Kh7 29. Nf5+ Kg8 30. Ne7+. The pawn on f6 played a crucial role.

If Black in the initial position refuses to accept the gift by playing 22. ... e5, then follows 23. Q:e5 B:c1 24. B:h7+ K:h7 25. Rh3+ Bh6 26. Qg5!.

White plays automatically:

22. Rfc1? ...

The reason for such pattern moves is "instinct of material maintenance".

90) **1. a7 Bc4! 2. Ka1 Bd5 3. Nf6 Ra4 4. Kb2 B:g2 5. Ne4!! B:e4 6. h7 ...** and the pawn promotes to the queen.

Sicilian defense

Geller – Najdorf

Zurich, 1953

1. e4 c5 2. Nf3 d6 3. d4 c:d4 4. N:d4 Nf6 5. Nc3 a6 6. Be2 e5

Black people voluntarily create a backward pawn in the center. Firstly, it is not easy to win it, and secondly, despite the weakness of the d5-square, practice has shown that Black has enough counterplay.

7. Nb3 Be6 8. O-O Nbd7 9. f4 Qc7 10. f5 Bc4 11. a4 Rc8

It was preferable to prepare the castling by 11. ... Be7, not afraid of 12. a5 0-0 13. Be3 b5 with an extra weakness on a6.

After 14. ab N:b6 15. Kh1! ... (but not 14. B:b6 Q:b6+ 16. Kg1 Bb5 Isaac Boleslavsky) 15. ... Rfc8 16. b:b6 Q:b6 17. B:c4 R:c4 18. Qe2 Rac8 and Black has enough counter chances.

12. Be3 Be7

E. Geller wrote: "Black underestimates the danger of a clamp in the middle and on the queenside, otherwise they would have played 12. ... d5 13. N:d5 ... (13. ed Bb4) 13. ... N:d5 14. ed B:b3 15. cd Bc5. That's why for White is more accurate to take the king away - 12. Kh1, what happened in the games after this one".

13. a5 h5?

Turns out to be a terrible waste of time. Black should castle.

14. B:c4 Q:c4 15. Ra4 Qc7 16. h3 h4 17. Rf2 b5 18. a:b6 N:b6

91) 19. B:b6! ...

Taking the sacrifice 19. R:a6 Nc4 20. Bc1 Qb7 provided Black counterplay. Since White's main plan is to occupy the d5-square with a knight, White exchanges a bishop for the defender of this square – the knight on b6. White hopes that in the future their knight will be more active than the opponent's dark-square bishop. Geller took 12 moves to realize his strategic plan.

19. ... Q:b6 20. Qe2 Ra8 21. Kh2 O-O 22. Rf1 Ra7 23. Rfa1 Rfa8 24. R1a2 Bd8 25. Na5! (the knight goes to e3) Rc8 26. Nc4 Qc6 27. Ne3 a5 28. Rc4 Qa6 29. b3 (the a4-a5 move must be prevented) Bb6 30. R:c8+ Q:c8 31. Ned5 N:d5 32. N:d5 Qc5 33. Ra1 Qf2

On 33. ... a4 weak was 34. ba ... because of Ra1:a4, but after 34. Qg4! ab 35. f6 g6 36. Q:h4, Black will be checkmated.

34. Q:f2 B:f2

92) 35. Rf1! ...

A discreet but very important move to create the space for the king.

35. ... Bd4 36. c3 Bc5 37. g4 h:g3 38. K:g3 Rb7 39. Rb1 f6 40. Kf3 Kf7 41. Ke2 Rb8 42. b4 g6 43. Kd3 ...

Quicker won 43. fg+ K:g6 44. bc R:b1 45. c6 Rb8 46. c7 Rb8 47. c8=Q R:c8 48. Ne7+ .

43. ... g:f5 44. e:f5 a:b4 45. c:b4 Bd4

White's got two passed pawns, Black's got two connected.
But White pawns are going, and Black pawns are standing!

**46. Rc1 Kg7 47. Rc7+ Kh6 48. Ke4 Kg5 49. Rh7 Bf2 50.
Rg7+ Kh4 51. Kf3 Be1 52. Kg2 ...**

Threatened 53. Rg4!, Nd5:f6+ and Rg6#.

**52. ... Rf8 53. b5 Ba5 54. b6 B:b6 55. N:b6 Rb8 56. Rg4+
Kh5 57. Nd5 ... Black resigned.**

INSTEAD OF EPILOGUE

In this small book, the author tried to acquaint his readers with the most important problems of chess strategy. With the help of various exercises, he tries to familiarize them for independent creative work. Now it remains on the reader to test himself in how he will be able to put the acquired knowledge into practice.

The author expects it to be studied by a chess practitioner who is somewhat oriented on what happens on the chessboard. But it is not enough to improve the practice. It is necessary to be aware of the achievements of theory, to understand the properties and potential of pieces, to feel their interaction in the game situations.

In addition to practical games, the book includes studies. In them, the beauty of chess is revealed in crystal clear form. There are no such side factors as time, mental and psychological state of players etc., which have a serious impact on the course of the fight and the final result. Don't despair if some tasks will turn out to be "tough nuts". If within an hour you do not manage to solve the mystery of this book, look at the end of the book, where the solutions are placed.

Victor Ciobanu, Translator

[1](#) **150 Endgame Studies** by Leonid Kubbel